

Sidhe: House Gwydion

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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_____ ○○○○○○
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Realms

_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
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Other Traits

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

Glamour

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□□□□□□□□□□

Banality

○○○○○○○○○○○○
□□□□□□□□□□

Willpower

○○○○○○○○○○○○
□□□□□□□□□□

Experience _____

☐ Musing / Ravaging ☐ Threshold:

Boon: Perception + Kenning roll (vs. target's Willpower) to determine if someone is telling the truth; members of House Eiluned are immune.

Flaw: Must make a Willpower roll (vs. 5) whenever you reach the Wounded Health level or your honor is insulted, or fly into a berserk frenzy (may attack allies).

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.

Banality's Curse: Each point of temporary Banality gained becomes two points; affected by Banality ratings as if they were one level higher.