

CHANGELING

THE LOST

NAME:
 PLAYER:
 CHRONICLE:

VIRTUE:
 VICE:
 CONCEPT:

SEEMING:
 KITH:
 COURT:

Attributes

POWER	Intelligence	00000	Strength	00000	Presence	00000
FINESSE	Wits	00000	Dexterity	00000	Manipulation	00000
RESISTANCE	Resolve	00000	Stamina	00000	Composure	00000

Skills

MENTAL

(-3 unskilled)

Academics	00000
Computer	00000
Crafts	00000
Investigation	00000
Medicine	00000
Occult	00000
Politics	00000
Science	00000

PHYSICAL

(-1 unskilled)

Athletics	00000
Brawl	00000
Drive	00000
Firearms	00000
Larceny	00000
Stealth	00000
Survival	00000
Weaponry	00000

SOCIAL

(-1 unskilled)

Animal Ken	00000
Empathy	00000
Expression	00000
Intimidation	00000
Persuasion	00000
Socialize	00000
Streetwise	00000
Subterfuge	00000

CONTRACTS

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

MERITS

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

FLAWS

Other Traits

HEALTH

0000000000000000
□□□□□□□□□□□□□□

WILLPOWER

0000000000
□□□□□□□□□□

WYRD

0000000000

GLAMOUR

□□□□□□□□□□
□□□□□□□□□□

CLARITY

10	0
9	0
8	0
7	0
6	0
5	0
4	0
3	0
2	0
1	0

Entitlement:

Size: _____

Speed: _____

Defense: _____

Armor: _____

Initiative Mod: _____

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).

CHANGELING

THE LOST

Blessings & Curses

SEEMING BLESSING

KITH ABILITY

SEEMING CURSE

Name: _____

Description: _____

Goblin Contracts

Pledges

NAME

LEVEL

NAME	LEVEL	
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Tokens

NAME

LEVEL

POWER

NAME	LEVEL	POWER
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Combat

WEAPON/ATTACK	DAMAGE	RANGE	CLIP	SIZE	STRENGTH	COST

ARMOR

Rating: _____

Strength: _____

Defense: _____

Speed: _____

Description: _____

CHANGELING

THE LOST™

Expanded Merits

ALLIES

MENTOR

CONTACTS

RESOURCES

HARVEST

RETAINER

MANTLE

OTHER(_____)

Possessions

GEAR(CARRIED)

EQUIPMENT(OWNED)

VEHICLES

MISC.

Hollow

LOCATION

DESCRIPTION

CHANGELING

THE LOST™

History

GOALS

Description

Age:	_____	_____
Apparent Age:	_____	_____
Date of Birth:	_____	_____
Date Taken:	_____	_____
Hair:	_____	_____
Eyes:	_____	_____
Race:	_____	_____
Nationality:	_____	_____
Height:	_____	_____
Weight:	_____	_____
Sex:	_____	_____

Visuals

MOTLEY CHART

CHARACTER SKETCH

