

DARKLING

NAME:
 PLAYER:
 CHRONICLE:

NEEDLE:
 THREAD:
 CONCEPT:

COURT:
 KITH:
 MOTLEY:

Attributes

| | | | | | | |
|------------|--------------|-------|-----------|-------|--------------|-------|
| POWER | Intelligence | 00000 | Strength | 00000 | Presence | 00000 |
| FINESSE | Wits | 00000 | Dexterity | 00000 | Manipulation | 00000 |
| RESISTANCE | Resolve | 00000 | Stamina | 00000 | Composure | 00000 |

Skills

MENTAL

(-3 unskilled)

Academics _____ 00000
 Computer _____ 00000
 Crafts _____ 00000
 Investigation _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Politics _____ 00000
 Science _____ 00000

PHYSICAL

(-1 unskilled)

Athletics _____ 00000
 Brawl _____ 00000
 Drive _____ 00000
 Firearms _____ 00000
 Larceny _____ 00000
 Stealth _____ 00000
 Survival _____ 00000
 Weaponry _____ 00000

SOCIAL

(-1 unskilled)

Animal Ken _____ 00000
 Empathy _____ 00000
 Expression _____ 00000
 Intimidation _____ 00000
 Persuasion _____ 00000
 Socialize _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000

MERITS

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

FAVORED REGALIA

FRAILTIES

ASPIRATIONS

CONDITIONS

Clarity

Other Traits

HEALTH

0000000000000000
 □□□□□□□□□□□□□□

WILLPOWER

0000000000
 □□□□□□□□□□

WYRD

0000000000

GLAMOUR

□□□□□□□□□□
 □□□□□□□□□□

CLARITY

00000000000000
 □□□□□□□□□□□□
 1 2 3 4 5 6 7 8 9 10 11

TOUCHSTONES

 _____ 1
 _____ 2
 _____ 3
 _____ 4
 _____ 5
 _____ 6
 _____ 7
 _____ 8
 _____ 9
 _____ 10
 _____ 11

Size: _____ Speed: _____
 Defense: _____ Armor: _____
 Initiative Mod: _____
 Beats: □ □ □ □
 Experiences: _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Seeming: +1 to one favored Attribute; record Blessing, Curse, favored Regalia • Kith: Record Blessing, if applicable • 1 Touchstone • Minor frailty if Wyrd 2
 Contracts: Second favored Regalia, 4 Common (Regalia, Court, or Goblin; 2 must come from favored Regalia) + 2 Royal (Court or favored Regalia) • Merits 10 + Mantle 1 if courtier • Health = Stamina + Size
 Willpower = Resolve + Composure • Size = 5 • Defense = (Lower of Dexterity or Wits) + Athletics • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Max Clarity = Wits + Composure
 Starting Wyrd = 1 • Starting Glamour = 10

DARKLING

Contracts

| NAME | GOBLIN? <input type="checkbox"/> | COST | DICE | ACTION | DURATION | LOOPHOLE | SEEMING BENEFIT |
|-------|----------------------------------|-------|-------|--------|----------|----------|-----------------|
| _____ | <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"/> | _____ | _____ | _____ | _____ | _____ | _____ |

Other Traits

SEEMING BLESSING

SEEMING CURSE

KITH BLESSING

GOBLIN DEBT

NOTES

Pledges

TYPE NOTES

Expanded Merits

FÆE MOUNT

MANTLE

HOLLOW

TOKEN

Combat

WEAPON/ATTACK DICE POOL DAMAGE RANGE INITIATIVE SIZE
