

CHANGELING

The Dreaming

Name:
Player:
Chronicle:

Court:
Seelie Legacy:
Unseelie Legacy:

Seeming:
Kith:
House:

Attributes

Physical	Social	Mental
Strength _____ ●0000	Charisma _____ ●0000	Perception _____ ●0000
Dexterity _____ ●0000	Manipulation _____ ●0000	Intelligence _____ ●0000
Stamina _____ ●0000	Appearance _____ ●0000	Wits _____ ●0000

Abilities

Talents	Skills	Knowledges
Alertness _____ 00000	Crafts _____ 00000	Computer _____ 00000
Athletics _____ 00000	Drive _____ 00000	Enigmas _____ 00000
Brawl _____ 00000	Etiquette _____ 00000	Gremayre _____ 00000
Dodge _____ 00000	Firearms _____ 00000	Investigation _____ 00000
Empathy _____ 00000	Leadership _____ 00000	Law _____ 00000
Intimidation _____ 00000	Melee _____ 00000	Linguistics _____ 00000
Kenning _____ 00000	Performance _____ 00000	Lore _____ 00000
Persuasion _____ 00000	Security _____ 00000	Medicine _____ 00000
Streetwise _____ 00000	Stealth _____ 00000	Politics _____ 00000
Subterfuge _____ 00000	Survival _____ 00000	Science _____ 00000

Advantages

Backgrounds	Arts	Realms
_____ 00000	_____ 00000	Actor _____ 00000
_____ 00000	_____ 00000	Fae _____ 00000
_____ 00000	_____ 00000	Nature _____ 00000
_____ 00000	_____ 00000	Prop _____ 00000
_____ 00000	_____ 00000	Scene _____ 00000
_____ 00000	_____ 00000	Time _____ 00000
_____ 00000	_____ 00000	

Merits & Flaws

Merit	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Flaw	Bonus
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Glamour

0 0 0 0 0 0 0 0 0 0 0 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Willpower

0 0 0 0 0 0 0 0 0 0 0 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Health

		Real	Chimerical
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/Frailties

Experience

Banality

0 0 0 0 0 0 0 0 0 0 0 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Ravaging/Consuming Threshold
