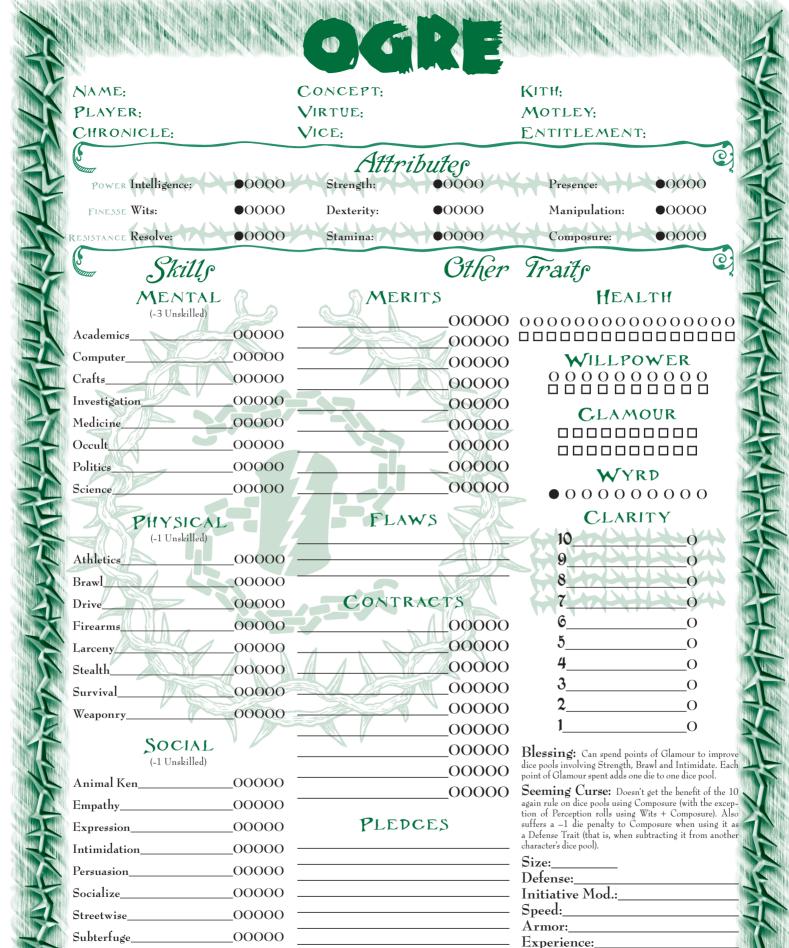


NAME:		CONCEPT:		SEEMINC:	
PLAYER:		VIRTUE:		KITH:	
CHRONICLE:		VICE:		COURT:	
		Attr	ibutes		
Power Intelligence	; •0000	Strength:	●0000	Presence:	•0000
FINESSE Wits:	•0000	Dexterity:	●0000	Manipulation:	•000C
LESISTANCE Resolve:	0000	Stamina:	•0000	Composure:	•0000
Ski	11c 1		Other	Traits	
MEN	7	MER	_	HEA.	LTH
(-3 Unsk	1			000000000	
Academics	00000		00000		
Computer	00000		00000	WILLPO	)WFR
Crafts	00000		00000	000000	
Investigation	00000		00000		
Medicine	00000		00000	<b>C</b> LAM	OUR
Occult	00000		00000		
Politics	00000		00000		
Science	00000		00000		
PHYSI	CAL	FLA	WS	WY	
(-1 Unsk				• 0 0 0 0 0	) 0 0 0 0
Athletics	00000			CLAR	JTY
Brawl	00000			10	0
Drive	00000	CONTR	RACTS	9	O
Firearms	00000 }_		00000	8	_0
Larceny	00000		00000	M 4 1 1	0
Stealth	000007_		00000	5	0
Survival	00000 -		00000	<u> </u>	
Weaponry	00000			3	
Soci	AL. 3-		00000	2	
(-1 Unsk			00000	1	_
Animal Ken	000000 \$		00000	c · pl · ·	
Empathy	00000		00000	Seeming Blessing:	
Expression	00000	PLEC	CES	Seeming Curse:	
Intimidation	00000 }-		_	Size:	
Persuasion	00000			Defense:	
Socialize	00000			Defense: Initiative Mod.:	
Streetwise	00000			Speed:	
Subterfuge	00000			Experience:	

Brian Rogers (order #1120519)

NAME:	-	CONCEPT:	ened	KITH:	
PLAYER:		VIRTUE:		MOTLEY:	
CHRONICLE:		√ICE:		ENTITLEMENT	· ·
		Attack	hatas		©
POWER Intelligence:	•0000	Attri Strength:	<i>Dute</i> j• ●0000	Presence:	•0000
Finesse Wits:	•0000	Dexterity:	•0000	Manipulation:	•0000
RESISTANCE Resolve:	•0000	Stamina:	•0000	Composure:	•0000
		Staililla.			@
Skills	)		Other	Traits	
MENTA (-3 Unskilled)		MER		HEAL	LTH
Academics (-3 Unskilled)	00000 -		00000	000000000	
Computer_	00000 -		00000	WILLPO	
Crafts_	00000 -	3	00000	000000	0000
Investigation	00000 ]		00000		
Medicine	00000		00000	CLAM	
Occult	00000		00000		
Politics	00000		00000		
Science	00000 \_		00000	<b>₩</b> YF • 0 0 0 0 0	
PHYSICA	L B A	FLAV	ws /	_ CLAR	
(-1 Unskilled)	00000			(10-10-1	Work
Brawl	00000			9	W04
Drive	00000	CONTR	ACTS	8	1404
Firearms	00000	<b>O 1 1 1 1</b>	00000	7	0
Larceny	00000		00000	6 <u> </u>	0
Stealth	00000		00000	ى 4	0
Survival_	00000 _		_00000	3	0 O
Weaponry_	00000 -		00000	2	0
SOCIAL			00000	1	O
(-2 Unskilled)	_		00000	Blessing: Can spend one p the benefit of the 9 again rule on	point of Glamour to gain
Animal Ken	_		00000	Dexterity for the rest of the sce Can also spend one point	ne.
Empathy		Dies	CEC	Wyrd dots to your Dodge total This only applies when the char	for the rest of the scene.
Expression		PLED	CE2	Seeming Curse: Does again rule on dice pools involved	sn't benefit from the 10 ving Presence.
Intimidation				Size:	
PersuasionSocialize	_			Defense: Initiative Mod.:	
Streetwise				Speed:	
Subterfuge				Armor:Experience:	



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 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Clarity = 7 • Wyrd starts at 1 dot • Glamour starts at 1/2 maximum (determined by Wyrd).

NAME:	_	CONCEPT:		KITH:	
PLAYER:		/IRTUE:		MOTLEY:	
CHRONICLE:		/ICE:		ENTITLEMENT	
		Attr	ibutes		C <sub>2</sub>
POWER Intelligence:	•0000	Strength:	•0000	Presence:	•0000
Finesse Wits:	•0000	Dexterity:	●0000	Manipulation:	●0000
esistance Resolve:	•0000	Stamina:	•0000	Composure:	•0000
Skil	<u>f</u> s		Other	Traits	© ,
MENT		MER	AITS	HEAL	LTH
(-3 Unskille			00000	000000000	
Academics	00000		00000		- 0
Computer_	00000		00000	WILLPO	
Crafts Investigation	00000		00000	000000	
Medicine Medicine	00000		00000	CLAM	OUR
Occult	00000 _		00000		
Politics	00000		00000	00000	48
Science	00000		00000	WYI	RD
		PLA	ure Sir	•00000	00000
PHYSIC (-1 Unskill)		LLA	W 3	CLAR	ITY
Athletics	00000 -	Mar Herend		10	0
Brawl	00000 =			9	0
Drive	00000	CONTR	RACTS	8	
Firearms	00000		00000	6	0
Larceny	00000 _		00000	5	O
Stealth_	00000		00000	4	O
Survival	00000 =		00000	3	o
Weaponry	00000 =		00000	2	
SOCIA			00000	J	O
(-0 Unskille			00000	Blessing: Can spend Gl	
Animal Ken Empathy			00000	pools that include Presence, suasion. Each point spent inc	Manipulation and Per-
Empatny Expression		PLED	CES	one point.	
Intimidation		,		Seeming Curse: Suf dice pools to avoid losing Clar	ter a -1 die penalty on ity.
Persuasion				Size: Defense:	N.
Socialize	_			Initiative Mod.:	
Streetwise				Speed: Armor:	
Subterfuge	00000			Experience:	

# Elemental

NAME:	CONCEPT:		KITH:	
PLAYER:	VIRTUE:		MOTLEY:	4
CHRONICLE:	VICE:		ENTITLEMENT:	
	Attrib	utec		C;
Power Intelligence:	OOO Strength:	•0000	Presence:	•0000
Finesse Wits:	OOO Dexterity:	•0000	Manipulation:	•0000
	A. VIV Alimin	UN VI	KILLYMILLY	•0000
RESISTANCE Resolve:	OOO Stamina:	•0000	Composure:	
Skills		Other	Traits	
MENTAL @	MERIT	`S	HEALT	TH
(-3 Unskilled)		00000	0000000000	
AcademicsOO	000	00000		
ComputerOO	000	00000	WILLPOY	VER
CraftsOO	000	00000	0000000	
InvestigationOO	000	00000		
MedicineOO	000	00000	CLAMO	UR
OccultOO	000	00000	000000	000
PoliticsOO	000	00000	000000	
Science_OO	000	00000	WYRI	
	FLAW		•000000	0000
PHYSICAL (-1 Unskilled)	TLAW	2	CLARIT	Y
	0000		10	<u>~</u> o~
	0000		9	<u>~</u> 0
	0000 CONTRA	CTS	8	0
	0000	00000	177-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1	0
Larceny	0000	00000	6	0
a 11	000	00000	5	0
	0000	_00000	4	0
Carlotte Contraction	0000	00000	3	0
		00000	1	0
SOCIAL (-1 Unskilled)		00000	<u>,                                      </u>	0
N/N/	000	00000	Blessing: Once per day, you of Glamour to add your Wyrd r	can spend one point
MANY STATES OF THE STATES OF T	000	00000	dots for the rest of the scene.	,
1 /	000 PLEDC	ES	Seeming Curse: Doesn't	nvolving the Manipu-
1	000 —		lation Attribute and the Skills I Persuasion or Socialize.	empathy, Expression,
	.000		Size:	
	000		Defense: Initiative Mod.:	
	000		Speed:	
	000		Armor: Experience:	
Attributes: 5/4/3 • Skills 11/7/4 (+3 Specialties)		Athletics, Brawl or S	-	Contracts 5 dots •
Merits 7 • (Buying the fifth dot in Attributes, Sk Defense = Lowest of Dexterity or Wits • Initiative	ills or Merits costs two points) • Health = Stami	na + Size • Willpower	= Resolve + Composure • Size = 5 fo	r adult human-sized •
ERFTNETS 1. 1. 1.	Plot - Dexienty + Composure - Speed - Strengt	,		(1714c), 7860

# ,

Mary Control of the C			P : 1 4		
NAME:	C	ONCEPT:		KITH:	
PLAYER:	V	IRTUE:		MOTLEY:	
CHRONICLE:	V	ICE:		ENTITLEMENT:	
S		Attn	ibutes		C
Power Intelligence:	0000	Strength:	•0000	Presence: •000	ò
Finesse Wits:	•0000	Dexterity:	•0000	Manipulation:	О
RESISTANCE Resolve:	0000	Stamina:	00000	Composure: •000	
		Stallilla.			<u> </u>
Skill	<b>S</b>		Other	Traits	Q
MENT		MER	RITS	HEALTH	
(-3 Unskille			00000	0000000000000	000
Academics	00000		00000		
Computer			00000	WILLPOWER	
Crafts	00000		00000	000000000	
Investigation.	00000		00000		_
Medicine	00000		00000	<b>C</b> LAMOUR	
Occult	000000		00000		
Politics	00000		00000	WYRD	
Science	00000			•00000000	$\cap$
PHYSIC		FLA	ws	_ CLARITY	O
(-1 Unskille	<b>T</b> T T <b>T</b>	AND THE PARTY OF T		CLARITY 0	4
Athletics	00000	<i>/</i> / /			公
Brawl	00000			8	4
Drive	00000	CONTR		7	4
Firearms	00000		00000	6O	
Larceny	00000		00000	5O	
Stealth_	00000		00000	<b>4</b> O	
Survival_	00000 _		00000	<b>3</b> O	
Weaponry	00000 —		00000	20	
SOCIA			00000	10	
(-1 Unskille			00000	Blessing: Can spend Glamour to inc pools that include Wits, Subterfuge an	
Animal Ken			00000	— each point of Glamour increases one di one point. Also gains the benefit of the 9 aga	ce pool
Empathy		PLED	CES	Stealth dice pools.  Seeming Curse: Suffer a -1 die per	nalty to
Expression Intimidation		LLLV	~ <i>D</i>	rolls to enact Contracts during daylight hours.' ty increases to -2 dice if the sun is directly visi	The pen
Persuasion				Size:	,
Socialize				Defense: Initiative Mod.:	
Streetwise				Speed:	
Subterfuge				Armor:	
9		oose 1 free Skill Special	ty in Athletics. Brawl or S	Experience:	5 dots
Merits 7 • (Buying the fifth dot in	Attributes, Skills or Merits cost	ts two points) • Health = S	Stamina + Size • Willpower	= Resolve + Composure • Size = 5 for adult huma ting Clarity = 7 • Wyrd starts at 1 dot • Glamou	an-sized
					114



NAME: CONCEPT: KITH: VIRTUE: PLAYER: MOTLEY: CHRONICLE: VICE: ENTITLEMENT: Attributes Strength: 00000 0000 •0000 POWER Intelligence: FINESSE Wits: •0000 Dexterity: **•**0000 Manipulation: •0000 0000 •0000 Composure: •0000 SISTANCE Resolve: Stamina: Other Traits Skille MENTAL **MERITS** HEALTH (-4 Unskilled) 00000 00000000000000000 00000 Academics 00000 00000 Computer WILLPOWER 00000 00000 Crafts 00000 0000000000 Investigation 00000 00000 **CLAMOUR** Medicine 00000 00000 Occult 00000 00000 00000 Politics 00000 WYRD 00000 00000 Science 000000000 FLAWS PHYSICAL CLARITY (-1 Unskilled) Athletics 00000 00000 8 CONTRACTS 00000 00000 00000 Firearms O 00000 00000 Larceny O 00000 Stealth 00000 O 00000 00000 Survival O 00000 00000 Weaponry 0 00000 0 SOCIAL 00000 (-1 Unskilled) Blessing: Gains the benefit of the 8 again rule when 00000 using the Animal Ken Skill, and receives a free Specialty 00000 Animal Ken for the one animal that most reflects the Beast's seeming. 00000 Can spend points of Glamour to add to dice pools involving Presence and Composure. Each point of Glamour spent adds one die to one dice pool. 00000 Empathy\_ PLEDCES Expression\_ 00000Seeming Curse: Doesn't re-roll 10s when using a dice pool involving Intelligence. Intimidation\_ \_00000 Size: 00000 Persuasion\_ Defense:\_ Socialize 00000 Initiative Mod.: Speed: Streetwise\_ \_00000 Armor: 00000 Subterfuge Experience: Attributes: 5/4/3 • Skills 11/7/4 (+3 Specialties) • Seeming: Choose 1 free Skill Specialty in Animal Ken and either Athletics, Brawl or Stealth; Record Blessing and Curse • Contracts 5 dots • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Clarity = 7 • Wyrd starts at 1 dot • Clamour starts at

