

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

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

DARKLING

Contracts

NAME	COBLIN?	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

COBLIN DEBT

NOTES

Pledges

TYPE NOTES

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

Tokens

NAME LEVEL POWER

NAME	LEVEL	POWER
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Combat

WEAPON/ATTACK DICE POOL DAMAGE RANGE INITIATIVE SIZE

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

DARKLING

Expanded Merits

ALLIES

MANTLE

CONTACTS

MENTOR

FAE MOUNT

RESOURCES

HARVEST

OTHER(_____)

Possessions

GEAR(CARRIED)

EQUIPMENT(OWNED)

VEHICLES

MISC.

Hollow

LOCATION

DESCRIPTION

DARKLING

History

GOALS

Description

Age: _____

Apparent Age: _____

Date of Birth: _____

Date Taken: _____

Hair: _____

Eyes: _____

Race: _____

Nationality: _____

Height: _____

Weight: _____

Sex: _____

Visuals

MOTLEY CHART

CHARACTER SKETCH

