

# Kithbook REDCAPS™

Name:  
Player:  
Chronicle:

Court:  
Legacies:  
House:

Seeming:  
Kith:  
Motley:

## Attributes

| Physical              | Social                   | Mental                   |
|-----------------------|--------------------------|--------------------------|
| Strength _____ ●○○○○  | Charisma _____ ●○○○○     | Perception _____ ●○○○○   |
| Dexterity _____ ●○○○○ | Manipulation _____ ●○○○○ | Intelligence _____ ●○○○○ |
| Stamina _____ ●○○○○   | Appearance _____ ●○○○○   | Wits _____ ●○○○○         |

## Abilities

| Talents                  | Skills                  | Knowledge                 |
|--------------------------|-------------------------|---------------------------|
| Alertness _____ ○○○○○    | Crafts _____ ○○○○○      | Computer _____ ○○○○○      |
| Athletics _____ ○○○○○    | Drive _____ ○○○○○       | Enigmas _____ ○○○○○       |
| Brawl _____ ○○○○○        | Etiquette _____ ○○○○○   | Graymire _____ ○○○○○      |
| Dodge _____ ○○○○○        | Firearms _____ ○○○○○    | Investigation _____ ○○○○○ |
| Empathy _____ ○○○○○      | Leadership _____ ○○○○○  | Law _____ ○○○○○           |
| Intimidation _____ ○○○○○ | Melee _____ ○○○○○       | Linguistics _____ ○○○○○   |
| Kenning _____ ○○○○○      | Performance _____ ○○○○○ | Lore _____ ○○○○○          |
| Persuasion _____ ○○○○○   | Security _____ ○○○○○    | Medicine _____ ○○○○○      |
| Streetwise _____ ○○○○○   | Stealth _____ ○○○○○     | Politics _____ ○○○○○      |
| Subterfuge _____ ○○○○○   | Survival _____ ○○○○○    | Science _____ ○○○○○       |

## Advantages

| Backgrounds | Arts        | Realms      |
|-------------|-------------|-------------|
| _____ ○○○○○ | _____ ○○○○○ | _____ ○○○○○ |
| _____ ○○○○○ | _____ ○○○○○ | _____ ○○○○○ |
| _____ ○○○○○ | _____ ○○○○○ | _____ ○○○○○ |
| _____ ○○○○○ | _____ ○○○○○ | _____ ○○○○○ |
| _____ ○○○○○ | _____ ○○○○○ | _____ ○○○○○ |

| Other Traits | Glamour        | 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"/> |

| = Ravaging/CD Using Threshold = | = Banality =   | = Birchrighths/Frailties = |
|---------------------------------|----------------|----------------------------|
| _____                           | ○○○○○○○○○○○○○○ | Dark Appetite              |
| _____                           | □□□□□□□□□□     | Bully Browbeat             |
| _____                           | _____          | Flaw: Bad Attitude         |

Experience:



kitbook  
**REDCAPS™**

Expanded Background

Contacts

Holdings

Dreamers

Mentor

Vassals

Retinue

Possessions

Gear (Carried)

Chimerical Items

Treasures

Chimerical Companions

Freeholds

Location

Description

