

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	
_____	_____ 00000	_____	_____ 00000	_____	_____ 00000
_____	_____ 00000	_____	_____ 00000	_____	_____ 00000
_____	_____ 00000	_____	_____ 00000	_____	_____ 00000
_____	_____ 00000	_____	_____ 00000	_____	_____ 00000
_____	_____ 00000	_____	_____ 00000	_____	_____ 00000
_____	_____ 00000	_____	_____ 00000	_____	_____ 00000
_____	_____ 00000	_____	_____ 00000	_____	_____ 00000
_____	_____ 00000	_____	_____ 00000	_____	_____ 00000
_____	_____ 00000	_____	_____ 00000	_____	_____ 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
_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	Bruised	<input type="checkbox"/> <input type="checkbox"/>
_____	Willpower	_____	Hurt	-1 <input type="checkbox"/> <input type="checkbox"/>
_____	0 0 0 0 0 0 0 0 0 0	_____	Injured	-1 <input type="checkbox"/> <input type="checkbox"/>
_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	Wounded	-2 <input type="checkbox"/> <input type="checkbox"/>
_____	Antichesis	_____	Mauled	-2 <input type="checkbox"/> <input type="checkbox"/>
_____	_____	_____	Crippled	-5 <input type="checkbox"/> <input type="checkbox"/>
_____	Nightmare	_____	Incapacitated	<input type="checkbox"/> <input type="checkbox"/>
_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	Birthrights/Frailties	

_____	Experience	_____	Banality	_____
<input type="text"/>	_____	_____	0 0 0 0 0 0 0 0 0 0	_____
_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____
_____		_____		_____

Ravaging/CDusing Threshold

Fellowship/Household: _____
 Master/Leige Lord: _____

Societies/Guilds: _____
 Sain Day: _____

MERITS & FLAWS

Merit	Type	Cost	Flaw	Type	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

OTHER TRAITS

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

chimerical items experience

Item	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL:

Gained From: _____

Chimerical Companions

TOTAL SPENT: _____
 Spent On: _____

combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

ARMOR

Class: _____
 Rating: _____
 Penalty: _____
 Description: _____

expanded backgrounds

Allies

Contacts

Dreamers

Holdings

Mentor

Oaths Sworn

Remembrance

Resources

Retinue

Other(_____)

possessions

Gear(Carried)

Treasures

Equipment(Owned)

Disc

Freeholds

Location

Description

history

Date Ennobled: _____ Secret Societies: _____

DESCRIPTION

True Name: _____	Mortal: _____
Chronological Age: _____	_____
Apparent Age: _____	_____
Date of Birth: _____	_____
Hair: _____	Face: _____
Eyes: _____	_____
Race: _____	_____
Nationality: _____	_____
Height: _____	_____
Weight: _____	_____
Sex: _____	_____

visuals

Oath Bonds Chart

Character Sketch

