

Challain:

Bogie

Changeling: The Dreaming

Name:
Player:
Chronicle:

Court:
Legacies:
Title:

Seeming:
Household/Motley:
Concept:

Physical

Strength ●○○○○○
Dexterity ●○○○○○
Stamina ●○○○○○

Social

Charisma ●○○○○○
Manipulation ●○○○○○
Appearance ●○○○○○

Mental

Perception ●○○○○○
Intelligence ●○○○○○
Wits ●○○○○○

Talents

Alertness ○○○○○○
Athletics ○○○○○○
Brawl ○○○○○○
Dodge ○○○○○○
Empathy ○○○○○○
Expression ○○○○○○
Intimidation ○○○○○○
Kenning ○○○○○○
Streetwise ○○○○○○
Subterfuge ○○○○○○

Skills

Crafts ○○○○○○
Drive ○○○○○○
Etiquette ○○○○○○
Firearms ○○○○○○
Melee ○○○○○○
Leadership ○○○○○○
Performance ○○○○○○
Security ○○○○○○
Stealth ○○○○○○
Survival ○○○○○○

Knowledges

Computer ○○○○○○
Enigmas ○○○○○○
Investigation ○○○○○○
Gremayre ○○○○○○
Law ○○○○○○
Linguistics ○○○○○○
Lore ○○○○○○
Medicine ○○○○○○
Politics ○○○○○○
Science ○○○○○○

Backgrounds

_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○

Arts

_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○

Realms

_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○

Other Traits

_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○

Glamour

○○○○○○○○○○
□□□□□□□□

Banalities

○○○○○○○○○○
□□□□□□□□

Willpower

○○○○○○○○○○
□□□□□□□□

Experience _____

Musing/Ravaging Threshold:

Health

	Chimerical	Real
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 and Frailties:

Spawned in Darkness: Can vomit up a cloud of inky blackness once per day; any attempts to see through this blackness are at +2 Difficulty.
Hatred of the Weaver: Spend 1 temporary Glamour to become invisible to technology for 1 hour.
Curse of the Weaver: Take 1 Health level of damage every Turn you are bound; also take 1 Health level of Damage every day you are confined.