

DENIZENS *of the* DREAMING

Name: _____

[] Dioniae: _____

Adhene: _____

Player: _____

[] Araminae: _____

Evanescent: _____

Chronicle: _____

[] Apolliae: _____

Concept: _____

Attributes

Physical

Strength _____ 00000
 Dexterity _____ 00000
 Stamina _____ 00000

Social

Charisma _____ 00000
 Manipulation _____ 00000
 Appearance _____ 00000

Mental

Perception _____ 00000
 Intelligence _____ 00000
 Wits _____ 00000

Abilities

Talents

Alertness _____ 00000
 Athletics _____ 00000
 Brawl _____ 00000
 Dodge _____ 00000
 Empathy _____ 00000
 Intimidation _____ 00000
 Kenning _____ 00000
 Persuasion _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000

Skills

Crafts _____ 00000
 Drive _____ 00000
 Etiquette _____ 00000
 Firearms _____ 00000
 Leadership _____ 00000
 Melee _____ 00000
 Performance _____ 00000
 Security _____ 00000
 Stealth _____ 00000
 Survival _____ 00000

Knowledges

Autumn Lore _____ 00000
 Changeling Lore _____ 00000
 Denizen Lore _____ 00000
 Enigmas _____ 00000
 Gremayre _____ 00000
 Investigation _____ 00000
 Law _____ 00000
 Linguistics _____ 00000
 Lore _____ 00000
 Politics _____ 00000

Advantages

Backgrounds

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

Arts

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

Realms

Actor _____ 00000
 Fae _____ 00000
 Nature _____ 00000
 Prop _____ 00000
 Scene _____ 00000
 Time _____ 00000

Other Traits

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

Glamour

Dioniae
 [] [] [] [] [] [] [] [] [] []
 Araminae
 [] [] [] [] [] [] [] [] [] []
 Apolliae
 [] [] [] [] [] [] [] [] [] []
 Willpower
 Dioniae
 [] [] [] [] [] [] [] [] [] []
 Araminae
 [] [] [] [] [] [] [] [] [] []
 Apolliae
 [] [] [] [] [] [] [] [] [] []

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/Fraillties

Banalities

[] [] [] [] [] [] [] [] [] []
 [] [] [] [] [] [] [] [] [] []

Experience

DENIZENS *of the* DREAMING

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: _____

DENIZENS *of the* DREAMING

Expanded Backgrounds

Allies

Mentor

Contacts

Remembrance

Destiny

Resources

Dreamers

Retinue

Holdings

Other(_____)

Possessions

Gear(Carried)

Equipment(Owned)

Treasures

Disc

Freeholds

Location

Description

DENIZENS *of the* DREAMING

History

Date Ennobled: _____

Secret Societies: _____

Description

True Name: _____

Chronological Age: _____

Apparent Age: _____

Date of Birth: _____

Hair: _____

Eyes: _____

Race: _____

Nationality: _____

Height: _____

Weight: _____

Sex: _____

Visuals

Oath Bonds Chart

Character Sketch