

CHANGELING

The Dreaming

Name:
 Player:
 Chronicle:

Court:
 Seelie Legacy:
 Unseelie Legacy:

Seeming:
 Kith:
 House:

Attributes

Physical	Social	Mental
Strength _____ 00000	Charisma _____ 00000	Perception _____ 00000
Dexterity _____ 00000	Manipulation _____ 00000	Intelligence _____ 00000
Stamina _____ 00000	Appearance _____ 00000	Wits _____ 00000

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	

Other Traits

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

Glamour

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"/>

Willpower

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"/>

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
<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/CDusing Threshold



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Fellowship/Household: _____
 Master/Leige Lord: _____

Societies/Guilds: _____
 Sain Day: _____

Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

Other Traits

	00000		00000		00000
	00000		00000		00000
	00000		00000		00000
	00000		00000		00000
	00000		00000		00000

Chimerical Items

Item	Cost

Experience

TOTAL:

Gained From: _____

Chimerical Companions

TOTAL SPENT: _____
 Spent On: _____

Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

ARMOR

Class: _____
 Rating: _____
 Penalty: _____
 Description: _____

Expanded Backgrounds

Allies

Oaths Sworn

Contacts

Remembrance

Dreamers

Resources

Holdings

Retinue

Mentor

Other(_____)

Possessions

Gear(Carried)

Equipment(Owned)

Treasures

Disc

Freeholds

Location

Description

