

DUCHY OF THE ICEBOUNDED HEART

NAME:
PLAYER:
CHRONICLE:

VIRTUE:
VICE:
CONCEPT:

SEEMING:
KITH:
COURT:

Attributes

POWER	Intelligence	00000	Strength	00000	Presence	00000
FINESSE	Wits	00000	Dexterity	00000	Manipulation	00000
RESISTANCE	Resolve	00000	Stamina	00000	Composure	00000

Skills

MENTAL

(-3 unskilled)

Academics	_____	00000
Computer	_____	00000
Crafts	_____	00000
Investigation	_____	00000
Medicine	_____	00000
Occult	_____	00000
Politics	_____	00000
Science	_____	00000

PHYSICAL

(-1 unskilled)

Athletics	_____	00000
Brawl	_____	00000
Drive	_____	00000
Firearms	_____	00000
Larceny	_____	00000
Stealth	_____	00000
Survival	_____	00000
Weaponry	_____	00000

SOCIAL

(-1 unskilled)

Animal Ken	_____	00000
Empathy	_____	00000
Expression	_____	00000
Intimidation	_____	00000
Persuasion	_____	00000
Socialize	_____	00000
Streetwise	_____	00000
Subterfuge	_____	00000

MERITS

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

FLAWS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

CONTRACTS

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

PLEDGES

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Other Traits

HEALTH

000000000000000000
□□□□□□□□□□□□□□

WILLPOWER

0000000000
□□□□□□□□□□

WYRD

0000000000

GLAMOUR

□□□□□□□□□□
□□□□□□□□□□

CLARITY

10	_____	0
9	_____	0
8	_____	0
7	_____	0
6	_____	0
5	_____	0
4	_____	0
3	_____	0
2	_____	0
1	_____	0

Seeming Blessing: _____

Seeming Curse: _____

Size: _____

Speed: _____

Defense: _____

Armor: _____

Initiative Mod: _____

Experience: _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Seeming: Choose 1 free Skill Specialty in Athletics, Brawl or Stealth; Record Blessing and Curse • Contracts 5 dots • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Clarity = 7 • Wyrd starts at 1 dot • Glamour starts at 1/2 maximum (determined by Wyrd).