

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
Empathy _____ 00000	Etiquette _____ 00000	Investigation _____ 00000
Expression _____ 00000	Melee _____ 00000	Law _____ 00000
Intimidation _____ 00000	Firearms _____ 00000	Medicine _____ 00000
Kenning _____ 00000	Performance _____ 00000	Occult _____ 00000
Leadership _____ 00000	Security _____ 00000	Politics _____ 00000
Streetwise _____ 00000	Stealth _____ 00000	Science _____ 00000
Subterfuge _____ 00000	Survival _____ 00000	Technology _____ 00000

ADVANTAGES

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

Other Traits

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

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

_____	_____
_____	_____
_____	_____
_____	_____

