

Changeling The Delirium

Name:

Virtue:

Masque:

Player:

Vice:

Concordat:

Chronicle:

Concept:

Rith:

Attributes

POWER	Intelligence	●0000	Strength	●0000	Presence	●0000
	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

Other Traits

Merits

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

Size: ___ Speed: ___ Initiative Mod: ___
 Defense: ___ Armor: ___ Perception: ___

Opuses

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

Health

000000000000
 □□□□□□□□□□

Willpower

0000000000
 □□□□□□□□□□

Wyrd

0000000000

Glamour

□□□□□□□□□□
 □□□□□□□□□□

Points Per Turn: _____

Seity

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

Domains

Bone _____ 00000
 Bronze _____ 00000
 Glass _____ 00000
 Stone _____ 00000
 Wood _____ 00000

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Masque +1 Favored Attribute • Domains - 1 dot in Ruling Domain, 1 dot in Neutral or Ruling, 1 dot in any Domain • Arts - 3 dots; must have Concordat Status to buy Magnum Opus • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits cost 2 points) • Choose one Native Echo • Mein: choose Echeat and Concordat Sigils • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Seity = 7 • Starting Wyrd = 1 • Starting Glamour = Seity

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Echoes

Mien

Sprite

Name: _____
 Power: _____ Finesse: _____ Resistance: _____
 Size: _____ Speed: _____
 Defense: _____ Initiative: _____
 Numena Influence

_____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO

Corpus

OOOOOOOOOOOO
 □□□□□□□□□□
 Willpower Glamour

OOOOOOOOOO □□□□□□□□
 □□□□□□□□ □□□□□□□□

Delirium

Threshold: _____
 Delusion: _____
 Virtue: _____
 Vice: _____

Experience

Gramagræ

Maximum Oath Points = Wyrð +5

pledge: _____
 oblige: _____
 pledge duty: _____
 oblige duty: _____

pledge: _____
 oblige: _____
 pledge duty: _____
 oblige duty: _____

pledge: _____
 oblige: _____
 pledge duty: _____
 oblige duty: _____

pledge: _____
 oblige: _____
 pledge duty: _____
 oblige duty: _____

pledge: _____
 oblige: _____
 pledge duty: _____
 oblige duty: _____

pledge: _____
 oblige: _____
 pledge duty: _____
 oblige duty: _____

pledge: _____
 oblige: _____
 pledge duty: _____
 oblige duty: _____

Chimistry

Effect	Condition/Trigger	Duration	Potency
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Combat

Weapon/Attack	Dice Mod.	Size	Range	Clip
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Attribute = New dots x 5 • Skill = New dots x 3 • Skill Specialty = 3 points • Favored Opus = New dots x 5 • Common Opus = New dots x 7
 Ruling Domain = New dots x 6 • Neutral Domain = New dots x 7 • Inferior Domain = New dots x 8 • Merit = New dots x 2 • Wyrð = New dots x 8
 Seity = New dots x 3 • Willpower = 8 points; Experience points can be spent on Willpower only to restore dots lost through sacrifice.