# Wizened Wizened

NAME:		CONCEPT:	KITH:		
PLAYER:	•	VIRTUE:	MOTLEY:		
CHRONICLE:	•	VICE:		ENTITLEMENT:	
		Attri	hutec	©;	
Power Intelligence:	•0000	Strength:	•0000	Presence: •0000	
FINESSE Wits:	•0000	Dexterity:	•0000	Manipulation: •OOOO	
RESISTANCE Resolve:	•0000	Stamina:	•0000	Composure: •0000	
(Chille			Cathon	Traits	
Skills				· ·	
MENTAL (-3 Unskilled)	AN I	MER		HEALTH	
Academics	00000		00000	000000000000000000000000000000000000	
Computer	00000	0.0	00000	WILLPOWER	
Crafts_	_00000		00000	0000000000	
Investigation	00000		00000		
Medicine	_00000	15 3	00000	CLAMOUR	
Occult	_00000	12/	00000	000000000	
Polítics	_00000	: 9	00000		
Science	_00000	<u> </u>	00000	WYRD	
PHYSICAL		FLAY	VS WILLE	•000000000	
(-1 Unskilled)				CLARITY	
Athletics	_00000		The Contract of the	10	
Brawl	_00000			9	
Drive	_00000	CONTR	ACTS		
Firearms	_00000		00000	6	
Larceny	_00000		00000	5 0	
Stealth	_00000 .	MINES	00000	4 O	
Survival	_00000 -		00000	<b>3</b> O	
Weaponry	_00000 -		00000	<b>2</b> O	
Social			00000	<b>1</b> O	
(-2 Unskilled)	Son Son	FINANCE CONTRACTOR	00000	Blessing: Can spend one point of Glamour to gain the benefit of the 9 again rule on all dice pools involving	
Animal Ken	_00000		00000	Dexterity for the rest of the scene.  Can also spend one point of Glamour to add your	
Empathy	_00000			Wyrd dots to your Dodge total for the rest of the scene. This only applies when the character is dodging.	
Expression		PLED	•	Seeming Curse: Doesn't benefit from the 10 again rule on dice pools involving Presence.	
Intimidation				again rule on dice pools involving Presence.  Size:	
Persuasion	-			Defense:	
Socialize	<del></del>			Initiative Mod.: Speed:	
Streetwise				Armor:	
Subterfuge	_	ol of olding it		Experience:	
Attributes: 5/4/3 Skills 11/1/4 (+3 Spe Merits 7 (Buying the fifth dot in Attrib	utes, Skills or Merits	Choose 1 tree Skill Specialty costs two points) • Health = St	y in Athletics, Brawl or S amina + Size • Willpower	tealth; Record Blessing and Curse • Contracts 5 dots •  = Resolve + Composure • Size = 5 for adult human-sized •	

# Winter Court oak E

NAME:	CONCEPT:	KITH:
PLAYER:	VIRTUE:	MOTLEY:
CHRONICLE:	VICE:	ENTITLEMENT:
6	111 1	(c)
power Intelligence:	Attributes Strength: •0000	Presence: •0000
FINESSE Wits: •0000	Dexterity: •0000	Manipulation: •0000
RESISTANCE Resolve: 00000	Stamina:	Composure: •0000
(Chilla	Cithan	Traits ©
Skills		- W
MENTAL (-3 Unskilled)	MERITS	HEALTH
Academics00000	00000	000000000000000000
ComputerOOOOO		WILLPOWER
Crafts00000	00000	0000000000
Investigation 00000	00000	
Medicine 00000	00000	CLAMOUR
Occult 00000	00000	
Politics 00000	00000	WYRD
ScienceOOOOO	00000	•00000000
BOYSIG II	FLAWS	CLARITY
PHYSICAL (-1 Unskilled)	TA BILLAND	10 10 10 10 10 10 10
Athletics 00000		9
Brawl 00000		8
Drive 00000	CONTRACTS	7
Firearms OOOOO	00000	6O
LarcenyOOOOO	00000	5O
StealthOOOOO	00000	<b>4</b> o
SurvivalOOOOO	00000	3O
Weaponry 00000	00000	<b>2</b> O
Envis	00000	1O
SOCIAL (-1 Unskilled)	00000	Blessing: Can spend points of Glamour to improve
Animal KenOOOOO	00000	dice pools involving Strength, Brawl and Intimidate. Each point of Glamour spent adds one die to one dice pool.
Empathy00000	00000	Seeming Curse: Doesn't get the benefit of the 10 again rule on dice pools using Composure (with the excep-
ExpressionOOOOO	PLEDCES	tion of Perception rolls using Wits + Composure). Also suffers a -1 die penalty to Composure when using it as
IntimidationOOOOO		a Defense Trait (that is, when subtracting it from another character's dice pool).
PersuasionOOOOO		Size: Defense:
Socialize00000		Initiative Mod.:i
Streetwise00000		Speed:
SubterfugeOOOOO		Armor:Experience:
Attributes: 5/4/3 • Skills 11/7/4 (+3 Specialties) • Seemi	ng: Choose 1 free Skill Specialty in Athletics, Brawl or S	tealth; Record Blessing and Curse • Contracts 5 dots •
Defense = Lowest of Dexterity or Wits • Initiative Mod = De	xterity + Composure • Speed = Strength + Dexterity + 5 • Star	ting Clarity = 7 • Wyrd starts at 1 dot • Glamour starts at
Defense = Lowest of Dexterity or Wits • Initiative Mod = De	its costs two points) • Health = Stamina + Size • Willpower exterity + Composure • Speed = Strength + Dexterity + 5 • Star	ting Clarity = 7 • Wyrd starts at 1 dot • Glamour starts at

#### Winter Court Falls CONCEPT: KITH: NAME: PLAYER: VIRTUE: MOTLEY: CHRONICLE: VICE: ENTITLEMENT: Attributes Strength: 00000 0000 POWER Intelligence: 0000 FINESSE Wits: •0000 Dexterity: **•**0000 Manipulation: •0000 0000 00000 Composure: •0000 ESISTANCE Resolve: Stamina: Other Traits Skille MENTAL MERITS HEALTH (-3 Unskilled) 00000 00000000000000000 00000 Academics 00000 00000 Computer WILLPOWER 00000 Crafts 00000 0000000000 00000 Investigation 00000 00000 **CLAMOUR** 00000 Medicine 00000 Occult 00000 00000 \_\_\_\_\_ 00000 00000 Politics WYRD 00000 00000 Science $lackbox{0}$ FLAWS PHYSICAL CLARITY (-1 Unskilled) 00000 Athletics // 00000 Brawl 8 CONTRACTS Drive 00000 00000 00000 Firearms 6 O 00000 00000 Larceny O 00000 Stealth 00000 O 00000 00000 Survival O 00000 00000 Weaponry 0 00000 ()SOCIAL 00000 (-0 Unskilled) 00000 Blessing: Can spend Glamour to improve dice pools that include Presence, Manipulation and Per-Animal Ken\_ \_00000 00000 00000 suasion. Each point spent increases one dice pool by Empathy\_ PLEDCES Expression\_ \_00000 Seeming Curse: Suffer a -1 die penalty on dice pools to avoid losing Clarity. Intimidation\_ \_00000 Size: 00000 Persuasion\_ Defense: Initiative Mod.: 00000 Socialize Speed: Streetwise\_ \_00000 00000 Subterfuge Experience: 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 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Clarity = 7 • Wyrd starts at 1 dot • Glamour starts at

Brian Rogers (order #112051)

#### Winter Coart Elementa CONCEPT: KITH: NAME: PLAYER: VIRTUE: MOTLEY: CHRONICLE: VICE: ENTITLEMENT: Attributes 00000 0000 Strength: POWER Intelligence: FINESSE Wits: •0000 Dexterity: **•**0000 Manipulation: •0000 00000 0000 0000 Composure: ESISTANCE Resolve: Stamina: Other Traits MENTAL MERITS HEALTH (-3 Unskilled) 00000 00000000000000000 00000 Academics 0000000000000000 00000 00000 Computer WILLPOWER 00000 Crafts 00000 0000000000 00000 Investigation 00000 00000 **CLAMOUR** Medicine 00000 00000 Occult 00000 00000 \_\_\_\_\_ 00000 Politics 00000 WYRD 00000 00000 Science 0000000000 FLAWS PHYSICAL CLARITY (-1 Unskilled) 00000 Athletics 00000 CONTRACTS Drive 00000 00000 00000 Firearms O 00000 00000 Larceny O 00000 Stealth 00000 O 00000 00000 Survival O 00000 00000 Weaponry 0 00000 0 SOCIAL 00000 (-1 Unskilled) 00000 Blessing: Once per day, you can spend one point Animal Ken\_ \_00000 of Glamour to add your Wyrd rating to your Health 00000 dots for the rest of the scene. 00000 Empathy Seeming Curse: Doesn't get the benefit of the 10 again rule on any dice pools involving the Manipulation Attribute and the Skills Empathy, Expression, PLEDCES Expression\_ \_00000 Persuasion or Socialize. Intimidation\_ \_00000 \_00000 Persuasion\_ Defense: Initiative Mod.: 00000 Socialize Speed: Streetwise\_ \_00000 00000 Subterfuge Experience: 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 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Clarity = 7 • Wyrd starts at 1 dot • Glamour starts at

# Dinter Court parking

NAME:		ONCEPT:		KITH:	
PLAYER:	V	IRTUE:		MOTLEY:	
CHRONICLE:	V	ICE:		ENTITLEMENT:	1
(5		Attri	hatas	C	
Power Intelligence:	•0000	Strength:	•0000	Presence: •OOOO	マ
FINESSE Wits:	•0000	Dexterity:	•0000	Manipulation: ●0000	
RESISTANCE Resolve:	•0000	Stamina:	•0000	Composure: •OOOO	
Skills			Other	Traits	
MENTAL		MERI	TS	HEALTH	
(-3 Unskilled)			00000	000000000000000	О
Academics	_00000	V V	00000		
Computer_	_00000	0.00	00000	WILLPOWER	
Crafts_	000000		00000	$0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \$	
Investigation	_00000 _		00000	CLAMOUR	
Medicine Occult	_00000 _	3/1	00000		
Politics	00000		00000		3
	00000		00000	WYRD	
Science	_00000 _			•000000000	ı
PHYSICAI (-1 Unskilled)		FLAY	YS THE	CLARITY	VÍ
Athletics	_00000 -			10o	
Brawl	_00000 -	<del>-/-/</del>		90	1
Drive	_00000	CONTR	ACTS	8	
Firearms	00000	7	00000		
Larceny	_00000 _	1	00000	6O 5 O	
Stealth	_00000 _	Mary Mary	00000	<b>4</b> 0	1
Survival	_00000 =		00000	3 0	
Weaponry_	_00000 -		00000	2O	
SOCIAL			00000	10	
(-1 Unskilled) Animal Ken	00000 -		00000	Blessing: Can spend Glamour to increase of pools that include Wits, Subterfuge and Steam	alth
Empathy			00000	<ul> <li>each point of Glamour increases one dice poo one point. Also gains the benefit of the 9 again rule Stealth dice pools.</li> </ul>	
Expression		PLEDO	CES	Seeming Curse: Suffer a -1 die penalty to	
Intimidation				rolls to enact Contracts during daylight hours. The per ty increases to –2 dice if the sun is directly visible to y	
Persuasion				Size: Defense:	
Socialize				Initiative Mod.:	
Streetwise	_			Speed:	
Subterfuge	00000			Armor:Experience:	-
				tealth; Record Blessing and Curse • Contracts 5 dots	
	nitiative Mod = Dexterit		ngth + Dexterity + 5 • Start	= Resolve + Composure • Size = 5 for adult human-sized ting Clarity = 7 • Wyrd starts at 1 dot • Glamour starts	

# Dinter Court BEast

NAME:		CONCEPT:		KITH:	
PLAYER:	\	/IRTUE:	MOTLEY:		
CHRONICLE:	\	/ICE:	ENTITLEMENT:		
		Assi	La Fac		© C
POWER Intelligence:	•0000	Attri	•0000	Presence:	•0000
FINESSE Wits:	•0000	Dexterity:	●0000	Manipulation:	•0000
RESISTANCE Resolve:	•0000	Stamina:	•0000	Composure:	•0000
Skills			Other	Traits	©,
MENTAL	- IN A	MERI	TS	HEAL	TH
(-4 Unskilled)			00000	000000000	000000
Academics	_00000		00000	000000000	
Computer	00000	0.00	00000	WILLPO	WER
Crafts	00000		00000	000000	
Investigation	00000	3/13	00000		
Medicine 7	00000 _		00000	CLAMO	DUR
Occult	00000	V 4	00000		
Polítics	00000 _		00000		
Science	00000		00000	WYR	D
FAIL DEVISION		FLAY	ve Wille	•00000	0 0 0 0
PHYSICA (-1 Unskilled)		ILA		CLARI	TY
Athletics	00000 -			10	0
Brawl				9	0
Drive	00000	CONTR	ACTS	8	_0
Firearms	00000	5	00000	H7+1+	0
Larceny		1 45	00000	6	O
Stealth_	00000	in the mores	00000	5	0
Survival	00000	Almine Se	00000	4	0
Weaponry_	00000 -	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	00000	3	0
Early			00000	1	0
SOCIAL			00000	J	O
(-1 Unskilled)	00000 =	Way .	00000	Blessing: Gains the benefit using the Animal Ken Skill, and	receives a free Specia
Animal Ken			00000	for the one animal that most refle Can spend points of Gl	amour to add to di
Empathy		PLEDO	~FS	pools involving Presence and C of Glamour spent adds one die	Composure. Each poi
Expression		LEDU	لرساء	Seeming Curse: Doesn	ı't re-roll 10s when u
Intimidation				ing a dice pool involving Intelli Size:	gence.
Persuasion	<del>-</del>			Defense:	
Socialize				Initiative Mod.: Speed:	
Streetwise	_			Armor:	
Subterfuge	00000			Experience:	

