

## Stats

Intelligence ●●  
Wits ●●  
Resolve ●●  
Strength ●●  
Dexterity ●●●●  
Stamina ●●●  
Presence ●●●  
Manipulation ●●●  
Composure ●●

## Mental (-4 Unskill, no 10+)

Academics  
Computer ●●  
Crafts  
Investigation ●  
*Medicine* ●●  
Occult  
Politics  
Science  
Spec: First Aid  
Prophecy

## Physical (-1 Unskilled)

*Athletics* ●●●  
Brawl  
Drive  
Firearms  
*Larceny* ●●●●  
*Stealth* ●●●●  
Survival  
Weaponry  
Spec: Dodge, Jump  
Pickpocket

## Social (-1 Unskilled)

Animal Ken ●  
Empathy ●●●  
Expression  
Intimidation  
Persuasion ●  
Socialize ●●  
*Streetwise*  
Subterfuge ●●  
Spec: Birds  
+ 1 to Streetwise

Willpower: ○○○○  
Health: □□□□□□□□

-1-2-3

Clarity: 5  
XP: 30/0

# Anna Glimmer

True Name

Windwing Beast of the Autumn Court

*Spring Bird Out of Season.*

Virtue: Charity  
Vice: Greed

## Merits

Mantle of Autumn ● *Allows 2 dot Autumn Contracts*  
Identity ●● *Reasonably robust false ID*  
Danger Sense ●● *+ 2 Wits + Composure vs danger*  
Barfly ● *You are on the A List!*  
Hollow ●◆◆ *+ 2 from pledge*

## Seeming

**Blessings:** 8 Again on Animal Ken.

1 Free specialty in Animal Ken to reflect the appropriate animal.

Animal Magnetism: Spend glamour to boost Presence and Composure rolls

Spend 1 glamour to glide for 1 minutes

only take 1b per 15yards fallen

**Curse:** No 10 Again on Intelligence Rolls

-4 unskilled with Mental rolls

## Contracts

### Fang and Talon ●●

**Tongue of Birds, Words of Wolves** (1 Glamour, Wyrd + Animal Ken) Speak to animals of a specific type for a scene.

**Catch:** Changeling gives the animal a new name.

**Beast's Keen Senses** (2 Glamour, Wits + Wyrd) + 2 to Wits for perception for the scene, plus the sense of the selected animal (make it + 4 if the animal has no gimmick) for the scene.

**Catch:** see or touch the animal emulated.

### Mirror ●●●●

**Riddle Kith** (1 Glamour, Manipulation + Wyrd) - Take on the seeming of a different Kith for a day (til next sunrise or sunset).

**Catch:** Must have dined with a member of the kith in the past week.

**Skinmask** (1 Glamour, Stamina + Wyrd) - Emulate a feature (hands, face, hair, marking) for the scene.

**Catch:** Appropriate a belonging of the emulated target.

**Transfigure the Flesh** (1 Glamour, Stamina + Wyrd) - Character may add or subtract successes from size.

**Catch:** Steal a Fae Garment, either far too large or far too small.

**Oddbody** (1 Glamour, Strength + Wyrd) - Add a non-human characteristic, including Claws (+ 1L damage), Armor (2/1), + 3 speed, + 4 Initiative, or removes damage penalties. Lasts for the scene.

**Catch:** Consume the threads of a caterpillars cocoon.

Wyrd: ●● Max Glamour: 11 Glamour per turn: 2

Current  
Glamour