

AFRIMANES

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
 □□□□□□□□□□

BLOOD POOL

□□□□□□□□□□
 □□□□□□□□□□
 □□□□□□□□□□
 □□□□□□□□□□

HEALTH

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

WEAKNESS

ABRIMANES

MERITS AND FLAWS

MERIT	TYPE	COST	FLAW	TYPE	BONUS
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

OTHER TRAITS

_____	000000000	_____	000000000	_____	000000000
_____	000000000	_____	000000000	_____	000000000
_____	000000000	_____	000000000	_____	000000000

RITUALS

PATHS

NAME	LEVEL	
_____	_____	00000
_____	_____	00000
_____	_____	00000
_____	_____	00000
_____	_____	00000
_____	_____	00000
_____	_____	00000
_____	_____	00000

EXPERIENCE

DERANGEMENTS

Total: _____	Total Spent: _____	_____
Spent On: _____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

COMBAT

ARMOR

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL.

Class: _____
 Rating: _____
 Penalty: _____
 Description: _____

AHRIMANES

EXPANDED BACKGROUNDS

ALLIES

MENTOR

CONTACTS

RESOURCES

FAME

RETAINERS

HERD

STATUS

INFLUENCE

OTHER(_____)

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

FEEDING GROUNDS

TRANSPORTATION

HAVEN

LOCATION

DESCRIPTION

AHRIMANES

HISTORY

PRELUDE

GOALS

DESCRIPTION

Age: _____

Apparent Age: _____

Date of Birth: _____

R.I.P.: _____

Hair: _____

Eyes: _____

Race: _____

Nationality: _____

Height: _____

Weight: _____

Sex: _____

VISUALS

COTERIE CHART

CHARACTER SKETCH

