

THE KINDRED OF THE EBONY KINGDOM™

NAME:
PLAYER:
CHRONICLE:

NATURE:
DEMEANOR:
CONCEPT:

LEGACY:
GENERATION:
SIRE:

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

DISCIPLINES	BACKGROUNDS	ORUN + AYE
_____ 00000	_____ 00000	===== ORUN =====
_____ 00000	_____ 00000	0 0 0 0 0 0 0 0 0 0
_____ 00000	_____ 00000	===== AYE =====
_____ 00000	_____ 00000	0 0 0 0 0 0 0 0 0 0
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	

OTHER TRAITS

_____ 00000
_____ 00000
_____ 00000
_____ 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	_____	<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"/>

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
