

# Eshu

Name:

Court:

Seeming:

Player:

Legacies:

Society:

Chronicle:

House:

Dotley:

## attributes

### Physical

### Social

### Mental

Strength \_\_\_\_\_ 00000

Charisma \_\_\_\_\_ 00000

Perception \_\_\_\_\_ 00000

Dexterity \_\_\_\_\_ 00000

Manipulation \_\_\_\_\_ 00000

Intelligence \_\_\_\_\_ 00000

Stamina \_\_\_\_\_ 00000

Appearance \_\_\_\_\_ 00000

Wits \_\_\_\_\_ 00000

## abilities

### Talents

### Skills

### Knowledges

Alertness \_\_\_\_\_ 00000

Animal Ken \_\_\_\_\_ 00000

Academics \_\_\_\_\_ 00000

Athletics \_\_\_\_\_ 00000

Crafts \_\_\_\_\_ 00000

Computer \_\_\_\_\_ 00000

Brawl \_\_\_\_\_ 00000

Drive \_\_\_\_\_ 00000

Enigmas \_\_\_\_\_ 00000

Empathy \_\_\_\_\_ 00000

Etiquette \_\_\_\_\_ 00000

Gremayre \_\_\_\_\_ 00000

Expression \_\_\_\_\_ 00000

Firearms \_\_\_\_\_ 00000

Investigation \_\_\_\_\_ 00000

Intimidation \_\_\_\_\_ 00000

Larceny \_\_\_\_\_ 00000

Law \_\_\_\_\_ 00000

Kenning \_\_\_\_\_ 00000

Melee \_\_\_\_\_ 00000

Medicine \_\_\_\_\_ 00000

Leadership \_\_\_\_\_ 00000

Performance \_\_\_\_\_ 00000

Politics \_\_\_\_\_ 00000

Streetwise \_\_\_\_\_ 00000

Stealth \_\_\_\_\_ 00000

Science \_\_\_\_\_ 00000

Subterfuge \_\_\_\_\_ 00000

Survival \_\_\_\_\_ 00000

Technology \_\_\_\_\_ 00000

## advantages

### Backgrounds

### Arts

### Realms

\_\_\_\_\_ 00000

\_\_\_\_\_ 00000

Actor \_\_\_\_\_ 00000

\_\_\_\_\_ 00000

\_\_\_\_\_ 00000

Fae \_\_\_\_\_ 00000

\_\_\_\_\_ 00000

\_\_\_\_\_ 00000

Nature \_\_\_\_\_ 00000

\_\_\_\_\_ 00000

\_\_\_\_\_ 00000

Prop \_\_\_\_\_ 00000

\_\_\_\_\_ 00000

\_\_\_\_\_ 00000

Scene \_\_\_\_\_ 00000

\_\_\_\_\_ 00000

\_\_\_\_\_ 00000

Time \_\_\_\_\_ 00000

### Glamour

### Health

0 0 0 0 0 0 0 0 0 0

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

### Willpower

0 0 0 0 0 0 0 0 0 0

### Birthrights/Frailties

### Antichesis

### Nightmare

### Ravaging/Using Threshold

### Experience

### Banality

0 0 0 0 0 0 0 0 0 0

# Eshu

Fellowship/Household: \_\_\_\_\_  
 Master/Leige Lord: \_\_\_\_\_

Societies/Guilds: \_\_\_\_\_  
 Sain Day: \_\_\_\_\_

## MERITS & FLAWS

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

## OTHER TRAITS

_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000

## Chimerical Items Experience

Item	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL:

Gained From: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### Chimerical Companions

_____
_____
_____
_____
_____

TOTAL SPENT: \_\_\_\_\_  
 Spent On: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## COMBAT

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

### ARMOR

Class: \_\_\_\_\_  
 Rating: \_\_\_\_\_  
 Penalty: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 \_\_\_\_\_



# Eshu

## expanded backgrounds

Allies

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Contacts

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Dreamers

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Holdings

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Mentor

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Oaths Sworn

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Remembrance

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Resources

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Retinue

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

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## possessions

Gear(Carried)

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Treasures

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Equipment(Owned)

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Disc

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## Freeholds

Location

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Description

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