

Thallain:
Boggart
 Changeling: 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 ○○○○○○
 Greymare ○○○○○○
 Law ○○○○○○
 Linguistics ○○○○○○
 Lore ○○○○○○
 Medicine ○○○○○○
 Politics ○○○○○○
 Science ○○○○○○

Backgrounds

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

Arts

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

Realms

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

Other Traits

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

Glamour

○○○○○○○○○○
 □□□□□□□□

Banality

○○○○○○○○○○
 □□□□□□□□

Willpower

○○○○○○○○○○
 □□□□□□□□

Experience ____

Health

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

Birthrights and Frailties:

Industrious Comrades: Can perform physical labor at 1/3 the time required for mortals; reduce the Difficulty on any rolls dealing with managing one chosen business by one.

Pack Mentality: Perception + Kenning roll (vs. 8; 3 successes required) to detect Unseelie boggans.

Greed: Must make a Willpower roll (vs. 9) to avoid stealing an unguarded item of wealth; failure indicates fingers take on an adhesive texture.

Callousness: Cannot use Empathy to understand humans (but can use it to harm them).

☐ Musing/Ravaging ☐ Threshold:
