Mind's Eye Theatre

CHANGELING
The Dreaming

Character: _____   Kith: _____
Player: _____   Court: _____
Archetype: _____   Setting: _____

ATTRIBUTES

(Assign 7 dots to your primary attribute, 5 to your secondary, and 3 to your tertiary. Choose one focus in each attribute.)

Physical `00000 00000`   **Social** `00000 00000`   **Mental** `00000 00000`
Bonus Attributes `00000`   Bonus Attributes `00000`   Bonus Attributes `00000`

☐Strength ☐Dexterity ☐Stamina   ☐Charisma ☐Manipulation ☐Appearance   ☐Perception ☐Intelligence ☐Wits

SKILLS

(Choose one skill and assign 4 dots. Choose two, and assign 3 dots each. Choose three, and assign 2 dots each. Choose four, and assign 1 dot each.)

Academics_____ `00000`	Empathy_____ `00000`	Performance_____ `00000`
Animal Ken_____ `00000`	Firearms_____ `00000`	Performance_____ `00000`
Athletics_____ `00000`	Intimidation_____ `00000`	Science_____ `00000`
Awareness_____ `00000`	Investigation_____ `00000`	Science_____ `00000`
Brawl_____ `00000`	Leadership_____ `00000`	Security_____ `00000`
Computer_____ `00000`	Linguistics_____ `00000`	Stealth_____ `00000`
Crafts_____ `00000`	Lore_____ `00000`	Streetwise_____ `00000`
Crafts_____ `00000`	Medicine_____ `00000`	Subterfuge_____ `00000`
Dodge_____ `00000`	Melee_____ `00000`	Survival_____ `00000`
Drive_____ `00000`	Occult_____ `00000`	_____ `00000`

BACKGROUNDS

(Assign one background 3 dots. Assign a second background 2 dots. Assign 1 dot to a third.)

Seeming_____ `00000`
_____ `00000`
_____ `00000`
_____ `00000`
_____ `00000`
_____ `00000`
_____ `00000`

ARTS

(Choose a Kith affinity Art and assign it 2 dots. Assign 1 dot to each of your other kith's Art affinities.)

_____ `00000`
_____ `00000`
_____ `00000`
_____ `00000`
_____ `00000`
_____ `00000`
_____ `00000`

REALMS

(Start with the Realm affinity natural to your kith.)

Actor_____ ☐
Condition_____ ☐
Fae_____ ☐
Nature_____ ☐
Prop_____ ☐
Scene_____ ☐
Time_____ ☐

GLAMOUR

(Seeming determines maximum Glamour.)

☐☐☐☐☐ ☐☐☐☐☐
☐☐☐☐☐

• 14, •• 13, ••• 12, •••• 11, ••••• 10

WILLPOWER

(Characters begin play with 6 Willpower.)

`1` `2` `3` `4` `5` `6` `7`

COMMON TEST POOLS

Initiative:_____

[ ][ ][ ][ ] ◯
[ ][ ][ ][ ] ◯
[ ][ ][ ][ ] ◯
[ ][ ][ ][ ] ◯
[ ][ ][ ][ ] ◯
[ ][ ][ ][ ] ◯
[ ][ ][ ][ ] ◯
[ ][ ][ ][ ] ◯

(Initiative is your higher attribute: Mental or Physical.)
(Pools are your Attribute + Skill(or WP) + Wild Card)

HEALTH LEVELS

(Incapacitated characters lose their simple action.)

Healthy ☐☐☐
Injured ☐☐☐
Incapacitated ☐☐☐

FAE MEIN

Abilities:_____
_____
Attribute Foci:_____

BANALITY

☐_____
☐_____
☐_____
☐_____
☐_____
☐_____
☐_____

MERITS & FLAWS

(Buy up to 7 points of merits and recieve up to 7 points from flaws.)

_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____

PRESTIGE

_____ _____
_____ _____