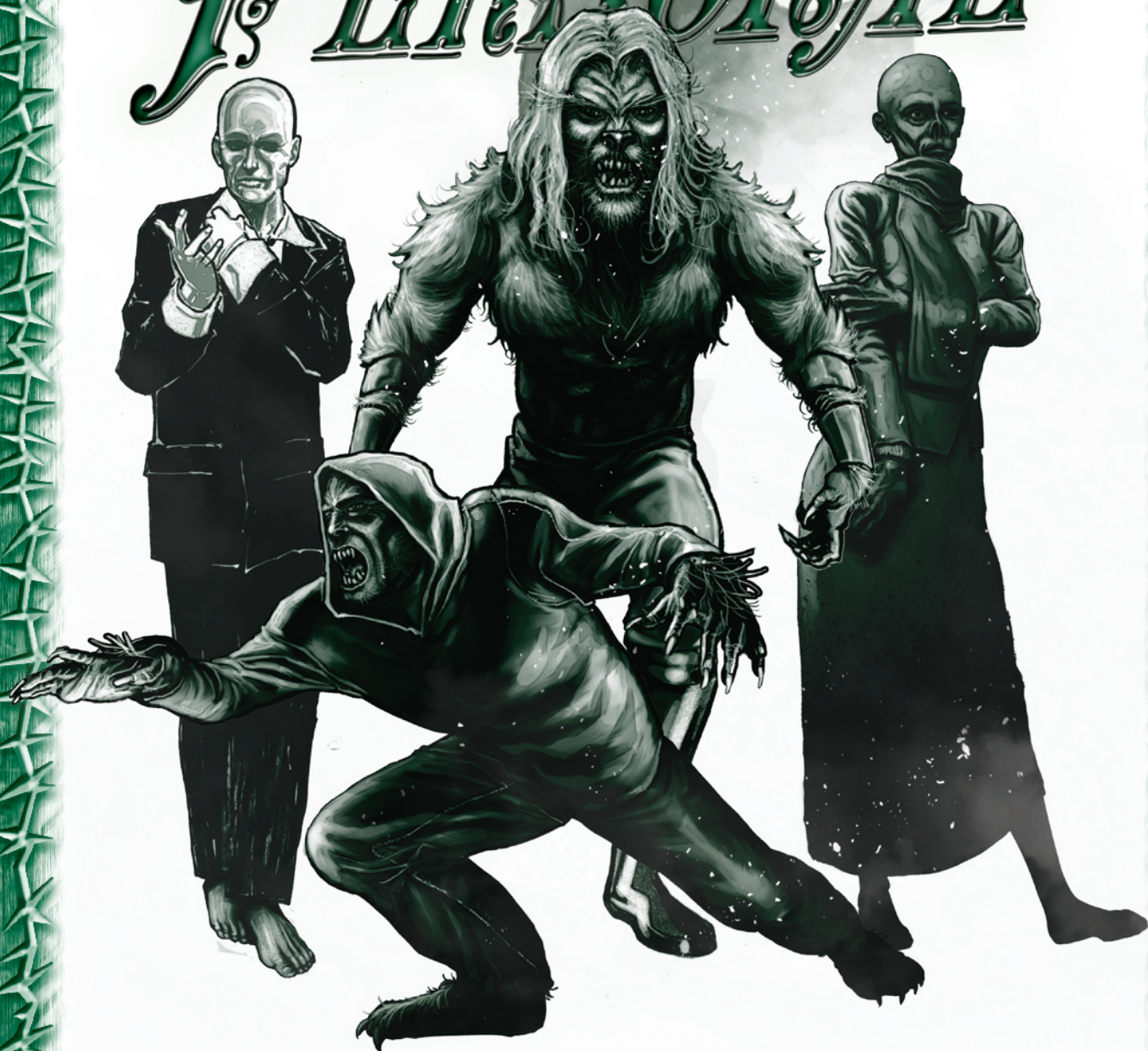


PERSORAE



A MOTLEY OF READY-MADE PLAYER CHARACTERS
FOR CHANGELING: THE LOST

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PERSONAE

Personae is a relatively new motley, formed just over a year ago. The Hunchback, who had been dwelling mostly in or near the Hedge surrounding the freehold, ran into a threat larger than he was able to handle himself and suffered grievous injury. He survived, but decided that if he were going to continue to spend large amounts of time within the Thorns, it would be a good idea to have some backup. With an eye towards the safest and most advantageous manner in which to end his lonely vigil, he decided against joining other established motleys in the area, and instead recruited several other functional but undirected loners – Aslan, Romeo and Keridwen – to join him. Nicola, the newest member of the motley, was added to the group a short time later when it became clear to The Hunchback that her political manipulations could be useful to the motley.

Personae takes its name from several sources, most of which were mined by Keridwen when she proposed the name for the group. *Dramatis Personae* is a term used to refer to a casting list of the characters in a book or play, and since every member of the motley uses a name which relates to some sort of fictional character, she felt it appropriate. And, as Romeo is proud to point out, everyone in the group is (or at least was) “*persona non grata*” – unwelcome people or those with little value – within the freehold, at least until they joined forces.

