

# BRUJAH

NAME:  
PLAYER:  
CHRONICLE:

NATURE:  
DEMEANOR:  
CONCEPT:

GENERATION:  
TITLE:  
SIRE:

## ATTRIBUTES

### PHYSICAL

Strength \_\_\_\_\_ 00000000  
Dexterity \_\_\_\_\_ 00000000  
Stamina \_\_\_\_\_ 00000000

### SOCIAL

Charisma \_\_\_\_\_ 00000000  
Manipulation \_\_\_\_\_ 00000000  
Appearance \_\_\_\_\_ 00000000

### MENTAL

Perception \_\_\_\_\_ 00000000  
Intelligence \_\_\_\_\_ 00000000  
Wits \_\_\_\_\_ 00000000

## ABILITIES

### TALENTS

Alertness \_\_\_\_\_ 00000000  
Athletics \_\_\_\_\_ 00000000  
Awareness \_\_\_\_\_ 00000000  
Brawl \_\_\_\_\_ 00000000  
Empathy \_\_\_\_\_ 00000000  
Expression \_\_\_\_\_ 00000000  
Intimidation \_\_\_\_\_ 00000000  
Leadership \_\_\_\_\_ 00000000  
Legerdemain \_\_\_\_\_ 00000000  
Subterfuge \_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000

### SKILLS

Animal Ken \_\_\_\_\_ 00000000  
Archery \_\_\_\_\_ 00000000  
Commerce \_\_\_\_\_ 00000000  
Crafts \_\_\_\_\_ 00000000  
Etiquette \_\_\_\_\_ 00000000  
Melee \_\_\_\_\_ 00000000  
Performance \_\_\_\_\_ 00000000  
Ride \_\_\_\_\_ 00000000  
Stealth \_\_\_\_\_ 00000000  
Survival \_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000

### KNOWLEDGES

Academics \_\_\_\_\_ 00000000  
Enigmas \_\_\_\_\_ 00000000  
Hearth Wisdom \_\_\_\_\_ 00000000  
Investigation \_\_\_\_\_ 00000000  
Law \_\_\_\_\_ 00000000  
Medicine \_\_\_\_\_ 00000000  
Occult \_\_\_\_\_ 00000000  
Politics \_\_\_\_\_ 00000000  
Seneschal \_\_\_\_\_ 00000000  
Theology \_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000

## ADVANTAGES

### DISCIPLINES

\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000

### BACKGROUNDS

\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000

### VIRTUES

Conscience/Conviction \_\_\_\_\_ 00000  
Self-Control/Instinct \_\_\_\_\_ 00000  
Courage \_\_\_\_\_ 00000

### OTHER TRAITS

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### ROAD

0000000000  
Aura: \_\_\_\_\_ ( )

### WILLPOWER

0000000000  
□□□□□□□□□□

### BLOOD POOL

□□□□□□□□□□  
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### HEALTH

Bruised \_\_\_\_\_ □  
Hurt -1 \_\_\_\_\_ □  
Injured -1 \_\_\_\_\_ □  
Wounded -2 \_\_\_\_\_ □  
Mauled -2 \_\_\_\_\_ □  
Crippled -5 \_\_\_\_\_ □  
Incapacitated \_\_\_\_\_ □

### WEAKNESS

\_\_\_\_\_

# BRUJAH

## MERITS AND FLAWS

MERIT	TYPE	COST	FLAW	TYPE	BONUS
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

## OTHER TRAITS

_____	00000000	_____	00000000	_____	00000000
_____	00000000	_____	00000000	_____	00000000
_____	00000000	_____	00000000	_____	00000000

## RITUALS

## PATHS

NAME	LEVEL	
_____	_____	00000
_____	_____	00000
_____	_____	00000
_____	_____	00000
_____	_____	00000
_____	_____	00000
_____	_____	00000
_____	_____	00000

## EXPERIENCE

## DERANGEMENTS

Total: _____	Total Spent: _____	_____
Spent On: _____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

## COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL

## ARMOR

Class: \_\_\_\_\_

Rating: \_\_\_\_\_

Penalty: \_\_\_\_\_

Description: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# BRUJAH

## EXPANDED BACKGROUNDS

ALLIES

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MENTOR

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CONTACTS

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RESOURCES

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FAME

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RETAINERS

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HERD

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STATUS

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INFLUENCE

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OTHER(\_\_\_\_\_)

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## POSSESSIONS

GEAR(CARRIED)

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EQUIPMENT(OWNED)

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FEEDING GROUNDS

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TRANSPORTATION

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## HAVEN

LOCATION

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DESCRIPTION

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