

# CHANGELING

THE LOST™



50999

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*Character Sheet Pad*



# CHANGELING™

## THE LOST

NAME:  
PLAYER:  
CHRONICLE:

CONCEPT:  
VIRTUE:  
VICE:

SEEMING:  
KITH:  
COURT:

### Attributes

POWER Intelligence: ●○○○○ Strength: ●○○○○ Presence: ●○○○○  
FINESSE Wits: ●○○○○ Dexterity: ●○○○○ Manipulation: ●○○○○  
RESISTANCE Resolve: ●○○○○ Stamina: ●○○○○ Composure: ●○○○○

### Skills

#### MENTAL

(-3 Unskilled)

Academics \_\_\_\_\_ ○○○○○  
Computer \_\_\_\_\_ ○○○○○  
Crafts \_\_\_\_\_ ○○○○○  
Investigation \_\_\_\_\_ ○○○○○  
Medicine \_\_\_\_\_ ○○○○○  
Occult \_\_\_\_\_ ○○○○○  
Politics \_\_\_\_\_ ○○○○○  
Science \_\_\_\_\_ ○○○○○

#### PHYSICAL

(-1 Unskilled)

Athletics \_\_\_\_\_ ○○○○○  
Brawl \_\_\_\_\_ ○○○○○  
Drive \_\_\_\_\_ ○○○○○  
Firearms \_\_\_\_\_ ○○○○○  
Larceny \_\_\_\_\_ ○○○○○  
Stealth \_\_\_\_\_ ○○○○○  
Survival \_\_\_\_\_ ○○○○○  
Weaponry \_\_\_\_\_ ○○○○○

#### SOCIAL

(-1 Unskilled)

Animal Ken \_\_\_\_\_ ○○○○○  
Empathy \_\_\_\_\_ ○○○○○  
Expression \_\_\_\_\_ ○○○○○  
Intimidation \_\_\_\_\_ ○○○○○  
Persuasion \_\_\_\_\_ ○○○○○  
Socialize \_\_\_\_\_ ○○○○○  
Streetwise \_\_\_\_\_ ○○○○○  
Subterfuge \_\_\_\_\_ ○○○○○

### Other Traits

#### MERITS

\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○

#### FLAWS

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#### CONTRACTS

\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○

#### PLEDGES

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#### HEALTH

○○○○○○○○○○○○○○○○○○○○  
□□□□□□□□□□□□□□□□

#### WILLPOWER

○○○○○○○○○○○○  
□□□□□□□□□□

#### GLAMOUR

□□□□□□□□□□  
□□□□□□□□□□

#### WYRD

●○○○○○○○○○○○

#### CLARITY

10 \_\_\_\_\_ ○  
9 \_\_\_\_\_ ○  
8 \_\_\_\_\_ ○  
7 \_\_\_\_\_ ○  
6 \_\_\_\_\_ ○  
5 \_\_\_\_\_ ○  
4 \_\_\_\_\_ ○  
3 \_\_\_\_\_ ○  
2 \_\_\_\_\_ ○  
1 \_\_\_\_\_ ○

Seeming Blessing: \_\_\_\_\_

Seeming Curse: \_\_\_\_\_

Size: \_\_\_\_\_

Defense: \_\_\_\_\_

Initiative Mod.: \_\_\_\_\_

Speed: \_\_\_\_\_

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).



# Wizened

NAME:  
PLAYER:  
CHRONICLE:

CONCEPT:  
VIRTUE:  
VICE:

KITH:  
MOTLEY:  
ENTITLEMENT:

## Attributes

POWER Intelligence: ●○○○○ Strength: ●○○○○ Presence: ●○○○○  
FINESSE Wits: ●○○○○ Dexterity: ●○○○○ Manipulation: ●○○○○  
RESISTANCE Resolve: ●○○○○ Stamina: ●○○○○ Composure: ●○○○○

## Skills

### MENTAL

(-3 Unskilled)

Academics \_\_\_\_\_ ○○○○○  
Computer \_\_\_\_\_ ○○○○○  
Crafts \_\_\_\_\_ ○○○○○  
Investigation \_\_\_\_\_ ○○○○○  
Medicine \_\_\_\_\_ ○○○○○  
Occult \_\_\_\_\_ ○○○○○  
Politics \_\_\_\_\_ ○○○○○  
Science \_\_\_\_\_ ○○○○○

### PHYSICAL

(-1 Unskilled)

Athletics \_\_\_\_\_ ○○○○○  
Brawl \_\_\_\_\_ ○○○○○  
Drive \_\_\_\_\_ ○○○○○  
Firearms \_\_\_\_\_ ○○○○○  
Larceny \_\_\_\_\_ ○○○○○  
Stealth \_\_\_\_\_ ○○○○○  
Survival \_\_\_\_\_ ○○○○○  
Weaponry \_\_\_\_\_ ○○○○○

### SOCIAL

(-2 Unskilled)

Animal Ken \_\_\_\_\_ ○○○○○  
Empathy \_\_\_\_\_ ○○○○○  
Expression \_\_\_\_\_ ○○○○○  
Intimidation \_\_\_\_\_ ○○○○○  
Persuasion \_\_\_\_\_ ○○○○○  
Socialize \_\_\_\_\_ ○○○○○  
Streetwise \_\_\_\_\_ ○○○○○  
Subterfuge \_\_\_\_\_ ○○○○○

### MERITS

\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○

### FLAWS

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\_\_\_\_\_  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
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\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
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\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○

### CONTRACTS

### PLEDGES

## Other Traits

### HEALTH

○○○○○○○○○○○○○○○○○○○○  
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### WILLPOWER

○○○○○○○○○○○○  
□□□□□□□□□□

### GLAMOUR

□□□□□□□□□□  
□□□□□□□□□□

### WYRD

●○○○○○○○○○○

### CLARITY

10 \_\_\_\_\_ ○  
9 \_\_\_\_\_ ○  
8 \_\_\_\_\_ ○  
7 \_\_\_\_\_ ○  
6 \_\_\_\_\_ ○  
5 \_\_\_\_\_ ○  
4 \_\_\_\_\_ ○  
3 \_\_\_\_\_ ○  
2 \_\_\_\_\_ ○  
1 \_\_\_\_\_ ○

**Blessing:** Can spend one point of Glamour to gain the benefit of the 9 again rule on all dice pools involving Dexterity for the rest of the scene.

