

DREAMHOUNDS OF PARIS

Dreamhound:

Appearance:

Drive:

What You Want From The Dreamlands:

Status within the Movement:

Sanity Rating:

Of Which is False:

Sanity Points: ✖ 1 2 3 4 5 6 7 8 9 10

Stability Rating:

Stability Points: ✖ -11 -10 -9 -8 -7 -6 -5 -4 -3
-2 -1 0 1 2 3 4 5 6 7 8 9 10 11 12 13
14 15 16 17 18 19 20 21 22 23 24 25

Instability Rating:

Instability Immunities:

Instability Points: □ -11 -10 -9 -8 -7 -6 -5 -4 -3
-2 -1 0 1 2 3 4 5 6 7 8 9 10 11 12 13
14 15 16 17 18 19 20 21 22 23 24 25

Health Rating:

Hit Threshold:

Health Points: ☠ -11 -10 -9 -8 -7 -6 -5 -4 -3
-2 -1 0 1 2 3 4 5 6 7 8 9 10 11 12 13
14 15 16 17 18 19 20 21 22 23 24 25

Weapon:

Ammo:

Damage Modifier: P.B. Close Near Long

Interpersonal Abilities

- Assess Honesty
- Bargain
- Bureaucracy
- Charm
- Cop Talk
- Credit Rating
- Flattery
- Interrogation
- Intimidation
- Oral History
- Reassurance
- Seduction
- Streetwise

General Abilities

- Art-Making
- Athletics
- Card Reading
- Conceal
- Disguise
- Dreamscaping
- Driving
- Electrical Repair
- Explosives
- Filch
- Firearms
- First Aid
- Fleeing
- Hypnosis
- Magic
- Mechanical Repair
- Piloting
- Preparedness
- Psychoanalysis
- Riding
- Scuffling
- Sense Trouble
- Shadowing
- Stealth
- Weapons

Academic Abilities

- Accounting
- Anthropology
- Archaeology
- Architecture
- Art History
- Biology
- Cryptography
- Cthulhu Mythos
- Dream Lore
- Geology
- History
- Languages

Technical Abilities

- Astronomy
- Chemistry
- Craft
- Evidence Collection
- Forensics
- Locksmith
- Outdoorsman
- Pharmacy
- Photography

Dedicated Pools

Float Points

- General
- Investigative

DREAMHOUND BACKGROUND and Demeanor

Mental Disorders:

NOTABLE CONTACTS, FRIENDS, FAMILY and RIVALS

Name	Location	Notes

CHATTEL

Item	Worth	Notes

SIGNIFICANT ARTISTIC CREATIONS

Motifs:

Title	Description	Dreamscaping Pool Points

MYTHOS TOMES, SPELLS and ARTEFACTS

Item	Notes