

SIDME

Name:

COURT:

Seeming:

Player:

Legacies:

Society:

Chronicle:

House:

Dotley:

attributes

Physical

Social

Mental

Strength _____ 00000
 Dexterity _____ 00000
 Stamina _____ 00000

Charisma _____ 00000
 Manipulation _____ 00000
 Appearance _____ 0000000

Perception _____ 00000
 Intelligence _____ 00000
 Wits _____ 00000

abilities

Talents

Skills

Knowledges

Alertness _____ 00000
 Athletics _____ 00000
 Brawl _____ 00000
 Empathy _____ 00000
 Expression _____ 00000
 Intimidation _____ 00000
 Kenning _____ 00000
 Leadership _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000

Animal Ken _____ 00000
 Crafts _____ 00000
 Drive _____ 00000
 Etiquette _____ 00000
 Firearms _____ 00000
 Larceny _____ 00000
 Melee _____ 00000
 Performance _____ 00000
 Stealth _____ 00000
 Survival _____ 00000

Academics _____ 00000
 Computer _____ 00000
 Enigmas _____ 00000
 Gremayre _____ 00000
 Investigation _____ 00000
 Law _____ 00000
 Medicine _____ 00000
 Politics _____ 00000
 Science _____ 00000
 Technology _____ 00000

advantages

Backgrounds

Arts

Realms

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

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

Actor _____ 00000
 Fae _____ 00000
 Nature _____ 00000
 Prop _____ 00000
 Scene _____ 00000
 Time _____ 00000

Glamour

0 0 0 0 0 0 0 0 0 0

Willpower

0 0 0 0 0 0 0 0 0 0

Antichesis

Nightmare

Experience

Banality

0 0 0 0 0 0 0 0 0 0

Health

		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"/>

Birthrights/Frailties

Ravaging/Using Threshold

SIDHE

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: _____

SIDME

expanded backgrounds

Allies

Contacts

Dreamers

Holdings

Mentor

Oaths Sworn

Remembrance

Resources

Retinue

Other(_____)

possessions

Gear(Carried)

Treasures

Equipment(Owned)

Disc

Freeholds

Location

Description
