

Sidhe:
Mouse Leanhaun
 Changeling: The Dreaming

Name:
 Player:
 Chronicle:

Court:
 Legacies:
 Title:

Seeming:
 Household/Motley:
 Concept:

Physical

Strength **f e e e e**
 Dexterity **f e e e e**
 Stamina **f e e e e**

Social

Charisma **f e e e e**
 Manipulation **f e e e e**
 Appearance **f e e e e e e**

Mental

Perception **f e e e e**
 Intelligence **f e e e e**
 Wits **f e e e e**

Talents

Alertness **e e e e e**
 Athletics **e e e e e**
 Brawl **e e e e e**
 Dodge **e e e e e**
 Empathy **e e e e e**
 Expression **e e e e e**
 Intimidation **e e e e e**
 Kenning **e e e e e**
 Streetwise **e e e e e**
 Subterfuge **e e e e e**

Skills

Crafts **e e e e e**
 Drive **e e e e e**
 Etiquette **e e e e e**
 Firearms **e e e e e**
 Melee **e e e e e**
 Leadership **e e e e e**
 Performance **e e e e e**
 Security **e e e e e**
 Stealth **e e e e e**
 Survival **e e e e e**

Knowledges

Computer **e e e e e**
 Enigmas **e e e e e**
 Investigation **e e e e e**
 Greymyre **e e e e e**
 Law **e e e e e**
 Linguistics **e e e e e**
 Lore **e e e e e**
 Medicine **e e e e e**
 Politics **e e e e e**
 Science **e e e e e**

Backgrounds

_____ **e e e e e**
 _____ **e e e e e**
 _____ **e e e e e**
 _____ **e e e e e**
 _____ **e e e e e**

Arts

_____ **e e e e e**
 _____ **e e e e e**
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Realms

_____ **e e e e e**
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 _____ **e e e e e**

Other Traits

_____ **e e e e e**
 _____ **e e e e e**
 _____ **e e e e e**
 _____ **e e e e e**

Glamour

e e e e e e e e e e e e
y y y y y y y y y y y y

Banality

e e e e e e e e e e e e
y y y y y y y y y y y y

Willpower

e e e e e e e e e e e e
y y y y y y y y y y y y

Experience _____

Health

		Chimerical	Real
Bruised		y	y
Hurt	-1	y	y
Injured	-1	y	y
Wounded	-2	y	y
Mauled	-2	y	y
Crippled	-5	y	y
Incapacitated		y	y

Birthrights and Frailties:

Awe & Beauty: +2 to Appearance; reduce the Difficulty of all Social rolls by two when impassioned; attackers must make a Willpower roll (Difficulty 6+) to attack an angry sidhe head-on.
Noble Bearing: Any cantrips designed to make a sidhe look foolish automatically fail; cannot Botch Etiquette.
Banality's Curse: Each point of temporary Banality gained becomes two points; affected by Banality ratings as if they were one level higher.

yMusing / Ravagingy Threshold:

Boon: +1 to Charisma; reduce Seduction roll Difficulties by two; cannot Botch Seduction.

Flaw: Age one year for every month you fail to engage in Rhapsody.