The motley as a whole is closely tied to the city. They rent a large older home in one of the

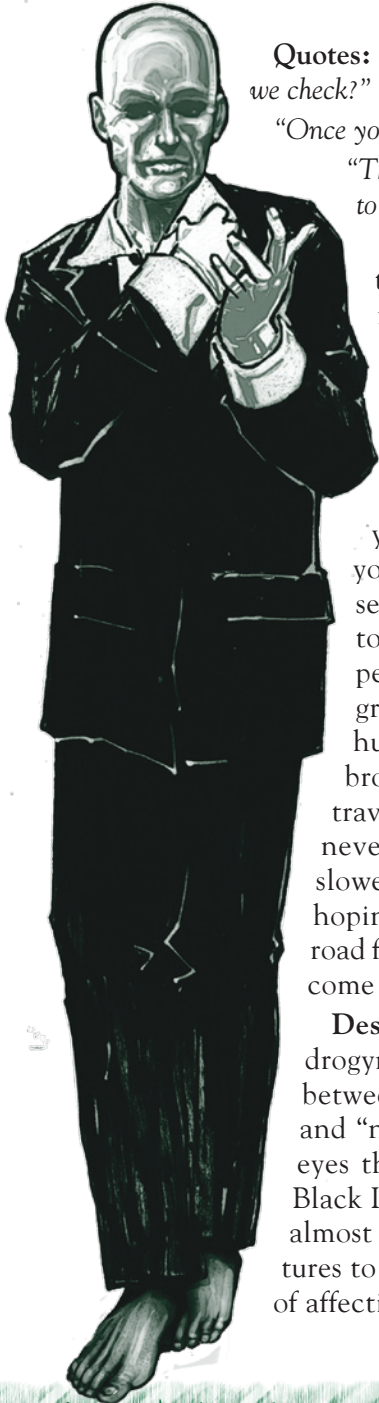
not-so-great areas of town from a disreputable landlord who doesn't care that they don't have much in the way of ID or references, so long as they pay regularly and in cash. Between Keridwen's witchery and Aslan's physique, thugs, vagrants or would-be thieves rarely bother their home, even though the crime rate is rampant in the area. The house is in poor condition, however, and is often in threat of foreclosure as the owner pockets their cash rent payments and skips out on paying the mortgage. An occasional visit by Aslan is sometimes necessary to ensure that the money reaches its proper destination and the foreclosure announcements are put off for a few more months. It may not be much to look at, but the house serves as a central spot for the motley to protect each other and pool their limited resources to eek out an existence. It also can be used as a site from which to enter the Hedge in relative privacy (a particular boon for The Hunchback).

In general, Personae's current primary goal is to protect the motley-members' safety while keeping an eye out for opportunities to increase their standing within the freehold. Under Nicola and The Hunchback's cautions, they've stayed mostly out of the political circle thus far, watching and learning all they can about the area and population before making any grabs for power. Each member has personal goals as well, but each would also like for the group as a whole to be recognized as a useful and important part of the freehold.

Some tension exists between the more introverted members of the motley (predominantly Nicola, Keridwen and the Hunchback) and their outspoken and flamboyant Spring and Summer cousins. Romeo tends to defuse this situation with humor, flirting with the Hunchback as well as his female motley-mates. He hasn't carried through with his seductions, however – perhaps he realizes that such an act might eventually drive a wedge between the motley members and harm the safety they've built with each other. Aslan's boisterous (and egotistical) attitude, on the other hand, may well put the motley into situations that they'd prefer not to be in. They've got his back, even when he's wrong – at least in public. In private, however, they're likely to dress him down if his attitude gets them into trouble.

Within the motley, Aslan tends to take the public role of "leader." His size and powerful presence attract a great deal of attention, and most of those who meet the group assume he leads them with an iron fist. In truth, however, the group works in a fairly egalitarian manner, with each individual taking a role of leadership depending on the situation – Aslan for combat and tactical situations, Romeo for social matters, Keridwen for medical or occult situations, The Hunchback for Hedge and defense issues and Nicola for all things political. While they tend to keep this arrangement fairly quiet (at The Hunchback's suggestion – the less potential rivals know about you, the better), it has served them well over the last year.

ROMEO



Quotes: “Nice dress. I bet it would look great on the floor by my bed. Shall we check?”

“Once you’ve had darkling, you’ll never go back.”

“There’s something to love in everyone, and I’m ready to brave the depths to find it.”

Virtue: Charity. Romeo believes that every individual has something within them that is capable of inspiring Desire – it’s just a matter of being able to look deeply enough to find it.

Vice: Lust. While Romeo recognizes that not all desire is carnal, it’s the flavor he prefers to focus on.

Background: Before your durance, you were a shy and unpopular young man, barely able to stutter out a full sentence in the presence of the opposite sex. In your mind, however, you played out intricate fantasies of wooing those around you with suave mannerisms and cunning words. Your Keeper sensed that intense imagination and gave you the opportunity to serve as Her ultimate fantasy lover – a different face and persona for each whim that struck Her. However, in time She grew bored and began sending you out of the Hedge to seduce humans and bring them back to Her. During one such foray, you broke free of Her influence and never went back. For years you traveled the globe, certain your Keeper was at your heels. She’s never shown back up, however, and while you’re still wary, you’ve slowed down long enough to form ties with the rest of Personae, hoping to trade in the speed and flexibility of a lonely life on the road for the strength and support of your motley-mates, should She come looking for you.

