

MORGAINED

Name:
Player:
Chronicle:

Court:
Seelie Legacy:
Unseelie Legacy:

Seeming:
House:
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 | Enigmas | 00000 |
| Athletics | 00000 | Etiquette | 00000 | Gremayre | 00000 |
| Brawl | 00000 | Firearms | 00000 | Investigation | 00000 |
| Dodge | 00000 | Leadership | 00000 | Law | 00000 |
| Empathy | 00000 | Melee | 00000 | Linguistics | 00000 |
| Intimidation | 00000 | Performance | 00000 | Lore | 00000 |
| Kenning | 00000 | Security | 00000 | Medicine | 00000 |
| Persuasion | 00000 | Stealth | 00000 | Politics | 00000 |
| Streetwise | 00000 | Survival | 00000 | Science | 00000 |
| Subterfuge | 00000 | Swimming | 00000 | Surface Lore | 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"/> |

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"/> |

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

Not of the Sea & Song of the Sea/
Bound to the Ocean

Ravaging/Using Threshold