

KINYONYI

NAME:
 PLAYER:
 CHRONICLE:

NATURE:
 Demeanor:
 Concept:

GENERATION:
 TITLE:
 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

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BACKGROUNDS

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ORUN + AYE

ORUN
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 AYE
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OTHER TRAITS

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COURAGE

0 0 0 0 0

WILLPOWER

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BLOODPOOL

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HEALTH

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

EXPERIENCE

KINYONYI

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
_____	_____	00000

EXPERIENCE

DERANGEMENTS

TOTAL: _____

TOTAL SPENT: _____

SPENT ON: _____

LANGUAGES

COMBAT

ARMOR

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL

CLASS: _____

RATING: _____

PENALTY: _____

DESCRIPTION: _____

KINYONYI

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
