

AFRIMANS

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
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BLOOD POOL

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HEALTH

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

WEAKNESS
