

# Denehune

Changeling: The Dreaming

Name:  
Player:  
Chronicle:

Camp:  
Legacies:  
Calling:

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 \_\_\_\_\_

### 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:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Musing/Ravaging  Threshold:

\_\_\_\_\_