Name	Leigh Celestina Perry
Fae Name	Dame Astraleigh Peregrine
Birthdate	12/19/2003
Court	Seelie
Legacies	Troubadour / Beast
Seeming	Wilder
Kith	Autumn Sidhe
House	Fiona
Face Claim	Kiernan Shipka
Musing	Foster Trust
Ravaging	Destroy Illusions
Antithesis	Knowing injustice



Strength	**4 / Mighty Blows**	**Charisma**	**4 / Likeable**	**Perception**	**3**
Dexterity	**4 / Swift**	**Manipulation**	**2**	**Intelligence**	**3**
Stamina	**4 / Enduring**	**Appearance**	**6 / Appealing**	**Wits**	**4 / Pre-Emptive**

Talents		**Skills**		**Knowledges**	
Alertness	3	Animal Ken	-	Academics	1
Athletics	3	Crafts	-	Computer	1
Brawl	2	Drive	1	Enigmas	2
Empathy	1	Etiquette	2	Gremayre	3
Expression	3	Firearms	-	Investigation	1
Intimidation	-	Larceny	-	Law	-
Kenning	2	Melee	4 / Sword	Medicine	-
Leadership	3	Performance	-	Politics	3
Streetwise	1	Stealth	1	Science	-
Subterfuge	1	Survival	1	Technology	-
Carousing	2			Esoterica	2 / Changeling, Chimera, Prodigals
				Occult	1

Backgrounds		**Arts**		**Realms**	
Chimera	3	Dragon's Ire	3	Fae	4
Resources	2	Metamorphosis	1	Actor	4
Title	1	Primal	3	Prop	2
Treasure	3	Wayfare	5	Scene	2

Merits		**Flaws**		**Tempers**	
Ability Aptitude	1 / Melee	Allergic	1 / Cigarettes	Banality	3
Enchanting Voice	2	Changeling's Eyes	2 / Midnight blue	Glamour	5
Natural Leader	1	Curiosity	1	Willpower	6
Language	1 / Spanish	Slipped Seeming	1		
Poetic Heart	2	Bizarre Quality	2		

Treasure••• her sword, which alights with lambent flame once drawn, and turns her damage to Aggravated. (Pyretics 3). **Honor's Burn**

Chimera••• Her voile, plus a suit of lightweight, flexible leather armor pieces (armor 1, Dex penalty: 0) paired with a Meteorglow Breastplate.

> **Meteorglow Breastplate (Unique Item •) The** wearer of this breastplate is a beacon on the battlefield, offering themselves as a target to either enable ambushes, protect non-combatants, or draw enemies away from less capable fighters. When empowered with Glamour, the breastplate glows a brilliant white, demanding the attention of any foe.
> **Armor Rating:** 3
> **Dexterity Penalty:** -2
> **Mechanics:** When active, enemies are drawn to the wearer. They must succeed on a Willpower roll (difficulty 7) to take any hostile action besides moving toward or attacking the wearer. This effect lasts one turn per point of Glamour spent, and can be started, renewed, or stopped as an instant action.

XP Spent/Earned