

# Sidhe: Mouse Scathach

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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## 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:

*Awe & Beauty:* +1 to Appearance; -2 to Social roll Difficulties when impassioned; attackers must make a Willpower roll (vs. 6+) to attack an angry sidhe head-on.

*Noble Bearing:* Cannot Botch Etiquette.

*Blood Madness:* Must make a Willpower roll (vs. 7; six successes needed to retreat) to leave a fight without defeating all foes. To speak more loudly than a whisper in combat, make a Willpower roll (Difficulty 7); for each success, one short word or phrase may be uttered

☐ Musing / Ravaging ☐ Threshold:

Boon: +1 to Brawl and Melee; -1 to Stealth roll Difficulties; unaffected by *Banality's* Curse.

Flaw: Cannot learn or use Sovereign; any Social rolls with other sidhe (except Houses Fiona & Liam) are at +2 Difficulty