

lithbeck! **boggans**

Changeling: The Dreaming

Name:
Player:
Chronicle:

Court: Unselie
Legacies: Peacock/Dandy
House:

Seeming: Childling
Society:
Motley:

Attributes

Physical		Social		Mental	
Strength	●○○○○	Charisma	●●○○○	Perception	●●○○○
Dexterity	●●●○○	Manipulation	persuasive ●●●○○	Intelligence	●●●○○
Stamina	●●○○○	Appearance	precocious ●●●○○	Wits	●●●○○

Abilities

Talents		Skills		Knowledges	
Alertness	●○○○○	Crafts*	○○○○○	Computer	●●●○○
Athletics	○○○○○	Drive	○○○○○	Enigmas	●●●○○
Brawl	○○○○○	Etiquette	●●○○○	Gremayre	●●○○○
Dodge	●○○○○	Firearms	○○○○○	Investigation	○○○○○
Empathy	●○○○○	Leadership	●○○○○	Law	●○○○○
Intimidation	○○○○○	Melee	○○○○○	Linguistics	○○○○○
Kenning	●○○○○	Performance	○○○○○	Lore	●○○○○
Persuasion	●●●○○	Security	○○○○○	Medicine	●○○○○
Streetwise	○○○○○	Stealth	●○○○○	Politics	●○○○○
Subterfuge	●●○○○	Survival	●○○○○	Science	●○○○○

Advantages

Backgrounds		Arts		Realms	
Mentor	●○○○○	Chicanery	●●●○○	Prop	●○○○○
Resources	●○○○○	Soothsay	●●○○○	Actor	●●○○○
Retinue	●●○○○		○○○○○	Fae	●●○○○
Contacts	●●○○○		○○○○○		○○○○○
	○○○○○		○○○○○		○○○○○

Other Traits

Child (3 point Flaw)

Concentration (1 point Merit)

Glamour

Willpower

Nightmare

= Ravaging/CD Using Threshold =

Banality

Experience:

*boggans can never botch

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"/>

= Birthrights/Traits =

Craftwork
Social Dynamics
Flaw: Call of the Needy