

# MENEHUNE

Name:  
Player:  
Chronicle:

Camp:  
Feast Legacy:  
War Legacy:

Seeming:  
Calling:  
Totem:

## Attributes

### Physical

### Social

### Mental

Strength \_\_\_\_\_ 00000  
Dexterity \_\_\_\_\_ 00000  
Stamina \_\_\_\_\_ 00000

Charisma \_\_\_\_\_ 00000  
Manipulation \_\_\_\_\_ 00000  
Appearance \_\_\_\_\_ 00000

Perception \_\_\_\_\_ 00000  
Intelligence \_\_\_\_\_ 00000  
Wits \_\_\_\_\_ 00000

## Abilities

### Talents

### Skills

### Knowledges

Alertness \_\_\_\_\_ 00000  
Athletics \_\_\_\_\_ 00000  
Brawl \_\_\_\_\_ 00000  
Dodge \_\_\_\_\_ 00000  
Empathy \_\_\_\_\_ 00000  
Intimidation \_\_\_\_\_ 00000  
Kenning \_\_\_\_\_ 00000  
Persuasion \_\_\_\_\_ 00000  
Subterfuge \_\_\_\_\_ 00000  
Throwing \_\_\_\_\_ 00000

Crafts \_\_\_\_\_ 00000  
Etiquette \_\_\_\_\_ 00000  
Fishing \_\_\_\_\_ 00000  
Herbalism \_\_\_\_\_ 00000  
Leadership \_\_\_\_\_ 00000  
Melee \_\_\_\_\_ 00000  
Performance \_\_\_\_\_ 00000  
Stealth \_\_\_\_\_ 00000  
Survival \_\_\_\_\_ 00000  
Swimming \_\_\_\_\_ 00000

Animal Lore \_\_\_\_\_ 00000  
Enigmas \_\_\_\_\_ 00000  
Gremayre \_\_\_\_\_ 00000  
Investigation \_\_\_\_\_ 00000  
Law \_\_\_\_\_ 00000  
Linguistics \_\_\_\_\_ 00000  
Lore \_\_\_\_\_ 00000  
Medicine \_\_\_\_\_ 00000  
Politics \_\_\_\_\_ 00000  
Traditions \_\_\_\_\_ 00000

## Advantages

### Backgrounds

### Arts

### Realms

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
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Actor \_\_\_\_\_ 00000  
Fae \_\_\_\_\_ 00000  
Nature \_\_\_\_\_ 00000  
Prop \_\_\_\_\_ 00000  
Scene \_\_\_\_\_ 00000  
Time \_\_\_\_\_ 00000

### Other Traits

### Glamour

### Health

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
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0 0 0 0 0 0 0 0 0 0

### Willpower

0 0 0 0 0 0 0 0 0 0

### Banalities

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"/>

### Birthrights/Frailties

### Experience

# MENEHUNE

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

Item	Cost

## Experience

TOTAL:

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

## Chimerical Companions


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

## Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

## ARMOR

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

# MENEHUNE

## Expanded Backgrounds

Allies

Oaths Sworn

Contacts

Remembrance

Dreamers

Resources

Holdings

Retinue

Mentor

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

## Possessions

Gear(Carried)

Equipment(Owned)

Treasures

Disc

## Freeholds

Location

Description

# MENEHUNE

## History

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Date Ennobled: \_\_\_\_\_ Secret Societies: \_\_\_\_\_

## Description

True Name: \_\_\_\_\_ Mortal: \_\_\_\_\_  
Chronological Age: \_\_\_\_\_  
Apparent Age: \_\_\_\_\_  
Date of Birth: \_\_\_\_\_  
Hair: \_\_\_\_\_  
Eyes: \_\_\_\_\_ Face: \_\_\_\_\_  
Race: \_\_\_\_\_  
Nationality: \_\_\_\_\_  
Height: \_\_\_\_\_  
Weight: \_\_\_\_\_  
Sex: \_\_\_\_\_

## Visuals

Oath Bonds Chart

Character Sketch