# AUTURR Court Wizened

NAME:		CONCEPT:		KITH:	
PLAYER:	_	/IRTUE:		MOTLEY:	
CHRONICLE:		/ICE:		ENTITLEMENT:	
			1 1	<u>D</u>	©
POWER Intelligence	e; •0000	Attri Strength:	<i>butes</i> ●0000	Presence: •OO	- 4
FINESSE Wits:	•0000	Dexterity:	•0000	Manipulation:	00
RESISTANCE Resolve:	0000	Stamina:	•0000	Composure: •OO	00
Ski	ills		Other	Traits	©,
MEN	TAL A	MER	ITS	HEALTH	
(-3 Unsk	illed)	1 (1) 1 Then	00000	000000000000	0000
Academics	00000	TIE William	00000		
Computer	00000	6:70)	00000	WILLPOWER	₹
Crafts_	00000		00000	000000000	0 0
Investigation	00000 _	A MAS	00000		
Medicine	000000		00000	CLAMOUR	
Occult_	00000		00000		_
Politics	00000		00000		
Science	00000		00000	WYRD	
PHYSI	ICAL 18	FLAV	VS W	00000000	) ()
(-1 Unsk		<b>—</b>  /		CLARITY	244
Athletics	00000 -		1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	10	U
Athletics			1 O A HI	A CONTRACTOR	
Brawl	00000		James III	9	0
WE " 2/11/1/2 1 4 1	00000	Contr	841 VF00	9 8 7	0
Brawl	00000	Contr	00000		0
Brawl Drive	00000	CONTR	00000		0
Brawl		CONTR	00000 00000 00000	8 7 6	0.0
Brawl Drive Firearms Larceny Stealth Survival		CONTR	00000 00000 00000 00000	8 7 6 5	_
Brawl Drive Firearms Larceny Stealth		CONTR	00000 00000 00000 00000	8 7 6 5 4	0
Brawl Drive Firearms Larceny Stealth Survival		CONTR	00000 00000 00000 00000	8 7 6 5 4	0
Brawl Drive Firearms Larceny Stealth Survival Weaponry		CONTR	00000 00000 00000 00000 00000	8 7 6 5 4 3 2 1 Blessing: Can spend one point of Gla	O O O O o
Brawl Drive Firearms Larceny Stealth Survival Weaponry		CONTR	00000 00000 00000 00000	8 7 6 5 4 3 2 1 Blessing: Can spend one point of Glat the benefit of the 9 again rule on all dice poor Dexterity for the rest of the scene.	O O O O mour to gain
Brawl Drive Firearms Larceny Stealth Survival Weaponry  SOC (-2 Unsk			00000 _00000 _00000 _00000 _00000 _00000 _00000	8 7 6 5 4 3 2 1 Blessing: Can spend one point of Glat the benefit of the 9 again rule on all dice poor Dexterity for the rest of the scene. Can also spend one point of Glamour Wyrd dots to your Dodge total for the rest	O O O O O O O O O O O O O O O O O O O
Brawl Drive Firearms Larceny Stealth Survival Weaponry  SOC (-2 Unsk		CONTR	00000 00000 00000 00000 00000 00000 00000	8 7 6 5 4 3 2 1 Blessing: Can spend one point of Glarthe benefit of the 9 again rule on all dice por Dexterity for the rest of the scene. Can also spend one point of Glamou Wyrd dots to your Dodge total for the rest This only applies when the character is dod	O O O O mour to gain ols involving r to add your of the scene. ging.
Brawl Drive Firearms Larceny Stealth Survival Weaponry  SOC (-2 Unsk Animal Ken Empathy Expression Intimidation		PLED	00000 _00000 _00000 _00000 _00000 _00000 _00000	8 7 6 5 4 3 2 1 Blessing: Can spend one point of Glat the benefit of the 9 again rule on all dice pool Dexterity for the rest of the scene. Can also spend one point of Glamou Wyrd dots to your Dodge total for the rest This only applies when the character is dod Seeming Curse: Doesn't benefit again rule on dice pools involving Present.	O O O mour to gain ols involving r to add your of the scene. ging.
Brawl Drive Firearms Larceny Stealth Survival Weaponry	00000 00000 00000 00000 00000 00000 0000	PLEDO	00000 _00000 _00000 _00000 _00000 _00000 _00000	8 7 6 5 4 3 2 1 Blessing: Can spend one point of Glar the benefit of the 9 again rule on all dice poor Dexterity for the rest of the scene. Can also spend one point of Glamou Wyrd dots to your Dodge total for the rest This only applies when the character is dod Seeming Curse: Doesn't benefit again rule on dice pools involving Present Size: Defense:	O O O mour to gain ols involving r to add your of the scene. ging.
Brawl Drive Firearms Larceny Stealth Survival Weaponry  SOC (-2 Unsk Animal Ken Empathy Expression Intimidation		PLED	00000 00000 00000 00000 00000 00000 00000	8 7 6 5 4 3 2 1 Blessing: Can spend one point of Glat the benefit of the 9 again rule on all dice poor Dexterity for the rest of the scene. Can also spend one point of Glamour Wyrd dots to your Dodge total for the rest This only applies when the character is dod Seeming Curse: Doesn't benefit again rule on dice pools involving Present Size: Defense: Initiative Mod.:	O O O mour to gain ols involving r to add your of the scene. ging.
Brawl Drive Firearms Larceny Stealth Survival Weaponry  SOC (-2 Unsk Animal Ken Empathy Expression Intimidation Persuasion Socialize Streetwise		PLED	00000 _00000 _00000 _00000 _00000 _00000 _00000	8 7 6 5 4 3 2 1 Blessing: Can spend one point of Glar the benefit of the 9 again rule on all dice poor Dexterity for the rest of the scene. Can also spend one point of Glamou Wyrd dots to your Dodge total for the rest This only applies when the character is dod Seeming Curse: Doesn't benefit again rule on dice pools involving Present Size: Defense:	O O O mour to gain ols involving r to add your of the scene. ging.
Brawl Drive Firearms Larceny Stealth Survival Weaponry  SOC (-2 Unsk Animal Ken Empathy Expression Intimidation Persuasion Socialize Streetwise Subterfuge		PLED	00000 00000 00000 00000 00000 00000 00000	8 7 6 5 4 3 2 1 Blessing: Can spend one point of Glat the benefit of the 9 again rule on all dice pool Dexterity for the rest of the scene. Can also spend one point of Glamou Wyrd dots to your Dodge total for the rest This only applies when the character is dod Seeming Curse: Doesn't benefit again rule on dice pools involving Presen Size: Defense: Initiative Mod.: Speed:	O O O O O O O O O O O O O O O O O O O

# Authn Court oak E

NAME:		CONCEPT:		KITH:	
PLAYER:	\	/IRTUE:		MOTLEY:	
CHRONICLE:	\	/ICE:		ENTITLEMENT	:
(5		A1140	ihataa		© C
POWER Intelligence:	•0000	Strength:	<i>ibutes</i> •0000	Presence:	•0000
FINESSE Wits:	●0000	Dexterity:	•0000	Manipulation:	●0000
RESISTANCE Resolve:	•0000	Stamina:	•0000	Composure:	•0000
Skil	11°		Other	Traits	© C
MENT	AL A A	MER	RITS	HEAL	TH
(-3 Unskil		1 (P) Man	00000	000000000	
Academics	00000 7	LINE ME	00000		
Computer	00000	0 6:20	00000	WILLPO	WER
Crafts	00000	3XXXX	00000	000000	0000
Investigation	00000	(AVA)	00000		
Medicine	00000	W	00000	CLAMO	
Occult	00000	-11	00000		
Politics	00000	155	00000	WYR	4
Science	00000		00000	• 0 0 0 0 0	
5 /2010	7		1150	CLARI	1
PHYSIC (-1 Unskil		FLA	W > 413/1	OLARI 3 (10 )	Laborate
Athletics	00000 -		OF ANO	SA 9	
Brawl	00000		(0)	8	0.43
Drive	00000	CONTI	RACTS	7	404
Firearms	00000	-/-	00000	6	O
Larceny	00000		00000	5	O
Stealth_	00000 _	· Ancie	00000	4	O
Survival	00000 =		00000	3	O
Weaponry_	00000 -	( ) [ 5 3 B & S & S & S & S & S & S & S & S & S &	00000	2	O
			00000	1	O
Socia			00000	Blessing: Can spend point	s of Glamour to improve
(-1 Unskil			00000	dice pools involving Strength, Br point of Glamour spent adds one	awl and Intimidate. Each
Animal Ken			00000	Seeming Curse: Doesn't again rule on dice pools using Co	get the benefit of the 10
EmpathyExpression		PLET	CES	tion of Perception rolls using V suffers a -1 die penalty to Con	Vits + Composure). Also
Intimidation		, 220		a Defense Trait (that is, when sucharacter's dice pool).	
Persuasion				Size:	
Socialize	<del>-</del>			Defense: Initiative Mod.:	
-				Speed:	
Streetwise				Armor:	
Subterfuge		1 1 01.11 0 .	li i Aillii D. 1. c	Experience:	.C. 1 . 5 1 .
Merits 7 • (Buying the fifth dot i	n Attributes, Skills or Merits co	choose I tree Skill Special sts two points) • Health =	stamina + Size • Willpower	tealth; Record Blessing and Curse = Resolve + Composure • Size = 5	for adult human-sized •

#### Umn Court Fally NAME: CONCEPT: KITH: VIRTUE: MOTLEY: PLAYER: CHRONICLE: VICE: ENTITLEMENT: Attributes 00000 0000 Strength: 00000 POWER Intelligence: FINESSE Wits: •0000 Dexterity: **•**0000 Manipulation: •0000 •0000 0000 Composure: •0000 ESISTANCE Resolve: Stamina: Other Traits Skille MERITS MENTAL HEALTH (-3 Unskilled) 00000 00000000000000000 00000 Academics 0000000000000000 00000 00000 Computer WILLPOWER 00000 Crafts 00000 0000000000 00000 00000 Investigation 00000 **CLAMOUR** 00000 Medicine 00000 Occult 00000 00000 \_\_\_\_\_ 00000 00000 Politics WYRD 00000 00000 Science 0000000000 FLAWS PHYSICAL CLARITY (-1 Unskilled) 00000 Athletics 00000 Brawl 8 CONTRACTS Drive 00000 00000 00000 Firearms 6 O 00000 00000 Larceny O 00000 Stealth 00000 O 00000 00000 Survival 3 O 00000 00000 Weaponry O 00000 ()SOCIAL 00000 (-0 Unskilled) 00000 Blessing: Can spend Glamour to improve dice pools that include Presence, Manipulation and Per-00000 Animal Ken 00000 00000 suasion. Each point spent increases one dice pool by Empathy\_ PLEDCES Expression\_ \_00000 Seeming Curse: Suffer a -1 die penalty on dice pools to avoid losing Clarity. Intimidation\_ \_00000 Size: 00000 Persuasion\_ Defense: Initiative Mod.: 00000 Socialize Speed: Streetwise\_ 00000

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 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Clarity = 7 • Wyrd starts at 1 dot • Glamour starts at 1/2 maximum (determined by Wyrd).

Experience:

00000

Subterfuge

# Autung Court Etemental

NAME:	CONCE	'T:	KITH:
PLAYER:	VIRTUE:		MOTLEY:
CHRONICLE:	VICE:		ENTITLEMENT:
		Attributes	C
POWER Intelligence:	•0000 Strengt	h: •0000	Presence: •0000
Finesse Wits:	•OOOO Dexteri	ty: •0000	Manipulation:
RESISTANCE Resolve:	•0000 Stamin	a: •0000	Composure: •OOOO
Skills		Cithon	Traits
MENTAL		_	HEALTH
(-3 Unskilled)	19 (9) (A)	MERITS 00000	7 -
Academics	_00000	00000	$\begin{array}{c} 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 $
Computer_	00000	00000	WILLPOWER
Crafts Crafts	00000	00000	0000000000
Investigation	_00000	00000	
Medicine	_00000	00000	CLAMOUR
Occult	_00000	00000	
Politics	_00000	00000	00000000
Science	_00000	00000	WYRD
PHYSICAL		FLAWS	•000000000
(-1 Unskilled)			CLARITY 10
Athletics	_00000/	COAN	WY 9
Brawl	_00000	A LONG LONG	8 48 40 40 40
Drive	_	ONTRACTS	7
Firearms	_00000	00000	<b>6</b> O
Larceny	_00000	00000	5O
Stealth	_00000	00000	4O
Weaponry	_00000	00000	3
weaponry		00000	20
SOCIAL (-1 Unskilled)		00000	<b>1</b> O
(-1 Unskilled) Animal Ken		00000	Blessing: Once per day, you can spend one point of Glamour to add your Wyrd rating to your Health
Empathy_	_00000	00000	dots for the rest of the scene.  Seeming Curse: Doesn't get the benefit of the
Expression		PLEDCES	Doesn't get the benefit of the 10 again rule on any dice pools involving the Manipulation Attribute and the Skills Empathy, Expression,
Intimidation	_00000	-	Persuasion or Socialize.
Persuasion			Size: Defense:
Socialize	_00000		Initiative Mod.:
Streetwise	_00000		Speed: Armor:
Subterfuge	_00000		Experience:
			Stealth; Record Blessing and Curse • Contracts 5 dots • = Resolve + Composure • Size = 5 for adult human-sized •
Defense = Lowest of Dexterity or Wits • Ini	tiative Mod = Dexterity + Composure	• Speed = Strength + Dexterity + 5 • Star	ting Clarity = 7 • Wyrd starts at 1 dot • Glamour starts at

# Autung Court Parklys

NAME:	CONCEPT:		KITH:
PLAYER:	VIRTUE:		MOTLEY:
CHRONICLE:	VICE:		ENTITLEMENT:
	Attr	ributes	<u>e</u>
POWER Intelligence:	OO Strength:	•0000	Presence: •0000
FINESSE Wits:	OO Dexterity:	•0000	Manipulation: •OOOO
RESISTANCE Resolve:	OO Stamina:	•0000	Composure: •OOOO
Skills		Other	Traits
MENTAL	A MEI	RITS	HEALTH
(-3 Unskilled)	1 (1) (1) N/2	00000	0000000000000000
AcademicsOOOO		00000	
ComputerOOO		00000	WILLPOWER
Crafts 0000	7 000	00000	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
Investigation OOOC  Medicine OOOC		00000	CLAMOUR
0000 Occult0000	-	00000	
Politics 0000		00000	000000000
Science 0000		00000	WYRD
C VEIN		100	•000000000
PHYSICAL (-1 Unskilled)	FLA	W3 473/A	CLARITY
Athletics		98/110	10
Brawl0000	00	The same	90
Drive0000	CONT	RACTS	8
FirearmsOOO	00	00000	6
LarcenyOOO	00	00000	6O 5 O
StealthOOO	90 346	00000	4 0
SurvivalOOO		00000	3o
WeaponryOOO	00	00000	<b>2</b> o
SOCIAL		00000	<b>1</b> o
(-1 Unskilled)		00000	Blessing: Can spend Glamour to increase dice pools that include Wits, Subterfuge and Stealth
Animal KenOOO		00000	— each point of Glamour increases one dice pool by one point. Also gains the benefit of the 9 again rule on
EmpathyOOO(		DCES	Stealth dice pools.  Seeming Curse: Suffer a -1 die penalty to all
ExpressionOOOC		V C L J	rolls to enact Contracts during daylight hours. The penalty increases to -2 dice if the sun is directly visible to you.
PersuasionOOO			Size:
Socialize 0000			Defense: Initiative Mod.:
StreetwiseOOO			Speed:
SubterfugeOOO(			Armor:Experience:
Attributes: 5/4/3 • Skills 11/7/4 (+3 Specialties) • S.			_
• M 9.7 (D ) al (61 1 ) 3 and a club			tealth; Record Blessing and Curse • Contracts 5 dots • = Resolve + Composure • Size = 5 for adult human-sized •

