

Loggan

Changing: The Dreaming

Name:
Player:
Chronicle:

Court:
Legacies:
House:

Seeming:
Household/Motley:
Concept:

Physical

Strength ●○○○○○
Dexterity ●○○○○○
Stamina ●○○○○○

Social

Charisma ●○○○○○
Manipulation ●○○○○○
Appearance ●○○○○○

Mental

Perception ●○○○○○
Intelligence ●○○○○○
Wits ●○○○○○

Talents

Alertness ○○○○○○
Athletics ○○○○○○
Brawl ○○○○○○
Dodge ○○○○○○
Empathy ○○○○○○
Expression ○○○○○○
Intimidation ○○○○○○
Kenning ○○○○○○
Streetwise ○○○○○○
Subterfuge ○○○○○○

Skills

Crafts ○○○○○○
Drive ○○○○○○
Etiquette ○○○○○○
Firearms ○○○○○○
Melee ○○○○○○
Leadership ○○○○○○
Performance ○○○○○○
Security ○○○○○○
Stealth ○○○○○○
Survival ○○○○○○

Knowledges

Computer ○○○○○○
Enigmas ○○○○○○
Investigation ○○○○○○
Gremayre ○○○○○○
Law ○○○○○○
Linguistics ○○○○○○
Lore ○○○○○○
Medicine ○○○○○○
Politics ○○○○○○
Science ○○○○○○

Backgrounds

_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○

Arts

_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○

Realms

_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○

Other Traits

_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○

Glamour

○○○○○○○○○○○○
□□□□□□□□□□

Banality

○○○○○○○○○○○○
□□□□□□□□□□

Willpower

○○○○○○○○○○○○
□□□□□□□□□□

Experience _____

Health

		Chimerical	Real
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 and Frailties:

Craftwork: Can accomplish physical labor in 1/3 the time required for humans; cannot Botch Crafts.

Social Dynamics: Perception + Empathy (or Subterfuge) roll (Difficulty 5 to 10) to discern a group's social interaction patterns.

Call of the Needy: Must make a Willpower roll to avoid helping someone in need.

Musing/Ravaging Threshold:
