

# OBA

Name:  
Player:  
Chronicle:

Court:  
Seelie Legacy:  
Unseelie Legacy:

Seeming:  
House:  
Society:

## 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	Crafts _____ 00000	Computer _____ 00000
Athletics _____ 00000	Drive _____ 00000	Enigmas _____ 00000
Brawl _____ 00000	Etiquette _____ 00000	Gremayre _____ 00000
Dodge _____ 00000	Firearms _____ 00000	Investigation _____ 00000
Empathy* _____ 00000	Leadership _____ 00000	Law _____ 00000
Intimidation _____ 00000	Melee _____ 00000	Linguistics _____ 00000
Kenning _____ 00000	Performance* _____ 00000	Lore _____ 00000
Persuasion _____ 00000	Security _____ 00000	Medicine _____ 00000
Streetwise _____ 00000	Stealth _____ 00000	Politics _____ 00000
Subterfuge _____ 00000	Survival _____ 00000	Science _____ 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
_____ 00000	_____ 00000	

### Merits & Flaws

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

### Glamour

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Willpower

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Experience

### Banalities

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### 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

Spirit Pathways & Tale Craft /  
Recklessness & Native Soil

### Ravaging/Consuming Threshold

\*Oba Can Never Botch