

Sidhe:  
**House Liam**  
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**  
\_\_\_\_\_ **e e e e e**  
\_\_\_\_\_ **e e e e e**

**Realms**

\_\_\_\_\_ **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**

**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		<b>y</b>	<b>y</b>
Hurt	-1	<b>y</b>	<b>y</b>
Injured	-1	<b>y</b>	<b>y</b>
Wounded	-2	<b>y</b>	<b>y</b>
Mauled	-2	<b>y</b>	<b>y</b>
Crippled	-5	<b>y</b>	<b>y</b>
Incapacitated		<b>y</b>	<b>y</b>

**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 (Difficulty 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.

**yMusing / Ravagingy Threshold:**

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*Boon*: Reduce the number of Glamour points needed to Enchant or otherwise affect mortals by one (to a minimum of one).

*Flaw*: Considered an oathbreaker and discriminated against; due to House Liam's association with mortals, begin play with one additional point of permanent Banality.