

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

Honor

000000000000

Wisdom

000000000000

Rank

Rage

000000000000

Thanatos

000000000000

Blood Pool

Health

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

Weakness

A B O N I M A T I O N

Homid

Catbro

Crinos

Hiso

Lynx

No
Change

Difficulty: 6

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

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

Dark Gifts

Fetishes

Item: _____ *Level:* _____ *Anask:* _____
Power: _____
Item: _____ *Level:* _____ *Anask:* _____
Power: _____
Item: _____ *Level:* _____ *Anask:* _____
Power: _____
Item: _____ *Level:* _____ *Anask:* _____
Power: _____
Item: _____ *Level:* _____ *Anask:* _____
Power: _____
Item: _____ *Level:* _____ *Anask:* _____
Power: _____

Rites

Combat

<i>Weapon/Attack</i>	<i>Diff.</i>	<i>Damage</i>	<i>Range</i>	<i>Rate</i>	<i>Ammo</i>	<i>Conceal</i>

<i>Brawling Chart</i>			
<i>Maneuver</i>	<i>Roll</i>	<i>Diff</i>	<i>Damage</i>
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: _____

ARONIMATION

Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

Expanded Backgrounds

Allies

Mentor

Contacts

Pack Totem

Kinfolk

Resources

Other ()

Other ()

Possessions

Experience

Gear (Carried): _____

TOTAL:

Equipment (Owned): _____

Gained From: _____

Sept

Name: _____

TOTAL SPENT: _____

Caern Location: _____

Spent On: _____

Type: _____ *Level:* _____

Totem: _____

Leader: _____

AROUNDNATION

History

Description

Age: _____
Hair: _____
Eyes: _____
Race: _____
Nationality: _____
Sex: _____

	Height	Weight
Homid:	_____	_____
Alabro:	_____	_____
Crimor:	_____	_____
Hippo:	_____	_____
Lupus:	_____	_____

Derangements: _____
Battle Scars: _____
Metic Deformity: _____

Visuals

Pack Chart

Character Sketch