Description: Slim and nimble, you have an effete, almost androgynous frame, and favor clothing that further blurs the line between historic-feminine and romantic-masculine. In your Mask and “natural” mien, you have the swarthy skin and dark hair and eyes that are mistaken for everything from Greek to Spanish to Black Irish. As a Mirrorskin, however, you’re capable of wearing an almost infinite variety of faces, and tend to change your own features to coincide with whatever are preferred by your current object of affection.

Roleplaying Hints: First and foremost, you want to avoid any chance of your Keeper returning to reclaim you. This desire is followed in almost equal intensity by the desire to keep your former job (as a procurer for your Keeper) quiet, as you fear even your motley will not forgive you if they find out.

These fears are masked by a very cavalier playboy attitude and a blatantly flirtatious approach towards everyone and everything you come across. Since joining the motley, you have seduced everything from clowns to queens and hobs to hedgebeasts. It's not that you're "easy" per se – you just believe that there's something desirable to be found in every individual, and if you can't discover it, it's just because you haven't searched deeply enough. Besides, when confronted with such a blatant façade, few search deeper to discover your real secrets – which suits you just fine.

Weapons/Attacks:

Type	Damage	Range	Dice Pool
Pistol, Lt.	2	20/40/80	6



CHANGELING

THE LOST

NAME: *Romeo*

PLAYER:

CHRONICLE:

CONCEPT: *Desperate Casanova*

VIRTUE: *Charity*

VICE: *Lust*

SEEMING: *Darkling*

KITH: *MirrorSkin*

COURT: *Spring*

Attributes

POWER Intelligence: ●●○○○

Strength: ●○○○○

Presence: ●●●○○

FINESSE Wits: ●●●○○

Dexterity: ●●●○○

Manipulation: ●●●○○

RESISTANCE Resolve: ●●○○○

Stamina: ●●○○○

Composure: ●○○○○

Skills

MENTAL

(-3 Unskilled)

Academics ○○○○○

Computer ○○○○○

Crafts ○○○○○

Investigation ●○○○○

Medicine ●○○○○

Occult ○○○○○

Politics *Lost Court Structure* ●●○○○

Science ○○○○○

PHYSICAL

(-1 Unskilled)

Athletics ●○○○○

Brawl ○○○○○

Drive ●○○○○

Firearms ●○○○○

Larceny ●○○○○

Stealth *Shadows* ●●●○○

Survival ○○○○○

Weaponry ○○○○○

SOCIAL

(-1 Unskilled)

Animal Ken ○○○○○

Empathy ●●○○○

Expression ●●○○○

Intimidation ○○○○○

Persuasion *Seduction* ●●●○○

Socialize ●○○○○

Streetwise ○○○○○

Subterfuge *Half-truths* ●●●○○

Other Traits

MERITS

Harvest (Emotion) ●●○○○

Mantle (Spring) ●○○○○

Striking Looks ●●●○○

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FLAWS

CONTRACTS

Darkness (Creeping Dread) ●○○○○

(Night's Distractions) ●●○○○

Eternal Spring _____

(Gift of Warm Breath) ●○○○○

Fleeting Spring _____

(Cupid's Eye) ●○○○○

(Growth of the Ivy) ●●○○○

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PLEDGES

The Motley Oath (Personae) _____

HEALTH

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WILLPOWER

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3 _____ ●

2 _____ ●

1 _____ ●

Seeming Blessing: _____

Seeming Curse: _____

Size: 5

Defense: 3

Initiative Mod.: 4

Speed: 4

Armor: _____

Experience: _____

Attributes: 5/4/3 • Skills 11/7/4 (+3 Specialties) • Seeming: Choose 1 free Skill Specialty in Athletics, Brawl or Stealth; Record Blessing and Curse • Contracts 5 dots • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Clarity = 7 • Wyrd starts at 1 dot • Glamour starts at 1/2 maximum (determined by Wyrd).

CHANGELING

THE LOST

Seasoned Character

NAME: *Romeo*

PLAYER:

CHRONICLE:

CONCEPT: *Desperate Casanova*

VIRTUE: *Charity*

VICE: *Lust*

SEEMING: *Darkling*

KITH: *MirrorSkin*

COURT: *Spring*

Attributes

POWER Intelligence: ●●○○○

Strength: ●○○○○

Presence: ●●●○○

FINESSE Wits: ●●○○○

Dexterity: ●●○○○

Manipulation: ●●○○○

RESISTANCE Resolve: ●●○○○

Stamina: ●●○○○

Composure: ●○○○○

Skills

MENTAL

(-3 Unskilled)

Academics 00000

Computer 00000

Crafts 00000

Investigation ●○○○○

Medicine ●○○○○

Occult 00000

Politics *Lost Court Structure* ●●○○○

Science 00000

PHYSICAL

(-1 Unskilled)

Athletics ●○○○○

Brawl 00000

Drive ●○○○○

Firearms ●○○○○

Larceny ●○○○○

Stealth *Shadows* ●●○○○

Survival 00000

Weaponry 00000

SOCIAL

(-1 Unskilled)

