

# 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 |

#### MERITS

|       |       |
|-------|-------|
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |

Size: \_\_\_\_\_  
 Speed: \_\_\_\_\_  
 Defense: \_\_\_\_\_  
 Armor: \_\_\_\_\_  
 Initiative Mod: \_\_\_\_\_  
 Beats:       
 Experiences: \_\_\_\_\_

### Other Traits

#### HEALTH

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#### WILLPOWER

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#### WYRD

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#### GLAMOUR

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#### HUMAN TOUCHSTONE

\_\_\_\_\_

DICHOTOMY  
 0000000000

FAE TOUCHSTONE

#### CONDITIONS

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

#### ASPIRATIONS

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

#### FRAILTIES

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

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 • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized • Defense = Lowest of Dexterity or Wits + Athletics • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting "Morality" = 7 • Wyrd starts at 1 dot • Glamour starts at 1/2 maximum (determined by Wyrd).

# CHANGELING

THE LOST

## Other Traits

### GOBLIN CONTRACTS

NAME LEVEL

|       |       |
|-------|-------|
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |

### SEEMING BLESSING

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### SEEMING CURSE

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### KITH ABILITY

Name: \_\_\_\_\_

Description: \_\_\_\_\_

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\_\_\_\_\_

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\_\_\_\_\_

\_\_\_\_\_

## Experience

## Entitlement

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\_\_\_\_\_

## Pledges

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\_\_\_\_\_

\_\_\_\_\_

## Background

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\_\_\_\_\_

\_\_\_\_\_

## Description

\_\_\_\_\_

\_\_\_\_\_

Age: \_\_\_\_\_

Apparent Age: \_\_\_\_\_

Hair: \_\_\_\_\_

Eyes: \_\_\_\_\_

Height: \_\_\_\_\_

Weight: \_\_\_\_\_

Race: \_\_\_\_\_

Sex: \_\_\_\_\_

## Gear & Equipment

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Combat

| WEAPON/ATTACK | DICE MOD. | RANGE | CLIP  | SIZE  |
|---------------|-----------|-------|-------|-------|
| _____         | _____     | _____ | _____ | _____ |
| _____         | _____     | _____ | _____ | _____ |
| _____         | _____     | _____ | _____ | _____ |