

CHANGELING™ THE LOST

Character Mechanic

CHARACTER CREATION

The first step of character creation is to come up with a **CONCEPT**, a general idea somebody you'd enjoy playing, somebody whose story sounds entertaining. Your character concept can be original, or it can be borrowed from mythology, a book, a movie, a video game, whatever. Tied into your concept is a concept of your character's **FETCH**, the thing that has been living your character's life while your character was enslaved in faerie. After that, get together with the other players to figure out how your character relates to theirs at the start of the game. The only thing that's important about your concept is that it be fun for you and the people you're going to play with.

Choose a **VIRTUE** of charity, faith, fortitude, hope, justice, prudence or temperance and a **VICE** of envy, gluttony, greed, lust, pride, sloth or wrath. Even a saint has a vice, and even a monster has a virtue. Details of virtues and vices start on WoD p.100.

Next, it's time to come up with a game-mechanical representation of your concept. For the sake of balancing the game so that everybody's character plays an important part in the unfolding of events, everybody is given an equal number of points, called "dots," that they can spend on various things to construct this representation. This may mean that you can't build character that matches your concept in every way; that's OK, your character will be able to grow as the game progresses, so just build a character that can grow into your concept.

You get 12 dots to buy your character's **ATTRIBUTES**, divided into groups of 5, 4 and 3. You assign one group to Mental Attributes, one to Physical Attributes and one to Social Attributes, and divide up that number of dots among the three Attributes in the column. So, if social ability was the most important for your character concept, you'd divide up five points among Presence, Manipulation and Composure. Each attribute is rated from one to five, like a movie rating. For each dot you assign to an Attribute, you can fill in one of the dots next to it on the sheet... except the fifth dot. Filling in the fifth dot on the sheet costs two dot points, instead of one.

You get 22 dots to assign to your character's **SKILLS**, divided into groups of 11, 7 and 4. You assign one group to Mental Skills, one to Social Skills and one to Physical Skills, and use them to fill in the dots next to Skills, similarly to Attributes. Again, the fifth dot of a Skill on the sheet costs two dot points to fill in.

You get three **SPECIALTIES**. Specialties are narrow applications of a Skill, and they can be anything that your group approves of. Pick three Specialties, and figure out which single Skill is best associated with each one, then mark it down next to that Skill on the sheet. If you're using that Skill within the scope of a Specialty, you get to treat the Skill as if it was one dot higher than it is.

Next, you pick a **SEEMING**, which is a broad category describing what sort of creature your character was transformed into in Faerie. Up until now, you were making a human being, but that's not what your character is any more. Each seeming comes with a Blessing and a Curse, which you should write down on your sheet. Having a Seeming also means you get another Specialty, in Athletics, Brawl or Stealth, which represents the benefits granted

by your character's now inhuman body. The Seemings are Beast (p.100), Darkling (p.104), Elemental (p.108), Fairest (p.112), Ogre (p.116), and Wized (p.120). The Seemings are very broad, so most concepts can fit into more than one of them. Pick the one that suits you best.

In addition to your Seeming you may choose, or create, a **KITH**. A Kith is a more narrow description of what your character has become, and comes with an added Blessing, which you should write down on your sheet. If you make one up, be sure to clear it with the rest of the group.

While not required, it is recommended that your character be affiliated with a **GREAT COURT**, which is a sort of social and philosophical movement within changeling society. The main great courts are Spring (p.46), Summer (p.50), Autumn (p.54) and Winter (p.58). Members of a Great Court may purchase the Mantle Merit for that court, which grants assorted extra benefits.

CONTRACTS are the overt magical powers that Changelings wield. You get 5 dots of Contracts, which you can find in the book on pp.124-169. Once again, the fifth dot of a Contract on the sheet costs two dot points to buy, which means that your character can't start the game knowing all five of the clauses of a Contract. You can spend your dots on both normal Contracts and Goblin Contracts for your character, but only 1-dot Goblin Contracts are allowed right now.

You have seven dots to spend on **MERITS**. Merits let you customize your character and make it a little more unique. As before, the fifth dot of a Merit on the character sheet costs two dots to buy. There are a great many merits; see the World of Darkness p.108, Changeling: the Lost p.93 and Rites of Spring p.87. You can also spend three Merit dots to purchase a dot of Wyrd, or six Merit dots to purchase two dots of Wyrd.