Animal Ken 00000

Empathy ●●○○○

Expression ●●○○○

Intimidation 00000

Persuasion *Seduction* ●●○○○

Socialize ●●○○○

Streetwise 00000

Subterfuge *Half-truths* ●●○○○

Other Traits

MERITS

Harvest (Emotion) ●●○○○

Mantle (Spring) ●○○○○

Striking Looks ●●○○○

Barfly ●○○○○

Resources ●○○○○

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FLAWS

CONTRACTS

Darkness (Creeping Dread) ●○○○○

(Night's Distractions) ●●○○○

Eternal Spring _____

(Gift of Warm Breath) ●○○○○

Fleeting Spring _____

(Cupid's Eye) ●○○○○

(Growth of the Ivy) ●●○○○

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PLEDGES

The Motley Oath (Personae) _____

HEALTH

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3 _____ ●

2 _____ ●

1 _____ ●

Seeming Blessing: _____

Seeming Curse: _____

Size: 5

Defense: 3

Initiative Mod.: 4

Speed: 4

Armor: _____

Experience: 35

Attributes: 5/4/3 • Skills 11/7/4 (+3 Specialties) • Seeming: Choose 1 free Skill Specialty in Athletics, Brawl or Stealth; Record Blessing and Curse • Contracts 5 dots • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Clarity = 7 • Wyrd starts at 1 dot • Glamour starts at 1/2 maximum (determined by Wyrd).

ASLAN

Quotes: *"I act for those who cannot act for themselves."*

"Might does not make right, but it allows right to prevail."

"If you are not capable of doing what must be done, stand aside so that someone else can."

Virtue: Justice. Aslan will do whatever is necessary to promote the greater good – as he sees it.

Vice: Pride. Aslan needs to be the center of attention, especially when he's promoting the greater good.

Background: As a young man, you used your large size and fierce temper to get your way. Whether it was bullying classmates into doing your homework or "encouraging" sexual favors from your dates, you never hesitated to use whatever tools were at your disposal to intimidate others into doing what you wanted. Unfortunately for you, neither did your Keeper, and one night after a particularly rowdy frat party, the team's star quarterback went missing and you found yourself in your Keeper's gladiatorial pit.

You spent what seemed like an eternity fighting anything and everything He threw at you. But outside of the ring, in your dank, dark cage, you organized a mutiny amongst your fellow fighters. And, when the time was right, you triggered the attack. It's too much to think that you killed Caesar, although you left Him bleeding and nearly beheaded on the marble floor at your feet. Nonetheless you escaped, taking the surgeon who had loyally bandaged your wounds over your durance with you. Limping and bleeding, you dragged yourself and Keridwen back through the Hedge and into the mundane world.



It took your wounds only a few days to heal, especially with her help. But by the time they did you had already begun butting heads with the more established members of the freehold. They may not appreciate your brusque and straightforward ways, but you've never been one to back down from a challenge, especially not from a "beta."

Description: You move with confident grace, every bit the alpha predator. Whether sitting or standing, you take up space, with a widespread stance and arms akimbo. Your voice is loud and deep, although when you are angry it often drops to a low threatening tone that strikes fear in the hearts of those around you. You dress to impress, in hedgespun clothing designed to enhance, but never to overshadow your own inherent beauty.

Roleplaying Hints: You demand attention – you are worthy of it and you had darn well better receive it. You often wrap your own desires and goals in the guise of the greater good, but few would ever mistake you for a selfless soul. You protect your motley in no small part because they seem content to let you have the spotlight when they're around, and provide you with the feeling of running your own "pack."

Weapons/Attacks:

Type	Damage	Range	Dice Pool	Special
Brawl	0(L)	-	7	
Great Ax	5(L)	-	12	9-again



CHANGELING

THE LOST

NAME: *Aslan*

PLAYER:

CHRONICLE:

CONCEPT: *Confident Bully*

VIRTUE: *Justice*

VICE: *Pride*

SEEMING: *Beast*

KITH: *Hunterheart*

COURT: *Summer*

Attributes

POWER Intelligence: ●●○○○

Strength: ●●●○○

Presence: ●●●○○

FINESSE Wits: ●●●○○

Dexterity: ●●●○○

Manipulation: ●○○○○

RESISTANCE Resolve: ●●○○○

Stamina: ●●○○○

Composure: ●●○○○

Skills

MENTAL

(-3 Unskilled)

Academics *Tactics* ●○○○○

Computer ○○○○○

Crafts ○○○○○

Investigation ●○○○○

Medicine ○○○○○

Occult ○○○○○

Politics ●○○○○

Science ○○○○○

PHYSICAL

(-1 Unskilled)

Athletics ●●○○○

Brawl *Submission Holds* ●●●○○

Drive ○○○○○

Firearms ○○○○○

Larceny ○○○○○

Stealth *Moving Quietly* ●○○○○

Survival ○○○○○

Weaponry ●●●○○

SOCIAL

(-1 Unskilled)

Animal Ken *Big Cats* ●○○○○

Empathy ●●○○○

Expression ○○○○○

Intimidation ●●●○○

Persuasion ○○○○○

Socialize ○○○○○

Streetwise ●○○○○

Subterfuge ○○○○○

Other Traits

MERITS

Giant ●●●○○

Iron Stamina ●○○○○

Mantle (Summer) ●●○○○

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FLAWS

CONTRACTS

Fleeting Summer (Boleful Sense) ●○○○○

(Goblin's Malignance) ●●○○○

(Friendless Tongue) ●●●○○

Fang and Talon (Feline)

