# FAIREST

NAME: VIRTUE: KITH:
PLAYER: VICE: COURT:
CHRONICLE: CONCEPT: MOTLEY:

## Attributes

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| POWER | Intelligence | ●OOOO | | Strength | ●OOOO | | Presence | ●OOOO |
| FINESSE | Wits | ●OOOO | | Dexterity | ●OOOO | | Manipulation | ●OOOO |
| RESISTANCE | Resolve | ●OOOO | | Stamina | ●OOOO | | Composure | ●OOOO |

## Skills

### MENTAL
*(-3 unskilled)*

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

### PHYSICAL
*(-1 unskilled)*

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

### SOCIAL
*(-1 unskilled)*

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

## Other Traits

### MERITS

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

### FLAWS

_____
_____

### CONTRACTS

Vainglory _____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

### PLEDGES

_____
_____
_____
_____
_____

### HEALTH

OOOOOOOOOOOOOOOOO
□□□□□□□□□□□□□□□□□□□

### WILLPOWER

OOOOOOOOOO
□□□□□□□□□□

### WYRD

●OOOOOOOOO

### GLAMOUR

□□□□□□□□□□
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### CLARITY

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

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).