

# Sidhe: Moose Scathach

Changeling: The Dreaming

Name:  
Player:  
Chronicle:

Court:  
Legacies:  
Title:

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

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### Arts

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### Realms

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### Other Traits

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### Glamour

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### Banalities

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### Willpower

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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"/>

Musing / Ravaging  Threshold:

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Boon: +1 to Brawl and Melee; -1 to Stealth roll Difficulties; unaffected by Banality's Curse.

Flaw: Cannot learn or use Sovereign; any Social rolls with other sidhe (except Houses Fiona & Liam) are at +2 Difficulty; must make a Willpower roll (vs. 7; three successes needed to retreat) to leave a fight without defeating all foes.

### Birthrights and Frailties:

*Awe & Beauty*: +2 to Appearance; -2 to Social roll Difficulties when impassioned; attackers must make a Willpower roll (vs. 6+) to attack an angry sidhe head-on.  
*Noble Bearing*: Can't be made to look foolish; cannot Botch Etiquette.  
*Banalities' Curse*: Each point of temporary Banality gained becomes two points; affected by Banality ratings as if they were one level higher.