(Tongues of Birds) ●○○○○

(Beast's Keen Senses) ●●○○○

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PLEDGES

The Motley Pledge (Personae)

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Seeming Blessing: _____

Seeming Curse: _____

Size: 6

Defense: 3

Initiative Mod.: 4

Speed: 6

Armor: *Flak Jacket (2/3), Str 1, Def -1*

Experience: _____

Attributes: 5/4/3 • Skills 11/7/4 (+3 Specialties) • Seeming: Choose 1 free Skill Specialty in Athletics, Brawl or Stealth; Record Blessing and Curse • Contracts 5 dots • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Clarity = 7 • Wyrd starts at 1 dot • Glamour starts at 1/2 maximum (determined by Wyrd).

CHANGELING THE LOST

Seasoned Character

NAME: *Aslan*

PLAYER:

CHRONICLE:

CONCEPT: *Confident Bully*

VIRTUE: *Justice*

VICE: *Pride*

SEEMING: *Beast*

KITH: *Hunterheart*

COURT: *Summer*

Attributes

POWER Intelligence: ●●○○○

Strength: ●●●○○

Presence: ●●●○○

FINESSE Wits: ●●●○○

Dexterity: ●●●○○

Manipulation: ●○○○○

RESISTANCE Resolve: ●●○○○

Stamina: ●●○○○

Composure: ●●○○○

Skills

MENTAL

(-3 Unskilled)

Academics *Tactics* ●○○○○

Computer ○○○○○

Crafts ○○○○○

Investigation ●○○○○

Medicine ●○○○○

Occult ○○○○○

Politics ●○○○○

Science ○○○○○

PHYSICAL

(-1 Unskilled)

Athletics ●●○○○

Brawl *Submission Holds* ●●●○○

Drive ○○○○○

Firearms ○○○○○

Larceny ○○○○○

Stealth *Moving Quietly* ●○○○○

Survival ○○○○○

Weaponry ●●●○○

SOCIAL

(-1 Unskilled)

Animal Ken *Big Cats* ●○○○○

Empathy ●●○○○

Expression ●○○○○

Intimidation ●●●○○

Persuasion ●○○○○

Socialize ○○○○○

Streetwise ●○○○○

Subterfuge ○○○○○

Other Traits

MERITS

Giant ●●●○○

Iron Stamina ●●○○○

Mantle (Summer) ●●○○○

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FLAWS

CONTRACTS

Fleeting Summer (Boleful Sense) ●○○○○

(Goblin's Malignance) ●●○○○

(Friendless Tongue) ●●●○○

Fang and Talon (Feline)

(Tongues of Birds) ●○○○○

(Beast's Keen Senses) ●●○○○

Contract of Stone ●○○○○

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PLEDGES

The Motley Pledge (Personae)

