

Fae-Touched

NAME:
PLAYER:
CHRONICLE:

VIRTUE:
VICE:
CONCEPT:

AGE:
PROMISE:
GROUP:

Attributes

POWER	Intelligence	00000	Strength	00000	Presence	00000
FINESSE	Wits	00000	Dexterity	00000	Manipulation	00000
RESISTANCE	Resolve	00000	Stamina	00000	Composure	00000

Skills

MENTAL

(-3 unskilled)

Academics _____ 00000
Computer _____ 00000
Crafts _____ 00000
Investigation _____ 00000
Medicine _____ 00000
Occult _____ 00000
Politics _____ 00000
Science _____ 00000

PHYSICAL

(-1 unskilled)

Athletics _____ 00000
Brawl _____ 00000
Drive _____ 00000
Firearms _____ 00000
Larceny _____ 00000
Stealth _____ 00000
Survival _____ 00000
Weaponry _____ 00000

SOCIAL

(-1 unskilled)

Animal Ken _____ 00000
Empathy _____ 00000
Expression _____ 00000
Intimidation _____ 00000
Persuasion _____ 00000
Socialize _____ 00000
Streetwise _____ 00000
Subterfuge _____ 00000

MERITS

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

CONTRACTS

PLEDGES

ASPIRATIONS

Other Traits

HEALTH

0000000000
□□□□□□□□□□

WILLPOWER

0000000000
□□□□□□□□□□

INTEGRITY

0000000000

GLAMOUR

□□□□□□□□□□

FAVORED REGALIA

Size: _____

Speed: _____

Defense: _____

Armor: _____

Initiative Mod: _____

Beats: □ □ □ □ □

Experiences: _____

CONDITIONS

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • Choose Seeming • Choose two Contracts connected to your Seeming - character starts at 1 dot each
Willpower = Resolve + Composure • Size = 5 for adult humans • Defense = Lowest of Dexterity or Wits + Athletics • Initiative Mod = Dexterity + Composure
Speed = Strength + Dexterity + 5 • Starting Integrity = 7