

# FAC

NAME:  
 PLAYER:  
 CHRONICLE:

NATURE:  
 Demeanor:  
 Concept:

Court:  
 Origin:  
 Agenda:

## ATTRIBUTES

Physical	Social	Mental
Strength _____ 00000	Charisma _____ 00000	Perception _____ 00000
Dexterity _____ 00000	Manipulation _____ 00000	Intelligence _____ 00000
Stamina _____ 00000	Appearance _____ 00000	Wits _____ 00000

## ABILITIES

Talents	Skills	Knowledges
Alertness _____ 00000	Animal Ken _____ 00000	Academics _____ 00000
Athletics _____ 00000	Crafts _____ 00000	Computer _____ 00000
Brawl _____ 00000	Drive _____ 00000	Finance _____ 00000
Dodge _____ 00000	Etiquette _____ 00000	Investigation _____ 00000
Expression _____ 00000	Melee _____ 00000	Law _____ 00000
Intimidation _____ 00000	Firearms _____ 00000	Linguistics _____ 00000
Kenning _____ 00000	Performance _____ 00000	Medicine _____ 00000
Leadership _____ 00000	Security _____ 00000	Occult _____ 00000
Streetwise _____ 00000	Stealth _____ 00000	Politics _____ 00000
Subterfuge _____ 00000	Survival _____ 00000	Science _____ 00000

## ADVANTAGES

Dominions	Backgrounds	Echoes
Day _____ 00000	_____ 00000	_____
Dawn _____ 00000	_____ 00000	_____
Dusk _____ 00000	_____ 00000	_____
Night _____ 00000	_____ 00000	_____

### Other Traits

_____ 00000
_____ 00000
_____ 00000
_____ 00000
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### Mists & Weavings

  
 MISTS

  
 WEAVINGS

### Willpower

0	0	0	0	0	0	0	0	0	0
<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"/>

### Health

Bruised		<input type="checkbox"/>
Hurt	- 1	<input type="checkbox"/>
Injured	- 1	<input type="checkbox"/>
Wounded	- 2	<input type="checkbox"/>
Mauled	- 2	<input type="checkbox"/>
Crippled	- 5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

### Experience



# FAE

## EXPANDED BACKGROUNDS

Allies

Mentor

Contacts

Resources

Influence

Retinue

Library

Other (\_\_\_\_\_)

## OATHS

Fae

Human

Type: \_\_\_\_\_

Our Duty is To: \_\_\_\_\_

We Fail If: \_\_\_\_\_

The Punishments: \_\_\_\_\_

Type: \_\_\_\_\_

Our Duty is To: \_\_\_\_\_

We Fail If: \_\_\_\_\_

The Punishments: \_\_\_\_\_

Type: \_\_\_\_\_

Our Duty is To: \_\_\_\_\_

We Fail If: \_\_\_\_\_

The Punishments: \_\_\_\_\_

Type: \_\_\_\_\_

Our Duty is To: \_\_\_\_\_

We Fail If: \_\_\_\_\_

The Punishments: \_\_\_\_\_

## TREASURES & HOLDINGS

Name

Description

_____	_____
_____	_____
_____	_____
_____	_____

# FACE

## HISTORY

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## Goals

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## DESCRIPTION

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

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

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

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

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

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

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

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

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

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

## Experience

Total: \_\_\_\_\_

Total Spent: \_\_\_\_\_

Spent On: \_\_\_\_\_

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## Derangements

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## Languages

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## POSSESSIONS

### Gear (Carried)

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### Misc.

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### Equipment (Owned)

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### Misc.

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