HEALTH

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WILLPOWER

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CLARITY

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7 ○

6 ●

5 ●

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3 ●

2 ●

1 ●

Seeming Blessing: _____

Seeming Curse: _____

Size: 6

Defense: 3

Initiative Mod.: 4

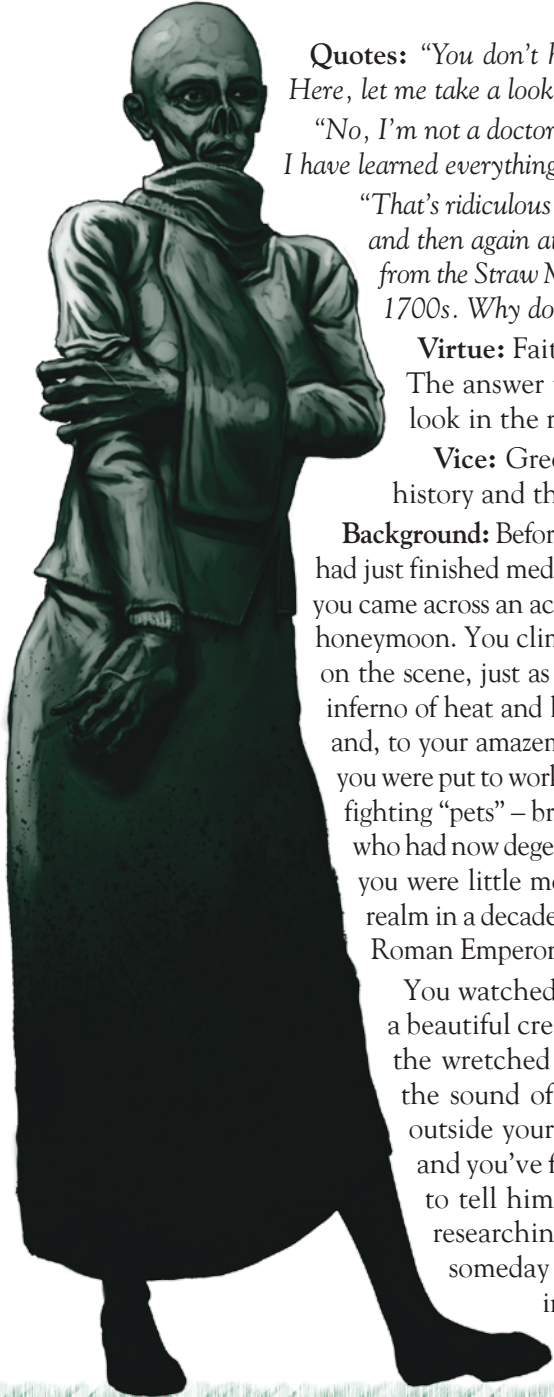
Speed: 6

Armor: *Flak Jacket (2/3), Str 1, Def -1*

Experience: 35

Attributes: 5/4/3 • Skills 11/7/4 (+3 Specialties) • Seeming: Choose 1 free Skill Specialty in Athletics, Brawl or Stealth; Record Blessing and Curse • Contracts 5 dots • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Clarity = 7 • Wyrd starts at 1 dot • Glamour starts at 1/2 maximum (determined by Wyrd).

KERIDWEN



Quotes: *"You don't have any idea what you're dealing with there, do you? Here, let me take a look."*

"No, I'm not a doctor. I'm just interested in keeping folks alive – at least until I have learned everything they have to share with me."

"That's ridiculous. It won't work. They tried that in '72 outside of Vercilli, and then again at the Lost Oasis in '99. Heck, it's not entirely dissimilar from the Straw Man ritual documented in Barrow's treatise from the early 1700s. Why don't people learn from the past?"

Virtue: Faith. There is no such thing as an unsolvable mystery. The answer to every problem lies somewhere – you just have to look in the right place.

Vice: Greed. When it comes to information, especially about history and the occult, you're nigh insatiable.

Background: Before your durance you had it all – looks, money, brains. You had just finished med school and married your high school sweetheart when you came across an accident at a crossroads on the way to the airport for your honeymoon. You climbed out of the car, prepared to act as a first responder on the scene, just as leaking gas from the overturned car exploded into an inferno of heat and light. You woke to the words "Physician, heal thyself," and, to your amazement, you did just that. As soon as you were conscious you were put to work tending the wounds and illnesses of your Keeper's prize fighting "pets" – brave and desperate creatures who were once human but who had now degenerated into little more than savage beasts. As a servant, you were little more than a tool to Caesar, your Keeper, who built His realm in a decadent fashion that would have left the most glorious of the Roman Emperors weeping in shame at their inadequacies.

You watched Aslan for years, tended his wounds, but feared that a beautiful creature like him could never come to have feelings for the wretched creature you'd become. Then one night there was the sound of battle – not in the arena, but in the hallway just outside your quarters. He burst into the room and rescued you, and you've followed him ever since. You still can't bring yourself to tell him of your feelings, so you have dedicated yourself to researching every bit of fae magic you can. You just know that someday you'll discover the secret to turning yourself back into the attractive woman you once were – and then you and he can live happily ever after.

Description: You hate the creature your Keeper made you into, all pale-grey skin, skinny limbs and alien features. Even worse, you hate the way others look at you, like you're some sort of freak even amongst the Lost. You dress to cover yourself as much as possible, in modest clothing, gloves, dark glasses and scarves. But you know, deep inside, that they still see the thing you've become.

Roleplaying Hints: Knowledge is your shield from the harsh stares of the world around you. You tend to be fairly quiet, although you can't stand it when others around you are ignorant of even the simplest facts and history about the topics they're discussing, quickly weighing in with the information you so easily remember through your Encyclopedic Knowledge.

You stick near Aslan as much as you can, although you're careful to make sure that you're not making him uncomfortable. You know he can't really appreciate you until you've found a way to regain your former beauty. Time passed while you were in Arcadia, long painful decades that left your former husband in a grave before you'd even escaped. You won't lose Aslan so easily – you won't allow that to happen.



CHANGELING

THE LOST

NAME: Keridwen

PLAYER:

CHRONICLE:

CONCEPT: Lorekeeper & Medic

VIRTUE: Faith

VICE: Greed

SEEMING: Wizenod

KITH: Chiurgeon

COURT: Autumn

Attributes

POWER Intelligence: ●●●●●○

Strength: ●○○○○○

Presence: ●○○○○○

FINESSE Wits: ●●○○○○

Dexterity: ●●○○○○

Manipulation: ●●●●○○

RESISTANCE Resolve: ●●○○○○

Stamina: ●●○○○○

Composure: ●●○○○○

Skills

MENTAL

(-3 Unskilled)

Academics *Lost History* ●●○○○○

Computer ○○○○○○

Crafts ○○○○○○

Investigation ●●○○○○

Medicine ●○○○○○

Occult *Ceremonies* ●●●●○○

Politics ●○○○○○

Science ●○○○○○

PHYSICAL

(-1 Unskilled)

Athletics ○○○○○○

Brawl ○○○○○○

Drive ○○○○○○

Firearms ○○○○○○

Larceny ●●○○○○

Stealth *Shadows* ●●○○○○

Survival ○○○○○○

Weaponry ○○○○○○

SOCIAL

(-1 Unskilled)