# Autung Court Beast

NAME:	CONCEPT:		KITH:	
PLAYER:	VIRTUE:		MOTLEY:	
CHRONICLE:	VICE:		ENTITLEMENT:	
Cincol viole.			ENTITEE AERY	
7 11.	Attri	butes	/ d h h / / / d d d d d	وا
Power Intelligence:	OOOO Strength:	●0000		0000
Finesse Wits:	•OOOO Dexterity:	•0000		0000
RESISTANCE Resolve:	0000 Stamina:	•0000	Composure:	0000
Skille		Other	Traits	C)
MENTAL	MERI	ITS	HEALTH	1
(-4 Unskilled)	19 (1) (1) (1) (1) (1)	00000	00000000000	00000
ONTO	00000	00000		
	00000	00000	WILLPOW	ER
	00000	00000	0000000	
S	00000	00000		
	00000	00000	CLAMOU	
4721	00000	00000		4
	00000	00000	WYRD	
Science	00000	00000	•000000	0.00
PHYSICAL	FLAY	VS W	7	No.
(-1 Unskilled)		- AFF	CLARITY 10	WALL !
Athletics	00000	Co Alle	STA 9	
6177745	00000	some !!	8	
1 002 1 125	00000 CONTR	867 NEO	A TOWN	0
47/22	00000	00000	6	O
-00E0 15:15:15:1	00000	00000	5	O
	00000	00000	4	O
25 5 7 5 7 5 3 8	00000	00000	3	o
Weaponry	00000	00000	2	O
SOCIAL		00000	1	O
(-1 Unskilled)		00000	Blessing: Gains the benefit of the using the Animal Ken Skill, and recei	
	00000	00000	for the one animal that most reflects to Can spend points of Glamor	he Beast's seeming.
1 /	00000		pools involving Presence and Comp of Glamour spent adds one die to on	osure. Each point
-	00000 PLEDO		Seeming Curse: Doesn't re-	-roll 10s when us-
	00000		ing a dice pool involving Intelligenc	e.
			Defense:	
			Initiative Mod.: Speed:	
			Armor:	
	00000	A . 1 m . 1 . 1	Experience:	
Contracts 5 dots • Merits 7 • (Buying the fifth of	ies) • Seeming: Choose 1 free Skill Specialty i lotin Attributes, Skills or Merits costs two points) • He	ealth=Stamina+Size • Will	power=Resolve+Composure • Size=5 for a	dulthuman-sized •
	tive Mod = Dexterity + Composure • Speed = Stre			

#### NAME: CONCEPT: KITH: VIRTUE: PLAYER: MOTLEY: CHRONICLE: VICE: ENTITLEMENT: Attributes 00000 0000 Strength: POWER Intelligence: 0000 FINESSE Wits: •0000 Dexterity: **•**0000 Manipulation: •0000 0000 0000 Composure: •0000 ESISTANCE Resolve: Stamina: **Other** Traits Skille MERITS MENTAL HEALTH (-3 Unskilled) 00000 00000000000000000 00000 Academics 0000000000000000 00000 00000 Computer WILLPOWER 00000 00000 Crafts 0000000000 00000 Investigation 00000 00000 **C**LAMOUR Medicine 00000 00000 Occult 00000 00000 \_\_\_\_\_ 00000 Politics 00000 WYRD 00000 Science 00000 $\bullet$ 0 0 0 0 0 0 0 0 0 FLAWS PHYSICAL CLARITY (-1 Unskilled) Athletics 00000 00000 CONTRACTS Drive 00000 00000 00000 Firearms O 00000 Larceny 00000 O 00000 Stealth 00000 O 00000 00000 Survival O 00000 00000 Weaponry 0 00000 0 SOCIAL 00000 (-2 Unskilled) Blessing: Can spend one point of Glamour to gain 00000 the benefit of the 9 again rule on all dice pools involving 00000 Animal Ken\_ Dexterity for the rest of the scene. 00000 Can also spend one point of Glamour to add your Wyrd dots to your Dodge total for the rest of the scene. This only applies when the character is dodging. 00000 Empathy\_ PLEDCES Expression\_ \_00000 Seeming Curse: Doesn't benefit from the 10 again rule on dice pools involving Presence. Intimidation\_ \_00000 Size: 00000 Persuasion\_ Defense: Initiative Mod.: 00000 Socialize Speed: Streetwise\_ \_00000 Armor: 00000 Subterfuge Experience: 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 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Clarity = 7 • Wyrd starts at 1 dot • Glamour starts at

# NAME: CONCEPT: KITH: PLAYER: VIRTUE: MOTLEY: CHRONICLE: VICE: ENTITLEMENT:

PLAYER:	<b>\</b>	IRTUE:	MOTLEY:	
CHRONICLE:	<b>\</b>	ICE:		ENTITLEMENT:
		Attri	hutaa	©,
POWER Intelligence:	0000	Strength:	•0000	Presence: •0000
Finesse Wits:	•0000	Dexterity:	•0000	Manipulation: •OOOO
RESISTANCE Resolve:	•0000	Stamina:	•0000	Composure: •OOOO
Skills			Other	Traits
MENTAL	1	MER	ITS	HEALTH
(-3 Unskilled)	55	a de de	00000	000000000000000000000000000000000000000
Academics	_00000		00000	000000000000000000000000000000000000000
Computer	00000		00000	WILLPOWER
Crafts	_00000		00000	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
Investigation	00000		00000	
Medicine	_00000	7	00000	CLAMOUR
Occult_	_00000	-11	00000	
Politics	00000_	199	00000	
Science	00000		00000	WYRD • 0 0 0 0 0 0 0 0
1 SE 7 1/1 S				•00000000
PHYSICA		FLAV	VS DIVE	CLARITY
(-1 Unskilled)			- P. 12//	100
Athletics	00000		113	9
Brawl	00000 _		N PS COLE	80
Drive	00000	CONTR	ACTS	7
Firearms	_00000 _		00000	<b>6</b> O
Larceny	00000		00000	<b>5</b> O
Stealth_	00000 _		00000	<b>4</b> O
Survival_	00000 _	(3) 2 (A)	00000	<b>3</b> O
Weaponry	00000 -		00000	<b>2</b> O
3		MA CONTRACTOR	00000	<b>1</b> O
SOCIAL	COSTA	STON.	00000	Blessing: Can spend points of Glamour to improv
(-1 Unskilled)	-		00000	dice pools involving Strength, Brawl and Intimidate. Eac point of Glamour spent adds one die to one dice pool.
Animal Ken			00000	Seeming Curse: Doesn't get the benefit of the 1
Empathy		10: 55		again rule on dice pools using Composure (with the excertion of Perception rolls using Wits + Composure). Als
Expression		PLED	JES	suffers a -1 die penalty to Composure when using it a a Defense Trait (that is, when subtracting it from anothe
Intimidation				character's dice pool).  Size:
Persuasion	00000			Defense:
Socialize	00000			Initiative Mod.:
Streetwise	00000 -			Speed:
Subterfuge	00000			Armor:Experience:
				tealth; Record Blessing and Curse • Contracts 5 dots • = Resolve + Composure • Size = 5 for adult human-sized •

Attributes: 3/4/3\*Skills 11/1/4 (+3 Specialties) \* Seeming: Choose 1 free Skill Specialty in Athletics, Brawl or Stealth; Record Blessing and Curse \* Contracts 5 dots \* Merits 7 \* (Buying the fifth dot in Attributes, Skills or Merits costs two points) \* Health = Stamina + Size \* Willpower = Resolve + Composure \* Size = 5 for adult human-sized \* Defense = Lowest of Dexterity or Wits \* Initiative Mod = Dexterity + Composure \* Speed = Strength + Dexterity + 5 \* Starting Clarity = 7 \* Wyrd starts at 1 dot \* Glamour starts at 1/2 maximum (determined by Wyrd).

#### KITH: CONCEPT: NAME: PLAYER: VIRTUE: MOTLEY: CHRONICLE: VICE: ENTITLEMENT: Attributes Strength: 00000 0000 00000 POWER Intelligence: FINESSE Wits: •0000 Dexterity: **•**0000 Manipulation: •0000 0000 0000 Composure: •0000 ESISTANCE Resolve: Stamina: Other Traits Skille MERITS MENTAL HEALTH (-3 Unskilled) 00000 00000000000000000 00000 Academics 0000000000000000 00000 00000 Computer WILLPOWER 00000 00000 Crafts 0000000000 00000 Investigation 00000 00000 **CLAMOUR** 00000 Medicine 00000 Occult 00000 00000 \_\_\_\_\_ 00000 Politics 00000 WYRD 00000 00000 Science $\bullet$ 0 0 0 0 0 0 0 0 0 FLAWS PHYSICAL CLARITY (-1 Unskilled) 00000 Athletics 00000 CONTRACTS 00000 Drive 00000 00000 Firearms 6 O 00000 Larceny 00000 O 00000 Stealth 00000 O 00000 00000 Survival O 00000 00000 Weaponry O 00000 ()SOCIAL 00000 (-0 Unskilled) 00000 Blessing: Can spend Glamour to improve dice pools that include Presence, Manipulation and Per-00000 Animal Ken\_ 00000 00000 suasion. Each point spent increases one dice pool by Empathy\_ PLEDCES Expression\_ 00000Seeming Curse: Suffer a -1 die penalty on dice pools to avoid losing Clarity. Intimidation\_ \_00000 Size: 00000 Persuasion\_ Defense: Initiative Mod.: Socialize 00000 Speed: Streetwise\_ \_00000 00000 Subterfuge Experience: 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 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Clarity = 7 • Wyrd starts at 1 dot • Glamour starts at

#### Our Elementa CONCEPT: KITH: NAME: PLAYER: VIRTUE: MOTLEY: CHRONICLE: VICE: ENTITLEMENT: Attributes Strength: 00000 0000 POWER Intelligence: FINESSE Wits: •0000 Dexterity: **•**0000 Manipulation: •0000 0000 0000 Composure: •0000 ESISTANCE Resolve: Stamina: **Other** Traits Skille MERITS MENTAL HEALTH (-3 Unskilled) 00000 00000000000000000 00000 Academics 0000000000000000 00000 00000 Computer WILLPOWER 00000 00000 Crafts 0000000000 00000 Investigation 00000 00000 **CLAMOUR** Medicine 00000 00000 Occult 00000 00000 \_\_\_\_\_ 00000 Politics 00000 WYRD 00000 00000 Science $\bullet$ 0 0 0 0 0 0 0 0 0 FLAWS PHYSICAL CLARITY (-1 Unskilled) Athletics 00000 00000 CONTRACTS Drive 00000 00000 00000 Firearms O 00000 00000 Larceny O 00000 Stealth 00000 O 00000 00000 Survival O 00000 00000 Weaponry O 00000 0 SOCIAL 00000 (-1 Unskilled) 00000 Blessing: Once per day, you can spend one point 00000 of Glamour to add your Wyrd rating to your Health Animal Ken\_ 00000 dots for the rest of the scene. 00000 Empathy\_ Seeming Curse: Doesn't get the benefit of the 10 again rule on any dice pools involving the Manipulation Attribute and the Skills Empathy, Expression, PLEDCES Expression\_ \_00000 Persuasion or Socialize. Intimidation\_ \_00000 Size: 00000 Persuasion\_ Defense: Initiative Mod.: 00000 Socialize Speed: Streetwise\_ \_00000 00000 Subterfuge Experience: 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 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Clarity = 7 • Wyrd starts at 1 dot • Glamour starts at

Brian Rogers (order #1120519)

# Summer Court PARKLING

NAME:	CONCER	'T:	KITH:	
PLAYER:	VIRTUE:		MOTLEY:	
CHRONICLE:	VICE:		ENTITLEM	ENT:
		Attributes		©;
Power Intelligence:	0000 Strengt		Presence:	•0000
Finesse Wits:	OOOO Dexteri	ty: •0000	Manipulatio	on: •0000
RESISTANCE Resolve:	0000 Stamin	a: •0000	Composure:	•0000
Chillo		C46	er Traits	(C)
Skills		•		- 3
MENTAL (-3 Unskilled)	1 382 1	MERITS		EALTH
	00000	000		000000000
	00000	000		LPOWER
	00000	000		000000
Investigation	00000	000	7	
Medicine(	00000	000	2	AMOUR
OccultC	00000	000	00 000	000000
PoliticsC	00000	000	00 000	000000
ScienceC	00000	000	00	/YRD
PHYSICAL		FLAWS 1	•000	000000
(-1 Unskilled)			CL CL	ARITY
Athletics(	00000		10	0
Brawl(	00000		9	0
Drive(	00000 C	ONTRACTS	8	0
Firearms(	00000	000	00 6	0
Larceny(	00000	000	00 5	0
Stealth_	00000	000	4	0
Survival	00000	000	3	
Weaponry	00000	000	2	O
SOCIAL		000	l	O
(-1 Unskilled)	APP A SYLA	000	OO Blessing: Can sp	end Glamour to increase dice
Animal Ken(	00000	000	— each point of Glan	Vits, Subterfuge and Stealth nour increases one dice pool by
EmpathyC	00000		one point. Also gains t Stealth dice pools.	he benefit of the 9 again rule on
Expression(	00000	PLEDCES	rolls to enact Contracts	e: Suffer a -1 die penalty to all during daylight hours. The penal-
Intimidation(	00000 ———			the sun is directly visible to you.
	00000		Defense:	_
	00000		g 1	:
	00000		_	
	00000	1.11 - 1	Experience:	
Attributes: 5/4/3 • Skills 11/7/4 (+3 Specialting Merits 7 • (Buying the fifth dot in Attributes,	Skills or Merits costs two points) •	Health = Stamina + Size • Wi	llpower = Resolve + Composure •	Size = 5 for adult human-sized •
Defense = Lowest of Dexterity or Wits • Initiat 1/2 maximum (determined by Wyrd).	ive Mod = Dexterity + Composure			78

