

Sidhe: Mouse Fiona

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 | | □ | □ |
| Hurt | -1 | □ | □ |
| Injured | -1 | □ | □ |
| Wounded | -2 | □ | □ |
| Mauled | -2 | □ | □ |
| Crippled | -5 | □ | □ |
| Incapacitated | | □ | □ |

☐ Musing / Ravaging ☐ Threshold:

Boon: Any attempt to generate fear automatically fails.

Flaw: Overwhelmingly attracted to danger; given to epic and tragic romances (usually with outlaws, mortals, and other "unacceptable" partners).

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.