Adult humans are of **SIZE** 5, and so by default is your character. Your character starts with **WYRD** 1 unless you spent Merit dots to raise it. Starting **CLARITY** is 7, but you can exchange up to two points of starting Clarity for 5 experience points each; you'll have to check to see whether you gain Derangements from this loss. Starting **GLAMOUR** is 1/2 of your maximum, plus the rating of your character's Harvest merit if you bought it.

The following derived statistics change any time the things they're based on change: **HEALTH** = Stamina + Size, **WILLPOWER** = Resolve + Composure, **DEFENSE** = lowest of Dexterity and Wits, **INITIATIVE** = Dexterity + Composure, **SPEED** = Strength + Dexterity + 5

EXPERIENCE POINT COSTS

ATTRIBUTE	New rating × 5
SKILL	New rating × 3
SPECIALTY	3
GOBLIN CONTRACT	Dots × 3
UNIVERSAL CONTRACT	New rating × 4
AFFINITY CONTRACT	New rating × 4
NON-AFFINITY CONTRACT	New rating × 6
MERIT	New rating × 2
WYRD	New rating × 8
CLARITY	New rating × 3
Recover spent WILLPOWER dot	8

CHANGELING™

THE LOST

The Hedge

ENTERING THE HEDGE

Getting into the Hedge is easy. Any opening, archway or reflective surface is a potential gateway into the Hedge. A fae (changeling, hobgoblin or True Fae) just has to spend a point of **GLAMOUR** and somehow demand entrance, and the gateway opens. Once a gateway has been created, it remains a gateway even after it closes. A fae can roll **WYRD** to re-open a closed gateway for free.

Anybody can **FOLLOW** someone else into the Hedge, because gateways remain open for a few turns after somebody passes through them. If the opener was a fae, the gateway remain open for a number of turns equal to the fae's Wyrd.

A gateway that gets re-used eventually develops a **KEY**, by which anybody can open it. A key can be nearly anything: a time, an action, a word, phrase or rhyme, a bloodline, an object. Anyone who possesses the key may open the gateway. Keys are difficult for non-changelings who do not already know them to puzzle out, requiring an extended Intelligence + Academics roll, with each roll representing a month of research and a target number set by the Storyteller.

Mundane humans who gain willpower from their **VICE** within sight of a gateway roll Wits + Composure - 2; if they succeed, they see through the gateway into the Hedge, and see there something that tempts them to fulfill their Vice again. If they pass through the gateway, it closes behind them, and they find themselves trapped in the Hedge. The temptation turns out to have been empty, as well.

Of course, the True Fae, and the occasional hobgoblin or changeling, use their power to open gates to **KIDNAP** people into the Hedge. This is probably the most common method by which non-fae find themselves in the Hedge.

IN THE HEDGE

CHANGELINGS in the Hedge have no Mask (even to people looking at them from the other side of a gateway) and can not hide their fae nature by any means. They make degeneration checks at -1 if they are out of sight of the mundane world.

MUNDANE HUMANS do not make degeneration checks while in the Hedge. The Storyteller records all of the sins they commit while in the Hedge, but they only make the checks when (if) they escape. The worst sin is checked first, then the next worst, etc. If a character's Morality falls low enough that a sin is no longer cause for a degeneration check, skip that sin. However, humans who wander off the path and get lost in the thorns lose 1 Morality per hour. After each loss, they can roll their new Morality to recognise what's happening (they're losing their souls).

The effects of the Hedge on **OTHER BEINGS** are described on p.212 and p.221

Rolls to **TRACK** a fae's recent passage through the Hedge get a bonus depending on that fae's Wyrd (1-2: +1, 3-4: +2, 5-10: +3), as the Hedge adapts to the prey's Seeming, Kith, and Court.

Fae with Wyrd 7-10 may roll Wyrd as an instant action to willfully **SHAPE THE HEDGE**, similarly to the way they can shape dreams (p.213 for bonuses and penalties).

