

Kindred of the East The Relentless Age

NAME:

NATURE:

DHARMA:

PLAYER:

DEMEANOR:

MASTER:

CHRONICLE:

CONCEPT:

DESTINY:

ATTRIBUTES

PHYSICAL

Strength_____0000000000
Dexterity_____0000000000
Stamina_____0000000000

SOCIAL

Charisma_____0000000000
Manipulation_____0000000000
Appearance_____0000000000

MENTAL

Perception_____0000000000
Intelligence_____0000000000
Wits_____0000000000

ABILITIES

TALENTS

Alertness_____0000000000
Athletics_____0000000000
Awareness_____0000000000
Brawl_____0000000000
Empathy_____0000000000
Expression_____0000000000
Intimidation_____0000000000
Leadership_____0000000000
Streetwise_____0000000000
Subterfuge_____0000000000
_____0000000000

SKILLS

Animal Ken_____0000000000
Crafts_____0000000000
Drive_____0000000000
Etiquette_____0000000000
Firearms_____0000000000
Larceny_____0000000000
Melee_____0000000000
Performance_____0000000000
Stealth_____0000000000
Survival_____0000000000
_____0000000000

KNOWLEDGES

Academics_____0000000000
Computer_____0000000000
Finance_____0000000000
Investigation_____0000000000
Law_____0000000000
Medicine_____0000000000
Occult_____0000000000
Politics_____0000000000
Science_____0000000000
Technology_____0000000000
_____0000000000

ADVANTAGES

DEMON/CODBODY ARTS

_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000

BACKGROUNDS

_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000

VIRTUES

Renunciation_____00000
Righteousness_____00000
Vitality_____00000
Wickedness_____00000

SOUL ARTS

DHARMA

0 0 0 0 0 0 0 0 0 0
Dharmic Experience:_____

WILLPOWER

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

DEMON REGALIA

SUFFERING

□ □ □ □ □ □ □ □ □ □

CHI

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

Points Per Turn:_____

HEALTH

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

EXPERIENCE

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MERITS & FLAWS

MERIT	TYPE	COST	FLAW	TYPE	BONUS

OTHER TRAITS

_____0000000000	_____0000000000	_____0000000000
_____0000000000	_____0000000000	_____0000000000
_____0000000000	_____0000000000	_____0000000000

SOUL ARTS

ART	VIRTUE	LEVEL	SYSTEM

— RITUALS —

— SIGNS AND PORTENTS —

COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL

ARMOR

CLASS: _____

RATING: _____

PENALTY: _____

DESCRIPTION: _____

Kindred of the East

The Relentless Age

EXPANDED BACKGROUNDS

ALLIES

CONTACTS

DOMAIN

HERD

INFLUENCE

MENTOR

RESOURCES

RETAINERS

STATUS

OTHER(_____)

POSSESSIONS

GEAR(CARRIED)

ARTIFACTS AND TALISMANS

EQUIPMENT(OWNED)

DRAGON'S NEST

NIGHT FAMILY

HAVEN

LOCATION

DESCRIPTION

Kindred of the East

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HISTORY

GOALS

DESCRIPTION

AGE: _____

APPARENT AGE: _____

DATE OF BIRTH: _____

SECOND BREATH: _____

HAIR: _____

EYES: _____

RACE: _____

NATIONALITY: _____

HEIGHT: _____

WEIGHT: _____

SEX: _____

VISUALS

RELATIONSHIP CHART

CHARACTER SKETCH

