

SIDHE

Name:

COURT:

Seeming:

Player:

Seelie Legacy:

House:

Chronicle:

Unseelie Legacy:

Society:

Attributes

Physical

Social

Mental

Strength _____ 00000
 Dexterity _____ 00000
 Stamina _____ 00000

Charisma _____ 00000
 Manipulation _____ 00000
 Appearance _____ 0000000

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
 Streetwise _____ 00000
 Subterfuge _____ 00000

Crafts _____ 00000
 Drive _____ 00000
 Etiquette* _____ 00000
 Firearms _____ 00000
 Leadership _____ 00000
 Melee _____ 00000
 Performance _____ 00000
 Security _____ 00000
 Stealth _____ 00000
 Survival _____ 00000

Computer _____ 00000
 Enigmas _____ 00000
 Gremayre _____ 00000
 Investigation _____ 00000
 Law _____ 00000
 Linguistics _____ 00000
 Lore _____ 00000
 Medicine _____ 00000
 Politics _____ 00000
 Science _____ 00000

Advantages

Backgrounds

ARTS

Realms

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

Actor _____ 00000
 Fae _____ 00000
 Nature _____ 00000
 Prop _____ 00000
 Scene _____ 00000
 Time _____ 00000

Other Traits

Glamour

Health

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

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"/>

Willpower

0 0 0 0 0 0 0 0 0 0

Birthrights/Frailties

Awe and Beauty & Noble Bearing /
 Banality's Curse

Experience

Banality

Ravaging/CDusing Threshold

0 0 0 0 0 0 0 0 0 0

*Sidhe Can Never Botch

SIDME

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: _____

SIDME

Expanded Backgrounds

Allies

Oaths Sworn

Contacts

Remembrance

Dreamers

Resources

Holdings

Retinue

Mentor

Other(_____)

Possessions

Gear(Carried)

Equipment(Owned)

Treasures

Disc

Freeholds

Location

Description

SDME

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

