

# OGRE

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
_____	00000

### FAVORED REGALIA

\_\_\_\_\_

### FRAILTIES

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 \_\_\_\_\_  
 \_\_\_\_\_

### ASPIRATIONS

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 \_\_\_\_\_  
 \_\_\_\_\_

### CONDITIONS

Clarity	<input type="checkbox"/>	_____
	<input type="checkbox"/>	_____
	<input type="checkbox"/>	_____
	<input type="checkbox"/>	_____
	<input type="checkbox"/>	_____
	<input type="checkbox"/>	_____
	<input type="checkbox"/>	_____

## Other Traits

### HEALTH

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### WILLPOWER

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### WYRD

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### GLAMOUR

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### 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

# OGRE

## 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

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SEEMING CURSE

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### KITH BLESSING

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### GOBLIN DEBT

NOTES

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## Pledges

TYPE NOTES

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## Expanded Merits

### FAE MOUNT

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### MANTLE

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### HOLLOW

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### TOKEN

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## Combat

WEAPON/ATTACK DICE POOL DAMAGE RANGE INITIATIVE SIZE

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