

Princess: The Hopeful

Name:
 Player:
 Chronicle:

Virtue: ☽
 Vice:
 Concept:

Calling:
 Queen:
 Embassy:

Attributes

Power Intelligence 00000(00000) Strength 00000(00000) Presence 00000(00000)
 Finesse Wits 00000(00000) Dexterity 00000(00000) Manipulation 00000(00000)
 Resistance Resolve 00000(00000) Stamina 00000(00000) Composure 00000(00000)

Skills

Mental

(-3 unskilled)

Academics 00000(00000)
 Computer 00000(00000)
 Crafts 00000(00000)
 Investigation 00000(00000)
 Medicine 00000(00000)
 Occult 00000(00000)
 Politics 00000(00000)
 Science 00000(00000)

Physical

(-1 unskilled)

Athletics 00000(00000)
 Brawl 00000(00000)
 Drive 00000(00000)
 Firearms 00000(00000)
 Larceny 00000(00000)
 Stealth 00000(00000)
 Survival 00000(00000)
 Weaponry 00000(00000)

Social

(-1 unskilled)

Animal Ken 00000(00000)
 Empathy 00000(00000)
 Expression 00000(00000)
 Intimidation 00000(00000)
 Persuasion 00000(00000)
 Socialize 00000(00000)
 Streetwise 00000(00000)
 Subterfuge 00000(00000)

Other Traits

Merits

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

Invocations

Acqua _____ 00000
 Aria _____ 00000
 Fuoco _____ 00000
 Legno _____ 00000
 Terra _____ 00000
 Lacrima _____ 00000
 Specchio _____ 00000
 Tempesta _____ 00000

Health

000000000000000000
 □□□□□□□□□□□□□□

Willpower

0000000000
 □□□□□□□□□□
 (0000000000)
 (□□□□□□□□□□)

Inner Light

0000000000

Shadows

0000000000

Galemarks

0000000000

Wisps

□□□□□□□□□□
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Belief

0000000000

Aspirations/Dreams

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Free Transformed Attribute (Champion: Strength or Resolve, Grace: Presence or Composure, Mender: Intelligence or Dexterity, Seeker: Intelligence or Wits, Troubadour: Presence or Dexterity) • 3 Transformed skill dots • Charms 5 dots (at least 2 must be in affinity trees. You may trade all but your 3 affinity for Transformed Attributes/Skills. 1 Charm dot = 1 Attribute or 3 Skill dots) • Invocations 3 dots (at least one must be affinity. Courtless Princesses have three dots with a maximum of two dots in a single Invocation) • Merits 10 • Health = Stamina + Size • Willpower = Resolve + Composure • Transformed Willpower = Transformed Resolve + Transformed Composure • Size = 5 • Defence = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Belief = 7 • Starting Inner Light = 1 • Starting Wisps = Half of maximum + highest of Circle and Mandate.

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Expanded Merits

Allies

Mandate

Circle

Mentor

Contacts

Resources

Entwined Destiny

Shikigami

Other(_____)

Other(_____)

Possessions

Gear(Carried)

Equipment(Owned)

Requests

Misc

Palace

Location

Description
