



TAL' MAHE' RA

True Black Hand

Name:

Nature:

Clan:

Player:

Demeanor:

Generation:

Chronicle:

Concept:

Kamut:

Attributes

Physical

Strength _____ OOOOOOOOOO
 Dexterity _____ OOOOOOOOOO
 Stamina _____ OOOOOOOOOO

Social

Charisma _____ OOOOOOOOOO
 Manipulation _____ OOOOOOOOOO
 Appearance _____ OOOOOOOOOO

Mental

Perception _____ OOOOOOOOOO
 Intelligence _____ OOOOOOOOOO
 Wits _____ OOOOOOOOOO

Abilities

Talents

Alertness _____ OOOOOOOOOO
 Athletics _____ OOOOOOOOOO
 Awareness _____ OOOOOOOOOO
 Brawl _____ OOOOOOOOOO
 Empathy _____ OOOOOOOOOO
 Expression _____ OOOOOOOOOO
 Intimidation _____ OOOOOOOOOO
 Leadership _____ OOOOOOOOOO
 Streetwise _____ OOOOOOOOOO
 Subterfuge _____ OOOOOOOOOO
 _____ OOOOOOOOOO

Skills

Animal Ken _____ OOOOOOOOOO
 Crafts _____ OOOOOOOOOO
 Drive _____ OOOOOOOOOO
 Etiquette _____ OOOOOOOOOO
 Firearms _____ OOOOOOOOOO
 Larceny _____ OOOOOOOOOO
 Melee _____ OOOOOOOOOO
 Performance _____ OOOOOOOOOO
 Stealth _____ OOOOOOOOOO
 Survival _____ OOOOOOOOOO
 _____ OOOOOOOOOO

Knowledges

Academics _____ OOOOOOOOOO
 Computer _____ OOOOOOOOOO
 Finance _____ OOOOOOOOOO
 Investigation _____ OOOOOOOOOO
 Law _____ OOOOOOOOOO
 Medicine _____ OOOOOOOOOO
 Occult _____ OOOOOOOOOO
 Politics _____ OOOOOOOOOO
 Science _____ OOOOOOOOOO
 Technology _____ OOOOOOOOOO
 _____ OOOOOOOOOO

Advantages

Disciplines

_____ OOOOOOOOOO
 _____ OOOOOOOOOO
 _____ OOOOOOOOOO
 _____ OOOOOOOOOO
 _____ OOOOOOOOOO
 _____ OOOOOOOOOO

Backgrounds

_____ OOOOOOOOOO
 _____ OOOOOOOOOO
 _____ OOOOOOOOOO
 _____ OOOOOOOOOO
 _____ OOOOOOOOOO
 _____ OOOOOOOOOO

Virtues

Conscience/Conviction _____ OOOOOO
 Self-Control/Instinct _____ OOOOOO
 Courage _____ OOOOOO

Humanity/Path

_____ OOOOOOOOOO
 Bearing: _____ ()

Willpower

_____ OOOOOOOOOO
 _____ □□□□□□□□□□

Blood Pool

_____ □□□□□□□□□□
 _____ □□□□□□□□□□
 _____ □□□□□□□□□□
 _____ □□□□□□□□□□

Blood Per Turn: _____

Health

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

Weakness

Experience

