

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

_____	Glamour
_____	0 0 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"/>
_____	Willpower
_____	0 0 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"/>
_____	Imbalance
_____	<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"/>
_____	Antichesis
_____	<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"/>
_____	Experience
<input type="text"/>	<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"/>

	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/Using Threshold			

Essence:

Society:

numina

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

other traits

Resonance

Mana

Dynamic _____	00000	0 0 0 0 0 0 0 0 0 0	_____	00000
Entropic _____	00000	Faith	_____	00000
Static _____	00000	0 0 0 0 0 0 0 0 0 0	_____	00000

rituals

Name	Level	Name	Level
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

relics

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

associates

notes

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