# Summer Court BEast

NAME:	CONCEPT:		KITH:
PLAYER:	VIRTUE:		MOTLEY:
CHRONICLE:	VICE:		ENTITLEMENT:
		1 1	© C
	Attri		Z. A V A . Z. V V V I . V . V Z. V
Power Intelligence: •0000	Strength:	●0000	Presence: •0000
FINESSE Wits: •OOOC	Dexterity:	•0000	Manipulation: ●OOOO
RESISTANCE Resolve:	Stamina:	•0000	Composure: •OOOO
Skille		Other	Traits
MENTAL	MERI	_	HEALTH
(-4 Unskilled)		_ 00000	000000000000000000000000000000000000000
AcademicsOOOOO		00000	
ComputerOOOOO		00000	WILLPOWER
Crafts00000		00000	0000000000
InvestigationOOOOO		00000	
MedicineOOOOO	19	00000	CLAMOUR
OccultOOOOO		00000	00000000
PoliticsOOOOO		00000	
ScienceOOOOO		00000	WYRD
PHYSICAL	FLAM	J 3 1 1 1 2 3 1	•000000000
(-1 Unskilled)		15 13	CLARITY
Athletics OOOOC			100
Brawl00000		The state of the s	9
Drive00000	CONTR	ACTS	8 0
FirearmsOOOOC		00000	
LarcenyOOOOC		00000	5 O
StealthOOOOC		00000	4 O
SurvivalOOOOO		00000	3 0
WeaponryOOOOO		00000	<b>2</b> O
SOCIAL		00000	10
(-1 Unskilled)	V Sav	00000	Blessing: Gains the benefit of the 8 again rule wh
Animal KenOOOOO		00000	using the Animal Ken Skill, and receives a free Specia for the one animal that most reflects the Beast's seemi
EmpathyOOOOO		00000	Can spend points of Glamour to add to d pools involving Presence and Composure. Each po
ExpressionOOOOO	PLEDO	CES	of Glamour spent adds one die to one dice pool.
IntimidationOOOOO			Seeming Curse: Doesn't re-roll 10s when a ing a dice pool involving Intelligence.
PersuasionOOOOO	1		Size: Defense:
Socialize00000			Initiative Mod.:
StreetwiseOOOOO	<b>'</b>		Speed:
SubterfugeOOOOO			Armor:Experience:
Attributes: 5/4/3 • Skills 11/7/4 (+3 Specialties) • Seemi	ng: Choose 1 free Skill Specialty in	n Animal Ken and either	Athletics, Brawl or Stealth; Record Blessing and Curse power=Resolve+Composure • Size=5 for adulthuman-sized
Defense = Lowest of Dexterity or Wits • Initiative Mod = I	Dexterity + Composure • Speed = Stre	ngth + Dexterity + 5 • Star	ting Clarity = 7 • Wyrd starts at 1 dot • Glamour starts

MP .				TW:	J \ 1J \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \
NAME:		ONCEPT:		KITH:	
PLAYER:		IRTUE:		MOTLEY:	
CHRONICLE:		ICE:		ENTITLEMEN	
S	10.00	Attr	ibutes		© j
POWER Intelligence:	•0000	Strength:	●0000	Presence:	•0000
FINESSE Wits:	•0000	Dexterity:	•0000	Manipulation:	•0000
RESISTANCE Resolve:	•0000	Stamina:	•0000	Composure:	•0000
Skii	115°		Other	Traits	©,
MENT		MER	RITS	HEA	LTH
(-3 Unskil	1 10 000	20071	00000	000000000	
Academics	00000		00000		
Computer Crafts	00000		00000	WILLPO	
Investigation	00000	40.0	00000	00000	
Medicine Medicine	00000	7	00000	CLAM	OUR
Occult	00000		00000	00000	
Politics	00000		00000	00000	
Science	00000	7	00000	A WY	RD
				•00000	00000
PHYSI (-1 Unskil		FLA	WS	CLAR	ATY
Athletics	00000			10	0
Brawl	00000		ALL RE	9	0
Drive	00000	CONTR	RACTS	8	0
Firearms	00000		00000	6	0
Larceny	00000		00000	5	0
Stealth	00000		00000	4	0
Survival	00000 -	10 3 20	00000	3	
Weaponry	00000 -	333	00000	2	O
Soci	AL STATE		00000	1	O
(-2 Unskil	ACCE ASSOCIATION		00000	Blessing: Can spend one the benefit of the 9 again rule	
Animal Ken	00000		00000	Dexterity for the rest of the so	
Empathy		-		Wyrd dots to your Dodge tota This only applies when the ch	I for the rest of the scene.
Expression		PLED	CES	Seeming Curse: Do	esn't benefit from the 10
Intimidation				again rule on dice pools invo	olving Presence.
Persuasion	_			Defense:	
Socialize				Initiative Mod.:	
Streetwise				Speed: Armor:	
Subterfuge	00000 _			Experience:	

Brian Rogers (order #112051)

DRING COURS CONCEPT: NAMÉ: KITH: PLAYER: VIRTUE: MOTLEY: CHRONICLE: VICE: ENTITLEMENT: Attributes 00000 0000 00000 POWER Intelligence: Strength: FINESSE Wits: •0000 Dexterity: **•**0000 •0000 Manipulation: •0000 0000 Composure: •0000 ESISTANCE Resolve: Stamina: Other Traits Skille MENTAL MERITS HEALTH (-3 Unskilled) 00000 00000000000000000 00000 Academics 0000000000000000 00000 00000 Computer WILLPOWER 00000 0000000000 Crafts 00000 00000 Investigation 00000 00000 **C**LAMOUR Medicine 00000 00000 Occult 00000 00000 \_\_\_\_\_ 00000 Politics 00000 WYRD 00000 00000 Science  $\bullet$  0 0 0 0 0 0 0 0 0 CLARITY FLAWS PHYSICAL (-1 Unskilled) 10 Athletics 00000 8 00000 Brawl CONTRACTS Drive 00000 6 0 00000 00000 Firearms 00000 O 00000 Larceny O 00000 Stealth 00000 O 00000 00000 Survival O 00000 00000 Weaponry O 00000 SOCIAL 00000 Blessing: Can spend points of Glamour to improve dice pools involving Strength, Brawl and Intimidate. Each point of Glamour spent adds one die to one dice pool. (-1 Unskilled) 00000 \_00000 Animal Ken 00000 Seeming Curse: Doesn't get the benefit of the 10 again rule on dice pools using Composure (with the exception of Perception rolls using Wits + Composure). Also suffers a -1 die penalty to Composure when using it as 00000 Empathy\_ PLEDCES Expression\_ \_00000 a Defense Trait (that is, when subtracting it from another character's dice pool). Intimidation\_ \_00000 Size: 00000 Persuasion\_ Defense: 00000 Initiative Mod.: Socialize Speed: Streetwise\_ 00000 Armor: 00000 Subterfuge Experience: 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 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Clarity = 7 • Wyrd starts at 1 dot • Glamour starts at

NAME   CONCEPT   KITH     PLAYER   VIRTUE   MOTLEY     ENTITLEMENT     Attributor   Month     Format building mency   Moth     For	SPRIT	RECORD AND AND AND ADDRESS OF THE PERSON ADDRESS OF THE PERSON AND ADDRESS OF THE PERSON ADDRESS OF THE PERSON AND ADDRESS OF THE PERSON ADDRESS		Description of the same of	1 44 4	A CUL
PLAYER:	MP			•	-	
CHRONICLE;   VICE;   ENTITLEMENT;						
Attributes   0000   Strength:   0000   Presence:   0000   Presence:		·				:
POWER Intelligencey	(5			.1 1		
Description	POWER Intellisence:	•0000			Presence:	1
Skills	171 -1		, 1/1 4 1/1			
Skills	RESISTANCE Resolve:	0000	Stamina:	•0000	Composure:	•0000
MENTAL						
Academics	•		MER		O	TH
Academics		5-09				200
Computer	Academics	00000	2693/11-4			199
Crafts	Computer	_00000		6 Lan	WILLPO	WER
Investigation	Crafts	00000				
Oceals	Investigation	00000 _		00000		
Politics	Medicine	00000 _		00000	CLAM	OUR
Science	Occult	00000		00000		VIII
PHYSICAL   FLAWS   CLARITY	Politics	00000 _		00000		The state of the s
CLARITY	Science	00000 _		00000	)	1988
CLARITY   CLAR	PHYSICA		FLA	ws & Mark	<b>7</b>	
Search   O0000   O00				- Zelko	Z 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	TY
Drive	Athletics	_00000 -				_O
Drive	Brawl	00000	A The same of the	ATT PS		
Careeny	Drive	_00000	CONTR	ACTS	8	0
Stealth	Firearms	00000 _		00000	6	0
Streight	Larceny	00000		00000	5	0
Survival	Stealth	00000 _		00000		
SOCIAL	Survival	00000 _				-
COOOOO	Weaponry	00000 -	1331	<del></del>		370
Counsilled   Cou	SOCIAL				1	1/16
Animal KenO0000  EmpathyO0000  PLEDCES  Blessing: Can spend Glamour to improve dice pools that include Presence, Manipulation and Persuasion. Each point spent increases one dice pool by one point.  Seeming Curse: Suffer a -1 die penalty on dice pools to avoid losing Clarity.  Size:  PersuasionO0000  PersuasionO0000  SocializeO0000  StreetwiseO0000  Armor:						No.
EmpathyO0000  ExpressionO0000  PLEDCES  Seeming Curse: Suffer a -1 die penalty on dice pool by one point.  Seeming Curse: Suffer a -1 die penalty on dice pools to avoid losing Clarity.  Size:	Animal Ken	00000 -			Blessing: Can spend Gla	mour to improve dice
Defense:   O0000   PLEDCES   Seeming Curse: Suffer a -1 die penalty on dice pools to avoid losing Clarity.   Size:   Defense:   Initiative Mod.:   Speed:   Armor:				00000	suasion. Each point spent inc	
Intimidation	Expression	00000	PLED	CES		er a =1 die penalty on
Size:     Defense:					dice pools to avoid losing Clari	ty.
Socialize					Size:	10
StreetwiseOOOOOSpeed:Armor:					Initiative Mod.:	
Armor:					Speed:	
Substitutes I typerience	Subterfuge				Armor: Experience:	17.0

COURTElementa CONCEPT: KITH: NAME: PLAYER: VIRTUE: MOTLEY: CHRONICLE: VICE: ENTITLEMENT: Attributes 00000 0000 00000 POWER Intelligence: Strength: FINESSE Wits: •0000 Dexterity: **•**0000 •0000 Manipulation: •0000 0000 00000 Composure: ESISTANCE Resolve: Stamina: **Other** Traits Skille MENTAL MERITS HEALTH (-3 Unskilled) 00000 00000000000000000 00000 Academics 0000000000000000 00000 00000 Computer WILLPOWER 00000 Crafts 00000 0000000000 00000 Investigation 00000 00000 **CLAMOUR** Medicine 00000 00000 Occult 00000 00000 \_\_\_\_\_ 00000 Politics 00000 WYRD 00000 00000 Science  $\bullet$  0 0 0 0 0 0 0 0 0 FLAWS PHYSICAL CLARITY (-1 Unskilled) Athletics 00000 00000 Brawl CONTRACTS Drive 00000 00000 00000 Firearms O 00000 00000 Larceny O 00000 Stealth 00000 O 00000 00000 Survival O 00000 00000 Weaponry O 00000  $\mathbf{O}$ SOCIAL 00000 (-1 Unskilled) 00000 Blessing: Once per day, you can spend one point of Glamour to add your Wyrd rating to your Health Animal Ken 0000000000 dots for the rest of the scene. 00000 Empathy\_ Seeming Curse: Doesn't get the benefit of the 10 again rule on any dice pools involving the Manipulation Attribute and the Skills Empathy, Expression, PLEDCES Expression\_ 00000 Persuasion or Socialize. Intimidation\_ \_00000 00000 Persuasion\_ Defense: Initiative Mod.: 00000 Socialize Speed: Streetwise\_ 00000 00000 Subterfuge Experience: 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 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Clarity = 7 • Wyrd starts at 1 dot • Glamour starts at

Brian Rogers (order #1120519)

#### NAME: CONCEPT: KITH: PLAYER: VIRTUE: MOTLEY: CHRONICLE: VICE: ENTITLEMENT: Attributes 00000 0000 00000 POWER Intelligence: Strength: FINESSE Wits: •0000 Dexterity: **•**0000 •0000 Manipulation: •0000 0000 00000 Composure: ESISTANCE Resolve: Stamina: Other Traits Skille MENTAL MERITS HEALTH (-3 Unskilled) 00000 00000000000000000 00000 Academics 0000000000000000 00000 00000 Computer WILLPOWER 00000 Crafts 00000 0000000000 00000 Investigation 00000 00000 **C**LAMOUR Medicine 00000 00000 Occult 00000 00000 \_\_\_\_\_ 00000 Politics 00000 WYRD 00000 00000 Science $\bullet$ 0 0 0 0 0 0 0 0 0 PHYSICAL FLAWS CLARITY (-1 Unskilled) Athletics 00000 00000 Brawl 8 CONTRACTS Drive 00000 00000 00000 Firearms 6 O 00000 00000 Larceny O 00000 Stealth 00000 O 00000 00000 Survival O 00000 00000 Weaponry 0 00000 0 SOCIAL 00000 (-1 Unskilled) Blessing: Can spend Glamour to increase dice pools that include Wits, Subterfuge and Stealth — each point of Glamour increases one dice pool by 00000 \_00000 Animal Ken 00000 one point. Also gains the benefit of the 9 again rule on 00000 Empathy\_ Stealth dice pools. Seeming Curse: Suffer a -1 die penalty to all rolls to enact Contracts during daylight hours. The penalty increases to -2 dice if the sun is directly visible to you. PLEDCES Expression\_ \_00000 Intimidation\_ \_00000 Size: \_00000 Persuasion\_ Defense: Initiative Mod.: 00000 Socialize Streetwise\_ \_00000 Armor: 00000 Subterfuge Experience: 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 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Clarity = 7 • Wyrd starts at 1 dot • Glamour starts at

DRIDG COURTEE NAME: CONCEPT: KITH: PLAYER: VIRTUE: MOTLEY: CHRONICLE: VICE: ENTITLEMENT: Attributes 00000 0000 POWER Intelligence: Strength: 0000 FINESSE Wits: •0000 Dexterity: **•**0000 •0000 Manipulation: •0000 0000 0000 Composure: ESISTANCE Resolve: Stamina: Traits **Other** Skille MENTAL MERITS HEALTH (-4 Unskilled) 00000 00000000000000000 00000 Academics 0000000000000000 00000 00000 Computer WILLPOWER 00000 Crafts 00000 0000000000 00000 Investigation 00000 00000 **CLAMOUR** Medicine 00000 00000 Occult 00000 00000 \_\_\_\_\_ 00000 Politics 00000 WYRD 00000 00000 Science  $\bullet$  0 0 0 0 0 0 0 0 0 FLAWS PHYSICAL CLARITY (-1 Unskilled) Athletics 00000 00000 Brawl 8 CONTRACTS Drive 00000 00000 00000 Firearms 6 O 00000 00000 Larceny O 00000 Stealth 00000 O 00000 00000 Survival O 00000 00000 Weaponry 0 00000 0 SOCIAL 00000 (-1 Unskilled) Blessing: Gains the benefit of the 8 again rule when 00000 using the Animal Ken Skill, and receives a free Specialty 00000 Animal Ken for the one animal that most reflects the Beast's seeming. 00000 Can spend points of Glamour to add to dice pools involving Presence and Composure. Each point of Glamour spent adds one die to one dice pool. 00000 Empathy\_ PLEDCES Expression\_ \_00000 Seeming Curse: Doesn't re-roll 10s when using a dice pool involving Intelligence. Intimidation\_ \_00000 Size: \_00000 Persuasion\_ Defense:\_ 00000 Socialize Initiative Mod.: Speed: Streetwise\_ \_00000 Armor: 00000 Subterfuge Experience: Attributes: 5/4/3 • Skills 11/7/4 (+3 Specialties) • Seeming: Choose 1 free Skill Specialty in Animal Ken and either Athletics, Brawl or Stealth; Record Blessing and Curse • Contracts 5 dots • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Clarity = 7 • Wyrd starts at 1 dot • Clamour starts at

