

Name: Player: Chronicle:		Court: Legacies: Title:		Seeming: Household/M Concept:	otley:	
Physical		Social		Mental		
Strength Dexterity Stamina	●0000 ●0000 ●0000	Charisma Manipulation Appearance	●0000 ●0000 ●000000	Perception Intelligence Wits	●0000 ●0000 ●0000	
Talents		Skills Knowled		nowledges		
Alertness Athletics Brawl Dodge Empathy Expression Intimidation Kenning Streetwise Subterfuge	00000 00000 00000 00000 00000 00000 0000	Crafts Drive Etiquette Firearms Melee Leadership Performance Security Stealth Survival	00000 00000 00000 00000 00000 00000 0000	Computer Enigmas Investigation Gremayre Law Linguistics Lore Medicine Politics Science	00000 00000 00000 00000 00000 00000 0000	
Backgrounds		Arts		Realms		
00000 00000 00000		00000 00000 00000		00000 00000 00000		
Other Traits		Glamour		Health Chimerical Real		
00000 00000 00000		000000000  Banality 00000000  Willpower 00000000		Bruised Hurt Injured Wounded Mauled Crippled Incapacitat	-1	Real
☐Musing / Ravaging ☐ Threshold:		Experience		Birthrights and Frailties: Awe & Beauty: +2 to Appearance; -2 to Social roll Difficulties when impassioned; attackers must make a Willpower roll (vs. 6+) to attack		
Boon: No discomfort or loss of temporary Glamour when in contact with Cold Iron.		Flaw: Cannot have a Willpower higher than 6; begin play with some sort of deformity (physical, mental or psychological) that cannot be remedied by any means (though it may be hidden).		head-on.  Noble Bearing: Can't be made to look foolish; cannot Botch Etiquette.  Banality's Curse: Each point of temporary Banality gained becomes two points; affected by Banality ratings as if they were one level higher		