

# MENEHUNE

Name:

Camp:

Seeming:

Player:

Feast Legacy:

Calling:

Title:

War Legacy:

Family:

## 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

### Arts

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

### Realms

Actor \_\_\_\_\_ 00000  
Fae \_\_\_\_\_ 00000  
Nature \_\_\_\_\_ 00000  
Prop \_\_\_\_\_ 00000  
Scene \_\_\_\_\_ 00000  
Time \_\_\_\_\_ 00000

### Mana

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

### Blessing Threshold

# MENEHUNE

## 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

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_