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.

**Seeming Curse:** Doesn't benefit from the 10 again rule on dice pools involving Presence.

**Size:** \_\_\_\_\_  
**Defense:** \_\_\_\_\_  
**Initiative Mod.:** \_\_\_\_\_  
**Speed:** \_\_\_\_\_  
**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).



# OGRE

NAME:  
PLAYER:  
CHRONICLE:

CONCEPT:  
VIRTUE:  
VICE:

KITH:  
MOTLEY:  
ENTITLEMENT:

## Attributes

POWER Intelligence: ●○○○○ Strength: ●○○○○ Presence: ●○○○○  
FINESSE Wits: ●○○○○ Dexterity: ●○○○○ Manipulation: ●○○○○  
RESISTANCE Resolve: ●○○○○ Stamina: ●○○○○ Composure: ●○○○○

## Skills

### MENTAL

(-3 Unskilled)

Academics \_\_\_\_\_ ○○○○○  
Computer \_\_\_\_\_ ○○○○○  
Crafts \_\_\_\_\_ ○○○○○  
Investigation \_\_\_\_\_ ○○○○○  
Medicine \_\_\_\_\_ ○○○○○  
Occult \_\_\_\_\_ ○○○○○  
Politics \_\_\_\_\_ ○○○○○  
Science \_\_\_\_\_ ○○○○○

### PHYSICAL

(-1 Unskilled)

Athletics \_\_\_\_\_ ○○○○○  
Brawl \_\_\_\_\_ ○○○○○  
Drive \_\_\_\_\_ ○○○○○  
Firearms \_\_\_\_\_ ○○○○○  
Larceny \_\_\_\_\_ ○○○○○  
Stealth \_\_\_\_\_ ○○○○○  
Survival \_\_\_\_\_ ○○○○○  
Weaponry \_\_\_\_\_ ○○○○○

### SOCIAL

(-1 Unskilled)

Animal Ken \_\_\_\_\_ ○○○○○  
Empathy \_\_\_\_\_ ○○○○○  
Expression \_\_\_\_\_ ○○○○○  
Intimidation \_\_\_\_\_ ○○○○○  
Persuasion \_\_\_\_\_ ○○○○○  
Socialize \_\_\_\_\_ ○○○○○  
Streetwise \_\_\_\_\_ ○○○○○  
Subterfuge \_\_\_\_\_ ○○○○○

### MERITS

\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○

### FLAWS

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\_\_\_\_\_ ○○○○○  
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\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○

### CONTRACTS

\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
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\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○

### PLEDGES

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## Other Traits

### HEALTH

○○○○○○○○○○○○○○○○○○○○  
□□□□□□□□□□□□□□□□

### WILLPOWER

○○○○○○○○○○○○  
□□□□□□□□□□

### GLAMOUR

□□□□□□□□□□  
□□□□□□□□□□

### WYRD

●○○○○○○○○○○○

### CLARITY

10 \_\_\_\_\_ 0  
9 \_\_\_\_\_ 0  
8 \_\_\_\_\_ 0  
7 \_\_\_\_\_ 0  
6 \_\_\_\_\_ 0  
5 \_\_\_\_\_ 0  
4 \_\_\_\_\_ 0  
3 \_\_\_\_\_ 0  
2 \_\_\_\_\_ 0  
1 \_\_\_\_\_ 0

**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.

**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 a Defense Trait (that is, when subtracting it from another character's dice pool).

**Size:** \_\_\_\_\_  
**Defense:** \_\_\_\_\_  
**Initiative Mod.:** \_\_\_\_\_  
**Speed:** \_\_\_\_\_  
**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).



# FAIREST

NAME:

PLAYER:

CHRONICLE:

CONCEPT:

VIRTUE:

VICE:

KITH:

MOTLEY:

ENTITLEMENT:

## Attributes

POWER Intelligence: ●○○○○○

Strength: ●○○○○○

Presence: ●○○○○○

FINESSE Wits: ●○○○○○

Dexterity: ●○○○○○

Manipulation: ●○○○○○

RESISTANCE Resolve: ●○○○○○

Stamina: ●○○○○○

Composure: ●○○○○○

## Skills

### MENTAL

(-3 Unskilled)

Academics ○○○○○○

Computer ○○○○○○

Crafts ○○○○○○

Investigation ○○○○○○

Medicine ○○○○○○

Occult ○○○○○○

Politics ○○○○○○

Science ○○○○○○

### PHYSICAL

(-1 Unskilled)

Athletics ○○○○○○

Brawl ○○○○○○

Drive ○○○○○○

Firearms ○○○○○○

Larceny ○○○○○○

Stealth ○○○○○○

Survival ○○○○○○

Weaponry ○○○○○○

### SOCIAL

(-0 Unskilled)

Animal Ken ○○○○○○

Empathy ○○○○○○

Expression ○○○○○○

Intimidation ○○○○○○

Persuasion ○○○○○○

Socialize ○○○○○○

Streetwise ○○○○○○

Subterfuge ○○○○○○

### MERITS

○○○○○○

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### FLAWS

### CONTRACTS

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### PLEDGES

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## Other Traits

### HEALTH

○○○○○○○○○○○○○○○○○○○○

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### WILLPOWER

○○○○○○○○○○○○

□□□□□□□□□□

### GLAMOUR

□□□□□□□□□□

□□□□□□□□□□

### WYRD

●○○○○○○○○○○

### CLARITY

10 ○

9 ○

8 ○

7 ○

6 ○

5 ○

4 ○

3 ○

2 ○

1 ○

**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:** \_\_\_\_\_

**Defense:** \_\_\_\_\_

**Initiative Mod.:** \_\_\_\_\_

**Speed:** \_\_\_\_\_

**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).



# Elemental

NAME:  
PLAYER:  
CHRONICLE:

