

Ahrimanes

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Generation:
Sire:
Title:

Attributes

Physical		Social		Mental	
Strength	_____00000	Charisma	_____00000	Perception	_____00000
Dexterity	_____00000	Manipulation	_____00000	Intelligence	_____00000
Stamina	_____00000	Appearance	_____00000	Wits	_____00000

Abilities

Talents		Skills		Knowledges	
Alertness	_____00000	Animal Ken	_____00000	Academics	_____00000
Athletics	_____00000	Crafts	_____00000	Computer	_____00000
Awareness	_____00000	Drive	_____00000	Finance	_____00000
Brawl	_____00000	Etiquette	_____00000	Investigation	_____00000
Empathy	_____00000	Firearms	_____00000	Law	_____00000
Expression	_____00000	Larceny	_____00000	Medicine	_____00000
Intimidation	_____00000	Melee	_____00000	Occult	_____00000
Leadership	_____00000	Performance	_____00000	Politics	_____00000
Streetwise	_____00000	Stealth	_____00000	Science	_____00000
Subterfuge	_____00000	Survival	_____00000	Technology	_____00000
	_____00000		_____00000		_____00000

Advantages

Disciplines		Backgrounds		Virtues	
_____	_____00000	_____	_____00000	Conscience/Conviction	_____00000
_____	_____00000	_____	_____00000	Self-Control/Instinct	_____00000
_____	_____00000	_____	_____00000	Courage	_____00000
_____	_____00000	_____	_____00000		
_____	_____00000	_____	_____00000		
_____	_____00000	_____	_____00000		

Humanity/Path

0000000000000000
Bearing: _____ ()

Willpower

0000000000000000
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Blood Pool

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Blood Per Turn: _____

Health

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

Weakness

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

Ahrimanes

Expanded Backgrounds

Allies

Mentor

Contacts

Resources

Fame

Retainers

Herd

Status

Influence

Other(_____)

Possessions

Gear(Carried)

Equipment(Owned)

Feeding Grounds

Vehicles

Blood Bonds

Bound To

Rating

Bound To

Rating

_____	_____
_____	_____
_____	_____

_____	_____
_____	_____
_____	_____

Havens

Location

Description
