

TRILL

Changeling: The Dreaming

Name:
Player:
Chronicle:

Court:
Legacies:
House:

Seeming: Wilder
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 ○○○○○
Gremayre ○○○○○
Law ○○○○○
Linguistics ○○○○○
Lore ○○○○○
Medicine ○○○○○
Politics ○○○○○
Science ○○○○○

Backgrounds

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

Arts

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

Realms

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

Other Traits

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

Glamour

○○○○○○○○○○
□□□□□□□□

Banality

○○○○○○○○○○
□□□□□□□□

Willpower

○○○○○○○○○○
□□□□□□□□

Experience _____

Health

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

Musing/Ravaging Threshold:

Birthrights and Frailties:

Titan's Power: +1 to Strength and one extra

Bruised Health level.

Stubbornness: +2 dice to all Willpower rolls made when in service to a cause; cannot Botch Athletics or Alertness.

Bond of Duty: Lose Titan's Power if you break an oath or sworn contract.