

Princess: The Hopeful

Name:
Player:
Chronicle:

Virtue: 
Vice:
Concept:

Calling:
Queen:
Embassy:

Attributes

Power	Intelligence	00000(00000)	Strength	00000(00000)	Presence	00000(00000)
Finesse	Wits	00000(00000)	Dexterity	00000(00000)	Manipulation	00000(00000)
Resistance	Resolve	00000(00000)	Stamina	00000(00000)	Composure	00000(00000)

Skills

Mental

(-3 unskilled)

Academics _____ 00000(00000)
Computer _____ 00000(00000)
Crafts _____ 00000(00000)
Investigation _____ 00000(00000)
Medicine _____ 00000(00000)
Occult _____ 00000(00000)
Politics _____ 00000(00000)
Science _____ 00000(00000)

Physical

(-1 unskilled)

Athletics _____ 00000(00000)
Brawl _____ 00000(00000)
Drive _____ 00000(00000)
Firearms _____ 00000(00000)
Larceny _____ 00000(00000)
Stealth _____ 00000(00000)
Survival _____ 00000(00000)
Weaponry _____ 00000(00000)

Social

(-1 unskilled)

Animal Ken _____ 00000(00000)
Empathy _____ 00000(00000)
Expression _____ 00000(00000)
Intimidation _____ 00000(00000)
Persuasion _____ 00000(00000)
Socialize _____ 00000(00000)
Streetwise _____ 00000(00000)
Subterfuge _____ 00000(00000)

Merits

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

Invocations

Acqua _____ 00000
Aria _____ 00000
Fuoco _____ 00000
Legno _____ 00000
Terra _____ 00000
Lacrima _____ 00000
Specchio _____ 00000
Tempesta _____ 00000

Sensitivity: _____
Size: _____ Speed: _____
Defense: _____ Armor: _____
Initiative Mod: _____
Beats: ☐ ☐ ☐ ☐ ☐
Experiences: _____
Luminous Beats: ☐ ☐ ☐ ☐ ☐
Luminous Experiences: _____

Other Traits

Health

000000000000000000
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Willpower

0000000000
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
(0000000000)
(☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐)

Inner Light

0000000000

Shadows

0000000000

Galemarks

0000000000

Wisps

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Belief

0000000000

Aspirations/Dreams

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Free Transformed Attribute (Champion: Strength or Resolve, Grace: Presence or Composure, Mender: Intelligence or Dexterity, Seeker: Intelligence or Wits, Troubadour: Presence or Dexterity) • 3 Transformed skill dots • Charms 9 dots (at least 3 must be in affinity trees. You may trade all but your 3 affinity for Transformed Attributes/Skills. 1 Charm dot = 1 Attribute or 3 Skill dots) • Invocations 3 dots (at least one must be affinity. Courtless Princesses have three dots with a maximum of two dots in a single Invocation) • Merits 10 • Health = Stamina + Size • Willpower = Resolve + Composure • Transformed Willpower = Transformed Resolve + Transformed Composure • Size = 5 • Defence = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Belief = 7 • Starting Inner Light = 1 • Starting Wisps = Half of maximum + highest of Circle and Mandate.

[illegible][illegible][illegible]

Name: _____

Description: _____

Name: _____

Description: _____

[illegible]

Name: _____

Description: _____

[illegible]

Princess: The Hopeful

Expanded Merits

Allies

Mandate

Circle

Mentor

Contacts

Resources

Entwined Destiny

Shikigami

Other(_____)

Other(_____)

Possessions

Gear(Carried)

Equipment(Owned)

Requests

Misc

Palace

Location

Description

[illegible]This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slight shadow on the right side, suggesting it's resting on a surface. There is no handwriting or other markings on the paper.

Description

Mundane Appearance: _____

Transformed Appearance: _____

Visuals

Character Sketch

