

## Stats

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

## Mental (-3 Unskilled)

Academics  
 Computer  
 Crafts  
 Investigation ●●  
 Medicine  
 Occult ●●  
*Politics* ●  
 Science  
 Spec: Intrigue

## Physical (-1 Unskilled)

*Athletics* ●●●●  
 Brawl  
 Drive  
 Firearms  
 Larceny  
 Stealth ●●●  
 Survival ●●  
*Weaponry* ●●●  
 Spec: Running  
 Knife

## Social (-2 Unskilled)

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

Willpower: ○○○○  
 Health: □□□□□□□  
 -1-2-3  
 XP : 30/1  
 Clarity: 6

# Tom Whispers

True Name

Air Touched Elemental of the Winter Court

*The message is the medium*

Virtue: Hope

Vice: Envy

## Merits

Mantle of Winter ● *Allows 2 dot Autumn Contracts*  
 Finesse ●● *Knife*  
 Harvest ●● *Hobos*  
 Quick Draw ●  
 Hollow (Personal) ●  
 Hollow ●◆◆ + 2 from pledge

## Seeming

**Blessings:** Once Per day, add Wyrd to health dots for a scene.

Spend 1 glamour to add Wyrd to speed or initiative for a scene.

**Curse:** No 10 Again on Manipulation, Empathy, Expression, Persuasion, Subterfuge

## Contracts

### Elements (Air) ●●●●●

**Cloak of Elements** (2 Glamour) – Character cannot be harmed by Air. Ignore extremes, and Subtract wyrd from direct damage.

**Catch:** Bear a symbolic representation of the element

**Armor of Elements' Fury** ( 2 Glamour, Dexterity + Wyrd) Surround yourself with whirling wind for a scene. Anyone touching you takes half your wyrd in lethal damage. If you use this offensively, it must be a deliberate touch attack (Dex + Brawl + Half wyrd). Also grants 1 point of armor.

**Catch:** Touch the element in question (in the case of air, it must be a fairly vigorous source).

**Control Elements** ( 3 Glamour, Manipulation + Wyrd) Shape and manipulate air withing Willpower x2 yards based off # of successes (1, 5 square yards, 2 = 10, 4 = 20, 5 + = 30)to a maximum speed of 20

**Catch:** The area is dominated by the element.

**Calling the Element** (4 Glamour, Wits + Wyrd, extended action with a TN of 5) Summon winds of Wyrd x10 mph over an area of 30 square yards .

**Catch:** Calling the element purely to awe and impress viewers

**Become the Primal Foundation** (4 Glamour, Manipulation + Wyrd) Turn into air for the scene. Speed triples, Largely immune to harm (but subject to the problems of air). Can make brawl or weaponry attacks for + Wyrd bashing damage.

**Catch:** Sit and contemplate a large amount of the element for half an hour.

### Dream ●

**Pathfinder** (1 Glamour, Int + Wyrd) – Learn a single pertinent fact about the nearby hedge.

**Catch:** Pluck a thorn from the hedge and shed a drop of blood in the past day.

### Smoke ●

**The Wrong Foot** (1 Glamour, No roll) Character leaves a different type of tracks for the scene (must choose).

**Catch:** Lick your thumb and smudge a mirror as you pass

Wyrd: ●●● Max Glamour: 12 Glamour per turn: 3

Current  
Glamour