

# Kokoro Nakagawa

## Overview

Overview



5 freebies spent on WP, 2 on Occult, 2 on Brawl

## Basics

### Basics

Name

Kokoro Nakagawa

Player

Somania

Chronicle

Baltimore After Dark

Nature

Celebrant

Demeanor

Bon Vivant

Concept

Spirit Contact

Clan

Ahrimane

Generation

13th

Sire

Muricia (Through ritual)

## Attributes

Attributes

Physical

p  
Strength

10000  
Dexterity

11100  
Stamina

11000  
Social  
s  
Charisma

11000  
Manipulation  
Silver-Tongued  
11111  
Appearance

11100  
Mental  
t  
Perception

10000  
Intelligence  
Book Knowledge  
11110  
Wits

11100

Abilities

Abilities

Talents  
p  
Alertness

10000  
Athletics

11100  
Awareness

00000  
Brawl  
Tooth and Claw  
11110  
Empathy

10000  
Expression

00000  
Intimidation

10000  
Leadership

00000  
Streetwise

10000  
Subterfuge

11100

00000  
Skills  
s  
Animal Ken

11100  
Crafts

00000

Drive

00000

Etiquette

10000

Firearms

00000

Larceny

00000

Melee

00000

Performance

Dancing

10000

Stealth

10000

Survival

11100

00000

Knowledge

t

Academics

History

10000

Computers

00000

Finance

00000

Investigation

10000

Law

00000  
Medicine

00000  
Occult  
Spirits  
11110  
Politics

00000  
Science

00000  
Technology

00000

00000

# Advantages

Advantages

Disciplines

Animalism  
10000

Presence  
10000

Spiritus  
11000

Old Skool Sorcery  
10000

00000

00000  
Backgrounds

Resources  
11000

Herd  
11100

00000

00000

00000

00000  
Virtues  
Conscience/Conviction

11100  
Self-Control/Instinct

11111  
Courage

11000

Humanity/Path  
11111 11100  
Path  
Social  
Bearing  
-1  
Willpower  
11111 11100

11111 11100

Blood Pool

11111 11111

00000 00000

Blood/Turn

1

# Merits & Flaws

Merits & Flaws

Merit

Type

Cost

Unbondable

Supernatural

5

Spirit Mentor

Supernatural

3

Eat Food

Physical

1

Common Sense

Mental

1

Language (English)

Mental

0

Berserker

Mental

3

Flaw

Type

Bonus

New Arrival

Social

1

Recruitment Target (Followers of Set)

Social

1  
Probationary Sect Member  
Social  
4  
Tic/Twitch (Bites her lip)  
Physical  
1

# Rituals & Paths

Rituals & Paths

Ritual  
Level  
Sanctify the Temple  
1

Path

Path of Spirit Manipulation  
10000

00000  
00000  
00000  
00000  
00000  
00000  
00000

# Experience & Derangements

## Experience

Total  
15  
Spent  
15  
Notes  
10 on Old Skool, 5 on Spiritus

## Derangements

# Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Herd

Various believers of old faiths she feeds on.

Influence

Mentor

Resources

A small income working at a local cafe.

Retainers

Status

Other

## Rights & Possessions

Rights & Possessions

Gear (Carried)

Feeding Grounds

Havens

A small apartment on the outskirts of town.

Equipment (Owned)

Ritual supplies, brass knuckles, a phone.

Vehicles

Bicycle

Other

# Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To  
Rating

Bound To  
Rating

## Description

Description

Age  
34+20 years torpor  
Apparent Age  
19  
D.O.B.  
4th of May 1968  
R.I.P.  
2nd of June 1987  
Hair

Black  
Eyes  
Black  
Race  
Human  
Nationality  
Japanese  
Height  
152cm  
Build  
Lithe  
Gender  
Female  
Face Claim  
Art is by Guweiz

# History

## History

Kokoro was born in Japan, but moved with her family to the US when she was just 16. She took an interest in the supernatural at an early age and became obsessed with Shintoism and the idea of Animism. When she was 19, she got embraced by a Gangrel of the Camarilla and learned how to fight under their strict tutelage. She quickly realized that this life was not for her, however, and broke away from her sire, running into one of the Ahrimanes who convinced her to join their bloodline. Through rather tumultuous circumstances, she joined the bloodline, fought alongside them for a couple of years and eventually was sent into torpor through a stake in her heart. Luckily, the person staking her did not finish her off, ignorant of how vampires truly worked. Hidden away in a cave, she was unable to do much of anything for decades, except lay there and listen to the world. A spirit found her and got interested in her, often returning to observe her. A presence that would stick with her as a guiding voice even after she escaped this place. But then, a curious teenager ripped the stake out of the 'corpse'. In a frenzy, she consumed their blood and tried to seek out her bloodline, but could not find a trace of them anywhere. Desperate to make new allies, she joined the Anarch Movement, learning more about Spirits from one of the older Gangrel of the Movement. Eventually, she would move to Baltimore, intent on staking a claim for herself somewhere in the domain.

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Revision #5

Created 25 June 2024 13:04:22 by Somania

Updated 12 October 2024 01:12:53 by QuinnTalon