

RIVERHAG

Name: _____ Court: _____ Seeming: _____
 Player: _____ Seelie Legacy: _____ House: _____
 Chronicle: _____ Unseelie Legacy: _____ Society: _____

Attributes

Physical		Social		Mental	
Strength	_____00000	Charisma	_____00000	Perception	_____00000
Dexterity	_____00000	Manipulation	_____00000	Intelligence	_____00000
Stamina	_____00000	Appearance	_____00000	Wits	_____00000

Abilities

Talents		Skills		Knowledges	
Alertness	_____00000	Crafts	_____00000	Computer	_____00000
Athletics	_____00000	Drive	_____00000	Enigmas	_____00000
Brawl	_____00000	Etiquette	_____00000	Greymyre	_____00000
Dodge	_____00000	Firearms	_____00000	Investigation	_____00000
Empathy	_____00000	Leadership	_____00000	Law	_____00000
Intimidation	_____00000	Melee	_____00000	Linguistics	_____00000
Kenning	_____00000	Performance	_____00000	Lore	_____00000
Persuasion	_____00000	Security	_____00000	Medicine	_____00000
Streetwise	_____00000	Stealth	_____00000	Politics	_____00000
Subterfuge	_____00000	Survival	_____00000	Science	_____00000

Advantages

Backgrounds		Arts		Realms	
_____	_____00000	_____	_____00000	Actor	_____00000
_____	_____00000	_____	_____00000	Fae	_____00000
_____	_____00000	_____	_____00000	Nature	_____00000
_____	_____00000	_____	_____00000	Prop	_____00000
_____	_____00000	_____	_____00000	Scene	_____00000
_____	_____00000	_____	_____00000	Time	_____00000
_____	_____00000	_____	_____00000		

Merits & Flaws

Merit	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Flaw	Bonus
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Glamour

0 0 0 0 0 0 0 0 0 0
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Willpower

0 0 0 0 0 0 0 0 0 0
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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

- Dark Appetite & Bully Browbeat &
- Breathe Underwater/Bad Attitude&River Bound

Experience

Banality

0 0 0 0 0 0 0 0 0 0
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Ravaging/CDusing Threshold