



Name:

Court:

Seeming:

Player:

Legacies:

Rich:

Chronicle:

House:

Dotley:

### Physical

Strength \_\_\_\_\_ 00000  
Dexterity \_\_\_\_\_ 00000  
Stamina \_\_\_\_\_ 00000

### Social

Charisma \_\_\_\_\_ 00000  
Manipulation \_\_\_\_\_ 00000  
Appearance \_\_\_\_\_ 00000

### Mental

Perception \_\_\_\_\_ 00000  
Intelligence \_\_\_\_\_ 00000  
Wits \_\_\_\_\_ 00000

### Talents

Alertness \_\_\_\_\_ 00000  
Athletics \_\_\_\_\_ 00000  
Brawl \_\_\_\_\_ 00000  
Empathy \_\_\_\_\_ 00000  
Expression \_\_\_\_\_ 00000  
Intimidation \_\_\_\_\_ 00000  
Kenning \_\_\_\_\_ 00000  
Leadership \_\_\_\_\_ 00000  
Streetwise \_\_\_\_\_ 00000  
Subterfuge \_\_\_\_\_ 00000

### Skills

Animal Ken \_\_\_\_\_ 00000  
Crafts \_\_\_\_\_ 00000  
Drive \_\_\_\_\_ 00000  
Etiquette \_\_\_\_\_ 00000  
Firearms \_\_\_\_\_ 00000  
Larceny \_\_\_\_\_ 00000  
Melee \_\_\_\_\_ 00000  
Performance \_\_\_\_\_ 00000  
Stealth \_\_\_\_\_ 00000  
Survival \_\_\_\_\_ 00000

### Knowledges

Academics \_\_\_\_\_ 00000  
Computer \_\_\_\_\_ 00000  
Enigmas \_\_\_\_\_ 00000  
Gremayre \_\_\_\_\_ 00000  
Investigation \_\_\_\_\_ 00000  
Law \_\_\_\_\_ 00000  
Medicine \_\_\_\_\_ 00000  
Politics \_\_\_\_\_ 00000  
Science \_\_\_\_\_ 00000  
Technology \_\_\_\_\_ 00000

### Backgrounds

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

### Arts

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

### Realms

Actor \_\_\_\_\_ 00000  
Fae \_\_\_\_\_ 00000  
Nature \_\_\_\_\_ 00000  
Prop \_\_\_\_\_ 00000  
Scene \_\_\_\_\_ 00000  
Time \_\_\_\_\_ 00000

### Birthright/Frailty

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### Glamour

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

### Willpower

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

### Antithesis

\_\_\_\_\_

### Nightmare

□ □ □ □ □ □ □ □ □ □

### Experience

### Banality

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

### Health

|                              | Real                         | Chimerical               |
|------------------------------|------------------------------|--------------------------|
| Bruised                      | <input type="checkbox"/>     | <input type="checkbox"/> |
| Hurt                         | - 1 <input type="checkbox"/> | <input type="checkbox"/> |
| Injured                      | - 1 <input type="checkbox"/> | <input type="checkbox"/> |
| Wounded                      | - 2 <input type="checkbox"/> | <input type="checkbox"/> |
| Mauled                       | - 2 <input type="checkbox"/> | <input type="checkbox"/> |
| Crippled                     | - 5 <input type="checkbox"/> | <input type="checkbox"/> |
| Incapacitated                | <input type="checkbox"/>     | <input type="checkbox"/> |
| Ravaging/Consuming Threshold |                              |                          |



## character history sheet

Mortal Name: \_\_\_\_\_  
Faerie Name: \_\_\_\_\_  
Mortal Age: \_\_\_\_\_  
Mortal Profession (if any): \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Chimera/Companions/Treasures:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## description

Mortal: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Changeling: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## personality

Quirks: \_\_\_\_\_  
\_\_\_\_\_

Motivations & Goals: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## identity

Mortal: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Changeling: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## equipment

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\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### oathcircle

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### other notes

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_