

Adhene

Name: _____ Primary Aria: _____ Legacies: _____
 Player: _____ Secondary Aria: _____ Adhene: _____
 Chronicle: _____ Tertiary Aria: _____ Concept: _____

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 | Autumn Lore 00000 |
| Athletics 00000 | Drive 00000 | Changeling Lore 00000 |
| Brawl 00000 | Etiquette 00000 | Denizen Lore 00000 |
| Dodge 00000 | Firearms 00000 | Enigmas 00000 |
| Empathy 00000 | Leadership 00000 | Greymare 00000 |
| Intimidation 00000 | Melee 00000 | Investigation 00000 |
| Kenning 00000 | Performance 00000 | Law 00000 |
| Persuasion 00000 | Security 00000 | Linguistics 00000 |
| Streetwise 00000 | Stealth 00000 | Lore 00000 |
| Subterfuge 00000 | Survival 00000 | Politics 00000 |

Advantages

| Backgrounds | ARTS | Realms |
|--|--|--|
| _____ 00000 | _____ 00000 | _____ 00000 |
| _____ 00000 | _____ 00000 | _____ 00000 |
| _____ 00000 | _____ 00000 | _____ 00000 |
| _____ 00000 | _____ 00000 | _____ 00000 |

| Glamour | Willpower | Health |
|--|------------|--|
| Dioniae ○○○○○○○○○○ | ○○○○○○○○○○ | Bruised □ □ |
| □□□□□□□□ | □□□□□□□□ | Hurt -1 □ □ |
| Araminae ○○○○○○○○○○ | ○○○○○○○○○○ | Injured -1 □ □ |
| □□□□□□□□ | □□□□□□□□ | Wounded -2 □ □ |
| Apolliae ○○○○○○○○○○ | ○○○○○○○○○○ | Mauled -2 □ □ |
| □□□□□□□□ | □□□□□□□□ | Crippled -5 □ □ |
| | | Incapacitated □ □ |

Banality

○○○○○○○○○○
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Birthrights/Frailties