

TAL' MAHE' RA

True Black Hand

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Clan:
Generation:
Kamut:

Attributes

Physical	Social	Mental
Strength _____ 0000000000	Charisma _____ 0000000000	Perception _____ 0000000000
Dexterity _____ 0000000000	Manipulation _____ 0000000000	Intelligence _____ 0000000000
Stamina _____ 0000000000	Appearance _____ 0000000000	Wits _____ 0000000000

Abilities

Talents	Skills	Knowledges
Alertness _____ 0000000000	Animal Ken _____ 0000000000	Academics _____ 0000000000
Athletics _____ 0000000000	Crafts _____ 0000000000	Computer _____ 0000000000
Awareness _____ 0000000000	Drive _____ 0000000000	Finance _____ 0000000000
Brawl _____ 0000000000	Etiquette _____ 0000000000	Investigation _____ 0000000000
Empathy _____ 0000000000	Firearms _____ 0000000000	Law _____ 0000000000
Expression _____ 0000000000	Larceny _____ 0000000000	Medicine _____ 0000000000
Intimidation _____ 0000000000	Melee _____ 0000000000	Occult _____ 0000000000
Leadership _____ 0000000000	Performance _____ 0000000000	Politics _____ 0000000000
Streetwise _____ 0000000000	Stealth _____ 0000000000	Science _____ 0000000000
Subterfuge _____ 0000000000	Survival _____ 0000000000	Technology _____ 0000000000
_____ 0000000000	_____ 0000000000	_____ 0000000000

Advantages

Disciplines	Backgrounds	Virtues
_____ 0000000000	_____ 0000000000	Conscience/Conviction _____ 000000
_____ 0000000000	_____ 0000000000	Self-Control/Instinct _____ 000000
_____ 0000000000	_____ 0000000000	Courage _____ 000000
_____ 0000000000	_____ 0000000000	
_____ 0000000000	_____ 0000000000	
_____ 0000000000	_____ 0000000000	

Humanity/Path

000000000000

Bearing: _____ ()

Willpower

000000000000

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Blood Pool

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Blood Per Turn: _____

Health

Bruised		<input type="checkbox"/>
Hurt	-1	<input type="checkbox"/>
Injured	-1	<input type="checkbox"/>
Wounded	-2	<input type="checkbox"/>
Mauled	-2	<input type="checkbox"/>
Crippled	-5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

Weakness

Experience

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Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

Other Traits

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○○○○○○○○○		○○○○○○○○○		○○○○○○○○○
○○○○○○○○○		○○○○○○○○○		○○○○○○○○○
○○○○○○○○○		○○○○○○○○○		○○○○○○○○○

Rituals

Paths

Name	Level	
		○○○○○
		○○○○○
		○○○○○
		○○○○○
		○○○○○
		○○○○○
		○○○○○
		○○○○○
		○○○○○

Experience

Derangements

Total: _____

Total Spent: _____

Spent On: _____

Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

Armor

Class: _____

Rating: _____

Penalty: _____

Description:

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Expanded Backgrounds

Allies

Mentor

Contacts

Resources

Fame

Retainers

Herd

Status

Influence

Other()

Possessions

Gear(Carried)

Equipment(Owned)

Feeding Grounds

Vehicles

Vinculi

Kamut Member

Rating

Kamut Member

Rating

Havens

Location

Description
