

# Summer Court

Name:  
Player:  
Chronicle:

Nature:  
Demeanor:  
Concept:

Origin:  
Agenda:  
Outcircle:

## 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  
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### Other Traits

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### Cantrips

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### Mists

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### Weaving

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### Echoes

### Willpower

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### Experience

### Health

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