

# THE BLACKHAND

## A GUIDE TO THE TAL'MAHE'RA

Name:

Nature:

Idran: Itarajana

Player:

Demeanor:

Rank:

Chronicle:

Concept:

Kamut:

### Attributes

#### Physical

Strength \_\_\_\_\_ 00000  
 Dexterity \_\_\_\_\_ 00000  
 Stamina \_\_\_\_\_ 00000

#### Social

Charisma \_\_\_\_\_ 00000  
 Manipulation \_\_\_\_\_ 00000  
 Appearance \_\_\_\_\_ 00000

#### Mental

Perception \_\_\_\_\_ 00000  
 Intelligence \_\_\_\_\_ 00000  
 Wits \_\_\_\_\_ 00000

### Abilities

#### Talents

Alertness \_\_\_\_\_ 00000  
 Athletics \_\_\_\_\_ 00000  
 Awareness \_\_\_\_\_ 00000  
 Brawl \_\_\_\_\_ 00000  
 Empathy \_\_\_\_\_ 00000  
 Expression \_\_\_\_\_ 00000  
 Intimidation \_\_\_\_\_ 00000  
 Leadership \_\_\_\_\_ 00000  
 Streetwise \_\_\_\_\_ 00000  
 Subterfuge \_\_\_\_\_ 00000

#### Skills

Animal Ken \_\_\_\_\_ 00000  
 Crafts \_\_\_\_\_ 00000  
 Drive \_\_\_\_\_ 00000  
 Etiquette \_\_\_\_\_ 00000  
 Firearms \_\_\_\_\_ 00000  
 Larceny \_\_\_\_\_ 00000  
 Melee \_\_\_\_\_ 00000  
 Performance \_\_\_\_\_ 00000  
 Stealth \_\_\_\_\_ 00000  
 Survival \_\_\_\_\_ 00000

#### Knowledges

Academics \_\_\_\_\_ 00000  
 Computer \_\_\_\_\_ 00000  
 Finance \_\_\_\_\_ 00000  
 Investigation \_\_\_\_\_ 00000  
 Law \_\_\_\_\_ 00000  
 Medicine \_\_\_\_\_ 00000  
 Occult \_\_\_\_\_ 00000  
 Politics \_\_\_\_\_ 00000  
 Science \_\_\_\_\_ 00000  
 Technology \_\_\_\_\_ 00000

### Advantages

#### Other Traits

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
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#### Backgrounds

\_\_\_\_\_ 00000  
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#### Pillars(Loka)

Naraka \_\_\_\_\_ 00000  
 Preta \_\_\_\_\_ 00000  
 Triyagyonni \_\_\_\_\_ 00000  
 Deva \_\_\_\_\_ 00000

#### Spells

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#### Foundation

The Dharma  
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 Aura: \_\_\_\_\_ ( )

#### Willpower

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#### Quintessence

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Points Per Turn: \_\_\_\_\_

#### Health

Bruised \_\_\_\_\_   
 Hurt -1 \_\_\_\_\_   
 Injured -1 \_\_\_\_\_   
 Wounded -2 \_\_\_\_\_   
 Mauled -2 \_\_\_\_\_   
 Crippled -5 \_\_\_\_\_   
 Incapacitated \_\_\_\_\_

#### Backlash

#### Experience