

NUNNE HI

Name:

Camp:

Tribe:

Player:

Summer Legacy:

Seeming:

Title:

Winter Legacy:

Family:

Attributes

Physical

Strength 00000
Dexterity 00000
Stamina 00000

Social

Charisma 00000
Manipulation 00000
Appearance 00000

Mental

Perception 00000
Intelligence 00000
Wits 00000

Abilities

Talents

Alertness 00000
Athletics 00000
Brawl 00000
Dodge 00000
Empathy 00000
Intimidation 00000
Kenning 00000
Persuasion 00000
Streetwise 00000
Subterfuge 00000

Skills

Crafts 00000
Drive 00000
Etiquette 00000
Firearms 00000
Leadership 00000
Melee 00000
Performance 00000
Security 00000
Stealth 00000
Survival 00000

Knowledges

Computer 00000
Enigmas 00000
Gremayre 00000
Investigation 00000
Law 00000
Linguistics 00000
Lore 00000
Medicine 00000
Politics 00000
Science 00000

Advantages

Backgrounds

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Arts

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Realms

Actor 00000
Fae 00000
Nature 00000
Prop 00000
Scene 00000
Time 00000

Other Traits

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Glamour

0 0 0 0 0 0 0 0 0 0
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Willpower

0 0 0 0 0 0 0 0 0 0
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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"/>

Birthrights/Frailties

Totem

Banality

0 0 0 0 0 0 0 0 0 0
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Experience

NUNNE HI

Fellowship/Household: _____
Chief/Leige Lord: _____

Societies/Guilds: _____
Sain Day: _____

Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Other Traits

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

Chimerical Items

Item	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Experience

TOTAL:

Gained From: _____

Chimerical Companions

TOTAL SPENT: _____
Spent On: _____

Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

ARMOR

Class: _____
Rating: _____
Penalty: _____
Description: _____

NUNNEHI

Expanded Backgrounds

Allies

Oaths Suorn

Contacts

Resources

Dreamers

Spirit Companion

Holdings

Vision

Mentor

Other(_____)

Possessions

Gear(Carried)

Equipment(Owned)

Treasures

Disc

Freeholds

Location

Description



Character Sketch

