

# Autumn

(THE LEADEN MIRROR, THE ASHEN COURT, THE COURT OF FEAR)

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  
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### FAVORED REGALIA

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

### FRAILTIES

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

### ASPIRATIONS

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

### CONDITIONS

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

## Other Traits

### HEALTH

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### 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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## Expanded Merits

ALLIES

MANTLE

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CONTACTS

MENTOR

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FAE MOUNT

RESOURCES

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HARVEST

OTHER( )

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## Possessions

GEAR(CARRIED)

EQUIPMENT(OWNED)

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VEHICLES

MISC.

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## Hollow

LOCATION

DESCRIPTION

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## History

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## GOALS

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## Description

Age: \_\_\_\_\_

Apparent Age: \_\_\_\_\_

Date of Birth: \_\_\_\_\_

Date Taken: \_\_\_\_\_

Hair: \_\_\_\_\_

Eyes: \_\_\_\_\_

Race: \_\_\_\_\_

Nationality: \_\_\_\_\_

Height: \_\_\_\_\_

Weight: \_\_\_\_\_

Sex: \_\_\_\_\_

## Visuals

MOTLEY CHART

CHARACTER SKETCH

