

k i t c h b o o k :

# SLUUGH™

Changeling: The Dreaming

Name:  
Player:  
Chronicle:

Court:  
Legacies:  
House:

Seeming:  
Society:  
Motley:

## Attributes

Physical	Social	Mental
Strength _____ ●○○○○	Charisma _____ ●○○○○	Perception _____ ●○○○○
Dexterity _____ ●○○○○	Manipulation _____ ●○○○○	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
_____ ○○○○○	_____ ○○○○○	_____ ○○○○○
_____ ○○○○○	_____ ○○○○○	_____ ○○○○○
_____ ○○○○○	_____ ○○○○○	_____ ○○○○○
_____ ○○○○○	_____ ○○○○○	_____ ○○○○○
_____ ○○○○○	_____ ○○○○○	_____ ○○○○○

Other Traits	Glamour	Health
_____ ○○○○○○○○○○○○○	_____ ○○○○○○○○○○○○○	Real    Chimerical
_____ □□□□□□□□□□	_____ □□□□□□□□□□	Bruised    □    □
_____	_____	Hurt        -1   □    □
_____	_____	Injured    -1   □    □
_____	Willpower	Wounded   -2   □    □
_____ ○○○○○○○○○○○○○	_____ □□□□□□□□□□	Mauled     -2   □    □
_____	_____	Crippled   -5   □    □
_____	_____	Incapacitated    □    □

Ravaging/Consuming Threshold	Banality	Birthrights/Fractions
_____ ○○○○○○○○○○○○○	_____ ○○○○○○○○○○○○○	Squirm: Escape bonds with Dex + Athletics roll.
_____ □□□□□□□□□□	_____ □□□□□□□□□□	Sharpened Senses: Lower all Perception difficulties by two, / Whisper: cannot speak above a whisper.

Experience:

\*Sluagh can never botch

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**SLURGH**  
 Changing: The Dreaming

Household: \_\_\_\_\_  
 Leige Lord: \_\_\_\_\_

Political Impulse: \_\_\_\_\_  
 San Day: \_\_\_\_\_

**Merits & Flaws**

Merit	Type	Cost	Flaw	Type	Bonus

**Experience**

Total: \_\_\_\_\_  
 Gained From: \_\_\_\_\_

Total Spent: \_\_\_\_\_  
 Spent On: \_\_\_\_\_

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**Combat**

Weapon	Difficulty	Damage	Range	Rate	Clip	Conceal

Brawling Chart		
Maneuver	Difficulty	Damage
Punch	6	Strength
Grapple	6	Strength
Kick	7	Strength + 1
Body Slam	7	Special

**Armor**

Class: \_\_\_\_\_ Rating: \_\_\_\_\_ Penalty: \_\_\_\_\_ Description: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



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Changeling: The Dreaming

Contacts

Mentor

Holdings

Oaths Sworn

Dreamers

Blackmail

Secrets Known

Favors Owed

Possessions

Gear (Carried)

Chimerical Items

Treasures

Chimerical Companions

Freeholds

Location

Description

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# SLURGH™

Changeling: The Dreaming

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## History

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### Prelude

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Date Ennobled: \_\_\_\_\_ Secret Societies: \_\_\_\_\_

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## Appearance

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Chronological Age: _____	Mortal: _____
Apparent Age: _____	_____
Date of Birth: _____	_____
Fae Name: _____	_____
Name: _____	_____
Eyes: _____	Fae: _____
Race: _____	_____
Nationality: _____	_____
Height: _____	_____
Weight: _____	_____

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## Visuals

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Oath Bonds Chart

Character Sketch

