

CHANGELING

THE WILD WEST

Name:

Virtue:

Seeming:

Player:

Vice:

Kith:

Chronicle:

Concept:

Court:

Attributes

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

Skills

Mental

(3 unskilled)

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

Physical

(1 unskilled)

Athletics	00000
Brawl	00000
Firearms	00000
Larceny	00000
Ride	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

Contracts

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

Merits

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

Flaws

Pledges

Health

00000000000000
□□□□□□□□□□

Willpower

0000000000
□□□□□□□□

Wyrd

0000000000

Glamour

□□□□□□□□
□□□□□□□□

Points Per Turn: _____

Clarity

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

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

