

NUNNEHI

Name:
Player:
Title:

Camp:
Summer Legacy:
Winter Legacy:

Tribe:
Seeming:
Family:

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 | | |

Other Traits

| | |
|-------|-------|
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |

Glamour

| | | | | | | | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

Willpower

| | | | | | | | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

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

Totem

Banality

| | | | | | | | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

Experience

NUNNEHI

Fellowship/Household: _____
 Chief/Leige Lord: _____

Societies/Guilds: _____
 Sain Day: _____

Merits & Flaws

| Merit | Type | Cost | Flaw | Type | Bonus |
|-------|------|------|------|------|-------|
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Other Traits

| | | | | | |
|--|-------|--|-------|--|-------|
| | 00000 | | 00000 | | 00000 |
| | 00000 | | 00000 | | 00000 |
| | 00000 | | 00000 | | 00000 |
| | 00000 | | 00000 | | 00000 |
| | 00000 | | 00000 | | 00000 |

Chimerical Items

| Item | Cost |
|------|------|
| | |
| | |
| | |
| | |
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| | |
| | |
| | |
| | |
| | |

Experience

TOTAL:

Gained From: _____

Chimerical Companions

| |
|--|
| |
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| |
| |
| |
| |
| |

TOTAL SPENT: _____
 Spent On: _____

Combat

| Weapon/Attack | Diff. | Damage | Range | Rate | Clip | Conceal |
|---------------|-------|--------|-------|------|------|---------|
| | | | | | | |
| | | | | | | |
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| | | | | | | |
| | | | | | | |

ARMOR

Class: _____
 Rating: _____
 Penalty: _____
 Description: _____

NUNNEHI

Expanded Backgrounds

Allies

Oaths Sworn

Contacts

Resources

Dreamers

Spirit Companion

Holdings

Vision

Mentor

Other(_____)

Possessions

Gear(Carried)

Equipment(Owned)

Treasures

Disc

Freeholds

Location

Description

NUNNEHI

History

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

