

Name: \_\_\_\_\_ Court: \_\_\_\_\_ Seeming: \_\_\_\_\_  
 Player: \_\_\_\_\_ Legacies: \_\_\_\_\_ Rich: \_\_\_\_\_  
 Chronicle: \_\_\_\_\_ House: \_\_\_\_\_ Motley: \_\_\_\_\_

**attributes**

Physical	Social	Mental
Strength _____ 0000000000	Charisma _____ 0000000000	Perception _____ 0000000000
Dexterity _____ 0000000000	Manipulation _____ 0000000000	Intelligence _____ 0000000000
Stamina _____ 0000000000	Appearance _____ 0000000000	Wits _____ 0000000000

**abilities**

Talents	Skills	Knowledges
Alertness _____ 0000000000	Animal Ken _____ 0000000000	Academics _____ 0000000000
Athletics _____ 0000000000	Crafts _____ 0000000000	Computer _____ 0000000000
Brawl _____ 0000000000	Drive _____ 0000000000	Enigmas _____ 0000000000
Empathy _____ 0000000000	Etiquette _____ 0000000000	Gremayre _____ 0000000000
Expression _____ 0000000000	Firearms _____ 0000000000	Investigation _____ 0000000000
Intimidation _____ 0000000000	Larceny _____ 0000000000	Law _____ 0000000000
Kenning _____ 0000000000	Melee _____ 0000000000	Medicine _____ 0000000000
Leadership _____ 0000000000	Performance _____ 0000000000	Politics _____ 0000000000
Streetwise _____ 0000000000	Stealth _____ 0000000000	Science _____ 0000000000
Subterfuge _____ 0000000000	Survival _____ 0000000000	Technology _____ 0000000000
_____ 0000000000	_____ 0000000000	_____ 0000000000

**advantages**

Backgrounds	Arts	Realms
_____ 0000000000	_____ 0000000000	Actor _____ 0000000000
_____ 0000000000	_____ 0000000000	Fae _____ 0000000000
_____ 0000000000	_____ 0000000000	Nature _____ 0000000000
_____ 0000000000	_____ 0000000000	Prop _____ 0000000000
_____ 0000000000	_____ 0000000000	Scene _____ 0000000000
_____ 0000000000	_____ 0000000000	Time _____ 0000000000

**Glamour**  
 0 0 0 0 0 0 0 0 0 0

**Willpower**  
 0 0 0 0 0 0 0 0 0 0

**Nightmare**

**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/CDusing Threshold

Antichesis  
 \_\_\_\_\_

Experience

## 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

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