

Sidhe: House Ailil

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 ○○○○○○
Gremayne ○○○○○○
Law ○○○○○○
Linguistics ○○○○○○
Lore ○○○○○○
Medicine ○○○○○○
Politics ○○○○○○
Science ○○○○○○

Backgrounds

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

Arts

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

Realms

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

Other Traits

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

Glamour

○○○○○○○○○○○○
□□□□□□□□□□

Banalities

○○○○○○○○○○○○
□□□□□□□□□□

Willpower

○○○○○○○○○○○○
□□□□□□□□□□

Experience _____

☐ Musing/Ravaging ☐ Threshold:

Boon: -1 to Manipulation roll Difficulties;
cannot Botch Politics or Subterfuge.

Flaw: Must make a Willpower roll (vs. 8) to
admit you are wrong (even when it's
obvious); suffer +1 to Social roll Difficulties
after backing down from a situation until
you do something to regain face.

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:

Awe & Beauty: +2 to Appearance; -2 to Social
roll Difficulty when impassioned; attackers must
make Willpower roll (vs. 6+) to attack 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 higher.