CONCEPT:  
VIRTUE:  
VICE:

KITH:  
MOTLEY:  
ENTITLEMENT:

## Attributes

POWER Intelligence: ●○○○○ Strength: ●○○○○ Presence: ●○○○○  
FINESSE Wits: ●○○○○ Dexterity: ●○○○○ Manipulation: ●○○○○  
RESISTANCE Resolve: ●○○○○ Stamina: ●○○○○ Composure: ●○○○○

## Skills

### MENTAL

(-3 Unskilled)

Academics \_\_\_\_\_ ○○○○○  
Computer \_\_\_\_\_ ○○○○○  
Crafts \_\_\_\_\_ ○○○○○  
Investigation \_\_\_\_\_ ○○○○○  
Medicine \_\_\_\_\_ ○○○○○  
Occult \_\_\_\_\_ ○○○○○  
Politics \_\_\_\_\_ ○○○○○  
Science \_\_\_\_\_ ○○○○○

### PHYSICAL

(-1 Unskilled)

Athletics \_\_\_\_\_ ○○○○○  
Brawl \_\_\_\_\_ ○○○○○  
Drive \_\_\_\_\_ ○○○○○  
Firearms \_\_\_\_\_ ○○○○○  
Larceny \_\_\_\_\_ ○○○○○  
Stealth \_\_\_\_\_ ○○○○○  
Survival \_\_\_\_\_ ○○○○○  
Weaponry \_\_\_\_\_ ○○○○○

### SOCIAL

(-1 Unskilled)

Animal Ken \_\_\_\_\_ ○○○○○  
Empathy \_\_\_\_\_ ○○○○○  
Expression \_\_\_\_\_ ○○○○○  
Intimidation \_\_\_\_\_ ○○○○○  
Persuasion \_\_\_\_\_ ○○○○○  
Socialize \_\_\_\_\_ ○○○○○  
Streetwise \_\_\_\_\_ ○○○○○  
Subterfuge \_\_\_\_\_ ○○○○○

### MERITS

\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○

### FLAWS

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
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\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○  
\_\_\_\_\_ ○○○○○

### CONTRACTS

### PLEDGES

## Other Traits

### HEALTH

○○○○○○○○○○○○○○○○○○○○  
□□□□□□□□□□□□□□□□

### WILLPOWER

○○○○○○○○○○○○  
□□□□□□□□□□

### GLAMOUR

□□□□□□□□□□  
□□□□□□□□□□

### WYRD

●○○○○○○○○○○

### CLARITY

10 \_\_\_\_\_ 0  
9 \_\_\_\_\_ 0  
8 \_\_\_\_\_ 0  
7 \_\_\_\_\_ 0  
6 \_\_\_\_\_ 0  
5 \_\_\_\_\_ 0  
4 \_\_\_\_\_ 0  
3 \_\_\_\_\_ 0  
2 \_\_\_\_\_ 0  
1 \_\_\_\_\_ 0

**Blessing:** Once per day, you can spend one point of Glamour to add your Wyrd rating to your Health dots for the rest of the scene.

**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, Persuasion or Socialize.

Size: \_\_\_\_\_  
Defense: \_\_\_\_\_  
Initiative Mod.: \_\_\_\_\_  
Speed: \_\_\_\_\_  
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).



# DARKLING

NAME:  
PLAYER:  
CHRONICLE:

CONCEPT:  
VIRTUE:  
VICE:

KITH:  
MOTLEY:  
ENTITLEMENT:

## Attributes

POWER Intelligence: ●○○○○ Strength: ●○○○○ Presence: ●○○○○  
FINESSE Wits: ●○○○○ Dexterity: ●○○○○ Manipulation: ●○○○○  
RESISTANCE Resolve: ●○○○○ Stamina: ●○○○○ Composure: ●○○○○

## Skills

### MENTAL

(-3 Unskilled)

Academics ○○○○○  
Computer ○○○○○  
Crafts ○○○○○  
Investigation ○○○○○  
Medicine ○○○○○  
Occult ○○○○○  
Politics ○○○○○  
Science ○○○○○

### PHYSICAL

(-1 Unskilled)

Athletics ○○○○○  
Brawl ○○○○○  
Drive ○○○○○  
Firearms ○○○○○  
Larceny ○○○○○  
Stealth ○○○○○  
Survival ○○○○○  
Weaponry ○○○○○

### SOCIAL

(-1 Unskilled)

Animal Ken ○○○○○  
Empathy ○○○○○  
Expression ○○○○○  
Intimidation ○○○○○  
Persuasion ○○○○○  
Socialize ○○○○○  
Streetwise ○○○○○  
Subterfuge ○○○○○

### MERITS

○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○

### FLAWS

### CONTRACTS

○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
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○○○○○  
○○○○○

### PLEDGES

## Other Traits

### HEALTH

○○○○○○○○○○○○○○○○○○○○  
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### WILLPOWER

○○○○○○○○○○○○  
□□□□□□□□□□

### GLAMOUR

□□□□□□□□□□  
□□□□□□□□□□

### WYRD

●○○○○○○○○○○

### CLARITY

10 ○  
9 ○  
8 ○  
7 ○  
6 ○  
5 ○  
4 ○  
3 ○  
2 ○  
1 ○

**Blessing:** Can spend Glamour to increase dice pools that include Wits, Subterfuge and Stealth — each point of Glamour increases one dice pool by one point. Also gains the benefit of the 9 again rule on 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.

