

Sidhe

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

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

Arts

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

Realms

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

Other Traits

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

Glamour

○○○○○○○○○○
 □□□□□□□□

Banality

○○○○○○○○○○
 □□□□□□□□

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"/>

Musing / Ravaging Threshold:

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.