

OGRES

Name:

COURT:

Seeming:

Player:

Legacies:

Society:

Chronicle:

House:

Dotley:

attributes

Physical

Social

Mental

Strength* _____ 000000

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

Health

0 0 0 0 0 0 0 0 0 0

	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"/>

Willpower

0 0 0 0 0 0 0 0 0 0

Birthrights/Frailties

Antichesis

Nightmare

Ravaging/Using Threshold

Experience

Banality

0 0 0 0 0 0 0 0 0 0

*Ogres Can Never Botch