

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

CHANGELING

The Ongoing

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

Chimerical Companions

experience

TOTAL:

Gained From: _____

TOTAL SPENT: _____
 Spent On: _____

combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

ARMOR

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

CHANGELING

The Ongoing

expanded backgrounds

Allies

Oaths Sworn

Contacts

Remembrance

Dreamers

Resources

Holdings

Retinue

Mentor

Other(_____)

possessions

Gear(Carried)

Equipment(Owned)

Treasures

Disc

Freeholds

Location

Description

CHANGELING

The Orcaming

history

Date Ennobled: _____ Secret Societies: _____

description

True Name: _____	Mortal: _____
Chronological Age: _____	_____
Apparent Age: _____	_____
Date of Birth: _____	_____
Hair: _____	Face: _____
Eyes: _____	_____
Race: _____	_____
Nationality: _____	_____
Height: _____	_____
Weight: _____	_____
Sex: _____	_____

visuals

Oath Bonds Chart

Character Sketch

