

# Kindred of the East

# The Relentless Age



**NAME:**

**NATURE:**

**DHARMA:**

**PLAYER:**

**DEMEANOR:**

**MASTER:**

**CHRONICLE:**

**CONCEPT:**

**DESTINY:**

## ATTRIBUTES

PHYSICAL	SOCIAL	MENTAL
Strength _____ 00000	Charisma _____ 00000	Perception _____ 00000
Dexterity _____ 00000	Manipulation _____ 00000	Intelligence _____ 00000
Stamina _____ 00000	Appearance _____ 00000	Wits _____ 00000

## ABILITIES

TALENTS	SKILLS	KNOWLEDGES
Alertness _____ 00000	Animal Ken _____ 00000	Academics _____ 00000
Athletics _____ 00000	Crafts _____ 00000	Computer _____ 00000
Awareness _____ 00000	Drive _____ 00000	Finance _____ 00000
Brawl _____ 00000	Etiquette _____ 00000	Investigation _____ 00000
Empathy _____ 00000	Firearms _____ 00000	Law _____ 00000
Expression _____ 00000	Larceny _____ 00000	Medicine _____ 00000
Intimidation _____ 00000	Melee _____ 00000	Occult _____ 00000
Leadership _____ 00000	Performance _____ 00000	Politics _____ 00000
Streetwise _____ 00000	Stealth _____ 00000	Science _____ 00000
Subterfuge _____ 00000	Survival _____ 00000	Technology _____ 00000
_____ 00000	_____ 00000	_____ 00000

## ADVANTAGES

DEMON/GODBODY ARTS	BACKGROUNDS	VIRTUES
_____ 00000	_____ 00000	Renunciation _____ 00000
_____ 00000	_____ 00000	Righteousness _____ 00000
_____ 00000	_____ 00000	Vitality _____ 00000
_____ 00000	_____ 00000	Wickedness _____ 00000
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	

### SOUL ARTS

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### DHARMA

0 0 0 0 0 0 0 0 0 0 0

Dharmic Experience: \_\_\_\_\_

### WILLPOWER

0 0 0 0 0 0 0 0 0 0 0

### HEALTH

Bruised		<input type="checkbox"/>
Hurt	- 1	<input type="checkbox"/>
Injured	- 1	<input type="checkbox"/>
Wounded	- 2	<input type="checkbox"/>
Mauled	- 2	<input type="checkbox"/>
Crippled	- 5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

### DEMON REGALIA

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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### SUFFERING

### CHI

Points Per Turn: \_\_\_\_\_

### EXPERIENCE

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## MERITS & FLAWS

MERIT	TYPE	COST	FLAW	TYPE	BONUS

## OTHER TRAITS

_____ 00000	_____ 00000	_____ 00000
_____ 00000	_____ 00000	_____ 00000
_____ 00000	_____ 00000	_____ 00000

## SOUL ARTS

ART	VIRTUE	LEVEL	SYSTEM

### RITUALS

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### SIGNS AND PORTENTS

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## COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL

### ARMOR

**CLASS:** \_\_\_\_\_

**RATING:** \_\_\_\_\_

**PENALTY:** \_\_\_\_\_

**DESCRIPTION:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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## EXPANDED BACKGROUNDS

**ALLIES**

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**CONTACTS**

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**DOMAIN**

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**HERD**

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**INFLUENCE**

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**MENTOR**

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**RESOURCES**

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**RETAINERS**

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**STATUS**

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**OTHER( \_\_\_\_\_ )**

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## POSSESSIONS

**GEAR(CARRIED)**

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**ARTIFACTS AND TALISMANS**

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**EQUIPMENT(OWNED)**

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**DRAGON'S NEST**

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## NIGHT FAMILY

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## HAVEN

**LOCATION**

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**DESCRIPTION**

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## HISTORY

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## GOALS

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## DESCRIPTION

<b>AGE:</b> _____	_____
<b>APPARENT AGE:</b> _____	_____
<b>DATE OF BIRTH:</b> _____	_____
<b>SECOND BREATH:</b> _____	_____
<b>HAIR:</b> _____	_____
<b>EYES:</b> _____	_____
<b>RACE:</b> _____	_____
<b>NATIONALITY:</b> _____	_____
<b>HEIGHT:</b> _____	_____
<b>WEIGHT:</b> _____	_____
<b>SEX:</b> _____	_____

## VISUALS

### RELATIONSHIP CHART

### CHARACTER SKETCH

