

# AFRIMANS

NAME:  
 PLAYER:  
 CHRONICLE:

NATURE:  
 Demeanor:  
 Concept:

GENERATION:  
 TITLE:  
 SIRE:

## ATTRIBUTES

PHYSICAL	SOCIAL	MENTAL
Strength _____ 00000000	Charisma _____ 00000000	Perception _____ 00000000
Dexterity _____ 00000000	Manipulation _____ 00000000	Intelligence _____ 00000000
Stamina _____ 00000000	Appearance _____ 00000000	Wits _____ 00000000

## ABILITIES

TALENTS	SKILLS	KNOWLEDGES
Alertness _____ 00000000	Animal Ken _____ 00000000	Academics _____ 00000000
Athletics _____ 00000000	Archery _____ 00000000	Enigmas _____ 00000000
Awareness _____ 00000000	Commerce _____ 00000000	Hearth Wisdom _____ 00000000
Brawl _____ 00000000	Crafts _____ 00000000	Investigation _____ 00000000
Empathy _____ 00000000	Etiquette _____ 00000000	Law _____ 00000000
Expression _____ 00000000	Melee _____ 00000000	Medicine _____ 00000000
Intimidation _____ 00000000	Performance _____ 00000000	Occult _____ 00000000
Leadership _____ 00000000	Ride _____ 00000000	Politics _____ 00000000
Legerdemain _____ 00000000	Stealth _____ 00000000	Seneschal _____ 00000000
Subterfuge _____ 00000000	Survival _____ 00000000	Theology _____ 00000000
_____ 00000000	_____ 00000000	_____ 00000000

## ADVANTAGES

DISCIPLINES	BACKGROUNDS	VIRTUES
_____ 00000000	_____ 00000000	Conscience/Conviction _____ 00000
_____ 00000000	_____ 00000000	Self-Control/Instinct _____ 00000
_____ 00000000	_____ 00000000	Courage _____ 00000
_____ 00000000	_____ 00000000	
_____ 00000000	_____ 00000000	

## 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

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

