

Wizened

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

ASPIRATIONS

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

0000000000000000
□□□□□□□□□□□□□□

WILLPOWER

0000000000
□□□□□□□□□□

WYRD

0000000000

GLAMOUR

□□□□□□□□□□
□□□□□□□□□□

CLARITY

000000000000
□□□□□□□□□□□□
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

Wizened

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

Other Traits

SEEMING BLESSING

SEEMING CURSE

KITH BLESSING

GOBLIN DEBT

NOTES

Pledges

TYPE	NOTES
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Expanded Merits

FAE MOUNT

MANTLE

HOLLOW

TOKEN

Combat

WEAPON/ATTACK	DICE POOL	DAMAGE	RANGE	INITIATIVE	SIZE
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____