

CHANGELING

THE LOST

NAME:
PLAYER:
CHRONICLE:

CONCEPT:
VIRTUE:
VICE:

SEEMING:
KITH:
COURT:

Attributes

POWER Intelligence: ●○○○○ Strength: ●○○○○ Presence: ●○○○○
FINESSE Wits: ●○○○○ Dexterity: ●○○○○ Manipulation: ●○○○○
RESISTANCE Resolve: ●○○○○ Stamina: ●○○○○ Composure: ●○○○○

Skills

MENTAL (-3 Unskilled)

Academics _____ ○○○○
Computer _____ ○○○○
Crafts _____ ○○○○
Investigation _____ ○○○○
Medicine _____ ○○○○
Occult _____ ○○○○
Politics _____ ○○○○
Science _____ ○○○○

PHYSICAL (-1 Unskilled)

Athletics _____ ○○○○
Brawl _____ ○○○○
Drive _____ ○○○○
Firearms _____ ○○○○
Larceny _____ ○○○○
Stealth _____ ○○○○
Survival _____ ○○○○
Weaponry _____ ○○○○

SOCIAL (-1 Unskilled)

Animal Ken _____ ○○○○
Empathy _____ ○○○○
Expression _____ ○○○○
Intimidation _____ ○○○○
Persuasion _____ ○○○○
Socialize _____ ○○○○
Streetwise _____ ○○○○
Subterfuge _____ ○○○○

Other Traits

MERITS

_____ ○○○○
_____ ○○○○
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FLAWS

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CONTRACTS

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PLEDGES

HEALTH

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WILLPOWER

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GLAMOUR

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□□□□□□□□□□

WYRD

●○○○○○○○○○○

CLARITY

10 _____ ○
9 _____ ○
8 _____ ○
7 _____ ○
6 _____ ○
5 _____ ○
4 _____ ○
3 _____ ○
2 _____ ○
1 _____ ○

Seeming Blessing: _____

Seeming Curse: _____

Size: _____

Defense: _____

Initiative Mod.: _____

Speed: _____

Armor: _____

Experience: _____

Attributes: 5/4/3 • Skills 11/7/4 (+3 Specialties) • Seeming: Choose 1 free Skill Specialty in Athletics, Brawl or Stealth; Record Blessing and Curse • Contracts 5 dots • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Clarity = 7 • Wyrd starts at 1 dot • Glamour starts at 1/2 maximum (determined by Wyrd).