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.

Revision #5
Created 25 June 2024 13:04:22 by Somania
Updated 15 June 2025 12:05:08 by QuinnTalon