

ARONIMATION

Name:
 Player:
 Concept:
 Chronicle:

Breed:
 Ancestry:
 Tribe:
 Clan:

Generation:
 Nature:
 Demeanor:
 Totem:

Attributes

Physical

Strength _____ 00000
 Dexterity _____ 00000
 Stamina _____ 00000

Social

Charisma _____ 00000
 Manipulation _____ 00000
 Appearance _____ 00000

Mental

Perception _____ 00000
 Intelligence _____ 00000
 Wits _____ 00000

Abilities

Talents

Alertness _____ 00000
 Athletics _____ 00000
 Brawl _____ 00000
 Empathy _____ 00000
 Expression _____ 00000
 Intimidation _____ 00000
 Leadership _____ 00000
 Primal-Urge _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000

Skills

Animal Ken _____ 00000
 Crafts _____ 00000
 Drive _____ 00000
 Etiquette _____ 00000
 Firearms _____ 00000
 Larceny _____ 00000
 Melee _____ 00000
 Performance _____ 00000
 Stealth _____ 00000
 Survival _____ 00000

Knowledges

Computer _____ 00000
 Enigmas _____ 00000
 Investigation _____ 00000
 Law _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Politics _____ 00000
 Rituals _____ 00000
 Science _____ 00000
 Technology _____ 00000

Advantages

Backgrounds

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

Humanity/Path

_____ 0000000000
 Bearing: _____ ()

Willpower

_____ 0000000000
 □ □ □ □ □ □ □ □ □ □

Virtues

Conscience/Conviction _____ 00000
 Self-Control/Instinct _____ 00000
 Courage _____ 00000

Renown

Glory

000000000000
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Honor

000000000000
 □ □ □ □ □ □ □ □ □ □

Wisdom

000000000000
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Rank

Rage

000000000000
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Cinaste

000000000000
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Blood Pool

□ □ □ □ □ □ □ □ □ □
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Health

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

Weakness

ABNORMALIZATION

Homid

Canis

Crinos

Hisp

Lupus

No
Change

Strength(+2) _____
Stamina(+2) _____
Appearance(-1) _____
Manipulation(-1) _____

Difficulty: 6

Difficulty: 7

Strength(+4) _____
Dexterity(+1) _____
Stamina(+3) _____
Manipulation(-3) _____
Appearance 0

Difficulty: 6
INCITE DELIRIUM
IN HUMANS

Strength(+3) _____
Dexterity(+2) _____
Stamina(+3) _____
Manipulation(-3) _____
+1 Die to Bite Damage

Difficulty: 7

Strength(+1) _____
Dexterity(+2) _____
Stamina(+2) _____
Manipulation(-3) _____
-2 Perception Diff.

Difficulty: 6

Disciplines

_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

Crafts

Fetishes

Item: _____ Level: _____ Anats: _____
Power: _____
Item: _____ Level: _____ Anats: _____
Power: _____
Item: _____ Level: _____ Anats: _____
Power: _____
Item: _____ Level: _____ Anats: _____
Power: _____
Item: _____ Level: _____ Anats: _____
Power: _____
Item: _____ Level: _____ Anats: _____
Power: _____

Rites

Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Ammo	Conceal

Brawling Chart

Maneuver	Roll	Diff	Damage
Bite	Dex + Brawl	5	Strength + 1/A
Body Tackle	Dex + Brawl	7	Special/B
Claw	Dex + Brawl	6	Strength + 1/A
Grapple	Dex + Brawl	6	Strength/B
Kick	Dex + Brawl	7	Strength + 1/B
Punch	Dex + Brawl	6	Strength/B

A=Aggravated Damage B=Bashing Damage

Armor: _____