

Spring

(*the Antler Crown, the Emerald Court, the Court of Desire*)

NAME:
PLAYER:
CHRONICLE:

VIRTUE:
VICE:
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

Other Traits

CONTRACTS

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

MERITS

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

FLAWS

HEALTH

0000000000000000
 □□□□□□□□□□□□□□

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

Entitlement:

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).

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Blessings & Curses

SEEMING BLESSING

KITH ABILITY

SEEMING CURSE

Name: _____
Description: _____

Goblin Contracts

Pledges

NAME

LEVEL

| NAME | LEVEL | |
|-------|-------|-------|
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |

Tokens

NAME

LEVEL

POWER

| NAME | LEVEL | POWER |
|-------|-------|-------|
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |

Combat

| WEAPON/ATTACK | DAMAGE | RANGE | CLIP | SIZE | STRENGTH | COST |
|---------------|--------|-------|------|------|----------|------|
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |

ARMOR

Rating: _____
Strength: _____
Defense: _____
Speed: _____
Description: _____

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Expanded Merits

ALLIES

MENTOR

CONTACTS

RESOURCES

HARVEST

RETAINER

MANTLE

OTHER(_____)

Possessions

GEAR(CARRIED)

EQUIPMENT(OWNED)

VEHICLES

MISC.

Hollow

LOCATION

DESCRIPTION

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History

GOALS

Description

Age: _____

Apparent Age: _____

Date of Birth: _____

Date Taken: _____

Hair: _____

Eyes: _____

Race: _____

Nationality: _____

Height: _____

Weight: _____

Sex: _____

Visuals

MOTLEY CHART

CHARACTER SKETCH