NAME:		CONCEPT:		SEEMINC:	
PLAYER:		VIRTUE:		KITH:	
CHRONICLE:		VICE:		COURT:	
		Attr	ibutes		
Power Intelligence	# <b>0000</b>	Strength:	●0000	Presence:	•0000
FINESSE Wits:	•0000	Dexterity:	●0000	Manipulation:	•000C
LESISTANCE Resolve:	•0000	Stamina:	•0000	Composure:	•0000
Ski	11c 1		Other	Traits	
MEN	7	MER	_	HEA.	LTH
(-3 Unsk	1			000000000	
Academics	00000		00000		
Computer	00000		00000	WILLPO	)WFR
Crafts	00000		00000	000000	
Investigation	00000		00000		
Medicine	00000		00000	<b>C</b> LAM	OUR
Occult	00000		00000		
Politics	00000		00000		
Science	00000		00000		
PHYSI	CAL	FLA	WS	WY	
(-1 Unsk				• 0 0 0 0 0	) 0 0 0 0
Athletics	00000			CLAR	JTY
Brawl	00000			10	0
Drive	00000	CONTR	RACTS	9	O
Firearms	00000		00000	8	_0
Larceny	00000		00000	M 4 1 1	0
Stealth	000007_		00000	5	0
Survival	00000 -		00000	<u> </u>	
Weaponry	00000			3	
Soci	AL. 3-		00000	2	
(-1 Unsk			00000	1	_
Animal Ken	000000 \$		00000	c · pl · ·	
Empathy	00000		00000	Seeming Blessing:	
Expression	00000	PLEC	CES	Seeming Curse:	
Intimidation	00000 }-		_	Size:	
Persuasion	00000			Defense:	
Socialize	00000			Defense: Initiative Mod.:	
Streetwise	00000			Speed:	
Subterfuge	00000			Experience:	

Brian Rogers (order #1120519)

# COMBAT SUMMARY CHART

# Stage One: Initiative

• Everyone rolls Initiative: The result of a die roll + Dexterity + Composure. The character with the highest Initiative performs her action first. Or you may yield your character's action until later in the Initiative queue or

## Stage Two: Attack

- Unarmed close combat: Strength + Brawl, target's Defense and armor
- Armed close combat: Strength + Weaponry, target's Defense and armor • Ranged combat (guns and bows): Dexterity + Firearms. - target's armor
- Ranged combat (thrown weapons): Dexterity + Athletics, target's Defense and armor

Add bonus dice based on weapon used or effect performed, and then subtract penalties for circumstance conditions. Roll vour remaining pool Each success equates to a Health point of damage inflicted, the type of which is

The Storyteller describes the attack and wound in narrative terms.

# Possible Modifiers

• Aiming: +1 per turn to a +3 maximum

letermined by the nature of the attack.

- All-Out Attack: +2 with Brawl or Weaponry attack; lose Defense
- Armor Piercing: Ignores amount of target's armor equal to item's own rating · Autofire Long Burst: 20 or so bullets at as many targets as the shooter wants,
- pending Storyteller approval. A +3 bonus is applied to each attack roll; -1 per roll for each target if there's more than one • Autofire Medium Burst: 10 or so bullets at one to three targets, with a +2 bonus
- to each attack roll; -1 per roll for each target if there's more than one
- Autofire Short Burst: Three bullets at a single target with a +1 bonus to the roll • Concealment: Barely -1; partially -2; substantially -3; fully, see "Cover"
- Dodge: Double target's Defense
- Drawing a Weapon: Requires one action (one turn) without a Merit, and
- Firing from Concealment: Shooter's own concealment quality (-1, -2 or -3) reduced by one as a penalty to fire back (so, no modifier, -1 or -2)
- Offhand Attack: -2 penalty
- Prone Target: -2 penalty to hit in ranged combat; +2 bonus to hit when attacker is within close-combat distance
- Range: -2 at medium range, -4 at long range
- Shooting into Close Combat: -2 per combatant avoided in a single shot (not applicable to autofire)
- Specified Target: Torso -1, leg or arm -2, head -3, hand -4, eye -5
- Surprised or Immobilized Target: Defense doesn't apply
- Touching a Target: Dexterity + Brawl or Dexterity + Weaponry; armor may or may not apply, Defense does apply
- Willpower: Add three dice or +2 to a Resistance trait (Stamina, Resolve,
- Composure or Defense) in one roll or instance

# CRAPPLING SUMMARY

- Roll Strength + Brawl opponent's Defense for attacker to get a
- Target's next action can be dedicated to breaking free. Roll Strength + Brawl – attacker's Strength. Any successes indicate breaking free. Or, the target can attempt to apply an overpowering maneuver to the
- attacker, participating in the grapple rather than trying to break free. Roll Strength + Brawl attacker's Strength. Any successes allow for a maneuver • If the attacker's grip on the target persists, and he is free to do
- so, the attacker can try to apply an overpowering maneuver to the victim. Roll the attacker's Strength + Brawl – opponent's Strength. Any successes allow a maneuver (see below).
- Possible maneuvers. Choose one:
- Render opponent prone Damage opponent
- Immobilize opponent Draw weapon
- Attack with drawn weapon
- Turn a drawn weapon
- Disarm opponent Use opponent as protection from ranged attacks
- Attempting to break free is always an option instead of performing an
- overpowering maneuver.

# MELEE WEAPONS CHART

-	· iesee ·	1 ~	0	
pe	Damage	Size	Cost	Special
	1 (B)	1	•	Knockout (WOD p. 168)
ss Knuckles	1 (B)	n/a		Brawl*
b (wood)	2 (B)	2	n/a	
ce (metal)	3 (B)	2		
fe	1 (L)	1	•	
ier	2 (L)	2		Armor piercing 1 (WOD p. 167
ord	3 (L)	2	••	
ana	3 (L)	2	•••	Durability +1**
atsword†	4 (L)	3	•••	
all Ax	2 (L)	1		
ge Ax†	3 (L)	3	••	9 again (WOD p. 134)
at Ax†	5 (L)	4	•••	9 again (WOD p. 134)
ke***	1 (L)	1	n/a	
art	3 (L)	4		+1 Defense****

Type: Your character may use many other types of weapons (meat cleavers, halberds, hammers). Use the traits from the above lists that best approximate those weapons. See WOD p. 136 for determining the traits of improvised weapons. Note that improvised weapons automatically suffer a -1 penalty.

Damage: The number of bonus dice added to dice pools when using the weapon. The type of damage inflicted is also indicated: aggravated (A), lethal (L) or bashing (B). Size: 1 = Can be hidden in hand, 2 = Can be hidden in coat, 3+ = Cannot be hidden. Size is

also used to indicate the minimum Strength needed to use a weapon effectively. A wielder with a lower Strength suffers a -1 penalty on attack rolls.

Cost: The minimum dots in the Resources Merit usually required to purchase the weapon. The "n/a" entry indicates that the item can be created rather than nurchased

This weapon requires two hands. If used one-handed, the Strength requirement increases by one. You need a Strength of 4 to wield a greatsword one-handed without penalty,

This weapon uses the Brawl Skill instead of Weaponry.

Intricate/Epic

- \* Katanas are well-crafted swords. They do not break easily. See "Targeting Items," WOD p. 138.
- \*\* The attacker must target the heart (–3 penalty) and achieve an exceptional success in order to paralyze a vampire.
- \*\* The spear-wielder gains a+1 Defense bonus when fighting unarmed targets due to his weapon's superior reach, allowing him to keep a greater distance from a foe.

Extended	ACTIONS		BLIN FRUITS
Pace of Activity	Time per Roll	Wyrd	CARRIED  Max. Fruits Carried
Quick	1 turn (3 seconds)	wyru	2
Short	10 minutes	E duni	Liter Market
Long	30 minutes	2	5
Lengthy	1 hour	3	7
Consuming	1 day	4	10
Exhausting	1 week or month	5	15
MANAGEMENT	MATARIA DA	6	25
Challenge	Target Number	7	50
Simple/Relaxed	5	8	100
Involved/Trying	10	9–10	A full bounty
Elaborate/Demanding	15	9-10	A full bounty
Ornato/Dounting	20		

# RANCED WEAPONS CHART

Type	Damage	Ranges	Clip	Strength	Size	Cost	Example
Revolver, Lt.	2	20/40/80	6	2	1	••	SWM640 (.38 Special)
Revolver, Hvy.	3	35/70/140	6	3	1		SW M29 (.44 Magnum)
Pistol, Lt.	2	20/40/80	17+1	2	1	•••	Glock 17 (9mm)
Pistol, Hvy.	3	30/60/120	7+1	3	1	•••	Colt M1911A1(.45 ACP)
Rifle†	5	200/400/800	5+1	2	3	••	Remington M-700 (30.06)
SMG, Small*	2	25/50/100	30+1	2	1	•••	Ingram Mac-10 (9mm)
SMG, Large*†	3	50/100/200	30+1	3	2	•••	HK MP-5 (9mm)
Assault Rifle*†	4	150/300/600	42+1	3	3	•••	Steyr-Aug (5.56mm)
Shotgunt	4***	20/40/80	5+1	3	2	••	Remington M870 (12-Gauge)
Crossbow**†	3	40/80/160	1	3	3	•••	

Damage: Indicates the number of bonus dice added to your dice pool for using the weapon. Firearms deliver lethal damage against ordinary people. The type of damage may vary against supernatural enemies such as vampires, which suffer only bashing damage from

Ranges: The numbers are short/medium/long ranges in yards. Attacks at medium and long range suffer a -2 and -4 penalty, respectively. Clip: The number of shells a gun can hold — a "+1" indicates a bullet can be held in the chamber, ready to fire.

Strength: The minimum Strength needed to use a weapon effectively. A wielder with a lower Strength suffers a -1 penalty on attack rolls. Size: 1 = Can be hidden in hand, 2 = Can be hidden in coat, 3 = Cannot be hidden on one's person Cost: The minimum dots in the Resources Merit usually required to purchase the weapon.

† This weapon requires two hands. If used one-handed, the Strength requirement increases by one. You need a Strength of 4 to wield a shotgun one-handed without penalty, for example.

\* Indicates that the weapon is capable of autofire (short bursts, medium bursts and long bursts — see WOD p. 160.)

\* Crossbows require three turns to reload. A character may use a crossbow to attempt to stake a creature with a targeted shot (–3 penalty

and must achieve an exceptional success in order to paralyze a vampire). \*\*\* 9 again (see WOD p. 134)

the south the top the text the

# ARMOR CHART

Class	Rating	Strength	Defense	Speed	Cost
Modern					
Reinforced/thick clothing	1/0	1	0	O	n/a
Kevlar vest* (thin)	1/2	1	0	0	
Flak jacket*	2/3	1	-1	0	••
Full riot gear*	3/4	2	-2	-1	•••
Archaic					
Leather (hard)	1/0	2	-1	O	•
Chainmail	2/1	3	-2	-2	
Plate	3/2	4	-2	-3	••••
* This type of armor is bulletproof	f.				

Rating: Armor provides two kinds of protection: against general attacks and against Firearms attacks. The number before the slash is armor rating for most kinds of attacks (for close combat and thrown ranged attacks, whether bashing, lethal or erhaps aggravated). The second number is for Firearms attacks — guns and bows. Bulletproof armor (kevlar vest, flak jacket and full riot gear) also downgrades lamage done in Firearms attacks from lethal to bashing.

Strength: Armor is often heavy and cumbersome. If your character does not have sufficient Strength to wear it, she cannot perform at peak efficiency. If your character's Strength is lower than that required for armor worn, her Brawl and Weaponry attacks suffer a -1 penalty.

**Defense:** The penalty imposed on your character's Defense trait for the armor worn. Speed: The penalty imposed on your character's Speed trait for the armor worn.

Cost: The minimum dots in the Resources Merit usually required to purchase the armor.

# EXPERIENCE POINT COSTS

Trait	Experience point cost
Attribute	New dots x 5
Skill	New dots x 3
Skill Specialty	3
Goblin Contract	Dots x 3
Affinity Contract*	New dots x 4
Non-affinity Contract*	New dots x 6
Merit	New dots x 2
Wyrd	New dots x 8
Clarity	New dots x 3
VV7-11	O

8 experience points\*\* \* Determined by the character's seeming or Court. All changelings have affinity with Contracts of Dream, Hearth, Mirror and Smoke.

\*\* Experience points can be spent on Willpower only to restore dots lost through sacrifice or performing feats that require such a sacrifice (see "The Ancient Pact," CTL p. 187).

# FIRE DAMAGE

Size of Fire	Damage
Torch	1
Bonfire	2
Inferno	3
Heat of Fire	Damage Modifier
11000 01 1 110	Dumage Floather
Candle (first-degree burns)	Dumage Hourier
	+1
Candle (first-degree burns)	The same of the sa
Candle (first-degree burns) Torch (second-degree burns)	+1

# EXPLOSIVES CHART

Туре	Throwing Modifier	Blast Area	Damage	Size	Cost	Example
Incendiary*	-1	2	2	1	n/a	Molotov Cocktail
Concussion**	+2	3	4	1	•••	Concussion Grenadet
Shredding	+2	3	4	1	•••	Shrapnel Grenade†
Single Destructive	+1	4	4+	1	•••	Stick of Dynamite
High Explosive***	n/a	20+	6+	1-3	••••	Plastique
Blast Area: The diam	eter in vards in s	vhich an e	xplosion occu	ire		

Throwing Modifier: The attack-roll bonus to throw an explosive at a chosen target. Explosives marked "n/a" cannot normally be thrown.

Cost: The minimum dots in the Resources Merit usually required to purchase the explosive. The "n/a" entry indicates that the item can be created rather than purchased.

\*Incendiary devices ignite the target (see "Fire"). Damage delivered by the explosion is bashing, while damage caused by the fire is lethal. \* Concussion explosives deliver bashing damage and knock the target down (see "Knockdown,"

\*\*\* Timed or triggered bombs that hold a variable amount of dynamite, plastique or other explosive cause damage to surrounding structures and ignite flammable materials, which

complicates damage. The figures listed are suggestions only. † Explosives that are aerodynamic when thrown.

# SAMPLE OBJECTS

aseball Bat: Durability 1 (reinforced to 2), Size 2, Structure 4, Damage 2
oard, 2"x4": Durability 1, Size 3, Structure 4, Damage 1
abinet, Wooden: Durability 1, Size 4, Structure 5, Damage 1
hair, Wooden: Durability 1, Size 4, Structure 5, Damage 1
offin: Durability 1, Size 6, Structure 7, Damage 1
rate, Wooden: Durability 1, Size 4, Structure 5, Damage 1
oor, Bank Vault: Durability 3 (reinforced to 10), Size 8, Structure 18, Damage
oor, Wooden (Exterior): Durability 2, Size 5, Structure 7, Damage 2
oor, Wooden (Interior): Durability 1, Size 5, Structure 6, Damage 1
oor, Metal (Security): Durability 3, Size 5, Structure 8, Damage 3
ence, Chain-link: Durability 2, Size 4, Structure 6, Damage 2

Fence, Steel: Durability 3, Size 6, Structure 9, Damage 3

Lamppost, Steel: Durability 3, Size 8, Structure 11, Damage 3 Manhole Cover: Durability 3, Size 3, Structure 6, Damage 3 Steel Bars: Durability 3, Size 2, Structure 5, Damage 2

Damage: Indicates how dangerous the item is when used as a weapon or to do harm. Damage is the lower of the item's Durability or Size. This rating is added to attack rolls in bonus dice to inflict harm. If the weapon is improvised, it suffers a -1 penalty.

