

NAME:

NATURE:

CLAN:

PLAYER:

DEMEANOR:

GENERATION:

CHRONICLE:

CONCEPT:

KAMUT:

ATTRIBUTES

PHYSICAL

SOCIAL

MENTAL

Strength \_\_\_\_\_ 00000000  
 Dexterity \_\_\_\_\_ 00000000  
 Stamina \_\_\_\_\_ 00000000

Charisma \_\_\_\_\_ 00000000  
 Manipulation \_\_\_\_\_ 00000000  
 Appearance \_\_\_\_\_ 00000000

Perception \_\_\_\_\_ 00000000  
 Intelligence \_\_\_\_\_ 00000000  
 Wits \_\_\_\_\_ 00000000

ABILITIES

TALENTS

SKILLS

KNOWLEDGES

Alertness \_\_\_\_\_ 00000000  
 Athletics \_\_\_\_\_ 00000000  
 Brawl \_\_\_\_\_ 00000000  
 Dodge \_\_\_\_\_ 00000000  
 Empathy \_\_\_\_\_ 00000000  
 Expression \_\_\_\_\_ 00000000  
 Intimidation \_\_\_\_\_ 00000000  
 Leadership \_\_\_\_\_ 00000000  
 Streetwise \_\_\_\_\_ 00000000  
 Subterfuge \_\_\_\_\_ 00000000

Animal Ken \_\_\_\_\_ 00000000  
 Crafts \_\_\_\_\_ 00000000  
 Drive \_\_\_\_\_ 00000000  
 Etiquette \_\_\_\_\_ 00000000  
 Firearms \_\_\_\_\_ 00000000  
 Melee \_\_\_\_\_ 00000000  
 Performance \_\_\_\_\_ 00000000  
 Security \_\_\_\_\_ 00000000  
 Stealth \_\_\_\_\_ 00000000  
 Survival \_\_\_\_\_ 00000000

Academics \_\_\_\_\_ 00000000  
 Computer \_\_\_\_\_ 00000000  
 Finance \_\_\_\_\_ 00000000  
 Investigation \_\_\_\_\_ 00000000  
 Law \_\_\_\_\_ 00000000  
 Linguistics \_\_\_\_\_ 00000000  
 Medicine \_\_\_\_\_ 00000000  
 Occult \_\_\_\_\_ 00000000  
 Politics \_\_\_\_\_ 00000000  
 Science \_\_\_\_\_ 00000000

ADVANTAGES

DISCIPLINES

BACKGROUNDS

VIRTUES

\_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000

\_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000

Conscience/Conviction\_ 00000  
 Self-Control/Instinct\_\_ 00000  
 Courage \_\_\_\_\_ 00000

OTHER TRAITS

HUMANITY/PATH

HEALTH

\_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
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 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000

0 0 0 0 0 0 0 0 0 0

WILLPOWER

0 0 0 0 0 0 0 0 0 0  
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BLOODPOOL

□ □ □ □ □ □ □ □ □ □  
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POINTS PER TURN: \_\_\_\_\_

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

WEAKNESS

EXPERIENCE

# Caine's Chosen

the black hand

## MERITS & FLAWS

MERIT	Type	Cost	FLAW	Type	BONUS

## OTHER TRAITS

_____00000000	_____00000000	_____00000000
_____00000000	_____00000000	_____00000000
_____00000000	_____00000000	_____00000000

## RITUALS

## PATHS

NAME	LEVEL	
_____	_____	_____00000
_____	_____	_____00000
_____	_____	_____00000
_____	_____	_____00000
_____	_____	_____00000
_____	_____	_____00000

## EXPERIENCE

## DERANGEMENTS

TOTAL: \_\_\_\_\_  
 TOTAL SPENT: \_\_\_\_\_  
 SPENT ON: \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## LANGUAGES

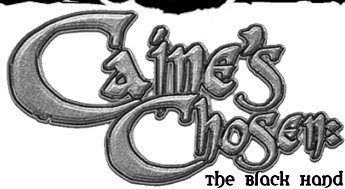
\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL

### ARMOR

CLASS: \_\_\_\_\_  
 RATING: \_\_\_\_\_  
 PENALTY: \_\_\_\_\_  
 DESCRIPTION: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_



## EXPANDED BACKGROUNDS

ALLIES

MENTOR

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CONTACTS

RESOURCES

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FAME

RETAINERS

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HERD

SABBAT STATUS

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INFLUENCE

OTHER(\_\_\_\_\_)

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## POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

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FEEDING GROUNDS

VEHICLES

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## VINCULI

KAMUT MEMBER

RATING

KAMUT MEMBER

RATING

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## HAVENS

LOCATION

DESCRIPTION

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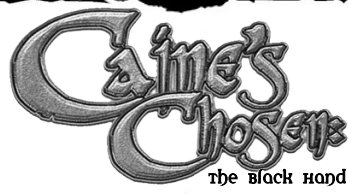
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# HISTORY

## PRELUDE

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## GOALS

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# DESCRIPTION

AGE: _____	_____
APPARENT AGE: _____	_____
DATE OF BIRTH: _____	_____
R.I.P: _____	_____
HAIR: _____	_____
EYES: _____	_____
RACE: _____	_____
NATIONALITY: _____	_____
HEIGHT: _____	_____
WEIGHT: _____	_____
SEX: _____	_____

# VISUALS

KAMUT CHART

CHARACTER SKETCH

