

lithbeck! **boggans**

Changeling: The Dreaming

Name: _____ Court: Unselie Seeming: Grump
 Player: _____ Legacies: Ringleader/Regent Society: Knick-Knacks
 Chronicle: _____ House: _____ Motley: _____

Attributes

Physical		Social		Mental	
Strength	●●●○○	Charisma	●●●○○	Perception	●●●○○
Dexterity	●●●○○	Manipulation	●●●●● <small>convincing</small>	Intelligence	●●●○○
Stamina	●●●○○	Appearance	●●●○○	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	
Holding	●●○○○	Chicanery	●●●○○	Scene	●●○○○
Resources	●●○○○	Legerdemain	●○○○○	Fae	●●●○○
Dreamers	●○○○○	_____	○○○○○	Actor	●●○○○
_____	○○○○○	_____	○○○○○	_____	○○○○○
_____	○○○○○	_____	○○○○○	_____	○○○○○

Other Traits

Trusted (3 Point Merit)

Glamour

● ● ● ● ○ ○ ○ ○ ○ ○ ○ ○
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Willpower

● ● ● ● ● ○ ○ ○ ○ ○ ○ ○ ○
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Nightmare

□ □ □ □ □ □ □ □ □ □

= Ravaging/CDusing Threshold =

Banalities

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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 =

Experience:

*boggans can never botch

Craftwork
 Social Dynamics
 Flaw: Call of the Needy