

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
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Willpower
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Antichesis

Experience

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

Fellowship/Household: _____
 Master/Leige Lord: _____

Societies/Guilds: _____
 Sain Day: _____

MERITS & FLAWS

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

OTHER TRAITS

_____	0000000000	_____	0000000000	_____	0000000000
_____	0000000000	_____	0000000000	_____	0000000000
_____	0000000000	_____	0000000000	_____	0000000000
_____	0000000000	_____	0000000000	_____	0000000000
_____	0000000000	_____	0000000000	_____	0000000000

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