Animal Ken ○○○○○○

Empathy *Sense Fear* ●●●●○○

Expression ○○○○○○

Intimidation ○○○○○○

Persuasion ●●○○○○

Socialize ○○○○○○

Streetwise ○○○○○○

Subterfuge ●●○○○○

Other Traits

MERITS

Encyclopedic Knowledge ●●●●○○

Autumn Mantle ●●●●○○

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FLAWS

CONTRACTS

Fleeting Autumn

(*Witches Intuition*) ●○○○○○

(*Tale of the Baba Yaga*) ●●○○○○

Goblin - Burden of Life ●●●●○○

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PLEDGES

The Motley Pledge (Personae)

HEALTH

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WILLPOWER

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GLAMOUR

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WYRD

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CLARITY

10 ○

9 ○

8 ○

7 ●

6 ●

5 ●

4 ●

3 ●

2 ●

1 ●

Seeming Blessing: _____

Seeming Curse: _____

Size: 5

Defense: 2

Initiative Mod.: 5

Speed: 3

Armor: _____

Experience: _____

Attributes: 5/4/3 • Skills 11/7/4 (+3 Specialties) • Seeming: Choose 1 free Skill Specialty in Athletics, Brawl or Stealth; Record Blessing and Curse • Contracts 5 dots • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Clarity = 7 • Wyrd starts at 1 dot • Glamour starts at 1/2 maximum (determined by Wyrd).

Experience: 35

THE HUNCHBACK

Quotes: “Was that really necessary?”

“I might be able to find something like that for you – assuming you have a similar value to exchange for it.”

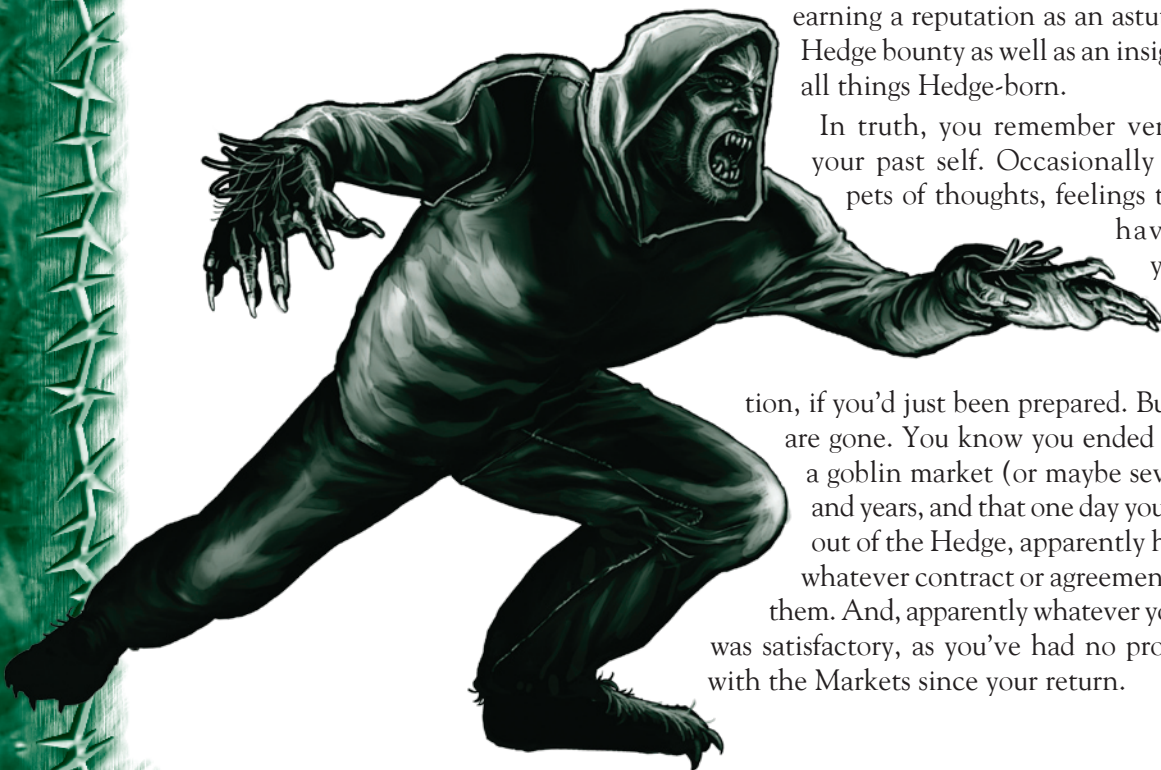
“Go on, eat it. Can’t have you bleeding out Glamour here in the Hedge where it might attract the wrong kind of attention.”

Virtue: Prudence. By stilling his own volatile nature, The Hunchback believes he can not only reduce his own likelihood of being detected by the Others, but also serve as an example for others.

Vice: Gluttony. A little preparation is never enough. Although he is willing to share (or at least trade) his bounty with others, he always reserves more than enough to aid him and his motley in dealing with potential challenges.

Background: Even your motley knows very little about you, the mysterious ogre known as the Hunchback. When you stepped out of the Hedge near the freehold, wrapped in your heavy cloak and hood, many mistook you for a hobgoblin. Your near-silence, humped shoulder and deferential mannerisms only added to this impression. However, you quickly established your usefulness not only to the freehold but the local Goblin Market as well, earning a reputation as an astute harvester of Hedge bounty as well as an insightful spirit on all things Hedge-born.

