

Sidhe:
Mouse Dougal
 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

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Arts

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Realms

_____ ○○○○○○
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Other Traits

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Glamour

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 □□□□□□□□□□

Banalities

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Willpower

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Experience _____

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:

Awe & Beauty: +2 to Appearance; -2 to Social roll Difficulties when impassioned; attackers must make a Willpower roll (vs. 6+) to attack head-on.

Noble Bearing: Can't be made to look foolish; cannot Botch Etiquette.

Banalities' 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: May convert temporary Glamour points to temporary Willpower points once per story; must be engaged in physical exertion (exercise, combat, etc.) to use this Boon.

Flaw: Begin play with some sort of handicap (usually compensated for by smithwork).