



TAL' MAHE' RA

True Black Hand

Name:

Nature:

Clan:

Player:

Demeanor:

Generation:

Chronicle:

Concept:

Kamut:

Attributes

Physical

Strength_____OOOOOOOOO
 Dexterity_____OOOOOOOOO
 Stamina_____OOOOOOOOO

Social

Charisma_____OOOOOOOOO
 Manipulation_____OOOOOOOOO
 Appearance_____OOOOOOOOO

Mental

Perception_____OOOOOOOOO
 Intelligence_____OOOOOOOOO
 Wits_____OOOOOOOOO

Abilities

Talents

Alertness_____OOOOOOOOO
 Athletics_____OOOOOOOOO
 Awareness_____OOOOOOOOO
 Brawl_____OOOOOOOOO
 Empathy_____OOOOOOOOO
 Expression_____OOOOOOOOO
 Intimidation_____OOOOOOOOO
 Leadership_____OOOOOOOOO
 Streetwise_____OOOOOOOOO
 Subterfuge_____OOOOOOOOO
 _____OOOOOOOOO

Skills

Animal Ken_____OOOOOOOOO
 Crafts_____OOOOOOOOO
 Drive_____OOOOOOOOO
 Etiquette_____OOOOOOOOO
 Firearms_____OOOOOOOOO
 Larceny_____OOOOOOOOO
 Melee_____OOOOOOOOO
 Performance_____OOOOOOOOO
 Stealth_____OOOOOOOOO
 Survival_____OOOOOOOOO
 _____OOOOOOOOO

Knowledges

Academics_____OOOOOOOOO
 Computer_____OOOOOOOOO
 Finance_____OOOOOOOOO
 Investigation_____OOOOOOOOO
 Law_____OOOOOOOOO
 Medicine_____OOOOOOOOO
 Occult_____OOOOOOOOO
 Politics_____OOOOOOOOO
 Science_____OOOOOOOOO
 Technology_____OOOOOOOOO
 _____OOOOOOOOO

Advantages

Disciplines

_____OOOOOOOOO
 _____OOOOOOOOO
 _____OOOOOOOOO
 _____OOOOOOOOO
 _____OOOOOOOOO
 _____OOOOOOOOO

Backgrounds

_____OOOOOOOOO
 _____OOOOOOOOO
 _____OOOOOOOOO
 _____OOOOOOOOO
 _____OOOOOOOOO
 _____OOOOOOOOO

Virtues

Conscience/Conviction_____OOOOO
 Self-Control/Instinct_____OOOOO
 Courage_____OOOOO

Humanity/Path

_____OOOOOOOOOOO
 Bearing:_____ ()

Willpower

_____OOOOOOOOOOO
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Blood Pool

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Blood Per Turn: _____

Health

Bruised _____ □
 Hurt -1 _____ □
 Injured -1 _____ □
 Wounded -2 _____ □
 Mauled -2 _____ □
 Crippled -5 _____ □
 Incapacitated _____ □

Weakness

Experience