

Dauntain

Name:

Player:

Chronicle:

Court:

Legacies:

House:

Seeming:

Doomed Kith:

Dotley:

attributes

Physical

Strength _____ 00000
Dexterity _____ 00000
Stamina _____ 00000

Social

Charisma _____ 00000
Manipulation _____ 00000
Appearance _____ 00000

Mental

Perception _____ 00000
Intelligence _____ 00000
Wits _____ 00000

abilities

Talents

Alertness _____ 00000
Athletics _____ 00000
Brawl _____ 00000
Empathy _____ 00000
Expression _____ 00000
Intimidation _____ 00000
Kenning _____ 00000
Leadership _____ 00000
Streetwise _____ 00000
Subterfuge _____ 00000

Skills

Animal Ken _____ 00000
Crafts _____ 00000
Drive _____ 00000
Etiquette _____ 00000
Firearms _____ 00000
Larceny _____ 00000
Melee _____ 00000
Performance _____ 00000
Stealth _____ 00000
Survival _____ 00000

Knowledges

Academics _____ 00000
Computer _____ 00000
Enigmas _____ 00000
Gremayre _____ 00000
Investigation _____ 00000
Law _____ 00000
Medicine _____ 00000
Politics _____ 00000
Science _____ 00000
Technology _____ 00000

advantages

Backgrounds

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

Agendas/Arts

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

Realms

Actor _____ 00000
Fae _____ 00000
Nature _____ 00000
Prop _____ 00000
Scene _____ 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	☐	☐
Hurt	- 1 ☐	☐
Injured	- 1 ☐	☐
Wounded	- 2 ☐	☐
Mauled	- 2 ☐	☐
Crippled	- 5 ☐	☐
Incapacitated	☐	☐

Birthrights/Frailties

Rending / Tedium Thresholds

Dauntain

character history sheet

Mortal Name: _____

Faerie Name: _____

Mortal Age: _____

Mortal Profession(if any): _____

Chimera/ Companions/ Treasures:

description

Mortal: _____

Changeling: _____

personality

Quirks: _____

Motivations & Goals: _____

identity

Mortal: _____

Changeling: _____

equipment

oathcircle

other notes