It's possible to **TRAVEL** from one part of the world to another through the Hedge. Each character who is travelling rolls Intelligence + Survival, with the Storyteller applying a penalty depending in the difficulty of the journey. If any of the characters fails dramatically, the whole group ends up getting off the path and

lost in the Hedge. If all of the characters fail, the journey takes as long as it would in the world. If any of the characters succeeds, and the changelings don't stop or change destinations during the journey, then the destination is reached in (10 - lowest Wyrd in the group) hours. If any character gets an exceptional success, the journey takes (10 - highest Wyrd in the group) hours.

Each time a changeling in the Hedge picks a new **DESTINATION**, that character rolls Clarity. If the changeling isn't on a path, the roll suffers a -3 penalty. If the roll fails dramatically, the changeling loses the path, or if already off the path, blunders into something horrible. If the roll fails, the changeling ends up somewhere other than the destination. Success or exceptional success means that the changeling is able to find the way (although if the destination is a long way away, the changeling must now make a travel roll as above). It's impossible to pick a destination that a character can not clearly picture in mind.

Characters who are **LOST** in the thorns may roll Intelligence + Investigation - 3 to find their way back to a path.

Most **GOBLIN FRUITS** have restorative effects, healing either 1 lethal damage or 2 bashing damage per fruit consumed. Other fruits restore Glamour, Willpower (while imposing a cumulative -1 penalty to Composure rolls for a scene), or even heal 1 aggravated damage once per scene. See Changeling: the Lost p.222. and Rites of Sping p.128. Not all Goblin Fruits are beneficial, so a roll of Intelligence + Survival may be needed to discern the good from the bad. Finding a particular kind of fruit, or returning to a particular patch, requires choosing a destination and rolling Clarity, as above. Goblin Fruits that are inedible but useful are called Oddments, and are treated exactly as any other Goblin Fruit. The number of Goblin Fruits that a person can carry in the mundane world is dependant on Wyrd.

Many objects found in the Hedge have latent magic, and can be transformed into **TRIFLES** by the expenditure of a Willpower point. A Trifle is a single-use magical object, which can be activated by performing some physical action and then either spending a point of Glamour or rolling Wyrd. Trifles have Masks, just as Tokens do. Some Trifles can be sought out in the Hedge like Goblin Fruit, while others can only be found by luck or careful preparation. Examples can be found on p.209.

TOKENS are objects imbued with fae power, either by osmosis or by Hedgespinning (RoS p.138). Tokens are protected by a Mask, appearing to non-fae eyes to be some mundane version of what they truly are. When activated, Tokens provide some magical benefit, and an accompanying drawback. Changelings can activate a token by spending a point of Glamour, or by rolling Wyrd (willpower may not be used). Tokens also have a Catch, allowing anyone to activate them without Glamour or a Wyrd roll at the cost of an additional negative effect. Changelings can recognise Tokens by touching them and rolling Wits + Wyrd.

EXITING THE HEDGE

If a changeling has never allowed a gateway to be out of sight, not even by turning around, leaving is as simple as opening the gateway and walking through. Otherwise, a changeling must be near the mundane world, and then make an extended Intelligence + Investigation + Wyrd roll (-3 if not on a path) to find one. Time per roll depends on familiarity with this part of the Hedge (very familiar: 1m, somewhat familiar: 10m, occasional visit: 30m, visited once: 1h, enemy territory: 3h). Target depends on time in the Hedge (<1h: 2, 1h-8h: 5, 8h-1d: 8, 1d-2d: 10, 2d-7d: 15, >7d: 20)

CHANGELING™

Dreams

THE LOST

ENTERING DREAMS

A person's dreams must be located before they can be entered.

To locate the dreams of a person a changeling **CAN SEE**, no roll is required. To locate the dreams of a person a changeling **CAN NOT SEE**, the changeling must sleep within the Hedge while searching for the person's dreams. The search is represented by an extended Composure + Wits + Wyrd roll, with each roll taking a half hour. This roll requires 12 successes to target the changeling's Fetch, and 16 successes to target anyone else.

Changelings consciously enter their own dreams just by sleeping.

To enter the dreams of their **FETCHES**, changelings must spend a point of Willpower. Each time the changeling enters the Fetch's dreams, the Fetch rolls the changeling's Presence + Wyrd as part of an extended action with a target equal to the Fetch's Willpower. Once this action succeeds, the Fetch may enter the changeling's dreams just as the changeling enters its.

