

# SATYR

Name:

Court:

Seeming:

Player:

Seelie Legacy:

House:

Chronicle:

Unseelie Legacy:

Society:

## Attributes

### Physical

### Social

### Mental

Strength \_\_\_\_\_ 00000  
 Dexterity \_\_\_\_\_ 00000  
 Stamina \_\_\_\_\_ 000000

Charisma \_\_\_\_\_ 00000  
 Manipulation \_\_\_\_\_ 00000  
 Appearance \_\_\_\_\_ 00000

Perception \_\_\_\_\_ 00000  
 Intelligence \_\_\_\_\_ 00000  
 Wits \_\_\_\_\_ 00000

## Abilities

### Talents

### Skills

### Knowledges

Alertness \_\_\_\_\_ 00000  
 Athletics\* \_\_\_\_\_ 00000  
 Brawl \_\_\_\_\_ 00000  
 Dodge \_\_\_\_\_ 00000  
 Empathy \_\_\_\_\_ 00000  
 Intimidation \_\_\_\_\_ 00000  
 Kenning \_\_\_\_\_ 00000  
 Persuasion \_\_\_\_\_ 00000  
 Streetwise \_\_\_\_\_ 00000  
 Subterfuge \_\_\_\_\_ 00000

Crafts \_\_\_\_\_ 00000  
 Drive \_\_\_\_\_ 00000  
 Etiquette \_\_\_\_\_ 00000  
 Firearms \_\_\_\_\_ 00000  
 Leadership \_\_\_\_\_ 00000  
 Melee \_\_\_\_\_ 00000  
 Performance \_\_\_\_\_ 00000  
 Security \_\_\_\_\_ 00000  
 Stealth \_\_\_\_\_ 00000  
 Survival \_\_\_\_\_ 00000

Computer \_\_\_\_\_ 00000  
 Enigmas \_\_\_\_\_ 00000  
 Gremayre \_\_\_\_\_ 00000  
 Investigation \_\_\_\_\_ 00000  
 Law \_\_\_\_\_ 00000  
 Linguistics \_\_\_\_\_ 00000  
 Lore \_\_\_\_\_ 00000  
 Medicine \_\_\_\_\_ 00000  
 Politics \_\_\_\_\_ 00000  
 Science \_\_\_\_\_ 00000

## Advantages

### Backgrounds

### Arts

### Realms

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
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 \_\_\_\_\_ 00000

Actor \_\_\_\_\_ 00000  
 Fae \_\_\_\_\_ 00000  
 Nature \_\_\_\_\_ 00000  
 Prop \_\_\_\_\_ 00000  
 Scene \_\_\_\_\_ 00000  
 Time \_\_\_\_\_ 00000

### Other Traits

### Glamour

### Health

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

0 0 0 0 0 0 0 0 0 0

	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"/>

### Willpower

0 0 0 0 0 0 0 0 0 0

### Birthrights/Frailties

Gift of Pan & Physical Prowess /  
 Passion's Curse

### Experience

### Banality

### Ravaging/CDusing Threshold

0 0 0 0 0 0 0 0 0 0

\*Satyrs Can Never Botch

# SATYR

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

Item	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

## Experience

TOTAL:

Gained From: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## Chimerical Companions

_____
_____
_____
_____
_____
_____
_____
_____

TOTAL SPENT: \_\_\_\_\_  
 Spent On: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

## ARMOR

Class: \_\_\_\_\_  
 Rating: \_\_\_\_\_  
 Penalty: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# SATYR

## Expanded Backgrounds

Allies

Oaths Sworn

Contacts

Remembrance

Dreamers

Resources

Holdings

Retinue

Mentor

Other(\_\_\_\_\_)

## Possessions

Gear(Carried)

Equipment(Owned)

Treasures

Disc

## Freeholds

Location

Description

