

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

OTHER TRAITS

MERITS

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

FLAWS

CONTRACTS

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

PLEDGES

HEALTH

000000000000000000
□□□□□□□□□□□□□□

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

Seeming Blessing: _____

Seeming Curse: _____

Size: _____ Speed: _____
 Defense: _____ Armor: _____
 Initiative Mod: _____
 Experience: _____

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

CONTACTS

HARVEST

MANTLE

MENTOR

RESOURCES

RETAINER

OTHER()

POSSESSIONS

GEAR(CARRIED)

VEHICLES

EQUIPMENT(OWNED)

MISC

HOLLOW

LOCATION

DESCRIPTION
