

Spring Court

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Origin:
Agenda:
Oathcircle:

Attributes

Physical

Strength _____ 00000
Dexterity _____ 00000
Stamina _____ 00000

Social

Charisma _____ 00000
Manipulation _____ 00000
Appearance _____ 00000

Mental

Perception _____ 00000
Intelligence _____ 00000
Wits _____ 00000

Abilities

Talents

Alertness _____ 00000
Athletics _____ 00000
Awareness _____ 00000
Brawl _____ 00000
Expression _____ 00000
Intimidation _____ 00000
Kenning _____ 00000
Leadership _____ 00000
Legerdemain _____ 00000
Subterfuge _____ 00000
_____ 00000

Skills

Animal Ken _____ 00000
Archery _____ 00000
Commerce _____ 00000
Crafts _____ 00000
Etiquette _____ 00000
Melee _____ 00000
Performance _____ 00000
Ride _____ 00000
Stealth _____ 00000
Survival _____ 00000
_____ 00000

Knowledges

Academics _____ 00000
Enigmas _____ 00000
Gramarye _____ 00000
Hearth Wisdom _____ 00000
Investigation _____ 00000
Law _____ 00000
Medicine _____ 00000
Occult _____ 00000
Politics _____ 00000
Seneschal _____ 00000
_____ 00000

Advantages

Dominions

Dawn _____ 00000
Day _____ 00000
Dusk _____ 00000
Night _____ 00000

Backgrounds

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

Other Traits

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

Cantrips

Mists

0 0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □

Weaving

0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □

Echoes

Willpower

0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □

Experience

Health

Bruised _____ □
Hurt - 1 _____ □
Injured - 1 _____ □
Wounded - 2 _____ □
Mauled - 2 _____ □
Crippled - 5 _____ □
Incapacitated _____ □