

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

0000000000000000

WILLPOWER

0000000000

WYRD

0000000000

GLAMOUR

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

Blessings & Curses

SEEMING BLESSING

KITH ABILITY

SEEMING CURSE

Name: _____

Description: _____

Goblin Contracts

Entitlement

NAME

LEVEL

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

Pledges

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

