

Kinfolk: A Breed Apart 20th Anniversary Sheet

Name:

Player:

Chronicle:

Breed:

Tribe:

Relation:

Nature:

Demeanor:

Concept:

Attributes

Physical

Strength:

Dexterity:

Stamina:

Social

Charisma:

Manipulation:

Appearance:

Mental

Perception:

Intelligence:

Wits:

Abilities

Talents

Alertness:

Athletics:

Brawl:

Empathy:

Expression:

Intimidation:

Leadership:

Primal Urge:

Streetwise:

Subterfuge:

Skills

Animal Ken:

Crafts:

Drive:

Etiquette;

Firearms:

Larceny:

Melee:

Performance:

Stealth:

Survival:

Knowledges

Academics:

Computer:

Enigmas:

Investigation:

Law:

Medicine:

Occult:

Rituals:

Science:

Technology:

Advantages

Backgrounds

Merits

Flaws

Gifts

Renown

Glory:

Honor:

Wisdom:

Misc

Gnosis

Willpower

Health

Bruised (No penalty)

Hurt (-1)

Injured (-1)

Wounded (-2)

Mauled (-2)

Crippled (-5)

Incapacitated

Other Traits

Fetishes

Rites

Combat

Weapon/Attack

Type:

Roll:

Difficulty:

Damage:

Range:

Rate:

Clip:

Brawling Chart

Maneuver: Bite (Lupus Breed Only)

Roll: Dex + Brawl

Difficulty: 5

Damage: Strength + 1/A

Maneuver: Body Tackle

Roll: Dex + Brawl

Difficulty: 7

Damage: Special/B

Maneuver: Grapple

Roll: Dex + Brawl

Difficulty: 6

Damage: Strength/B

Maneuver: Kick

Roll: Dex + Brawl

Difficulty: 7

Damage: Strength + 1/B

Maneuver: Punch

Roll: Dex + Brawl

Difficulty: 6

Damage: Strength/B

A = Aggravated Damage B = Bashing Damage

Armor:

Carried Equipment:

Possessions and Other Equipment:

Freebie Expenditure:

Remember to include WtA Sourcebook and Page Number(s) if applicable.

Character History