## 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
- Expression: 00000
- Intimidation: 00000
- Kenning: 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

## Advantages

### Backgrounds
- 00000
- 00000
- 00000
- 00000
- 00000
- 00000

## Other Traits

### Gamour
- Brised: 
- Hurt: -1
- Injured: -1
- Wounded: -2
- Maulled: -2
- Crippled: -5
- Incapacitated: 

### Willpower
- Brised: 
- Hurt: -1
- Injured: -1
- Wounded: -2
- Maulled: -2
- Crippled: -5
- Incapacitated: 

### Banality
- Brised: 
- Hurt: -1
- Injured: -1
- Wounded: -2
- Maulled: -2
- Crippled: -5
- Incapacitated: 

### Health
- Brised: 
- Hurt: -1
- Injured: -1
- Wounded: -2
- Maulled: -2
- Crippled: -5
- Incapacitated: 

## Rugaring Threshold
- 00000
## The Shadow Court

### Household
- Large LORD:

### Political Impulse
- Sun Deer:

### Merits & Flaws

<table>
<thead>
<tr>
<th>Merit</th>
<th>Type</th>
<th>Cost</th>
<th>Flaw</th>
<th>Type</th>
<th>Bonus</th>
</tr>
</thead>
</table>

### Experience

- Total:
- Gained From:
- Total/Spent:
- Spent On:

### Birthrights/Boons

### Frailties/Flaws

### Combat

#### Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Difficulty</th>
<th>Damage</th>
<th>Conceal</th>
<th>Range</th>
<th>Rate</th>
<th>Clip</th>
</tr>
</thead>
</table>

#### Armor
- Class: 
- Rating: 
- Penalty: 
- Description:

#### Brewing Chart

<table>
<thead>
<tr>
<th>Maneuver</th>
<th>Roll/Difficulty</th>
<th>Damage</th>
<th>Actions</th>
</tr>
</thead>
<tbody>
<tr>
<td>Body Slam</td>
<td>Dice + Brawl/7</td>
<td>Special</td>
<td>1</td>
</tr>
<tr>
<td>Grapple</td>
<td>Dice + Brawl/16</td>
<td>Strength</td>
<td>1</td>
</tr>
<tr>
<td>Kick</td>
<td>Dice + Brawl/7</td>
<td>Strength+1</td>
<td>1</td>
</tr>
<tr>
<td>Punch</td>
<td>Dice + Brawl/6</td>
<td>Strength</td>
<td>1</td>
</tr>
<tr>
<td>Vassals</td>
<td>Oaths Broken</td>
<td></td>
<td></td>
</tr>
<tr>
<td>------------------</td>
<td>-----------------------</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Holdings</td>
<td>Oaths Sworn</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Dreamers</td>
<td>Contacts</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mentor</td>
<td>Revenue</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Possessions</td>
<td>Chimerical Items</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Gear (Carried)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Treasures</td>
<td>Chimerical Companions</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Location</td>
<td>Description</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>