To enter the dreams of **ANYONE ELSE**, changelings must first be part of a pledge with that person, and that pledge must have tasked the changelings with guarding the dreams of that person. Entering the person's dreams costs a point of Glamour.

Alternatively, the **CONTRACT** of Dreams allows Dreamscaping (and maybe convincing or psychotherapy, if the group approves) of anybody a changeling can see, even representationally.

ONEIROMANCY

Each time a dreamer enters a new dream, the **INTENSITY** of the dream is calculated by having the dreaming character roll Wits + Resolve. Recurring dreams and memory dreams gain 9-again on the Intensity roll; recurring memory dreams gain 8-again. Dreams created with Forging the Dream have an Intensity equal to the successes on the invocation roll.

NIGHTMARES with Intensity of (the dreamer's Willpower - the dreamer's number of derangements) or more prevent the dreamer from regaining a Willpower point that night.

Oneiromancers can recognise **PROPHETIC DREAMS** with a roll of Wits + Occult + Wyrd + Intensity. True prophecy does not survive any other oneiromancy action; after that, it's just a dream, telling nothing of the future. Anybody can have prophetic dreams, but they are most common among those touched by the Wyrd. Anybody who sees a prophetic dream come true may gain a point of Willpower; changelings may instead gain a point of Glamour, if they prefer.

Oneiromancers can perform several special **DREAM RIDING** actions while in a dream world: **ANALYZE** a dream by rolling Wits + Empathy - Intensity, determining whether the dream is a nightmare, a recurring dream, a memory dream, wish fulfillment, or some combination of them. **CONVINCE** the dreamer by spending all night on a roll of Wits + Empathy + Wyrd, altering the dreamscape to condition the dreamer toward certain responses to the oneiromancer. Each success on the roll becomes an extra die that is "stored" in the dreamer's psyche. For up to a week after, the oneiromancer can remove any number of dice from that pool and add them to a Manipulation dice pool that is being rolled against the dreamer, and can continue doing so until all of the dice are used up. If the oneiromancer convinces the dreamer again before the week is up, the new stored dice replace any remaining ones from the previous attempt. It is possible to make the Manipulation roll from within the dreamscape, convincing the dreamer to do a specific thing while awake, but this can not be done during the same night as the convincing roll. **LEARN** about the dreamer by making an

extended Wits + Empathy + Wyrd roll, rolling once per night and performing no other oneiromantic actions. Every five successes on this roll reveals one of the dreamer's: Virtue, Vice, one derangement, Willpower, one Mental Merit, one Social Merit, one Mental Flaw, one Social Flaw. This technique can also reveal the use of mind-control or emotion-control on the dreamer within the last month. Engage in **PSYCHOTHERAPY** by making a Wits + Empathy + Wyrd - Intensity roll for a night's worth of work, with each night being as effective as a week of psychological treatment (or abuse). **SCOUR THE INTENSITY** of a dream, once per dream, by rolling Wits + Empathy + Wyrd - Intensity. Each success reduces the Intensity by 1. If the Intensity is reduced to 0, the oneiromancer must choose between creating a new dream, or allowing the dreamer to awaken. It is also possible to **SCOUR DREAM-POISON**, by making a contested roll of Wits + Empathy + Wyrd vs. the poison's Intensity. If the poison wins, the oneiromancer suffers a point of Willpower damage, otherwise the poison's Intensity is reduced by the difference in successes. **SEARCH FOR DREAM-POISON** by making an extended Wits + Empathy + Wyrd - Intensity roll, with one roll per night (Intensity changes each night) and requiring successes equal to the Intensity of the dream-poison.

DREAMSCAPING lets an oneiromancer create every aspect of someone else's dream. The Forging the Dream clause allows easy and powerful dreamscaping. Without that clause, an oneiromancer can still dreamscape empty dream worlds by spending a point of Glamour (2 points if the last dream was scoured away) and winning a contested roll of Wits + Empathy + Wyrd vs. the dreamer's Wits + Resolve. This triggers a dream with Intensity equal to the difference between the two rolls, no matter who wins the roll.

