

Sidhe:
House Ailil
Changeling: The Dreaming

Name:
Player:
Chronicle:

Court:
Legacies:
Title:

Seeming:
Household/Motley:
Concept:

Physical

Strength **f e e e e**
Dexterity **f e e e e**
Stamina **f e e e e**

Social

Charisma **f e e e e**
Manipulation **f e e e e**
Appearance **f e e e e e e**

Mental

Perception **f e e e e**
Intelligence **f e e e e**
Wits **f e e e e**

Talents

Alertness **e e e e e**
Athletics **e e e e e**
Brawl **e e e e e**
Dodge **e e e e e**
Empathy **e e e e e**
Expression **e e e e e**
Intimidation **e e e e e**
Kenning **e e e e e**
Streetwise **e e e e e**
Subterfuge **e e e e e**

Skills

Crafts **e e e e e**
Drive **e e e e e**
Etiquette **e e e e e**
Firearms **e e e e e**
Melee **e e e e e**
Leadership **e e e e e**
Performance **e e e e e**
Security **e e e e e**
Stealth **e e e e e**
Survival **e e e e e**

Knowledges

Computer **e e e e e**
Enigmas **e e e e e**
Investigation **e e e e e**
Gremayre **e e e e e**
Law **e e e e e**
Linguistics **e e e e e**
Lore **e e e e e**
Medicine **e e e e e**
Politics **e e e e e**
Science **e e e e e**

Backgrounds

_____ **e e e e e**
_____ **e e e e e**
_____ **e e e e e**
_____ **e e e e e**
_____ **e e e e e**

Arts

_____ **e e e e e**
_____ **e e e e e**
_____ **e e e e e**
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_____ **e e e e e**

Realms

_____ **e e e e e**
_____ **e e e e e**
_____ **e e e e e**
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_____ **e e e e e**

Other Traits

_____ **e e e e e**
_____ **e e e e e**
_____ **e e e e e**
_____ **e e e e e**

Glamour

e e e e e e e e e e
y y y y y y y y y y

Banality

e e e e e e e e e e
y y y y y y y y y y

Willpower

e e e e e e e e e e
y y y y y y y y y y

Experience _____

Health

		Chimerical	Real
Bruised		y	y
Hurt	-1	y	y
Injured	-1	y	y
Wounded	-2	y	y
Mauled	-2	y	y
Crippled	-5	y	y
Incapacitated		y	y

Birthrights and Frailties:

Awe & Beauty: +2 to Appearance; reduce the Difficulty of all Social rolls by two when impassioned; attackers must make a Willpower roll (vs. 6+) to attack an angry sidhe head-on.
Noble Bearing: Any cantrips designed to make a sidhe look foolish automatically fail; cannot Botch Etiquette.
Banality's Curse: Each point of temporary Banality gained becomes two points; affected by Banality ratings as if they were one level higher.

Musing/Ravaging Threshold:

Boon: Reduce difficulty of all Manipulation rolls by one; cannot Botch Politics or Subterfuge.

Flaw: Must make a Willpower roll (vs. 8) to admit you are wrong (even when it's obvious); increase the Difficulty of all Social rolls by one after you back down from a situation; this penalty remains in effect until you do something to regain face (this may take the form of abusing underlings who can't fight back).