

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
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

Birthright/Frailty

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

Banalities
 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"/>

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 Suorn

Remembrance

Resources

Retinue

Other(_____)

possessions

Gear(Carried)

Treasures

Equipment(Owned)

Disc

Freeholds

Location

Description