**Size:** \_\_\_\_\_

**Defense:** \_\_\_\_\_

**Initiative Mod.:** \_\_\_\_\_

**Speed:** \_\_\_\_\_

**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).



# BEAST

NAME:  
PLAYER:  
CHRONICLE:

CONCEPT:  
VIRTUE:  
VICE:

KITH:  
MOTLEY:  
ENTITLEMENT:

## Attributes

POWER Intelligence: ●○○○○ Strength: ●○○○○ Presence: ●○○○○  
FINESSE Wits: ●○○○○ Dexterity: ●○○○○ Manipulation: ●○○○○  
RESISTANCE Resolve: ●○○○○ Stamina: ●○○○○ Composure: ●○○○○

## Skills

### MENTAL

(-4 Unskilled)

Academics ○○○○○  
Computer ○○○○○  
Crafts ○○○○○  
Investigation ○○○○○  
Medicine ○○○○○  
Occult ○○○○○  
Politics ○○○○○  
Science ○○○○○

### PHYSICAL

(-1 Unskilled)

Athletics ○○○○○  
Brawl ○○○○○  
Drive ○○○○○  
Firearms ○○○○○  
Larceny ○○○○○  
Stealth ○○○○○  
Survival ○○○○○  
Weaponry ○○○○○

### SOCIAL

(-1 Unskilled)

Animal Ken ○○○○○  
Empathy ○○○○○  
Expression ○○○○○  
Intimidation ○○○○○  
Persuasion ○○○○○  
Socialize ○○○○○  
Streetwise ○○○○○  
Subterfuge ○○○○○

### MERITS

○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○

### FLAWS

### CONTRACTS

○○○○○  
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○○○○○  
○○○○○  
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○○○○○  
○○○○○  
○○○○○

### PLEDGES

## Other Traits

### HEALTH

○○○○○○○○○○○○○○○○○○○○  
□□□□□□□□□□□□□□□□

### WILLPOWER

○○○○○○○○○○○○  
□□□□□□□□□□

### GLAMOUR

□□□□□□□□□□  
□□□□□□□□□□

### WYRD

●○○○○○○○○○○

### CLARITY

10 ○  
9 ○  
8 ○  
7 ○  
6 ○  
5 ○  
4 ○  
3 ○  
2 ○  
1 ○

**Blessing:** Gains the benefit of the 8 again rule when using the Animal Ken Skill, and receives a free Specialty for the one animal that most reflects the Beast's seeming.

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.

**Seeming Curse:** Doesn't re-roll 10s when using a dice pool involving Intelligence.

**Size:** \_\_\_\_\_  
**Defense:** \_\_\_\_\_  
**Initiative Mod.:** \_\_\_\_\_  
**Speed:** \_\_\_\_\_  
**Armor:** \_\_\_\_\_  
**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 • Glamour starts at 1/2 maximum (determined by Wyrd).











# Winter Court FAIREST

NAME:  
PLAYER:  
CHRONICLE:

CONCEPT:  
VIRTUE:  
VICE:

KITH:  
MOTLEY:  
ENTITLEMENT:

## Attributes

POWER Intelligence:	●○○○○	Strength:	●○○○○	Presence:	●○○○○
FINESSE Wits:	●○○○○	Dexterity:	●○○○○	Manipulation:	●○○○○
RESISTANCE Resolve:	●○○○○	Stamina:	●○○○○	Composure:	●○○○○

## Skills

### MENTAL

(-3 Unskilled)

Academics	○○○○○	○○○○○
Computer	○○○○○	○○○○○
Crafts	○○○○○	○○○○○
Investigation	○○○○○	○○○○○
Medicine	○○○○○	○○○○○
Occult	○○○○○	○○○○○
Politics	○○○○○	○○○○○
Science	○○○○○	○○○○○

### PHYSICAL

(-1 Unskilled)

Athletics	○○○○○	○○○○○
Brawl	○○○○○	○○○○○
Drive	○○○○○	○○○○○
Firearms	○○○○○	○○○○○
Larceny	○○○○○	○○○○○
Stealth	○○○○○	○○○○○
Survival	○○○○○	○○○○○
Weaponry	○○○○○	○○○○○

### SOCIAL

(-0 Unskilled)

Animal Ken	○○○○○	○○○○○
Empathy	○○○○○	○○○○○
Expression	○○○○○	○○○○○
Intimidation	○○○○○	○○○○○
Persuasion	○○○○○	○○○○○
Socialize	○○○○○	○○○○○
Streetwise	○○○○○	○○○○○
Subterfuge	○○○○○	○○○○○

### MERITS

### FLAWS

### CONTRACTS

### PLEDGES

## Other Traits

### HEALTH

○○○○○○○○○○○○○○○○○○○○  
□□□□□□□□□□□□□□□□

### WILLPOWER

○○○○○○○○○○○○○○  
□□□□□□□□□□□□

### GLAMOUR

□□□□□□□□□□  
□□□□□□□□□□

### WYRD

●○○○○○○○○○○○○

### CLARITY

10	○
9	○
8	○
7	○
6	○
5	○
4	○
3	○
2	○
1	○

**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:** \_\_\_\_\_

**Defense:** \_\_\_\_\_

**Initiative Mod.:** \_\_\_\_\_

**Speed:** \_\_\_\_\_

**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).



ENTITLEMENT:

Composure: ●○○○○

Experience:

Brian Rogers (order #1120519)































# Autumn Court BEAST

NAME:

CONCEPT:

KITH:

PLAYER:

VIRTUE:

MOTLEY:

CHRONICLE:

VICE:

ENTITLEMENT:

## Attributes

POWER Intelligence: ●○○○○○

Strength: ●○○○○○

Presence: ●○○○○○

FINESSE Wits: ●○○○○○

Dexterity: ●○○○○○

Manipulation: ●○○○○○

RESISTANCE Resolve: ●○○○○○

Stamina: ●○○○○○

Composure: ●○○○○○

## Skills

### MENTAL

(-4 Unskilled)

Academics \_\_\_\_\_ ○○○○○○

Computer \_\_\_\_\_ ○○○○○○

Crafts \_\_\_\_\_ ○○○○○○

Investigation \_\_\_\_\_ ○○○○○○

Medicine \_\_\_\_\_ ○○○○○○

Occult \_\_\_\_\_ ○○○○○○

Politics \_\_\_\_\_ ○○○○○○

Science \_\_\_\_\_ ○○○○○○

### PHYSICAL

(-1 Unskilled)

