

Oba

Name:

Court:

Seeming:

Player:

Seelie Legacy:

House:

Chronicle:

Unseelie Legacy:

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

Other Traits

Glamour

Health

_____ 00000

0 0 0 0 0 0 0 0 0 0

Real Chimerical

_____ 00000

_____ 00000

Bruised

_____ 00000

Hurt -1

_____ 00000

Injured -1

_____ 00000

Wounded -2

_____ 00000

Mauled -2

_____ 00000

Crippled -5

_____ 00000

Incapacitated

_____ 00000

Willpower

Birthrights/Frailties

_____ 00000

0 0 0 0 0 0 0 0 0 0

Spirit Pathways & Tale Craft /
Recklessness & Native Soil

_____ 00000

Ravaging/CDusing Threshold

Experience

Banality

0 0 0 0 0 0 0 0 0 0

*Oba Can Never Botch

OBA

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: _____

OBA

Expanded Backgrounds

Allies

Oaths Sworn

Contacts

Remembrance

Dreamers

Resources

Holdings

Retinue

Mentor

Other(_____)

Possessions

Gear(Carried)

Equipment(Owned)

Treasures

Disc

Freeholds

Location

Description

