

## Stats

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

## Mental (-3 Unskilled)

Academics ●  
 Computer  
 Crafts  
 Investigation ●  
 Medicine  
 Occult ●  
 Politics ●  
 Science  
 Spec: Military

## Physical (-1 Unskilled)

Athletics ●●  
 Brawl ●  
 Drive ●  
 Firearms ●●●●  
 Larceny  
 Stealth ●  
 Survival  
 Weaponry ●●  
 Spec: Rifles, Sabers

## Social (-0 Unskilled)

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

Willpower: ○○○○  
 Health: □□□□□□□  
 -1 -2 -3

Clarity: 7  
 XP: 30/0  
 Notes:

# Walter Gold

True Name

Gilded Fairest of the Summer Court

*The Good soldier*

Virtue: Fortitude

Vice: Sloth

## Merits

Mantle of Summer ●● *Allows 3 dots of Summer contracts*  
 Identity ● *False ID*  
 Inspiring ●●●● *Persuasion + Presence to restore 1 WP point for group, 1's per session.*  
 Resource ●● *\$1000/month, \$5000 assets*  
 Hollow ●◆◆ *+ 2 from pledge*

## Seeming (Gilded, Fairest)

**Blessings:** Spend glamour to improve Presence, Manipulation and Persuasion.  
 No untrained Penalty to Social skills | glamour to get 9-again on all dexterity rolls for a scene.  
 Great First Impression: + 2 dice and 9-again to social skills for the very first encounter you have with someone.  
**Curse:** Roll 1 fewer dice for clarity loss.

## Contracts

### Vainglory ●●●●

**Mask of Superiority** (2 Glamour, Intimidation + Wyrd - resolve) - Convince someone that you are a VIP.

**Catch:** Changeling pretends to be a specific member of the glitterati.

**Songs of Distant Arcadia** (2 Glamour, Presence + Expression) - Character draws on wyrd for supernatural quality performance - Gain (wyrd) bonus dice to Expression and Persuasion for a scene.

**Catch:** Giving a performance in front of a powerful, wealthy audience

**Spendour of the Envoy's Protection** (3 Glamour, Presence + Wyrd) - Character's true form is revealed, but does not frighten. Gain Striking Looks ●●●●. So long as you do not attack or brandish a weapon, mortals may not attack, and supernaturals must roll Resolve + Composure before each attack.

**Catch:** Invoked at a formal party of at least a dozen people.

**Mantle of Terrible Beauty** (2 Glamour & 1 WP, Intimidate + Wyrd vs Composure + Wyrd) - Those who fail must flee or take -2 to everything. Those who succeed are still awed, and take -2 to attempts to harm the Changeling. Effects everyone in a 6 yard radius, save the motley and members of the summer court.

**Catch:** The character is fighting in a duel similarly arranged fight.

### Eternal Summer ●

**Son of the Hearth** (1 Glamour or 1G + 1 WP, Wyrd + Survival) Character ignores extremes of heat or cold. 1 WP means it effects a whole room.

**Catch:** Character spits on a fading ember or spark.

### Fleeting Summer ●

**Baleful Sense** (1 Glamour, Wits + Wyrd) - Sense the greatest concentration of wrath in a 1 mile radius.

**Catch:** Character is angry when he invokes the clause.

### Shooter's Bargain ●

**Shooter's Bargain** (1 Glamour, Dexterity + wyrd) Successes offset penalties one 2 of the next 3 shots. One of the three is a chance die

**Catch:** The character is fighting in a duel or a similarly arranged fight.

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

Current  
Glamour