

Aithu

Name:

COUR:

Seeming:

Player:

Legacies:

Society:

Chronicle:

House:

Cooley:

attributes

Physical

Social

Mental

Strength _____ 00000
 Dexterity _____ 00000
 Stamina _____ 00000

Charisma _____ 00000
 Manipulation _____ 00000
 Appearance _____ 00000

Perception _____ 00000
 Intelligence _____ 00000
 Wits _____ 00000

abilities

Talents

Skills

Knowledges

Alertness _____ 00000
 Athletics* _____ 00000
 Brawl _____ 00000
 Empathy _____ 00000
 Expression _____ 00000
 Intimidation _____ 00000
 Kenning _____ 00000
 Leadership _____ 00000
 Streetwise _____ 00000
 Subterfuge* _____ 00000
 _____ 00000

Animal Ken _____ 00000
 Crafts _____ 00000
 Drive _____ 00000
 Etiquette _____ 00000
 Firearms _____ 00000
 Larceny _____ 00000
 Melee _____ 00000
 Performance _____ 00000
 Stealth _____ 00000
 Survival _____ 00000
 _____ 00000

Academics _____ 00000
 Computer _____ 00000
 Enigmas _____ 00000
 Gremayre _____ 00000
 Investigation _____ 00000
 Law _____ 00000
 Medicine _____ 00000
 Politics _____ 00000
 Science _____ 00000
 Technology _____ 00000
 _____ 00000

advantages

Backgrounds

Arts

Realms

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

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

Actor _____ 00000
 Fae _____ 00000
 Nature _____ 00000
 Prop _____ 00000
 Scene _____ 00000
 Time _____ 00000

Glamour

Health

0 0 0 0 0 0 0 0 0 0

		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"/>

Willpower

0 0 0 0 0 0 0 0 0 0

Birthrights/Frailties

Antichesis

Nightmare

Ravaging/CoUsing Threshold

Experience

Banality

0 0 0 0 0 0 0 0 0 0

*Aithu Can Never Botch