Морозко

Name: | Primary Aria: | Legacy:
Player: | Secondary Aria: | Legacy:
Concept: | Tertiary Aria: | Legacy:

Attributes

Physical
Strength ●○○○○
Dexterity ●○○○○
Stamina ●○○○○

Social
Charisma ●○○○○
Manipulation ●○○○○
Appearance ●○○○○

Mental
Perception ●○○○○
Intelligence ●○○○○
Wits ●○○○○

Abilities

Talents
Alertness ○○○○○
Athletics ○○○○○
Brawl ○○○○○
Dodge ○○○○○
Empathy ○○○○○
Intimidation ○○○○○
Kenning ○○○○○
Persuasion ○○○○○
Streetwise ○○○○○
Subterfuge ○○○○○

Skills
Crafts ○○○○○
Drive ○○○○○
Etiquette ○○○○○
Firearms ○○○○○
Leadership ○○○○○
Melee ○○○○○
Performance ○○○○○
Security ○○○○○
Stealth ○○○○○
Survival ○○○○○

Knowledges
Autumn Lore ○○○○○
Changeling Lore ○○○○○
Denizen Lore ○○○○○
Enigmas ○○○○○
Gremayre ○○○○○
Investigation ○○○○○
Law ○○○○○
Linguistics ○○○○○
Lore ○○○○○
Politics ○○○○○

Advantages

Backgrounds
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

Arts
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

Realms
Actor ○○○○○
Fae ○○○○○
Nature ○○○○○
Prop ○○○○○
Scene ○○○○○
Time ○○○○○

Merits & Flaws

Merit	Cost

Flaw	Bonus

Banality
○○○○○○○○○○
□□□□□□□□□□

Glamour
Dioniae
○○○○○○○○○○
□□□□□□□□□□
Araminae
○○○○○○○○○○
□□□□□□□□□□
Apolliae
○○○○○○○○○○
□□□□□□□□□□

Willpower
Dioniae
○○○○○○○○○○
□□□□□□□□□□
Araminae
○○○○○○○○○○
□□□□□□□□□□
Apolliae
○○○○○○○○○○
□□□□□□□□□□

Health

		Real	Chimerical
Bruised		□	□
Hurt	- 1	□	□
Injured	- 1	□	□
Wounded	- 2	□	□
Mauled	- 2	□	□
Crippled	- 5	□	□
Incapacitated		□	□

Birthrights/Frailties

Experience