

# Khan

Name:

Breed:

Sentai:

Player:

Profic:

Jamak:

Chronicle:

Auspice:

Concept:

## 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  
 Brawl \_\_\_\_\_ 00000  
 Empathy \_\_\_\_\_ 00000  
 Expression \_\_\_\_\_ 00000  
 Intimidation \_\_\_\_\_ 00000  
 Leadership \_\_\_\_\_ 00000  
 Primal-Urge \_\_\_\_\_ 00000  
 Streetwise \_\_\_\_\_ 00000  
 Subterfuge \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### Skills

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

### Knowledges

Academics \_\_\_\_\_ 00000  
 Computer \_\_\_\_\_ 00000  
 Enigmas \_\_\_\_\_ 00000  
 Investigation \_\_\_\_\_ 00000  
 Law \_\_\_\_\_ 00000  
 Medicine \_\_\_\_\_ 00000  
 Occult \_\_\_\_\_ 00000  
 Rituals \_\_\_\_\_ 00000  
 Science \_\_\_\_\_ 00000  
 Technology \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

## Advantages

### Backgrounds

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
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### Gifts

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### Gifts

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### Renown

#### Ferocity

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#### Honor

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#### Cunning

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### Rage

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### Gnosis

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### Health

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

### Rank

### Willpower

### Yava

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# Khan

Homid

Sekte

Crinos

Chafre

Feline

No  
Change

Strength( )  
Stamina( )  
Manipulation( )  
Appearance( )

Strength( )  
Dexterity( )  
Stamina( )  
Manipulation( )  
Appearance( )

Strength( )  
Dexterity( )  
Stamina( )  
Manipulation( )

Strength( )  
Dexterity( )  
Stamina( )  
Manipulation( )

Difficulty:

Difficulty:

Difficulty:

Difficulty:

Difficulty:

## Other Traits

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
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## Gifts

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## Fetishes

Item: \_\_\_\_\_ Level: \_\_\_ Gnosis: \_\_\_  
 Power: \_\_\_\_\_  
 Item: \_\_\_\_\_ Level: \_\_\_ Gnosis: \_\_\_  
 Power: \_\_\_\_\_  
 Item: \_\_\_\_\_ Level: \_\_\_ Gnosis: \_\_\_  
 Power: \_\_\_\_\_  
 Item: \_\_\_\_\_ Level: \_\_\_ Gnosis: \_\_\_  
 Power: \_\_\_\_\_  
 Item: \_\_\_\_\_ Level: \_\_\_ Gnosis: \_\_\_  
 Power: \_\_\_\_\_

## Rites

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## Combat

Weapon/Attack

	Roll	Diff.	Damage	Range	Rate	Clip
_____						
_____						
_____						
_____						
_____						
_____						
_____						
_____						

## Brawling Chart

Maneuver	Roll	Diff	Damage
Bite	Dex + Brawl	5	Strength + 1/A
Body Tackle	Dex + Brawl	7	Special/B
Claw	Dex + Brawl	6	Strength + 2/A
Grapple	Dex + Brawl	6	Strength/B
Kick	Dex + Brawl	7	Strength + 1/B
Punch	Dex + Brawl	6	Strength/B

A=Aggravated Damage B=Bashing Damage

Armor: \_\_\_\_\_

# Khan



Nature:

Demeanor:

## Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

## Expanded Backgrounds

Allies

Mentor

Ancestors

Pure Breed

Contacts

Resources

Jamak

Secrets

Other ( \_\_\_\_\_ )

Other ( \_\_\_\_\_ )

Possessions

Den Realm

Gear(Carried): \_\_\_\_\_

Name: \_\_\_\_\_

Location: \_\_\_\_\_

Base Gauntlet: \_\_\_\_\_

Description: \_\_\_\_\_

Equipment(Owned): \_\_\_\_\_

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