

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
FINESSE	Resolve	00000	Stamina	00000	Composure	00000
RESISTANCE						

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

Entitlement

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: _____



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Blessings & Curses

Seeming Blessing

Kith Ability

Name: _____

Description: _____

Seeming Curse

Goblin Contracts

Name Level

Name	Level
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Pledges

Tokens

Name Level Power

Name	Level	Power
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Combat

Weapon/Attack	Damage	Range	Ammo	Size	Strength	Cost

Armor

Rating: _____

Strength: _____

Defense: _____

Speed: _____

Description: _____



CHANGELING

THE WILD WEST

Expanded Merits

Allies

Contacts

Harvest

Mantle

Mentor

Resources

Retainer

Other(_____)

Possessions

Gear(Carried)

Equipment(Owned)

Vehicles

Misc.

Animal

Name: _____ Type: _____

Intelligence: _____ Wits: _____ Resolve: _____ Strength: _____ Dexterity: _____ Stamina: _____ Presence: _____ Manipulation: _____ Composure: _____

Skills: _____

Health: _____ Willpower: _____ Size: _____ Speed: _____ Defense: _____ Initiative: _____

Weapons/Attacks _____ Damage _____ Dice Pool _____ Special Notes _____

Hollow

Location

Description



