

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

_____ 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

