

K I T H B O O K : SATYRS™

Changing 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 □ □
_____	Willpower	Injured -1 □ □
_____	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Wounded -2 □ □
_____	□ □ □ □ □ □ □ □ □ □ □ □	Mauled -2 □ □
_____	_____	Crippled -5 □ □
_____	_____	Incapacitated □ □

Ravaging/Using Threshold	Banality	Birthrights/Fractions
_____	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Gift of Dan
_____	□ □ □ □ □ □ □ □ □ □ □ □	Physical Prowess

Experience:

*Satyrs can never botch

Flaw: Passion's Curse

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Changing The Dreaming

Fellowship/Household: _____

Societies/Guilds: _____

Master/Leige Lord: _____

San Day: _____

Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

Experience

Total: _____

Total Spent: _____

Gained From: _____

Spent On: _____

Combat

Weapon	Difficulty	Damage	Range	Rate	Clip	Conceal

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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Changing The Dreaming

Contacts

Mentor

Holdings

Oaths Sworn

Dreamers

Lovers

Retinue

Vassals

Possessions

Gear (Carried)

Chimerical Items

Treasures

Chimerical Companions

Freeholds

Location

Description

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Changeling The Dreaming

History

Prelude

Date Ennobled: _____ Secret Societies: _____

Appearance

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

Visuals

Oath Bonds Chart

Character Sketch

