PRINCESS
the Hopeful

Name:
Transformed Name:
Player:
Concept:

Drive:
Dread:
Embassy:
Chronicle:

Calling:
Bonus Affinity:
Queen:

Attributes

Power	Intelligence	●○○○○(○○○○○)	Strength	●○○○○(○○○○○)	Presence	●○○○○(○○○○○)
Finesse	Wits	●○○○○(○○○○○)	Dexterity	●○○○○(○○○○○)	Manipulation	●○○○○(○○○○○)
Resistence	Resolve	●○○○○(○○○○○)	Stamina	●○○○○(○○○○○)	Composure	●○○○○(○○○○○)

Skills

Mental
(-3 unskilled)

Academics ___ ○○○○○(○○○○○)
Computer ___ ○○○○○(○○○○○)
Crafts ___ ○○○○○(○○○○○)
Investigation ___ ○○○○○(○○○○○)
Medicine ___ ○○○○○(○○○○○)
Occult ___ ○○○○○(○○○○○)
Politics ___ ○○○○○(○○○○○)
Science ___ ○○○○○(○○○○○)

Physical
(-1 unskilled)

Athletics ___ ○○○○○(○○○○○)
Brawl ___ ○○○○○(○○○○○)
Drive ___ ○○○○○(○○○○○)
Firearms ___ ○○○○○(○○○○○)
Larceny ___ ○○○○○(○○○○○)
Stealth ___ ○○○○○(○○○○○)
Survival ___ ○○○○○(○○○○○)
Weaponry ___ ○○○○○(○○○○○)

Social
(-1 unskilled)

Animal Ken ___ ○○○○○(○○○○○)
Empathy ___ ○○○○○(○○○○○)
Expression ___ ○○○○○(○○○○○)
Intimidation ___ ○○○○○(○○○○○)
Persuasion ___ ○○○○○(○○○○○)
Socialize ___ ○○○○○(○○○○○)
Streetwise ___ ○○○○○(○○○○○)
Subterfuge ___ ○○○○○(○○○○○)

Other Traits

Merits

___ ○○○○○
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Aspirations

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Oaths

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Health

○○○○○○○○○○(○○○○○)
□□□□□□□□□□(□□□□□)

Willpower

○○○○○○○○○○(○○○○○)
□□□□□□□□□□(□□□□□)

Wisps

□□□□□□□□□□□□□□□□□□□□

Overcharge: ___

Inner Light

○○○○○○○○○○(○○○○○)

Shadows

○○○○○

Galemarks

○○○○○

Belief

10 ___ ○
9□ ___ ○
8 ___ ○
7□ ___ ○
6 ___ ○
5□ ___ ○
4 ___ ○
3□ ___ ○
2 ___ ○
1□ ___ ○

Size: ___ (___) Speed: ___ (___)
Defense: ___ (___) Armor: ___ (___)
Initiative Mod: ___ (___)
Beats: □ □ □ □ □
Experiences: ___
Luminous Beats: □ □ □ □ □
Luminous Experiences: ___

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Calling grants Transformed Attribute and 2 Charm Affinities • Queen grants Transformed Attribute and Signet Affinity • get affinity for Buster and one more Charm of choice • 3 Transformed Skills • start with gifted upgrade for all affinity Charms and Signets, then choose 7 more • Merit dots 10 • 3 dots of Regalia • 3-dot Loyalty Merit (3 more Regalia if Queenless) • Health = Stamina + Size • Willpower = Resolve + Composure • Transformed Willpower = Transformed Resolve + Transformed Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Belief = 8 • Starting Inner Light = 1 • Starting Wisps = Half of maximum.

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Charms

Name:_____ Dice Pool:_____ Page#_____

Description:_____

Upgrade Name:	Mod:	Page#	Description:

Name:_____ Dice Pool:_____ Page#_____

Description:_____

Upgrade Name:	Mod:	Page#	Description:

Name:_____ Dice Pool:_____ Page#_____

Description:_____

Upgrade Name:	Mod:	Page#	Description:

Name:_____ Dice Pool:_____ Page#_____

Description:_____

Upgrade Name:	Mod:	Page#	Description:

PRINCESS
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Signets

Name	Rank	Page#	Effects
	OOOOO		
	OOOOO		
	OOOOO		
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Regalia

Item	Type	Bonus 1	Bonus 2	Bonus 3	Cost	Tags

Equipment

Equipment	Durability	Structure	Size	Cost

Combat

Weapon/Attack	Damage	Range	Mag	Initiative	Strength	Size

PRINCESS the Hopeful

History

Description

Nationality:_____

Date of Birth:_____

Age:_____ (_____)

Sex:_____ (_____)

Race:_____ (_____)

Hair:_____ (_____)

Eyes:_____ (_____)

Height:_____ (_____)

Weight:_____ (_____)

Mundane Appearance:_____

Transformed Appearance:_____

Visuals

Group Chart

Character Sketch