

Oba

Name:

Court:

Seeming:

Player:

Seelie Legacy:

House:

Chronicle:

Unseelie Legacy:

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

Gremayre _____ 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

Other Traits

Glamour

Health

_____ 00000

0 0 0 0 0 0 0 0 0 0

_____ 00000

_____ 00000

_____ 00000

_____ 00000

_____ 00000

_____ 00000

_____ 00000

_____ 00000

_____ 00000

_____ 00000

Willpower

0 0 0 0 0 0 0 0 0 0

Real Chimerical

Bruised

Hurt -1

Injured -1

Wounded -2

Mauled -2

Crippled -5

Incapacitated

Birthrights/Frailties

Spirit Pathways & Tale Craft /
Recklessness & Native Soil

Ravaging/CDusing Threshold

Experience

Banality

0 0 0 0 0 0 0 0 0 0

*Oba Can Never Botch

OBA

Character History Sheet

Mortal Name: _____
Faerie Name: _____
Mortal Age: _____
Mortal Profession (if any): _____

Chimera/Companions/Treasures:

Description

Mortal: _____

Changeling: _____

Personality

Quirks: _____

Motivations & Goals: _____

Identity

Mortal: _____

Changeling: _____

Equipment

Oathcircle

Other Notes