A created dream can have powerful effects, though only one dream per night is effective: **HEALING** dreams count as a whole extra day of rest, or two days if the Intensity is five or more. Stress relief dreams allow the dreamer to gain an extra point of **WILLPOWER**, or to gain back all willpower if the Intensity is five or more, but require the oneiromancer to know the dreamer's Virtue and Vice. **TEACHING** dreams count as a full day of learning on a particular Skill, Merit or Contract, or grant an experience point to be used for buying that trait if the Intensity is five or more and no such experience has been granted since the last time the trait was bought. Created **NIGHTMARES** have the same effect as natural ones.

In **DREAM COMBAT**, physical attacks use highest Power stat + appropriate Skill + Wyrd, environmental attacks use Wits + Empathy + Wyrd, Defense is highest Finesse stat, and Armor is highest Resistance stat. Stunts are encouraged and receive bonus dice. Damage is applied to Willpower; when Willpower is 0 or less, the victim awakens. If Willpower is reduced below 0, the victim receives or upgrades a Derangement for a day. If Willpower is reduced to -5 or less, the Derangement lasts for a week. When the first blow is struck, the dreamer loses a point of Willpower. (p.198)

A **DREAM VESSEL** is a representative object that contains a dream, ready to unfold in the mind of the first person who sleeps near it. To make one, an oneiromancer spends a point of Glamour and makes an extended Intelligence + Empathy + Wyrd roll, with each roll taking a day, and with the successes accumulating to form the Intensity of the dream. If the sleeper does not know that the vessel is a vessel, Intensity is reduced by a Resolve + Composure roll. A dream-vessel can contain a **CONTRACT** activation, which targets the sleeper. Clauses that target the caster are forbidden. Intensity of the stored dream must exceed the successes on the Contract roll. (p.197)

CHANGELING™

THE LOST

Pledges

TYPES OF PLEDGES

The basic type of pledge, called a **VOW**, is simply a contract that has been bound by the Wyrd. It just consists of tasks, boons, sanctions and duration. The number of vows that a changeling can be part of is limited by the changeling's Wyrd. A changeling with the **COBLIN VOW** Merit (RoS p.38) can enter into vows with inanimate parts of the world, extracting all manner of useful favors.

A pledge sworn by a name is an **OATH**. Each name can bear only a single oath from any given changeling. Breaking an oath means the named being or thing will mete out punishment, in addition to the sanctions specified by the pledge. The specific punishment depends on the name that was sworn by: The changeling's **TRUE NAME** makes the next encounter with the Fetch hellish, if it is still alive, by reducing the changeling's Defense to 0, negating all resistance to Echoes, applying a penalty to all actions equal to the changeling's Wyrd, and making sure the Fetch knows its advantage. If the changeling no longer has a Fetch, the true name instead breaks all vows, as if the changeling had voluntarily violated them, incurring all of their sanctions. Every party to all of those vows knows that the changeling violated a true name oath. Violating an oath on the **NAME OF THE KEEPER** grants the changeling's keeper instant knowledge of the changeling's whereabouts. One time in the next year and a day, the keeper may choose to get a dice bonus equal to the changeling's Wyrd to all rolls involving finding or recapturing the changeling, for an entire scene. Violating an oath sworn by a **HIGHER POWER** (for example a god or principle the changeling truly believes in) causes an immediate loss of all Willpower, and the next degeneration check the changeling makes suffers a -1 penalty.

When a changeling swears on an object that represents membership in a group, the pledge is called a **CORPORAL**. A changeling may have only one of each kind of corporal pledge at once. Breaking a corporal carries special punishment over and above the pledge sanctions. Breaking an pledge sworn on the emblem of a **MORTAL** group (wedding ring, membership card) means that within the next few days, the changeling's association with that group will end forever, and the changeling must roll 4 dice to avoid degeneration. This roll gains +2 if the violation was during the satisfaction of the changeling's Virtue, -2 if fulfilling a Vice, and -2 if the violation was due to the changeling's fae life. Breaking a pledge sworn on a **SEEMING** emblem causes the changeling to instantly lose a point of Wyrd. Changelings with Wyrd 1 can not swear such a pledge. Breaking a pledge sworn on a **COURT** emblem causes the changeling to lose all Court Goodwill with that court, or half of Mantle, as appropriate. For the next month, members of that court will be able recognise that he has broken faith with their court. Breaking a pledge sworn on an **ENTITLEMENT** emblem means that the changeling will lose the benefits of the entitlement until the next time he gains Wyrd, and that members of that entitlement will know him as an oathbreaker forevermore. Breaking a pledge sworn on a **NEMESIS** emblem means that a Contract or other power, cast by the nemesis when the pledge was sworn, applies without resistance to the forsworn. Additionally, the nemesis becomes aware that the pledge has been broken.