Athletics \_\_\_\_\_ ○○○○○○

Brawl \_\_\_\_\_ ○○○○○○

Drive \_\_\_\_\_ ○○○○○○

Firearms \_\_\_\_\_ ○○○○○○

Larceny \_\_\_\_\_ ○○○○○○

Stealth \_\_\_\_\_ ○○○○○○

Survival \_\_\_\_\_ ○○○○○○

Weaponry \_\_\_\_\_ ○○○○○○

### SOCIAL

(-1 Unskilled)

Animal Ken \_\_\_\_\_ ○○○○○○

Empathy \_\_\_\_\_ ○○○○○○

Expression \_\_\_\_\_ ○○○○○○

Intimidation \_\_\_\_\_ ○○○○○○

Persuasion \_\_\_\_\_ ○○○○○○

Socialize \_\_\_\_\_ ○○○○○○

Streetwise \_\_\_\_\_ ○○○○○○

Subterfuge \_\_\_\_\_ ○○○○○○

### MERITS

○○○○○○

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### FLAWS

### CONTRACTS

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### PLEDGES

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## Other Traits

### HEALTH

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### WILLPOWER

○○○○○○○○○○○○○○

□□□□□□□□□□□□

### GLAMOUR

□□□□□□□□□□

□□□□□□□□□□

### WYRD

●○○○○○○○○○○○○

### CLARITY

10 \_\_\_\_\_ ○

9 \_\_\_\_\_ ○

8 \_\_\_\_\_ ○

7 \_\_\_\_\_ ○

6 \_\_\_\_\_ ○

5 \_\_\_\_\_ ○

4 \_\_\_\_\_ ○

3 \_\_\_\_\_ ○

2 \_\_\_\_\_ ○

1 \_\_\_\_\_ ○

**Blessing:** Gains the benefit of the 8 again rule when using the Animal Ken Skill, and receives a free Specialty for the one animal that most reflects the Beast's seeming.

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.

**Seeming Curse:** Doesn't re-roll 10s when using a dice pool involving Intelligence.

**Size:** \_\_\_\_\_

**Defense:** \_\_\_\_\_

**Initiative Mod.:** \_\_\_\_\_

**Speed:** \_\_\_\_\_

**Armor:** \_\_\_\_\_

**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 • Glamour starts at 1/2 maximum (determined by Wyrd).



# Summer Court Wizeded

NAME:  
PLAYER:  
CHRONICLE:

CONCEPT:  
VIRTUE:  
VICE:

KITH:  
MOTLEY:  
ENTITLEMENT:

## Attributes

POWER Intelligence:	●0000	Strength:	●0000	Presence:	●0000
FINESSE Wits:	●0000	Dexterity:	●0000	Manipulation:	●0000
RESISTANCE Resolve:	●0000	Stamina:	●0000	Composure:	●0000

## Skills

### MENTAL

(-3 Unskilled)

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

### PHYSICAL

(-1 Unskilled)

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

### SOCIAL

(-2 Unskilled)

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

### MERITS

00000
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00000
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### FLAWS

### CONTRACTS

00000
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### PLEDGES


## Other Traits

### HEALTH

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### WILLPOWER

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### GLAMOUR

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### WYRD

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### CLARITY

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

**Blessing:** Can spend one point of Glamour to gain the benefit of the 9 again rule on all dice pools involving Dexterity for the rest of the scene.

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.

**Seeming Curse:** Doesn't benefit from the 10 again rule on dice pools involving Presence.

**Size:** \_\_\_\_\_

**Defense:** \_\_\_\_\_

**Initiative Mod.:** \_\_\_\_\_

**Speed:** \_\_\_\_\_

**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).



# Summer Court **OGRE**

NAME:  
PLAYER:  
CHRONICLE:

CONCEPT:  
VIRTUE:  
VICE:

KITH:  
MOTLEY:  
ENTITLEMENT:

## Attributes

POWER Intelligence:	●○○○○	Strength:	●○○○○	Presence:	●○○○○
FINESSE Wits:	●○○○○	Dexterity:	●○○○○	Manipulation:	●○○○○
RESISTANCE Resolve:	●○○○○	Stamina:	●○○○○	Composure:	●○○○○

## Skills

### MENTAL

(-3 Unskilled)

Academics	○○○○○	○○○○○
Computer	○○○○○	○○○○○
Crafts	○○○○○	○○○○○
Investigation	○○○○○	○○○○○
Medicine	○○○○○	○○○○○
Occult	○○○○○	○○○○○
Politics	○○○○○	○○○○○
Science	○○○○○	○○○○○

### PHYSICAL

(-1 Unskilled)

Athletics	○○○○○	
Brawl	○○○○○	
Drive	○○○○○	
Firearms	○○○○○	○○○○○
Larceny	○○○○○	○○○○○
Stealth	○○○○○	○○○○○
Survival	○○○○○	○○○○○
Weaponry	○○○○○	○○○○○

### SOCIAL

(-1 Unskilled)

Animal Ken	○○○○○	○○○○○
Empathy	○○○○○	○○○○○
Expression	○○○○○	
Intimidation	○○○○○	
Persuasion	○○○○○	
Socialize	○○○○○	
Streetwise	○○○○○	
Subterfuge	○○○○○	

### MERITS

### FLAWS

### CONTRACTS

### PLEDGES

## Other Traits

### HEALTH

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### WILLPOWER

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### GLAMOUR

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### WYRD

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### CLARITY

10	○
9	○
8	○
7	○
6	○
5	○
4	○
3	○
2	○
1	○

**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.

**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 a Defense Trait (that is, when subtracting it from another character's dice pool).

**Size:** \_\_\_\_\_  
**Defense:** \_\_\_\_\_  
**Initiative Mod.:** \_\_\_\_\_  
**Speed:** \_\_\_\_\_  
**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).



