

Name:
Player:
Chronicle:

Court:
Legacies:
House:

Seeming:
Kith:
Motley:

Attributes

Physical

Social

Mental

Strength_____●0000 Charisma_____●0000 Perception_____●0000
Dexterity_____●0000 Manipulation_____●0000 Intelligence_____●0000
Stamina_____●0000 Appearance_____●0000 Wits_____●0000

Abilities

Talents

Skills

Knowledges

Alertness_____	00000	Crafts_____	00000	Computer_____	00000
Athletics_____	00000	Drive_____	00000	Enigmas_____	00000
Brawl_____	00000	Etiquette_____	00000	Gremayre_____	00000
Dodge_____	00000	Firearms_____	00000	Investigation_____	00000
Empathy_____	00000	Leadership_____	00000	Law_____	00000
Intimidation_____	00000	Melee_____	00000	Linguistics_____	00000
Kenning_____	00000	Performance_____	00000	Lore_____	00000
Persuasion_____	00000	Security_____	00000	Medicine_____	00000
Streetwise_____	00000	Stealth_____	00000	Politics_____	00000
Subterfuge_____	00000	Survival_____	00000	Science_____	00000

Advantages

Backgrounds

ARTS

Realms

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

Other Traits

Glamour

Health

			Real	Chimerical
_____	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Bruised	☐	☐
_____	□ □ □ □ □ □ □ □ □ □ □ □	Hurt	-1 ☐	☐
_____		Injured	-1 ☐	☐
_____	=====Willpower=====	Wounded	-2 ☐	☐
_____	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Mauled	-2 ☐	☐
_____	□ □ □ □ □ □ □ □ □ □ □ □	Crippled	-5 ☐	☐
_____		Incapacitated	☐	☐

==Ravaging/Using Threshold== ==Banality== =Birthrights/Frailties=

[illegible]

Experience:

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Character History Sheet

Mortal Name: _____

Chimera/Companions/Treasures: _____

Faerie Name: _____

Mortal Age: _____

Mortal Profession (if any): _____

Description

Mortal: _____

Changeling: _____

Personality

Quirks: _____

Motivations & Goals: _____

Identity

Mortal: _____

Changeling: _____

Equipment

Oathcircle

Other Notes
