

# FAIREST

NAME:  
 PLAYER:  
 CHRONICLE:

NEEDLE:  
 THREAD:  
 CONCEPT:

COURT:  
 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

### FAVORED REGALIA

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 \_\_\_\_\_

### FRAILTIES

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

### ASPIRATIONS

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

### CONDITIONS

Clarity  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
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 \_\_\_\_\_  
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## Other Traits

### HEALTH

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### WILLPOWER

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### WYRD

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### GLAMOUR

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 □□□□□□□□□□

### CLARITY

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 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

# FAIRREST

## 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

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### SEEMING CURSE

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### KITH BLESSING

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### GOBLIN DEBT

NOTES

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## Pledges

TYPE      NOTES

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## Expanded Merits

### FAE MOUNT

### MANTLE

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\_\_\_\_\_

\_\_\_\_\_

### HOLLOW

### TOKEN

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\_\_\_\_\_

\_\_\_\_\_

## Combat

WEAPON/ATTACK      DICE POOL      DAMAGE      RANGE      INITIATIVE      SIZE

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