

THE ADJUDICATORS OF THE WHEEL

NAME:
 PLAYER:
 CHRONICLE:

VIRTUE:
 VICE:
 CONCEPT:

SEEMING:
 KITH:
 COURT:

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
 _____ 00000

MERITS

_____ 00000
 _____ 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 Privileges:

 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).

THE ADJUDICATORS OF THE WHEEL

Blessings & Curses

SEEMING BLESSING

KITH ABILITY

SEEMING CURSE

Name: _____

Description: _____

Goblin Contracts

Pledges

NAME

LEVEL

Tokens

NAME

LEVEL

POWER

Combat

WEAPON/ATTACK	DAMAGE	RANGE	CLIP	SIZE	STRENGTH	COST

ARMOR

Rating: _____

Strength: _____

Defense: _____

Speed: _____

Description: _____

THE ADJUDICATORS OF THE WHEEL

Expanded Merits

ALLIES

MENTOR

CONTACTS

RESOURCES

HARVEST

RETAINER

MANTLE

OTHER(_____)

Possessions

GEAR(CARRIED)

EQUIPMENT(OWNED)

VEHICLES

MISC.

Hollow

LOCATION

DESCRIPTION

THE ADJUDICATORS OF THE WHEEL

History

GOALS

Description

Age: _____

Apparent Age: _____

Date of Birth: _____

Date Taken: _____

Hair: _____

Eyes: _____

Race: _____

Nationality: _____

Height: _____

Weight: _____

Sex: _____

Visuals

MOTLEY CHART

CHARACTER SKETCH

