

KORRED

Name: _____

Player: _____

Chronicle: _____

Court: _____

Seelie Legacy: _____

Unseelie Legacy: _____

Seeming: _____

House: _____

Society: _____

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	Crafts	_____00000	Computer	_____00000
Athletics	_____00000	Drive	_____00000	Enigmas	_____00000
Brawl	_____00000	Etiquette	_____00000	Greymyre	_____00000
Dodge	_____00000	Firearms	_____00000	Investigation	_____00000
Empathy	_____00000	Leadership	_____00000	Law	_____00000
Intimidation	_____00000	Melee	_____00000	Linguistics	_____00000
Kenning	_____00000	Performance	_____00000	Lore	_____00000
Persuasion	_____00000	Security	_____00000	Medicine	_____00000
Streetwise	_____00000	Stealth	_____00000	Politics	_____00000
Subterfuge	_____00000	Survival	_____00000	Science	_____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
_____	_____00000	_____	_____00000		

Merits & Flaws

Merit	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Flaw	Bonus
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Glamour

○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Willpower

○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Banality

○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

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/Fraillties

Inheritance & Balance/
Truth & Banality's Curse

Ravaging/CDusing Threshold

Experience

