

Name: _____ Court: _____ Seeming: _____
 Player: _____ Legacies: _____ Rich: _____
 Chronicle: _____ House: _____ Motley: _____

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

advantages

Backgrounds		Arts		Realms	
_____	_____ 00000	_____	_____ 00000	Actor	_____ 00000
_____	_____ 00000	_____	_____ 00000	Fae	_____ 00000
_____	_____ 00000	_____	_____ 00000	Nature	_____ 00000
_____	_____ 00000	_____	_____ 00000	Prop	_____ 00000
_____	_____ 00000	_____	_____ 00000	Scene	_____ 00000
_____	_____ 00000	_____	_____ 00000	Time	_____ 00000

Glamour

0 0 0 0 0 0 0 0 0 0

Willpower

0 0 0 0 0 0 0 0 0 0

Antichesis

Nightmare

Experience

Banality

0 0 0 0 0 0 0 0 0 0

Health

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

Birthrights/Frailties

Ravaging/Using Threshold