

# Piskie

Changeling: The Dreaming

Name:  
 Player:  
 Chronicle:

Court:  
 Legacies:  
 House:

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 ○○○○○○  
 Greymare ○○○○○○  
 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		□	□
Hurt	-1	□	□
Injured	-1	□	□
Wounded	-2	□	□
Mauled	-2	□	□
Crippled	-5	□	□
Incapacitated		□	□

### Birthrights and Frailties:

*Nimble*: +1 to Dexterity.  
*Human Bonds*: Reduce Difficulty of Empathy rolls when dealing with mortals by two for adults, and by three for children; cannot Botch Survival.  
*Kleptomania*: Must make a Willpower roll (vs. 8) to resist stealing something that strikes your fancy.

Musing/Ravaging  Threshold:

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