

Merits: Direction Sense, Fighting Style: Social Maneuvers 4, Fleet of Foot 3, Mantle (Winter) 3, Resources 3, Striking Looks 2, Token (15 Thistlegift Trifles; see below) 5

Willpower: 6

Clarity: 5

Virtue: Fortitude

Vice: Lust

Initiative: 6

Defense: 4

Speed: 14 (with Fleet of Foot)

Health: 7

Wyrd: 6

Contracts: Dream ••; Goblin (Trading Luck for Fate, Fair Entrance, Fool's Gold, Good and Bad Luck); Hearth •••;

Mirror •; Vainglory ••;

Glamour/per Turn: 15/6

Weapons/Attacks:

Type	Damage	Range	Dice Pool	Special
Saber	2(L)	na	6	na

KITH: LARCELIST

The Larcenist kith is very close to the Fairest's Dancer Kith (**Changeling: The Lost**, p. 114), except here, the alien grace of the Wyrd is applied in part to one's ability to pilfer and plunder. The same lissome form and magical poise are present in **Thievery's Grace**, where the changeling benefits from the 9-again rule on any Larceny or Socialize rolls involving agility, and always adds one to her Dodge total when dodging attacks.

TRIFLE: THISTLEGIFT

To use this trifle, the changeling must plant a delicate kiss upon the living thistle (painful, though it causes no damage); when this is done, it withers and dies. For the remainder of the scene, the changeling leaves behind no physical evidence of his passing: no fingerprints, no footprints, no fluids, nothing.

FIGHTING STYLE: SOCIAL MANEUVERS (• TO ••••)

Prerequisites: Presence •••, Manipulation •••, one Social Skill at ••••

Effect: Your character is trained in the art of social manipulations and able to twist a victim around his thumb for purposes of getting what he wants. This might be something the character develops naturally, but it can be taught.

Dots purchased in this Merit allow access to special "social combat" maneuvers. Each maneuver is a prerequisite

for the next. Your character can't have "Stick and Move" until he has "Sugar Lips, Honey Tongue." The "maneuvers" and their effects are described below.

Note that the positive effects of each "maneuver" may end upon one dramatic failure by the character or several consecutive Social failures.

Sugar Lips, Honey Tongue (•): Your character's first interaction with a target is a mind-blowing yet convincing compliment — the goal being to knock them off balance a bit before going in for the "kill." Using this "move" necessitates first keeping a close eye on the target for at least 20 minutes, reading body language, determining vulnerabilities: what parts confirm her self-esteem, or what is it about her self-image that needs boosting? Upon delivering the compliment — and it must be the first thing your character says to the target — you roll your character's Manipulation + Socialize versus the target's Presence + Composure. Your roll gains a bonus equal to half of your Empathy score, however, rounded up. Success on the roll means the target suffers -3 dice to any further Social Resistance traits or rolls.

Stick and Move (••): Being too aggressive in some social situations can be the deathblow to one's manipulations; hence, it is often necessary to retreat from the conversation, to feign disinterest or distraction. This forces the victim to be the aggressor (though, admittedly, the false aggressor), thus investing the victim in your character's well-being. Roll Presence + Subterfuge versus target's Wits + Empathy. Success indicates that you can use the victim's own interests and desires against her: for the remainder of the scene, you gain a bonus to all Social rolls equal to half the victim's Presence score (round up). Drawback: this necessitates the expenditure of a single point of Willpower to engage.

New Approach (•••): Any time it looks like your character has lost a Social contest, you may spend a Willpower point to force that contest to be re-rolled, gaining a "second chance," of sorts.

Chip Away (••••): Your character can continue to put the target off balance through denials, assertions, compliments, insults — whatever tools he has in his arsenal. Once per turn, your character may make any Social roll and spend a Willpower point. In doing so, you do not gain +3 to that roll, but instead force a -1 Social penalty upon the target by continuing to unbalance the conversation. This penalty is cumulative, and can build to a maximum of -3 dice. Drawback: if you fail a Social roll after successfully engaging this tactic, the target gains the upper hand again and the Social penalty disappears. You may not try this move again on that target during this game session.