

CHANGELING

The Dreaming™

Name:
Player:
Chronicle:

Court:
Legacies:
House:

Seeming:
Kith:
Motel:

Attributes

Physical	Social	Mental
Strength _____ ● 0000	Charisma _____ ● 0000	Perception _____ ● 0000
Dexterity _____ ● 0000	Manipulation _____ ● 0000	Intelligence _____ ● 0000
Stamina _____ ● 0000	Appearance _____ ● 0000	Wits _____ ● 0000

Abilities

Talents	Skills	Knowledges
Alertness _____ 00000	Crafts _____ 00000	Academics _____ 00000
Athletics _____ 00000	Drive _____ 00000	Computer _____ 00000
Brawl _____ 00000	Etiquette _____ 00000	Enigmas _____ 00000
Dodge _____ 00000	Firearms _____ 00000	Gremayre _____ 00000
Empathy _____ 00000	Leadership _____ 00000	Investigation _____ 00000
Expression _____ 00000	Melee _____ 00000	Law _____ 00000
Intimidation _____ 00000	Performance _____ 00000	Linguistics _____ 00000
Kenning _____ 00000	Security _____ 00000	Medicine _____ 00000
Streetwise _____ 00000	Stealth _____ 00000	Politics _____ 00000
Subterfuge _____ 00000	Survival _____ 00000	Science _____ 00000

Advantages

Backgrounds	Arts	Realms
_____ 00000	_____ 00000	_____ 00000
_____ 00000	_____ 00000	_____ 00000
_____ 00000	_____ 00000	_____ 00000
_____ 00000	_____ 00000	_____ 00000
_____ 00000	_____ 00000	_____ 00000

Other Traits

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

Glamour

0 0 0 0 0 0 0 0 0 0

Willpower

0 0 0 0 0 0 0 0 0 0

Banalitz

0 0 0 0 0 0 0 0 0 0

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"/>

Ravaging/Using Threshold

Birthrights/Fraillies

CHANGELING

The Dreaming

Fellowship/Household: _____

Societies/Guilds: _____

Master/Leige Lord: _____

Sain Day: _____

Merits & Flaws

Merit	Type	Cost	Flaw	Type	Cost

Experience

Total: _____

Gained From: _____

Experience

Total Spent: _____

Spent On: _____

Languages

Languages

Combat

Weapon	Difficulty	Damage	Range	Rate	Clip	Conceal

ARMOR

Class: _____ Rating: _____ Penalty: _____ Description: _____

Expanded Backgrounds

Allies

Contacts

Dreamers

Holdings

Mentor

Retinue

Vassals

Other

Possessions

Gear (Carried)

Treasures

Chimerical Items

Chimerical Companions

Freeholds

Location

Description

History

Prelude

Date Ennobled: _____ Secret Societies: _____

Appearance

Chronological Age: _____	Mortal: _____
Apparent Age: _____	_____
Date Of Birth: _____	_____
Hair: _____	_____
Eyes: _____	_____
Race: _____	Fac: _____
Nationality: _____	_____
Height: _____	_____
Weight: _____	_____
Sex: _____	_____

Visuals

Oath Bonds Chart

Character Sketch