CRAFTING PLEDGES

Pledges are made up of tasks, boons, sanctions and duration, each of which has a numerical value: tasks and sanctions are negative, while boons and duration are positive. Each party to a pledge can have different tasks, boons and sanctions, but the same duration applies to everyone. Boons and ongoing tasks last for the duration of

the pledge. Most sanctions last for the duration after the pledge is broken. For each party, tasks, boons, sanctions and duration must sum to zero. Crafting a pledge costs a point of Willpower, and some pledge aspects impose additional costs.

The **ALLIANCE** task must be sworn by all parties to a pledge, and guarantees that the pledged will: not hinder each other (-0), harm others or suffer harm for each other (-2), aid each other even unto torture and death (-3). The **DREAMING** task (-2) grants access to the dreams of another, along with an obligation to defend those dreams. The **ENDEAVOR** task is a promise to attempt something: not terribly difficult (-1), moderately difficult or potentially dangerous (-2), highly difficult or potentially deadly (-3). The **ENSORCELLMENT** task (-2) means that the changeling grants a non-fae the ability to see through the Mask, and must spend an additional point of Glamour when the pledge is crafted; the non-fae's part of the pledge must include the ensorcellment boon. The **FEALTY** task (-3) always goes along with the vassalage boon and banishment sanction. Fealty is a task for both the lord and the vassal. The first time a lord swears a fealty pledge, a dot of Willpower is spent, which is regained when the lord steps down. The lord's fealty pledge may "attach" to any number of vassals' (p.180). The **FORBIDDANCE** task is a promise to not do something: easily avoided (-1), difficult or annoying to avoid (-2), impossible to avoid without life changes (-3).

The **ADROITNESS** boon (+1) grants +1 to a single Skill. The **BLESSING** boon grants dots in non-supernatural Merits: humans get a new 1 or 2 dot Merit, or +1 to an existing Merit, while others gain a new 1 dot Merit or +1 to an existing Merit (+1), humans get a new 3 or 4 dot Merit, or +2 to an existing Merit, while others gain a new 2 dot Merit, or +2 to an existing Merit (+2), humans get a new 5 dot merit, or +3 to an existing Merit, while others gain a new 3 dot Merit, or +3 to an existing Merit (+3). The **ENSORCELLMENT** boon (+2) is paired with the ensorcellment task; the recipients can see through the Mask, and exposing the world of the fae to them does not cause Clarity checks. The **FAVOR** boon (+1, +2, +3) means that the recipient can demand that a task of equivalent value be performed, at a time of the recipient's choosing; failure to perform this task brings a curse of equal strength. The **GLAMOUR** boon (+2) grants a changeling 1 point of Glamour per day from a human, or transfers Glamour between changelings (p.181). The **VASSALAGE** boon (+3) grants membership in a freehold and the freehold's unique blessing (p.181).

The **BANISHMENT** sanction (-3) allows members of a freehold to gain a point of glamour by attacking the victim within the bounds of that freehold. The **CURSE** sanction: negates 10-again (-1), makes an 8 a failure (-2), makes a 9 a failure, and makes all failed rolls dramatic failures (-3). The **DEATH** sanction (-3) kills the victim unless the betrayed party truly forgives him within a few days. (p.182) The **FLAW** sanction (-2) permanently imposes a flaw (WoD p.217) on the victim. The **PISHOCUE** sanction targets the victim with a Contract effect, cast during pledge crafting, that can not be resisted: 1-2 dot (-1), 3-4 dot (-2), 5 dot (-3). The **POISONING** sanction (-1, -2, -3) reverses the benefits of a boon (p.183). The **VULNERABILITY** (-2) sanction removes either the victim's physical defense or magical defense against the person betrayed.

