

# CHANGELING

The Ornaming

Name:  
 Player:  
 Chronicle:

Court:  
 Legacies:  
 House:

Seeming:  
 Rich:  
 Motley:

## 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	Animal Ken _____ 00000	Academics _____ 00000
Athletics _____ 00000	Crafts _____ 00000	Computer _____ 00000
Brawl _____ 00000	Drive _____ 00000	Enigmas _____ 00000
Empathy _____ 00000	Etiquette _____ 00000	Gremayre _____ 00000
Expression _____ 00000	Firearms _____ 00000	Investigation _____ 00000
Intimidation _____ 00000	Larceny _____ 00000	Law _____ 00000
Kenning _____ 00000	Melee _____ 00000	Medicine _____ 00000
Leadership _____ 00000	Performance _____ 00000	Politics _____ 00000
Streetwise _____ 00000	Stealth _____ 00000	Science _____ 00000
Subterfuge _____ 00000	Survival _____ 00000	Technology _____ 00000
_____ 00000	_____ 00000	_____ 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

### Glamour

\_\_\_\_\_ 0 0 0 0 0 0 0 0 0 0

### Willpower

\_\_\_\_\_ 0 0 0 0 0 0 0 0 0 0

### Nightmare

\_\_\_\_\_ 0 0 0 0 0 0 0 0 0 0

Antichesis

\_\_\_\_\_

Experience

Banality

\_\_\_\_\_ 0 0 0 0 0 0 0 0 0 0

### 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

Ravaging/Using Threshold