

# 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

\_\_\_\_\_  
\_\_\_\_\_

#### CONTRACTS

\_\_\_\_\_ ○○○○  
\_\_\_\_\_ ○○○○  
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#### PLEDGES

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#### HEALTH

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#### WILLPOWER

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#### GLAMOUR

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□□□□□□□□□□

#### WYRD

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#### 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).