



Name:
 Player:
 Chronicle:

Nature:
 Demeanor:
 Concept:

Court:
 Origin:
 Agenda:

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
 _____ 00000

Other Traits

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

Cantrips

Mists

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 _____ □