DURATION examples: day (+1), week (+1), month (+2), season (+2), year and a day (+3), decade (+3), lifelong (+3) and costs a Willpower dot, generational (+3) requires informed consent and costs a Willpower dot, lasting for generations equal to the Wyrd of the one who spent the dot.

FETCH

Name:
Player:

Virtue:
Vice:

Age When Made:
Made Of:

Persona hints:

Attributes

(WoD p.42)

Mental
Power Intelligence: ●○○○○
Finesse Wits: ●○○○○
Resistance Resolve: ●○○○○

Physical
Strength: ●○○○○
Dexterity: ●○○○○
Stamina: ●○○○○

Social
Presence: ●○○○○
Manipulation: ●○○○○
Composure: ●○○○○

Skills

Mental

(WoD p.55)

(-3 if unskilled)

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

Physical

(WoD p.64)

(-1 if unskilled)

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

Social

(WoD p.78)

(-1 if unskilled)

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

Size: Speed:
Initiative: Defense:

Merits

(WoD p.108, Ctl. p.93) Mantle is forbidden

_____ ○○○○○
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Echoes

(Ctl. p.256, AN p.101)

Attuned to the Wyrd (Ctl. p.256)

Health

(WoD p.171)

○○○○○○○○○○○○○○○○○○○○ Bashing wounds heal in 15 minutes
○○○○○○○○○○○○○○○○○○○○ Lethal wounds heal in two days
○○○○○○○○○○○○○○○○○○○○ Aggravated wounds heal in 1 week

Bashing damage in your last health box means you have to roll Stamina before each turn to see if you fall unconscious. Lethal damage in your last health box means you are unconscious and take 1 wound per minute until you either get medical attention or you die. Aggravated damage in your last health box means you're dead. Each of your last three health boxes applies a cumulative -1 to all actions.

Willpower

(WoD p.95)

○○○○○○○○○○○○○○○○○○○○ Fulfilling your Virtue refills your willpower once per session
○○○○○○○○○○○○○○○○○○○○ Fulfilling your Vice gives you 1 willpower once per scene
○○○○○○○○○○○○○○○○○○○○ Getting a good night's sleep gives you 1 willpower

1 point of Willpower adds +3 to nearly any roll, or +2 to Resolve, Stamina, Composure or Defense. Spend 1 point of Willpower to enter the dreams of your Changeling, if you can locate them.

Glamour

(Ctl. p.88)

○○○○○○○○○○○○○○○○○○○○ To harvest Glamour from emotions, roll an appropriate
○○○○○○○○○○○○○○○○○○○○ Attribute + Skill. Hedge Fruit can also provide
○○○○○○○○○○○○○○○○○○○○ Glamour

Spend one point of Glamour to force a Token or Trifle to activate (Ctl. p.201)

Wyrd

(Ctl. p.83)

○○○○○○○○○○○○○○○○○○○○ Wyrd always equals the changeling's Wyrd
○○○○○○○○○○○○○○○○○○○○ Roll Wyrd without using Willpower to coax a
○○○○○○○○○○○○○○○○○○○○ Token or Trifle to activate (Ctl. p.201)

2	3	4	5	6	7	8	9	10	11	Number of Echoes
10	11	12	13	14	15	20	30	50	100	Max Glamour
1	2	3	4	5	6	7	8	10	15	Glamour / Turn
3	5	7	10	15	25	50	100			Max Goblin Fruits (Ctl. p.222)
10	20	30	40	50	60	75	90	105	130+	Lifespan bonus years (Ctl. p.174)
1	1	1	2	2	2	3	3	4		Infirmity bonus (Ctl. p.174)
5	5	5	5	5	6	7	8	9	10	Attribute & Skill max
					C	St	Se	D	Sc	Incite Bedlam (Ctl. p.85)
					3/5	3/4	4/3	4/2	5/1	Glamour requirement (Ctl. p.86)
					1	2	2	3	3	Minor frailties (Ctl. p.87)
							1	1	2	Major frailties (Ctl. p.87)

Morality

(Ctl. p.91)

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

Derangements

(WoD p.96)

