

CHANGELING



NAME: _____
 PLAYER: _____
 VIRTUE: _____
 VICE: _____
 SEEMING: _____
 KITH: _____
 COURT: _____

ATTRIBUTES

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

MENTAL SKILLS

(-3 unskilled)

Academics _____ 00000
 Computer _____ 00000
 Crafts _____ 00000
 Investigation _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Politics _____ 00000
 Science _____ 00000

PHYSICAL SKILLS

(-1 unskilled)

Athletics _____ 00000
 Brawl _____ 00000
 Drive _____ 00000
 Firearms _____ 00000
 Larceny _____ 00000
 Stealth _____ 00000
 Survival _____ 00000
 Weaponry _____ 00000

SOCIAL SKILLS

(-1 unskilled)

Animal Ken _____ 00000
 Empathy _____ 00000
 Expression _____ 00000
 Intimidation _____ 00000
 Persuasion _____ 00000
 Socialize _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000

MERITS

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

CONTRACTS

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

PLEDGES

HEALTH

0000000000000000

WILLPOWER

0000000000

WYRD

0000000000

GLAMOUR

CLARITY

0000000000

Seeming Blessing: _____

Seeming Curse: _____

Size: _____
 Speed(Acting/Running): _____/
 Initiative Mod: _____
 Defense: _____ Armor: _____

FAVORED ACTIONS

Action/Power	Traits	Pool
_____	(_____ + _____ + _____)	= <input type="checkbox"/>
CONT/RES by _____	(_____ + _____ + _____)	= <input type="checkbox"/>
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CONT/RES by _____	(_____ + _____ + _____)	= <input type="checkbox"/>
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_____	(_____ + _____ + _____)	= <input type="checkbox"/>
CONT/RES by _____	(_____ + _____ + _____)	= <input type="checkbox"/>

CHARACTER TRAITS & POOLS

Basic Traits

Perception Pool

(Wits + Composure)= _____

Defense

(Lower of Wits or Dexterity)= _____

Initiative Modifier

(Dexterity + Composure)= _____

Speed(Acting/Running)= _____ / _____

Attack Pools

Unarmed Attack

(Str + Brawl)= _____ (RES by Def + Armor)

Melee Attack

(Str + Weap + Dmg)= _____ (RES by Def + Armor)

Firearms Attack

(Dex + Firearms + Dmg)= _____ (RES by Def + Armor)

Merit Bonuses

KEY RULES

Actions & Successes

Instant Actions: Each character gets one per turn. Consists of a single draw.

Reflexive Actions: Take no time and occur as per the traits description. Consists of a single draw.

Extended Actions: Take place over several turns or more; and and consists of several draws.

CONT(ested) Draws: Both attacker and defender form a pool, draw, and then compare successes. Ties goto the defender; otherwise subtract defenders successes from attacker for final number of attackers successes.

RES(isted) Draws: Subtract the defenders traits from attackers pool before drawing.

Successes: A total of 10 is one success; every increment of 5 above that (15, 20, etc.) is an additional success.

Combat Summary

Step 0: Mediate: Can the players resolve things without cards?

Step 1: Initiative: Draw one card + Initiative Modifier; lasts the whole combat.

Step 2: Attack: Character with the highest Initiative attacks. A character may choose to hold his action until later in the turn.

Step 3: Resolve: Apply damage or other effects
Damage = attacks successes.

Step 4: Repeat: Follow Initiative roster and repeat Steps 2 and 3 for every character until everyone has acted(this is the end of the turn). Then repeat for the next turn(do not redraw Initiative).