

# 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

\_\_\_\_\_ 000000000000  
 Bearing: \_\_\_\_\_ ( )

### Willpower

\_\_\_\_\_ 000000000000

### Virtues

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

### Renown

#### Glory

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#### Honor

000000000000

#### Wisdom

000000000000

#### Rank

\_\_\_\_\_

### Rage

000000000000

### Cinaste

000000000000

### Blood Pool

### Health

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

### Weakness

# ARGUMENTATION

*Homid*

*Catbro*

*Crinos*

*Hippo*

*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  
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\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

## Crafts

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

## Fetters

Item: \_\_\_\_\_ Level: \_\_\_\_\_ Anas: \_\_\_\_\_  
Power: \_\_\_\_\_  
Item: \_\_\_\_\_ Level: \_\_\_\_\_ Anas: \_\_\_\_\_  
Power: \_\_\_\_\_  
Item: \_\_\_\_\_ Level: \_\_\_\_\_ Anas: \_\_\_\_\_  
Power: \_\_\_\_\_  
Item: \_\_\_\_\_ Level: \_\_\_\_\_ Anas: \_\_\_\_\_  
Power: \_\_\_\_\_  
Item: \_\_\_\_\_ Level: \_\_\_\_\_ Anas: \_\_\_\_\_  
Power: \_\_\_\_\_  
Item: \_\_\_\_\_ Level: \_\_\_\_\_ Anas: \_\_\_\_\_  
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: \_\_\_\_\_

# AROUNDNATION

## 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:* \_\_\_\_\_

# — ARDUMINATION —

## History

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## Description

Age: \_\_\_\_\_  
Hair: \_\_\_\_\_  
Eyes: \_\_\_\_\_  
Race: \_\_\_\_\_  
Nationality: \_\_\_\_\_  
Sex: \_\_\_\_\_

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	Height	Weight
Homid:	_____	_____
Glabro:	_____	_____
Crimo:	_____	_____
Hippo:	_____	_____
Lupus:	_____	_____

Derangements: \_\_\_\_\_  
Battle Scars: \_\_\_\_\_  
Mets Deformity: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Visuals

Pack Chart

Character Sketch

