

# OGRES

NAME:  
PLAYER:  
CHRONICLE:

VIRTUE:  
VICE:  
CONCEPT:

KITH:  
COURT:  
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

## Contracts

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
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\_\_\_\_\_ 00000

## Merits

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
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\_\_\_\_\_ 00000  
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## Flaws

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

## Other Traits

### HEALTH

000000000000000000  
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### WILLPOWER

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### WYRD

0000000000

### GLAMOUR

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□□□□□□□□□□

### 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).



# OGRES

## Blessings & Curses

SEEMING BLESSING

KITH ABILITY

SEEMING CURSE

<p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>	<p>Name: _____</p> <p>Description: _____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>	<p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>
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## Goblin Contracts

## Pledges

NAME	LEVEL	
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

## Tokens

NAME	LEVEL	POWER
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

## Combat

WEAPON/ATTACK	DAMAGE	RANGE	CLIP	SIZE	STRENGTH	COST

ARMOR

Rating: \_\_\_\_\_

Strength: \_\_\_\_\_

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

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

Description: \_\_\_\_\_

\_\_\_\_\_

# OGRES

## *Expanded Merits*

ALLIES

MENTOR

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CONTACTS

RESOURCES

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HARVEST

RETAINER

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MANTLE

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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# OGRES

## *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

