

# NUNNEHI

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

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

### Arts

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

### Realms

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

### Other Traits

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

### Glamour

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

### Willpower

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"/>

### Birthrights/Frailties

### Totem

\_\_\_\_\_

### Banality

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

### 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



# History

## Description

True Name: _____	Mortal: _____
Chronological Age: _____	_____
Apparent Age: _____	_____
Date of Birth: _____	_____
Hair: _____	_____
Eyes: _____	Face: _____
Race: _____	_____
Nationality: _____	_____
Height: _____	_____
Weight: _____	_____
Sex: _____	_____

## Character Sketch



