

# Winter

(THE SILENT ARROW, THE ONYX COURT, THE COURT OF SORROW)

NAME:  
PLAYER:  
CHRONICLE:

NEEDLE:  
THREAD:  
CONCEPT:

SEEMING:  
KITH:  
MOTLEY:

## 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

### FAVORED REGALIA

\_\_\_\_\_  
\_\_\_\_\_

### FRAILTIES

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### ASPIRATIONS

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### CONDITIONS

Clarity  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## Other Traits

### HEALTH

0000000000000000  
□□□□□□□□□□□□□□

### WILLPOWER

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□□□□□□□□□□

### WYRD

0000000000

### GLAMOUR

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□□□□□□□□□□

### CLARITY

00000000000000  
□□□□□□□□□□□□  
1 2 3 4 5 6 7 8 9 10 11

### TOUCHSTONES

\_\_\_\_\_  
\_\_\_\_\_ 1  
\_\_\_\_\_ 2  
\_\_\_\_\_ 3  
\_\_\_\_\_ 4  
\_\_\_\_\_ 5  
\_\_\_\_\_ 6  
\_\_\_\_\_ 7  
\_\_\_\_\_ 8  
\_\_\_\_\_ 9  
\_\_\_\_\_ 10  
\_\_\_\_\_ 11

Size: \_\_\_\_\_ Speed: \_\_\_\_\_

Defense: \_\_\_\_\_ Armor: \_\_\_\_\_

Initiative Mod: \_\_\_\_\_

Beats:

Experiences: \_\_\_\_\_

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Seeming: +1 to one favored Attribute; record Blessing, Curse, favored Regalia • Kith: Record Blessing, if applicable • 1 Touchstone • Minor frailty if Wyrd 2  
Contracts: Second favored Regalia, 4 Common (Regalia, Court, or Goblin; 2 must come from favored Regalia) + 2 Royal (Court or favored Regalia) • Merits 10 + Mantle 1 if courtier • Health = Stamina + Size  
Willpower = Resolve + Composure • Size = 5 • Defense = (Lower of Dexterity or Wits) + Athletics • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Max Clarity = Wits + Composure  
Starting Wyrd = 1 • Starting Glamour = 10



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## Contracts

| NAME  | GOBLIN? <input type="checkbox"/> | COST  | DICE  | ACTION | DURATION | LOOPHOLE | SEEMING BENEFIT |
|-------|----------------------------------|-------|-------|--------|----------|----------|-----------------|
| _____ | <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"/>         | _____ | _____ | _____  | _____    | _____    | _____           |

## Other Traits

### SEEMING BLESSING

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### SEEMING CURSE

\_\_\_\_\_

\_\_\_\_\_

### KITH BLESSING

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### GOBLIN DEBT

NOTES

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Pledges

TYPE      NOTES

| TYPE  | NOTES |
|-------|-------|
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |

## Expanded Merits

FAE MOUNT

MANTLE

| FAE MOUNT | MANTLE |
|-----------|--------|
| _____     | _____  |
| _____     | _____  |
| _____     | _____  |

HOLLOW

TOKEN

| HOLLOW | TOKEN |
|--------|-------|
| _____  | _____ |
| _____  | _____ |
| _____  | _____ |

## Combat

WEAPON/ATTACK      DICE POOL      DAMAGE      RANGE      INITIATIVE      SIZE

| WEAPON/ATTACK | DICE POOL | DAMAGE | RANGE | INITIATIVE | SIZE  |
|---------------|-----------|--------|-------|------------|-------|
| _____         | _____     | _____  | _____ | _____      | _____ |
| _____         | _____     | _____  | _____ | _____      | _____ |
| _____         | _____     | _____  | _____ | _____      | _____ |