

# Eshu

Changeling: The Dreaming

Name:  
Player:  
Chronicle:

Court:  
Legacies:  
House:

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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## Banality

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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:

*Spirit Pathways:* Will always end up in the right place at the right time.

*Talecraft:* +1 experience point whenever you learn a new story or accomplish a great feat by telling a tale; cannot Botch Performance or Empathy.

*Recklessness:* Cannot resist a challenge, gamble, or quest.

Musing/Ravaging  Threshold:

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