

# 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

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### Invocations

Acqua \_\_\_\_\_ 00000  
 Aria \_\_\_\_\_ 00000  
 Fuoco \_\_\_\_\_ 00000  
 Legno \_\_\_\_\_ 00000  
 Terra \_\_\_\_\_ 00000  
 Lacrima \_\_\_\_\_ 00000  
 Specchio \_\_\_\_\_ 00000  
 Tempesta \_\_\_\_\_ 00000

### Health

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### Willpower

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 (0000000000)  
 (□□□□□□□□□□)

### Inner Light

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### Shadows

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### Galemarks

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### Wisps

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### Belief

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### Vocation

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### Aspirations

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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) • Charms 9 dots (at least 3 must be in affinity trees. You may take 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.



# Princess: The Hopeful

## Expanded Merits

Allies

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Mandate

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Circle

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Mentor

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Contacts

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Resources

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Entwined Destiny

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Shikigami

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

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

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## Possessions

Gear(Carried)

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Equipment(Owned)

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Requests

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Misc

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## Palace

Location

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Description

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# Princess: The Hopeful History

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## Description

Nationality: \_\_\_\_\_  
Date of Birth: \_\_\_\_\_  
Age: \_\_\_\_\_ ( \_\_\_\_\_ )  
Sex: \_\_\_\_\_ ( \_\_\_\_\_ )  
Race: \_\_\_\_\_ ( \_\_\_\_\_ )  
Hair: \_\_\_\_\_ ( \_\_\_\_\_ )  
Eyes: \_\_\_\_\_ ( \_\_\_\_\_ )  
Height: \_\_\_\_\_ ( \_\_\_\_\_ )  
Weight: \_\_\_\_\_ ( \_\_\_\_\_ )

Mundane Appearance: \_\_\_\_\_  
\_\_\_\_\_

Transformed Appearance: \_\_\_\_\_  
\_\_\_\_\_

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## Visuals

Group Chart

Character Sketch

