

Sidhe: Moose Leanhaan Changeling: The Dreaming

Name:
 Player:
 Chronicle:

Court:
 Legacies:
 Title:

Seeming:
 Household/Motley:
 Concept:

Physical

Strength ●○○○○○
 Dexterity ●○○○○○
 Stamina ●○○○○○

Talents

Alertness ○○○○○○
 Athletics ○○○○○○
 Brawl ○○○○○○
 Dodge ○○○○○○
 Empathy ○○○○○○
 Expression ○○○○○○
 Intimidation ○○○○○○
 Kenning ○○○○○○
 Streetwise ○○○○○○
 Subterfuge ○○○○○○

Backgrounds

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

Other Traits

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

☐ Musing / Ravaging ☐ Threshold:

Boon: +1 to Charisma; -1 to Seduction roll
 Difficulties; cannot Botch Seduction.

Social

Charisma ●○○○○○
 Manipulation ●○○○○○
 Appearance ●○○○○○○○

Skills

Crafts ○○○○○○
 Drive ○○○○○○
 Etiquette ○○○○○○
 Firearms ○○○○○○
 Melee ○○○○○○
 Leadership ○○○○○○
 Performance ○○○○○○
 Security ○○○○○○
 Stealth ○○○○○○
 Survival ○○○○○○

Arts

_____ ○○○○○○
 _____ ○○○○○○
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Glamour

○○○○○○○○○○
 □□□□□□□□

Banalities

○○○○○○○○○○
 □□□□□□□□

Willpower

○○○○○○○○○○
 □□□□□□□□

Experience _____

Flaw: Age one year for every month you fail
 to engage in Rhapsody.

Mental

Perception ●○○○○○
 Intelligence ●○○○○○
 Wits ●○○○○○

Knowledges

Computer ○○○○○○
 Enigmas ○○○○○○
 Investigation ○○○○○○
 Greymare ○○○○○○
 Law ○○○○○○
 Linguistics ○○○○○○
 Lore ○○○○○○
 Medicine ○○○○○○
 Politics ○○○○○○
 Science ○○○○○○

Realms

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

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.