

# THE KINDRED OF THE EBONY KINGDOM™

NAME:

NATURE:

LEGACY:

PLAYER:

DEMEANOR:

GENERATION:

CHRONICLE:

CONCEPT:

SIRE:

## 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  
 Dodge \_\_\_\_\_ 00000  
 Empathy \_\_\_\_\_ 00000  
 Expression \_\_\_\_\_ 00000  
 Intimidation \_\_\_\_\_ 00000  
 Leadership \_\_\_\_\_ 00000  
 Streetwise \_\_\_\_\_ 00000  
 Subterfuge \_\_\_\_\_ 00000

### SKILLS

Animal Ken \_\_\_\_\_ 00000  
 Crafts \_\_\_\_\_ 00000  
 Drive \_\_\_\_\_ 00000  
 Etiquette \_\_\_\_\_ 00000  
 Firearms \_\_\_\_\_ 00000  
 Melee \_\_\_\_\_ 00000  
 Performance \_\_\_\_\_ 00000  
 Security \_\_\_\_\_ 00000  
 Stealth \_\_\_\_\_ 00000  
 Survival \_\_\_\_\_ 00000

### KNOWLEDGES

Academics \_\_\_\_\_ 00000  
 Computers \_\_\_\_\_ 00000  
 Finance \_\_\_\_\_ 00000  
 Investigation \_\_\_\_\_ 00000  
 Law \_\_\_\_\_ 00000  
 Linguistics \_\_\_\_\_ 00000  
 Medicine \_\_\_\_\_ 00000  
 Occult \_\_\_\_\_ 00000  
 Politics \_\_\_\_\_ 00000  
 Science \_\_\_\_\_ 00000

## ADVANTAGES

### DISCIPLINES

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### BACKGROUNDS

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### ORUN + AYE

ORUN  
 0 0 0 0 0 0 0 0 0 0  
 AYE  
 0 0 0 0 0 0 0 0 0 0

### OTHER TRAITS

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### COURAGE

0 0 0 0 0

### WILLPOWER

0 0 0 0 0 0 0 0 0 0  
 □ □ □ □ □ □ □ □ □ □

### BLOODPOOL

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

### HEALTH

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

### EXPERIENCE

# KINDRED OF THE EBONY KINGDOM

## MERITS & FLAWS

MERIT	TYPE	COST	FLAW	TYPE	BONUS

## OTHER TRAITS

	00000	00000	00000
	00000	00000	00000
	00000	00000	00000

## RITUALS

## PATHS

NAME	LEVEL	
		00000
		00000
		00000
		00000
		00000
		00000

## EXPERIENCE

## DERANGEMENTS

TOTAL: \_\_\_\_\_

TOTAL SPENT: \_\_\_\_\_

SPENT ON: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## LANGUAGES

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## COMBAT

## ARMOR

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL

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

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

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

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

\_\_\_\_\_

\_\_\_\_\_



# KINDRED OF THE EBONY KINGDOM™

## EXPANDED BACKGROUNDS

ALLIES

---

---

---

CONTACTS

---

---

---

HERD

---

---

---

INFLUENCE

---

---

---

MEMBERSHIP

---

---

---

MENTOR

---

---

---

RELIQUARY

---

---

---

RESOURCES

---

---

---

RETAINER

---

---

---

STATUS

---

---

---

## POSSESSIONS

GEAR (CARRIED)

---

---

---

EQUIPMENT(OWNED)

---

---

---

FEEDING GROUNDS

---

---

---

ARTIFACTS

---

---

---

## BLOODBONDS/VINCULI

BOUND TO

RATING

---

---

---

BOUND TO

RATING

---

---

---

## HAVEN

LOCATION

DESCRIPTION

---

---

---

---

---

---