# Summer Court FAIREST

NAME:

PLAYER:

CHRONICLE:

CONCEPT:

VIRTUE:

VICE:

KITH:

MOTLEY:

ENTITLEMENT:

## Attributes

POWER Intelligence: ●○○○○○

Strength: ●○○○○○

Presence: ●○○○○○

FINESSE Wits: ●○○○○○

Dexterity: ●○○○○○

Manipulation: ●○○○○○

RESISTANCE Resolve: ●○○○○○

Stamina: ●○○○○○

Composure: ●○○○○○

## Skills

### MENTAL

(-3 Unskilled)

Academics ○○○○○○

Computer ○○○○○○

Crafts ○○○○○○

Investigation ○○○○○○

Medicine ○○○○○○

Occult ○○○○○○

Politics ○○○○○○

Science ○○○○○○

### PHYSICAL

(-1 Unskilled)

Athletics ○○○○○○

Brawl ○○○○○○

Drive ○○○○○○

Firearms ○○○○○○

Larceny ○○○○○○

Stealth ○○○○○○

Survival ○○○○○○

Weaponry ○○○○○○

### SOCIAL

(-0 Unskilled)

Animal Ken ○○○○○○

Empathy ○○○○○○

Expression ○○○○○○

Intimidation ○○○○○○

Persuasion ○○○○○○

Socialize ○○○○○○

Streetwise ○○○○○○

Subterfuge ○○○○○○

### MERITS

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### FLAWS

### CONTRACTS

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### PLEDGES

## Other Traits

### HEALTH

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### WILLPOWER

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### GLAMOUR

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### WYRD

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### CLARITY

10 ○

9 ○

8 ○

7 ○

6 ○

5 ○

4 ○

3 ○

2 ○

1 ○

**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:** \_\_\_\_\_

**Defense:** \_\_\_\_\_

**Initiative Mod.:** \_\_\_\_\_

**Speed:** \_\_\_\_\_

**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).







# Summer Court **DARKLING**

NAME:  
PLAYER:  
CHRONICLE:

CONCEPT:  
VIRTUE:  
VICE:

KITH:  
MOTLEY:  
ENTITLEMENT:

## Attributes

POWER Intelligence:	●0000	Strength:	●0000	Presence:	●0000
FINESSE Wits:	●0000	Dexterity:	●0000	Manipulation:	●0000
RESISTANCE Resolve:	●0000	Stamina:	●0000	Composure:	●0000

## Skills

### MENTAL

(-3 Unskilled)

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

### PHYSICAL

(-1 Unskilled)

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

### SOCIAL

(-1 Unskilled)

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

### MERITS

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### FLAWS

### CONTRACTS

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### PLEDGES

## Other Traits

### HEALTH

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### WILLPOWER

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### GLAMOUR

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□□□□□□□□□□

### WYRD

●0000000000

### CLARITY

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

**Blessing:** Can spend Glamour to increase dice pools that include Wits, Subterfuge and Stealth — each point of Glamour increases one dice pool by one point. Also gains the benefit of the 9 again rule on 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.

**Size:** \_\_\_\_\_

**Defense:** \_\_\_\_\_

**Initiative Mod.:** \_\_\_\_\_

**Speed:** \_\_\_\_\_

**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).



# Summer Court **BEAST**

NAME:  
PLAYER:  
CHRONICLE:

CONCEPT:  
VIRTUE:  
VICE:

KITH:  
MOTLEY:  
ENTITLEMENT:

## Attributes

POWER Intelligence:	●○○○○	Strength:	●○○○○	Presence:	●○○○○
FINESSE Wits:	●○○○○	Dexterity:	●○○○○	Manipulation:	●○○○○
RESISTANCE Resolve:	●○○○○	Stamina:	●○○○○	Composure:	●○○○○

## Skills

### MENTAL

(-4 Unskilled)

Academics	○○○○○
Computer	○○○○○
Crafts	○○○○○
Investigation	○○○○○
Medicine	○○○○○
Occult	○○○○○
Politics	○○○○○
Science	○○○○○

### PHYSICAL

(-1 Unskilled)

Athletics	○○○○○
Brawl	○○○○○
Drive	○○○○○
Firearms	○○○○○
Larceny	○○○○○
Stealth	○○○○○
Survival	○○○○○
Weaponry	○○○○○

### SOCIAL

(-1 Unskilled)

Animal Ken	○○○○○
Empathy	○○○○○
Expression	○○○○○
Intimidation	○○○○○
Persuasion	○○○○○
Socialize	○○○○○
Streetwise	○○○○○
Subterfuge	○○○○○

### MERITS

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○○○○○
○○○○○
○○○○○

### FLAWS

### CONTRACTS

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### PLEDGES


## Other Traits

### HEALTH

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### WILLPOWER

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### GLAMOUR

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### WYRD

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### CLARITY

10	○
9	○
8	○
7	○
6	○
5	○
4	○
3	○
2	○
1	○

**Blessing:** Gains the benefit of the 8 again rule when using the Animal Ken Skill, and receives a free Specialty for the one animal that most reflects the Beast's seeming.

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.

**Seeming Curse:** Doesn't re-roll 10s when using a dice pool involving Intelligence.

**Size:** \_\_\_\_\_

**Defense:** \_\_\_\_\_

**Initiative Mod.:** \_\_\_\_\_

**Speed:** \_\_\_\_\_

**Armor:** \_\_\_\_\_

**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 • Glamour starts at 1/2 maximum (determined by Wyrd).











# Spring Court Fairest

NAME:

PLAYER:

CHRONICLE:

CONCEPT:

VIRTUE:

VICE:

KITH:

MOTLEY:

ENTITLEMENT:

## Attributes

POWER Intelligence: ●○○○○

Strength: ●○○○○

Presence: ●○○○○

FINESSE Wits: ●○○○○

Dexterity: ●○○○○

Manipulation: ●○○○○

RESISTANCE Resolve: ●○○○○

Stamina: ●○○○○

Composure: ●○○○○

## Skills

### MENTAL

(-3 Unskilled)

Academics ○○○○○

Computer ○○○○○

Crafts ○○○○○

Investigation ○○○○○

Medicine ○○○○○

Occult ○○○○○

Politics ○○○○○

Science ○○○○○

### PHYSICAL

(-1 Unskilled)

