

# Merfolk

Name:  
Player:  
Chronicle:

Court:  
Seelie Legacy:  
Unseelie Legacy:

Seeming:  
House:  
Society:

## Attributes

### Physical

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

### Social

Charisma \_\_\_\_\_ 00000  
Manipulation \_\_\_\_\_ 00000  
Appearance \_\_\_\_\_ 000000

### Mental

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

## Abilities

### Talents

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

### Skills

Crafts \_\_\_\_\_ 00000  
Etiquette \_\_\_\_\_ 00000  
Firearms \_\_\_\_\_ 00000  
Leadership \_\_\_\_\_ 00000  
Melee \_\_\_\_\_ 00000  
Performance \_\_\_\_\_ 00000  
Security \_\_\_\_\_ 00000  
Stealth \_\_\_\_\_ 00000  
Survival \_\_\_\_\_ 00000  
Swimming \_\_\_\_\_ 00000

### Knowledges

Enigmas \_\_\_\_\_ 00000  
Gremayre \_\_\_\_\_ 00000  
Investigation \_\_\_\_\_ 00000  
Law \_\_\_\_\_ 00000  
Linguistics \_\_\_\_\_ 00000  
Lore \_\_\_\_\_ 00000  
Medicine \_\_\_\_\_ 00000  
Politics \_\_\_\_\_ 00000  
Science \_\_\_\_\_ 00000  
Surface Lore \_\_\_\_\_ 00000

## Advantages

### Backgrounds

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

### Arts

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

### Realms

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

### Other Traits

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

### Glamour

0 0 0 0 0 0 0 0 0 0  
□ □ □ □ □ □ □ □ □ □

### Willpower

0 0 0 0 0 0 0 0 0 0  
□ □ □ □ □ □ □ □ □ □

### 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/Fraillties

Apsara of Vatea&Gills&Oceans Beauty/  
The Coldness & Out of Touch

### Ravaging/CDusing Threshold

# Merfolk

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: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# Merfolk

## Expanded Backgrounds

Allies

Oaths Sworn

Contacts

Remembrance

Dreamers

Resources

Holdings

Retinue

Mentor

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

## Possessions

Gear(Carried)

Equipment(Owned)

Treasures

Disc

## Freeholds

Location

Description

# Merfolk

## History

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Date Ennobled: \_\_\_\_\_

Secret Societies: \_\_\_\_\_

## Description

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

Mortal: \_\_\_\_\_

Chronological Age: \_\_\_\_\_

Apparent Age: \_\_\_\_\_

Date of Birth: \_\_\_\_\_

Hair: \_\_\_\_\_

Eyes: \_\_\_\_\_

Race: \_\_\_\_\_

Nationality: \_\_\_\_\_

Height: \_\_\_\_\_

Weight: \_\_\_\_\_

Sex: \_\_\_\_\_

Fac: \_\_\_\_\_

## Visuals

Oath Bonds Chart

Character Sketch