# FEATS OF STRENGTH

	Lift a chair	40 lbs.	ALCONOMIC AND	
	Lift a large dog	100 lbs.	LEAVING THE HEDGE	
	Lift a public mailbox	250 lbs.	Familiarity	Time Required
	Lift a wooden crate	400 lbs.	Very familiar; neighborhood in which the changeling lives or claims domain	One minute
	Lift a coffin	650 lbs.	Somewhat familiar; section of hometown or ally's domain	10 minutes
	Lift a refrigerator	800 lbs.	An area visited only infrequently	30 minutes
	Overturn a small car	900 lbs.	Area visited only once or described in some detail	One hour
	Lift a motorcycle	1000 lbs.	Unfamiliar area or enemy's domain	Three hours
	Overturn a mid-sized car	1200 lbs.	Length of Time in the Hedge	Successes Requ
)	Lift a large tree trunk	1500 lbs.	Less than one hour	Two
	Overturn a full-sized car	2000 lbs.	One to eight hours	Five
2	Lift a wrecking ball	3000 lbs.	Eight to 24 hours	Eight
3	Overturn a station wagon	4000 lbs.	24 to 48 hours	10
	Overturn a van	5000 lbs.	48 hours to one week	15

# ELECTROCUTION DAMAGE

Source	Damage
Minor; wall socket	4 (B)
Major; protective fence	6 (B)
Severe; junction box	8 (B)
Fatal; main line feed/subway rail	10 (B)

Poisons	
Poison/Toxin	Toxicity
Ammonia (inhalation)	3
Bleach (ingestion)	4
Cyanide (ingestion or inhalation)	7
Drug/Alcohol Abuse	3 to 7
(ingestion, inhalation, injection)	
Salmonella (ingestion)	2
Venom (injection or ingestion)	3 to 8

Source	Damage
Minor; wall socket	4 (B)
Major; protective fence	6 (B)
Severe; junction box	8 (B)
Fatal; main line feed/subway rail	10 (B)

Poisons		1
ison/Toxin	Toxicity	6
mmonia (inhalation)	3	
each (ingestion)	4	5
ranide (ingestion or inhalation)	7	4
rug/Alcohol Abuse	3 to 7	
(ingestion, inhalation, injection)		3
lmonella (ingestion)	2	
nom (injection or ingestion)	3 to 8	2

# SUCCESTED MODIFIERS

# TO INCITE BEDLAM

The changeling is unleashing his Court's chosen emotion. The target has a major derangement (only The emotion is from the Court most closely related to the character's own (Spring/ Summer, Autumn/Winter). The target has a minor derangement (only counts once).

The target is already feeling emotions similar to those being unleashed. Each additional point of Glamour spent, up to a maximum of five.

The changeling is Courtless.

Winter, Spring/Autumn).

The target is relatively calm and relaxed. Tempered Steel: Durability 3, Size 2 (variable), Structure 5, Damage 2 The emotion is from the Court of minor Window: Durability 1, Size 3 (on average), Structure 4, Damage 1 opposition (Summer/Autumn, Spring/Winter). The target is feeling emotions strongly in

> opposition to those unleashed. The changeling is unleashing the emotion of the Court of major opposition (Summer/

Lift a large dog	100 lbs.	LEAVING THE HEDGE	
Lift a public mailbox	250 lbs.	Familiarity	Time Required per Roll
Lift a wooden crate	400 lbs.	Very familiar; neighborhood in which the changeling lives or claims domain	One minute
Lift a coffin	650 lbs.	Somewhat familiar; section of hometown or ally's domain	10 minutes
Lift a refrigerator	800 lbs.	An area visited only infrequently	30 minutes
Overturn a small car	900 lbs.	Area visited only once or described in some detail	One hour
Lift a motorcycle	1000 lbs.	Unfamiliar area or enemy's domain	Three hours
Overturn a mid-sized car	1200 lbs.	Length of Time in the Hedge	Successes Required
Lift a large tree trunk	1500 lbs.	Less than one hour	Two
Overturn a full-sized car	2000 lbs.	One to eight hours	Five
Lift a wrecking ball	3000 lbs.	Eight to 24 hours	Eight
Overturn a station wagon	4000 lbs.	24 to 48 hours	10
Overturn a van	5000 lbs.	48 hours to one week	15
Overturn a truck	6000 lbs.	More than one week	20
	Lift a large dog Lift a public mailbox Lift a wooden crate Lift a coffin Lift a refrigerator Overturn a small car Lift a motorcycle Overturn a mid-sized car Lift a large tree trunk Overturn a full-sized car Lift a wrecking ball Overturn a station wagon Overturn a van	Lift a large dog 100 lbs. Lift a public mailbox 250 lbs. Lift a wooden crate 400 lbs. Lift a coffin 650 lbs. Lift a refrigerator 800 lbs. Overturn a small car 900 lbs. Lift a motorcycle 1000 lbs. Overturn a mid-sized car 1200 lbs. Lift a large tree trunk 1500 lbs. Overturn a full-sized car 2000 lbs. Lift a wrecking ball 3000 lbs. Overturn a station wagon 4000 lbs. Overturn a van 5000 lbs.	Lift a large dog  Lift a public mailbox  Lift a wooden crate  Lift a wooden crate  Lift a coffin  Lift a refrigerator  Overturn a small car  Lift a motorcycle  Lift a large tree trunk  Overturn a full-sized car  Lift a wrecking ball  Overturn a van  Deal of the state of the size of the state of the size o

# CLARITY

# **Breaking Point**

- Entering the Hedge. Dreamwalking. Using magic to accomplish a task when it could be achieved just as well without. Minor unexpected life changes. (Roll five dice)
- Using tokens or other mystical items. Going a day without human contact. Minor selfish acts. (Roll five dice) Breaking mundane promises or commitments, especially to attend to faerie matters. Changing Courts. Injury to another (accidental or otherwise). (Roll four dice)
- Taking psychotropic drugs. Serious unexpected life changes. Petty theft. (Roll four dice)
- Revealing your true form to unensorcelled mortals. Going a week without human contact. Obvious displays of magic in front of witnesses. Grand theft (burglary). (Roll three dice) Killing another changeling. Killing a fetch. (Roll three dice)
- Breaking formal oaths or pledges. Extreme unexpected life changes (pregnancy, losing one's home, etc.). Impassioned or impulsive serious crimes (manslaughter). (Roll three dice)
- Actively harming a mortal by ravaging their dreams. Going a month without human contact. Kidnapping. Developing a derangement.\* (Roll two dice)
- Killing a human. Casual/callous crime against other supernaturals (serial murder). (Roll two dice)
- Spending time in Arcadia. Prolonged or intimate contact with the True Fae. Mortal identity is suddenly and unexpectedly destroyed, totally abandoned or otherwise fundamentally changed. Heinous acts of torture, depravity or perversion. (Roll two dice)
- \* Does not include derangements brought on by failed degeneration rolls.

# BUILDING A PLEDGE

	Lesser	Medial	Greater
Tasks	Alliance (–1)	Alliance (-2)	Alliance (-3)
	Dreaming (-2)		
	Endeavor (–1)	Endeavor (-2)	Endeavor (–3)
	Ensorcellment (–2)		
	Forbiddance (–1)	Forbiddance (–2)	Forbiddance (–3)
			Fealty* (-3)
Boon	Adroitness (+1)	Blessing (+2)	Blessing (+3)
	Blessing (+1)	Ensorcellment* (+2)	Favor (+3)
	Favor (+1)	Favor (+2)	Vassalage (+3)
		Glamour (+2)	
Sanction	Curse (-1)	Curse (-2)	Banishment (–3)
	Pishogue (-1)	Flaw (-2)	Curse (-3)
	Poisoning of Boon (-1)	Pishogue (–2)	Death* (-3)
		Poisoning of Boon (-2)	Pishogue (-3)
			Poisoning of Boon (-3
			Vulnerability (–3)
Duration	Day (+1)	Moon (+2)	Year and a Day (+3)
	Week (+1)	Season (+2)	Decade (+3)
			Generational* (+3)
			Lifelong* (+3)

Note: Pledge components marked with an asterisk (\*) always add to the base cost of invoking

# WYRD

		, , , , , , , , , , , , , , , , , , , ,		
yrd	Attribute/Skill/Contract Maximum	Max Glamour/Max Glamour per Turn	Incite Bedlam	<b>Total Frailties</b>
	5	10/1		
	5	11/2		
	5	12/3		
	5	13/4		
	5	14/5		
	6	15/6	One per chronicle	One minor
	7	20/7	One per story	Two minor
	8	30/8	One per session	One major, two minor
	9	50/10	One per day	One major, three minor
	10	100/15	One per scene	Two major, three minor



AME STIDIO

© 2007 CCP NA, f.h. All rights reserved. Reproduction or reposting without the written permission of the publisher is expressly forbidden, except for the downloading of one copy for personal use from www white-wolf.com. White Wolf and World of Darkness are registered trademarks of CCP NA, f.h. Changeling the Lost is a trademark of CCP NA, f.h. All rights reserved. All characters, names, places, and text herein are copyrighted by CCP NA, f.h.

The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

For a free downloadable catalogue, visit: http://www.white-wolf.com PRINTED IN CANADA.

# COMBAT SUMMARY CHART

## Stage One: Initiative

• Everyone rolls Initiative: The result of a die roll + Dexterity + Composure. The character with the highest Initiative performs her action first. Or you may yield your character's action until later in the Initiative queue or intro the next turn.

## Stage Two: Attack

- Unarmed close combat: Strength + Brawl, target's Defense and armor
- Armed close combat: Strength + Weaponry, target's Defense and armor
- Ranged combat (guns and bows): Dexterity + Firearms, target's armor
- Ranged combat (thrown weapons): Dexterity + Athletics, target's Defense and armor

Add bonus dice based on weapon used or effect performed, and then subtract penalties for circumstance conditions. Roll your remaining pool. Each success equates to a Health point of damage inflicted, the type of which is determined by the nature of the attack.

The Storyteller describes the attack and wound in narrative terms.

## Possible Modifiers

- Aiming: +1 per turn to a +3 maximum
- All-Out Attack: +2 with Brawl or Weaponry attack; lose Defense
- · Armor Piercing: Ignores amount of target's armor equal to item's own rating
- Autofire Long Burst: 20 or so bullets at as many targets as the shooter wants, pending Storyteller approval. A +3 bonus is applied to each attack roll; -1 per roll for each target if there's more than one
- Autofire Medium Burst: 10 or so bullets at one to three targets, with a +2 bonus to each attack roll; -1 per roll for each target if there's more than one
- Autofire Short Burst: Three bullets at a single target with a +1 bonus to the roll
- Concealment: Barely -1; partially -2; substantially -3; fully, see "Cover"
- Dodge: Double target's Defense
- Drawing a Weapon: Requires one action (one turn) without a Merit, and could negate Defense
- Firing from Concealment: Shooter's own concealment quality (-1, -2 or -3) reduced by one as a penalty to fire back (so, no modifier, -1 or -2)
- Offhand Attack: -2 penalty
- Prone Target: -2 penalty to hit in ranged combat; +2 bonus to hit when attacker is within close-combat distance
- Range: -2 at medium range, -4 at long range
- Shooting into Close Combat: -2 per combatant avoided in a single shot (not applicable to autofire)
- Specified Target: Torso -1, leg or arm -2, head -3, hand -4, eye -5
- · Surprised or Immobilized Target: Defense doesn't apply
- Touching a Target: Dexterity + Brawl or Dexterity + Weaponry; armor may or may not apply, Defense does apply
- Willpower: Add three dice or +2 to a Resistance trait (Stamina, Resolve, Composure or Defense) in one roll or instance

# CRAPPLING SUMMARY

CHANGE HAVE AND COMPANY AND COMPANY

- Roll Strength + Brawl opponent's Defense for attacker to get a grip on target.
- Target's next action can be dedicated to breaking free. Roll Strength + Brawl – attacker's Strength. Any successes indicate breaking free.

Or, the target can attempt to apply an overpowering maneuver to the attacker, participating in the grapple rather than trying to break free. Roll Strength + Brawl – attacker's Strength. Any successes allow for a maneuver (see below).

- If the attacker's grip on the target persists, and he is free to do so, the attacker can try to apply an overpowering maneuver to the victim. Roll the attacker's Strength + Brawl opponent's Strength. Any successes allow a maneuver (see below).
- Possible maneuvers. Choose one:

Render opponent prone

Damage opponent

Immobilize opponent

Draw weapon

Attack with drawn weapon

Turn a drawn weapon

Disarm opponent

Use opponent as protection from ranged attacks

Attempting to break free is always an option instead of performing an overpowering maneuver.

# Melee Weapons Chart

	MILLE IN LATURE CHARL				
Type	Damage	Size	Cost	Special	
Sap	1 (B)	1	•	Knockout (WOD p. 168)	
Brass Knuckles	1 (B)	n/a		Brawl*	
Club (wood)	2 (B)	2	n/a		
Mace (metal)	3 (B)	2	••		
Knife	1 (L)	1	•		
Rapier	2 (L)	2	••	Armor piercing 1 (WOD p. 167)	
Sword	3 (L)	2	••		
Katana	3 (L)	2	•••	Durability +1**	
Greatsword†	4 (L)	3	•••		
Small Ax	2 (L)	1	- COMO		
Large Ax†	3 (L)	3	••	9 again (WOD p. 134)	
Great Ax†	5 (L)	4	•••	9 again (WOD p. 134)	
Stake***	1 (L)	1	n/a		
Speart	3 (L)	4	TO MO	+1 Defense****	

Type: Your character may use many other types of weapons (meat cleavers, halberds, hammers). Use the traits from the above lists that best approximate those weapons. See WOD p. 136 for determining the traits of improvised weapons. Note that improvised weapons automatically suffer a –1 penalty.

Damage: The number of bonus dice added to dice pools when using the weapon. The type of damage inflicted is also indicated: aggravated (A), lethal (L) or bashing (B).

Size: 1 = Can be hidden in hand, 2 = Can be hidden in coat, 3 + = Cannot be hidden. Size is also used to indicate the minimum Strength needed to use a weapon effectively. A wielder with a lower Strength suffers a -1 penalty on attack rolls.

Cost: The minimum dots in the Resources Merit usually required to purchase the weapon. The "n/a" entry indicates that the item can be created rather than purchased.

- † This weapon requires two hands. If used one-handed, the Strength requirement increases by one. You need a Strength of 4 to wield a greatsword one-handed without penalty,
- \* This weapon uses the Brawl Skill instead of Weaponry.
- \*\* Katanas are well-crafted swords. They do not break easily. See "Targeting Items," WOD p. 138.
- \*\*\* The attacker must target the heart (-3 penalty) and achieve an exceptional success in order to paralyze a vampire.
- \*\*\*\* The spear-wielder gains a+1 Defense bonus when fighting unarmed targets due to his weapon's superior reach, allowing him to keep a greater distance from a foe.