Athletics ○○○○○

Brawl ○○○○○

Drive ○○○○○

Firearms ○○○○○

Larceny ○○○○○

Stealth ○○○○○

Survival ○○○○○

Weaponry ○○○○○

### SOCIAL

(-0 Unskilled)

Animal Ken ○○○○○

Empathy ○○○○○

Expression ○○○○○

Intimidation ○○○○○

Persuasion ○○○○○

Socialize ○○○○○

Streetwise ○○○○○

Subterfuge ○○○○○

### MERITS

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### FLAWS

### CONTRACTS

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### PLEDGES

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## Other Traits

### HEALTH

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### WILLPOWER

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### GLAMOUR

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### WYRD

●○○○○○○○○○○

### CLARITY

10 ○

9 ○

8 ○

7 ○

6 ○

5 ○

4 ○

3 ○

2 ○

1 ○

**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:** \_\_\_\_\_

**Defense:** \_\_\_\_\_

**Initiative Mod.:** \_\_\_\_\_

**Speed:** \_\_\_\_\_

**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).







# Spring Court DARKLING

NAME:

PLAYER:

CHRONICLE:

CONCEPT:

VIRTUE:

VICE:

KITH:

MOTLEY:

ENTITLEMENT:

## Attributes

POWER Intelligence: ●○○○○

Strength: ●○○○○

Presence: ●○○○○

FINESSE Wits: ●○○○○

Dexterity: ●○○○○

Manipulation: ●○○○○

RESISTANCE Resolve: ●○○○○

Stamina: ●○○○○

Composure: ●○○○○

## Skills

### MENTAL

(-3 Unskilled)

Academics ●○○○○

Computer ●○○○○

Crafts ●○○○○

Investigation ●○○○○

Medicine ●○○○○

Occult ●○○○○

Politics ●○○○○

Science ●○○○○

### PHYSICAL

(-1 Unskilled)

Athletics ●○○○○

Brawl ●○○○○

Drive ●○○○○

Firearms ●○○○○

Larceny ●○○○○

Stealth ●○○○○

Survival ●○○○○

Weaponry ●○○○○

### SOCIAL

(-1 Unskilled)

Animal Ken ●○○○○

Empathy ●○○○○

Expression ●○○○○

Intimidation ●○○○○

Persuasion ●○○○○

Socialize ●○○○○

Streetwise ●○○○○

Subterfuge ●○○○○

### MERITS

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### FLAWS

### CONTRACTS

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### PLEDGES

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## Other Traits

### HEALTH

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### WILLPOWER

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### GLAMOUR

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### WYRD

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### CLARITY

10 \_\_\_\_\_ 0

9 \_\_\_\_\_ 0

8 \_\_\_\_\_ 0

7 \_\_\_\_\_ 0

6 \_\_\_\_\_ 0

5 \_\_\_\_\_ 0

4 \_\_\_\_\_ 0

3 \_\_\_\_\_ 0

2 \_\_\_\_\_ 0

1 \_\_\_\_\_ 0

**Blessing:** Can spend Glamour to increase dice pools that include Wits, Subterfuge and Stealth — each point of Glamour increases one dice pool by one point. Also gains the benefit of the 9 again rule on 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.

**Size:** \_\_\_\_\_

**Defense:** \_\_\_\_\_

**Initiative Mod.:** \_\_\_\_\_

**Speed:** \_\_\_\_\_

**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).







# CHANGELING™

## THE LOST

NAME:  
PLAYER:  
CHRONICLE:

CONCEPT:  
VIRTUE:  
VICE:

SEEMING:  
KITH:  
COURT:

### Attributes

POWER Intelligence: ●○○○○ Strength: ●○○○○ Presence: ●○○○○  
FINESSE Wits: ●○○○○ Dexterity: ●○○○○ Manipulation: ●○○○○  
RESISTANCE Resolve: ●○○○○ Stamina: ●○○○○ Composure: ●○○○○

### Skills

#### MENTAL

(-3 Unskilled)

Academics \_\_\_\_\_ ○○○○○  
Computer \_\_\_\_\_ ○○○○○  
Crafts \_\_\_\_\_ ○○○○○  
Investigation \_\_\_\_\_ ○○○○○  
Medicine \_\_\_\_\_ ○○○○○  
Occult \_\_\_\_\_ ○○○○○  
Politics \_\_\_\_\_ ○○○○○  
Science \_\_\_\_\_ ○○○○○

#### PHYSICAL

(-1 Unskilled)

Athletics \_\_\_\_\_ ○○○○○  
Brawl \_\_\_\_\_ ○○○○○  
Drive \_\_\_\_\_ ○○○○○  
Firearms \_\_\_\_\_ ○○○○○  
Larceny \_\_\_\_\_ ○○○○○  
Stealth \_\_\_\_\_ ○○○○○  
Survival \_\_\_\_\_ ○○○○○  
Weaponry \_\_\_\_\_ ○○○○○

#### SOCIAL

(-1 Unskilled)

Animal Ken \_\_\_\_\_ ○○○○○  
Empathy \_\_\_\_\_ ○○○○○  
Expression \_\_\_\_\_ ○○○○○  
Intimidation \_\_\_\_\_ ○○○○○  
Persuasion \_\_\_\_\_ ○○○○○  
Socialize \_\_\_\_\_ ○○○○○  
Streetwise \_\_\_\_\_ ○○○○○  
Subterfuge \_\_\_\_\_ ○○○○○

### Other Traits

#### MERITS

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#### FLAWS

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#### CONTRACTS

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#### PLEDGES

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#### HEALTH

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#### WILLPOWER

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#### GLAMOUR

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#### WYRD

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#### CLARITY

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9 \_\_\_\_\_ ○  
8 \_\_\_\_\_ ○  
7 \_\_\_\_\_ ○  
6 \_\_\_\_\_ ○  
5 \_\_\_\_\_ ○  
4 \_\_\_\_\_ ○  
3 \_\_\_\_\_ ○  
2 \_\_\_\_\_ ○  
1 \_\_\_\_\_ ○

Seeming Blessing: \_\_\_\_\_

Seeming Curse: \_\_\_\_\_

Size: \_\_\_\_\_

Defense: \_\_\_\_\_

Initiative Mod.: \_\_\_\_\_

Speed: \_\_\_\_\_

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 1/2 maximum (determined by Wyrd).



