

CHANGELING

THE LOST

NAME:
 PLAYER:
 CHRONICLE:

VIRTUE:
 VICE:
 CONCEPT:

SEEMING:
 KITH:
 COURT:

Attributes

POWER Intelligence 0000000000 Strength 0000000000 Presence 0000000000
 FINESSE Wits 0000000000 Dexterity 0000000000 Manipulation 0000000000
 RESISTANCE Resolve 0000000000 Stamina 0000000000 Composure 0000000000

Skills

MENTAL

(-3 unskilled)

Academics 0000000000
 Computer 0000000000
 Crafts 0000000000
 Investigation 0000000000
 Medicine 0000000000
 Occult 0000000000
 Politics 0000000000
 Science 0000000000

PHYSICAL

(-1 unskilled)

Athletics 0000000000
 Brawl 0000000000
 Drive 0000000000
 Firearms 0000000000
 Larceny 0000000000
 Stealth 0000000000
 Survival 0000000000
 Weaponry 0000000000

SOCIAL

(-1 unskilled)

Animal Ken 0000000000
 Empathy 0000000000
 Expression 0000000000
 Intimidation 0000000000
 Persuasion 0000000000
 Socialize 0000000000
 Streetwise 0000000000
 Subterfuge 0000000000

CONTRACTS

_____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000

MERITS

_____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000

FLAWS

HEALTH

□□□□□□□□□□□□□□
 □□□□□□□□□□□□□□

WILLPOWER

Max Remaining

WYRD

0000000000

GLAMOUR

Max Remaining

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