## EXTENDED ACTIONS

Pace of Activity	Time per Roll
Quick	1 turn (3 seconds
Short	10 minutes
Long	30 minutes
Lengthy	1 hour
Consuming	1 day
Exhausting	1 week or month
Challenge	Target Number
Simple/Relaxed	5
Involved/Trying	10
Elaborate/Demanding	15
Ornate/Daunting	20
Intricate/Epic	25

# COBLIN FRUITS CARRIED

•	J
Wyrd	Max. Fruits Carried
1	3
2	5
3	7
4	10
5	15
6	25
7	50
8	100
9-10	A full bounty

## RANCED WEAPONS CHART

Type	Damage	Ranges	Clip	Strength	Size	Cost	Example
Revolver, Lt.	2	20/40/80	6	2	1	••	SWM640 (.38 Special)
Revolver, Hvy.	3	35/70/140	6	3	1		SW M29 (.44 Magnum)
Pistol, Lt.	2	20/40/80	17+1	2	1	•••	Glock 17 (9mm)
Pistol, Hvy.	3	30/60/120	7+1	3	1	•••	Colt M1911A1(.45 ACP)
Rifle†	5	200/400/800	5+1	2	3	••	Remington M-700 (30.06)
SMG, Small*	2	25/50/100	30+1	2	1	•••	Ingram Mac-10 (9mm)
SMG, Large*†	3	50/100/200	30+1	3	2	•••	HK MP-5 (9mm)
Assault Rifle*†	4	150/300/600	42+1	3	3	•••	Steyr-Aug (5.56mm)
Shotgunt	4***	20/40/80	5+1	3	2	••	Remington M870 (12-Gauge)
Crossbow**†	3	40/80/160	1	3	3	•••	

Damage: Indicates the number of bonus dice added to your dice pool for using the weapon. Firearms deliver lethal damage against ordinary people. The type of damage may vary against supernatural enemies such as vampires, which suffer only bashing damage from conventional firearms.

Ranges: The numbers are short/medium/long ranges in yards. Attacks at medium and long range suffer a -2 and -4 penalty, respectively. Clip: The number of shells a gun can hold — a "+1" indicates a bullet can be held in the chamber, ready to fire.

Strength: The minimum Strength needed to use a weapon effectively. A wielder with a lower Strength suffers a -1 penalty on attack rolls.

Size: 1 = Can be hidden in hand, 2 = Can be hidden in coat, 3 = Cannot be hidden on one's person

Cost: The minimum dots in the Resources Merit usually required to purchase the weapon.

\* Indicates that the weapon is capable of autofire (short bursts, medium bursts and long bursts — see WOD p. 160.)

## ARMOR CHART

Class		Rating	Strength	Defense	Speed	Cost
Mod	dern					
	Reinforced/thick clothing	1/0	1	0	0	n/a
	Kevlar vest* (thin)	1/2	1	0	0	
	Flak jacket*	2/3	1	-1	0	••
	Full riot gear*	3/4	2	-2	-1	
Archaic						
	Leather (hard)	1/0	2	-1	0	•
	Chainmail	2/1	3	-2	-2	
	Plate	3/2	4	-2	-3	••••

<sup>\*</sup> This type of armor is bulletproof.

Rating: Armor provides two kinds of protection: against general attacks and against Firearms attacks. The number before the slash is armor rating for most kinds of attacks (for close combat and thrown ranged attacks, whether bashing, lethal or perhaps aggravated). The second number is for Firearms attacks — guns and bows. Bulletproof armor (kevlar vest, flak jacket and full riot gear) also downgrades damage done in Firearms attacks from lethal to bashing.

Strength: Armor is often heavy and cumbersome. If your character does not have sufficient Strength to wear it, she cannot perform at peak efficiency. If your character's Strength is lower than that required for armor worn, her Brawl and Weaponry attacks suffer a -1 penalty.

Defense: The penalty imposed on your character's Defense trait for the armor worn.

Speed: The penalty imposed on your character's Speed trait for the armor worn.

Cost: The minimum dots in the Resources Merit usually required to purchase the armor.

# Experience Point Costs

Trait	Experience point cost
Attribute	New dots x 5
Skill	New dots x 3
Skill Specialty	3
Goblin Contract	Dots x 3
Affinity Contract*	New dots x 4
Non-affinity Contract*	New dots x 6
Merit	New dots x 2
Wyrd	New dots x 8
Clarity	New dots x 3
Willpower	8 experience points**

<sup>\*</sup> Determined by the character's seeming or Court. All changelings have affinity with Contracts of Dream, Hearth, Mirror and Smoke.

## FIRE DAMACE

HANNING THE THE THE

LIKE PAMAG	L
Size of Fire	Damage
Torch	1
Bonfire	2
Inferno	3
Heat of Fire	Damage Modifier
Candle (first-degree burns)	
Torch (second-degree burns)	+1
Bunsen burner (third-degree burns)	+2
Chemical fire/molten metal	+3

<sup>†</sup> This weapon requires two hands. If used one-handed, the Strength requirement increases by one. You need a Strength of 4 to wield a shotgun one-handed without penalty, for example.

<sup>\*\*</sup> Crossbows require three turns to reload. A character may use a crossbow to attempt to stake a creature with a targeted shot (-3 penalty and must achieve an exceptional success in order to paralyze a vampire).

<sup>\*\*\* 9</sup> again (see WOD p. 134)

<sup>\*\*</sup> Experience points can be spent on Willpower only to restore dots lost through sacrifice or performing feats that require such a sacrifice (see "The Ancient Pact," CTL p. 187).

## EXPLOSIVES CHART

Type	Throwing Modifier	Blast Area	Damage	Size	Cost	Example
Incendiary*	-1	2	2	1	n/a	Molotov Cocktail
Concussion**	+2	3	4	1	•••	Concussion Grenade†
Shredding	+2	3	4	1	•••	Shrapnel Grenade†
Single Destructive	+1	4	4+	1	•••	Stick of Dynamite
High Explosive***	n/a	20+	6+	1-3	••••	Plastique

Blast Area: The diameter in yards in which an explosion occurs.

Throwing Modifier: The attack-roll bonus to throw an explosive at a chosen target. Explosives marked "n/a" cannot normally be thrown.

Cost: The minimum dots in the Resources Merit usually required to purchase the explosive. The "n/a" entry indicates that the item can be created rather than purchased.

- \* Incendiary devices ignite the target (see "Fire"). Damage delivered by the explosion is bashing, while damage caused by the fire is lethal.
- \*\* Concussion explosives deliver bashing damage and knock the target down (see "Knockdown," WOD p. 168).
- \*\*\* Timed or triggered bombs that hold a variable amount of dynamite, plastique or other explosive cause damage to surrounding structures and ignite flammable materials, which complicates damage. The figures listed are suggestions only.
- † Explosives that are aerodynamic when thrown.

## ELECTROCUTION DAMAGE

Source	Damage
Minor; wall socket	4 (B)
Major; protective fence	6 (B)
Severe; junction box	8 (B)
Fatal; main line feed/subway rail	10 (B)

# POISONS

Poison/Toxin	Toxicity
Ammonia (inhalation)	3
Bleach (ingestion)	4
Cyanide (ingestion or inhalation)	7
Drug/Alcohol Abuse	3 to 7
(ingestion, inhalation, injection)	
Salmonella (ingestion)	2
Venom (injection or ingestion)	3 to 8

# Sample Objects

Baseball Bat: Durability 1 (reinforced to 2), Size 2, Structure 4, Damage 2

total the the state of the total the

Board, 2"x4": Durability 1, Size 3, Structure 4, Damage 1

Cabinet, Wooden: Durability 1, Size 4, Structure 5, Damage 1

Chair, Wooden: Durability 1, Size 4, Structure 5, Damage 1

Coffin: Durability 1, Size 6, Structure 7, Damage 1

Crate, Wooden: Durability 1, Size 4, Structure 5, Damage 1

Door, Bank Vault: Durability 3 (reinforced to 10), Size 8, Structure 18, Damage 8

Door, Wooden (Exterior): Durability 2, Size 5, Structure 7, Damage 2

Door, Wooden (Interior): Durability 1, Size 5, Structure 6, Damage 1

Door, Metal (Security): Durability 3, Size 5, Structure 8, Damage 3

Fence, Chain-link: Durability 2, Size 4, Structure 6, Damage 2

Fence, Steel: Durability 3, Size 6, Structure 9, Damage 3

Lamppost, Steel: Durability 3, Size 8, Structure 11, Damage 3

Manhole Cover: Durability 3, Size 3, Structure 6, Damage 3

Steel Bars: Durability 3, Size 2, Structure 5, Damage 2

Tempered Steel: Durability 3, Size 2 (variable), Structure 5, Damage 2

Window: Durability 1, Size 3 (on average), Structure 4, Damage 1

Damage: Indicates how dangerous the item is when used as a weapon or to do harm. Damage is the lower of the item's Durability or Size. This rating is added to attack rolls in bonus dice to inflict harm. If the weapon is improvised, it suffers a -1 penalty.

## SUCCESTED MODIFIERS TO INCITE BEDLAM

Modifier	Situation
+3	The changeling is unleashing his Court's chosen emotion.
+3	The target has a major derangement (only counts once).
+1	The emotion is from the Court most closely related to the character's own (Spring/Summer, Autumn/Winter).
+1	The target has a minor derangement (only counts once).
+1	The target is already feeling emotions similar to those being unleashed.
+1	Each additional point of Glamour spent, up to a maximum of five.
+0	The changeling is Courtless.
-1 -1	The target is relatively calm and relaxed.
-1	The emotion is from the Court of minor opposition (Summer/Autumn, Spring/Winter).
-3	The target is feeling emotions strongly in opposition to those unleashed.
-3	The changeling is unleashing the emotion of the Court of major opposition (Summer/Winter, Spring/Autumn).

# FEATS OF STRENGTH

TEALS OF STRENGTH					
Strength	Feat	Lift			
1	Lift a chair	40 lbs.			
2	Lift a large dog	100 lbs.			
2	Lift a public mailbox	250 lbs.			
4 5	Lift a wooden crate	400 lbs.			
5	Lift a coffin	650 lbs.			
6	Lift a refrigerator	800 lbs.			
6 7 8 9	Overturn a small car	900 lbs.			
8	Lift a motorcycle	1000 lbs.			
9	Overturn a mid-sized car	1200 lbs.			
10	Lift a large tree trunk	1500 lbs.			
11	Overturn a full-sized car	2000 lbs.			
12	Lift a wrecking ball	3000 lbs.			
13	Overturn a station wagon	4000 lbs.			
14	Overturn a van	5000 lbs.			
15	Overturn a truck	6000 lbs.			

## LEAVING THE HEDGE

LEAVING THE HEDGE				
Familiarity	Time Required per Roll			
Very familiar; neighborhood in which the changeling lives or claims domain	One minute			
Somewhat familiar; section of hometown or ally's domain	10 minutes			
An area visited only infrequently	30 minutes			
Area visited only once or described in some detail	One hour			
Unfamiliar area or enemy's domain	Three hours			
Length of Time in the Hedge	Successes Required			
Less than one hour	Two			
One to eight hours	Five			
Eight to 24 hours	Eight			
24 to 48 hours	10			
48 hours to one week	15			
More than one week	20			

## **CLARITY**

# Clarity Breaking Point

- 10 Entering the Hedge. Dreamwalking. Using magic to accomplish a task when it could be achieved just as well without. Minor unexpected life changes. (Roll five dice)
- 9 Using tokens or other mystical items. Going a day without human contact. Minor selfish acts. (Roll five dice)
- Breaking mundane promises or commitments, especially to attend to faerie matters. Changing Courts. Injury to another (accidental or otherwise). (Roll four dice)
- 7 Taking psychotropic drugs. Serious unexpected life changes. Petty theft. (Roll four dice)
- Revealing your true form to unensorcelled mortals. Going a week without human contact. Obvious displays of magic in front of witnesses. Grand theft (burglary). (Roll three dice)
- 5 Killing another changeling. Killing a fetch. (Roll three dice)
- Breaking formal oaths or pledges. Extreme unexpected life changes (pregnancy, losing one's home, etc.). Impassioned or impulsive serious crimes (manslaughter). (Roll three dice)
- Actively harming a mortal by ravaging their dreams. Going a month without human contact. Kidnapping. Developing a derangement.\* (Roll two dice)
- 2 Killing a human. Casual/callous crime against other supernaturals (serial murder). (Roll two dice)
- Spending time in Arcadia. Prolonged or intimate contact with the True Fae. Mortal identity is suddenly and unexpectedly destroyed, totally abandoned or otherwise fundamentally changed. Heinous acts of torture, depravity or perversion. (Roll two dice)
  - \* Does not include derangements brought on by failed degeneration rolls.

CALLED THE STATE OF THE STATE O

# BUILDING A PLEDGE

	Lesser	Medial	Greater
Tasks	Alliance (-1)	Alliance (–2)	Alliance (-3)
	Dreaming (-2)		
	Endeavor (-1)	Endeavor (–2)	Endeavor (–3)
	Ensorcellment (-2)		
	Forbiddance (–1)	Forbiddance (-2)	Forbiddance (–3)
			Fealty* (-3)
Boon	Adroitness (+1)	Blessing (+2)	Blessing (+3)
	Blessing (+1)	Ensorcellment* (+2)	Favor (+3)
	Favor (+1)	Favor (+2)	Vassalage (+3)
		Glamour (+2)	
Sanction	Curse (-1)	Curse (-2)	Banishment (–3)
	Pishogue (–1)	Flaw (-2)	Curse (-3)
	Poisoning of Boon (-1)	Pishogue (–2)	Death* (-3)
		Poisoning of Boon (-2)	Pishogue (-3)
			Poisoning of Boon (-3)
			Vulnerability (–3)
Duration	Day (+1)	Moon (+2)	Year and a Day (+3)
	Week (+1)	Season (+2)	Decade (+3)
			Generational* (+3)
			Lifelong* (+3)

*Note:* Pledge components marked with an asterisk (\*) always add to the base cost of invoking the pledge.

## WYRD

Wyrd	Attribute/Skill/Contract Maximum	Max Glamour/Max Glamour per Turn	Incite Bedlam	<b>Total Frailties</b>
1	5	10/1		
2	5	11/2		
3	5	12/3		
4	5	13/4		
5	5	14/5		
6	6	15/6	One per chronicle	One minor
7	7	20/7	One per story	Two minor
8	8	30/8	One per session	One major, two minor
9	9	50/10	One per day	One major, three minor
10	10	100/15	One per scene	Two major, three minor



© 2007 CCP NA, f.h. All rights reserved. Reproduction or reposting without the written permission of the publisher is expressly forbidden, except for the downloading of one copy for personal use from www. white-wolf.com. White Wolf and World of Darkness are registered trademarks of CCP NA, f.h. Changeling the Lost is a trademark of CCP NA, f.h. All rights reserved. All characters, names, places, and text herein are copyrighted by CCP NA, f.h.

The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

For a free downloadable catalogue, visit: http://www.white-wolf.com

PRINTED IN CANADA.