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 into 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

GRAPPLING SUMMARY

- 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

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	•	
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	
Spear†	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 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, for example.

\* 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 +1 Defense bonus when fighting unarmed targets due to his weapon's superior reach, allowing him to keep a greater distance from a foe.

RANGED WEAPONS CHART

Type	Damage	Ranges	Clip	Strength	Size	Cost	Example
Revolver, Lt.	2	20/40/80	6	2	1	••	SW M640 (.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)
Shotgun†	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.

† 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)

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**

\* 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).

ARMOR CHART

Class	Rating	Strength	Defense	Speed	Cost
Modern					
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	••••

\* 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.

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.

SAMPLE OBJECTS

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

FEATS OF STRENGTH

Strength	Feat	Lift
1	Lift a chair	40 lbs.
2	Lift a large dog	100 lbs.
3	Lift a public mailbox	250 lbs.
4	Lift a wooden crate	400 lbs.
5	Lift a coffin	650 lbs.
6	Lift a refrigerator	800 lbs.
7	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.

Familiarity

Very familiar; neighborhood in which the changeling lives or claims domain  
Somewhat familiar; section of hometown or ally's domain  
An area visited only infrequently  
Area visited only once or described in some detail  
Unfamiliar area or enemy's domain  
Length of Time in the Hedge  
Less than one hour  
One to eight hours  
Eight to 24 hours  
24 to 48 hours  
48 hours to one week  
More than one week

Time Required per Roll

One minute  
10 minutes  
30 minutes  
One hour  
Three hours  
Successes Required  
Two  
Five  
Eight  
10  
15  
20

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

SUGGESTED 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	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).

LEAVING THE HEDGE

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)
8	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)
6	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)
4	Breaking formal oaths or pledges. Extreme unexpected life changes (pregnancy, losing one's home, etc.). Impassioned or impulsive serious crimes (manslaughter). (Roll three dice)
3	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)
1	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

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



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## 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 into 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

## GRAPPLING SUMMARY

- 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

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	•	
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	
Spear†	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 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, for example.

\* 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 +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

## GOBLIN FRUITS CARRIED

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



## RANGED 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)
Shotgun†	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.

† 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)

## ARMOR CHART

Class	Rating	Strength	Defense	Speed	Cost
<i>Modern</i>					
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	•••
<i>Archaic</i>					
Leather (hard)	1/0	2	-1	0	•
Chainmail	2/1	3	-2	-2	••
Plate	3/2	4	-2	-3	••••

\* 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**

\* 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
Candle (first-degree burns)	—
Torch (second-degree burns)	+1
Bunsen burner (third-degree burns)	+2
Chemical fire/molten metal	+3



## 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.

## SAMPLE OBJECTS

<b>Baseball Bat:</b> Durability 1 (reinforced to 2), Size 2, Structure 4, Damage 2
<b>Board, 2"x4":</b> Durability 1, Size 3, Structure 4, Damage 1
<b>Cabinet, Wooden:</b> Durability 1, Size 4, Structure 5, Damage 1
<b>Chair, Wooden:</b> Durability 1, Size 4, Structure 5, Damage 1
<b>Coffin:</b> Durability 1, Size 6, Structure 7, Damage 1
<b>Crate, Wooden:</b> Durability 1, Size 4, Structure 5, Damage 1
<b>Door, Bank Vault:</b> Durability 3 (reinforced to 10), Size 8, Structure 18, Damage 8
<b>Door, Wooden (Exterior):</b> Durability 2, Size 5, Structure 7, Damage 2
<b>Door, Wooden (Interior):</b> Durability 1, Size 5, Structure 6, Damage 1
<b>Door, Metal (Security):</b> Durability 3, Size 5, Structure 8, Damage 3
<b>Fence, Chain-link:</b> Durability 2, Size 4, Structure 6, Damage 2
<b>Fence, Steel:</b> Durability 3, Size 6, Structure 9, Damage 3
<b>Lamppost, Steel:</b> Durability 3, Size 8, Structure 11, Damage 3
<b>Manhole Cover:</b> Durability 3, Size 3, Structure 6, Damage 3
<b>Steel Bars:</b> Durability 3, Size 2, Structure 5, Damage 2
<b>Tempered Steel:</b> Durability 3, Size 2 (variable), Structure 5, Damage 2
<b>Window:</b> 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.

## FEATS OF STRENGTH

Strength	Feat	Lift
1	Lift a chair	40 lbs.
2	Lift a large dog	100 lbs.
3	Lift a public mailbox	250 lbs.
4	Lift a wooden crate	400 lbs.
5	Lift a coffin	650 lbs.
6	Lift a refrigerator	800 lbs.
7	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.

### Familiarity

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	
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

## 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 (ingestion, inhalation, injection)	3 to 7
Salmonella (ingestion)	2
Venom (injection or ingestion)	3 to 8

## SUGGESTED 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	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).

## 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	
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)
8	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)
6	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)
4	Breaking formal oaths or pledges. Extreme unexpected life changes (pregnancy, losing one's home, etc.). Impassioned or impulsive serious crimes (manslaughter). (Roll three dice)
3	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)
1	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
<b>Tasks</b>	Alliance (-1)	Alliance (-2)	Alliance (-3)
—	Dreaming (-2)		
	Endeavor (-1)	Endeavor (-2)	Endeavor (-3)
—	Ensorcellment (-2)		
	Forbiddance (-1)	Forbiddance (-2)	Forbiddance (-3)
	—	—	Fealty* (-3)
<b>Boon</b>	Adroitness (+1)	Blessing (+2)	Blessing (+3)
	Blessing (+1)	Ensorcellment* (+2)	Favor (+3)
	Favor (+1)	Favor (+2)	Vassalage (+3)
		Glamour (+2)	
<b>Sanction</b>	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)
<b>Duration</b>	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	Total Frailties
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



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