In truth, you remember very little about your past self. Occasionally you get snippets of thoughts, feelings that you could have prevented yourself from being taken if you’d just paid attention, if you’d just been prepared. But the specifics are gone. You know you ended up working in a goblin market (or maybe several) for years and years, and that one day you just wandered out of the Hedge, apparently having fulfilled whatever contract or agreement you had with them. And, apparently whatever you did for them was satisfactory, as you’ve had no problems dealing with the Markets since your return.



You founded the motley just over a year ago, calling in favors from the other three original members who had relied upon your information and access to fae items quite extensively. Although you are still the most aloof and disconnected member of the group, they protect you (and you them) out of genuine affection, as well as a vested interest in the health and strength of the motley. They are well aware that the group would be weaker without the steady stream of useful items and information you provide.

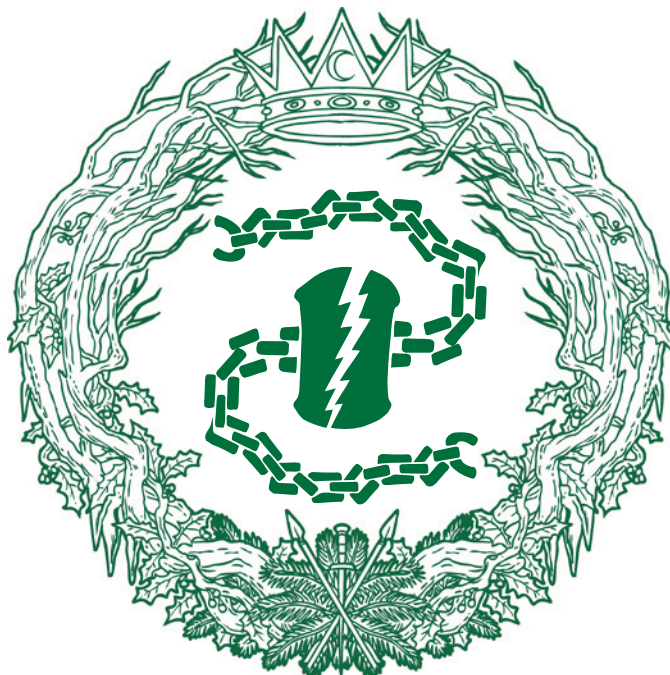
Description: Short and slim for one of your seeming, your ogre-esque hulking nature seems to manifest in the prominent twisted shoulder-hump that spawned your nickname. You rarely appear in public without a massive hooded cloak of heavy cloth, an accoutrement that is intended to minimize your hump, but instead only sets it to the forefront. You speak politely at all times, and in a low, rumbling voice like the sound of distant avalanches.

Roleplaying Hints: Your primary motive is to protect yourself first, your motley a close second and the rest of the freehold and local human population a distant third. You believe strongly in being prepared, always being on the look-out for ways to “arm” yourself and your motley mates with a wide variety of Goblin Fruits, oddments, trifles, hedgespun items and mundane resources – whatever might aid them in avoiding the hungry eyes and dominant strength of the True Fae.

You are always looking for reliable additions to your personal and collective defenses. You are extremely alert and observant, and just a tad skeptical, requiring proof before you utterly throws your belief toward something.

Weapons/Attacks:

Type	Damage	Range	Dice Pool
Brawl	0(B)	-	4
Club	2(B)	-	6



CHANGELING

THE LOST

NAME: *The Hunchback*
 PLAYER:
 CHRONICLE:

CONCEPT: *Quiet Conservator*
 VIRTUE: *Prudence*
 VICE: *Greed*

SEEMING: *Ogre*
 KITH: *Farwalker*
 COURT: *Winter*

Attributes

POWER Intelligence: ●●○○○ Strength: ●●○○○ Presence: ●●○○○
 FINESSE Wits: ●●○○○ Dexterity: ●●○○○ Manipulation: ●●○○○
 RESISTANCE Resolve: ●●○○○ Stamina: ●●○○○ Composure: ●●○○○

Skills

MENTAL

(-3 Unskilled)

Academics ●●○○○
 Computer ○○○○
 Crafts ○○○○
 Investigation ●●○○○
 Medicine ○○○○
 Occult *Goblin Markets* ●●○○○
 Politics ○○○○
 Science ●○○○

PHYSICAL

(-1 Unskilled)

Athletics ●○○○
 Brawl ●●○○○
 Drive ○○○○
 Firearms ○○○○
 Larceny ●○○○
 Stealth *The Hedge* ●●○○○
 Survival *The Hedge* ●●○○○
 Weaponry *Club* ●○○○

SOCIAL

(-1 Unskilled)

Animal Ken ○○○○
 Empathy ●○○○
 Expression ●○○○
 Intimidation ○○○○
 Persuasion ●○○○
 Socialize ○○○○
 Streetwise ○○○○
 Subterfuge ●●○○○

Other Traits

MERITS

Goblin Fruit ●●○○○
Mantle (Winter) ●●○○○
Token (Deadman's Boots) ●●○○○
 ○○○○
 ○○○○
 ○○○○
 ○○○○
 ○○○○

FLAWS

CONTRACTS

Eternal Winter
(Jack's Breath) ●○○○
(Touch of Winter) ●●○○○
(Riding the Devil's Jawbone) ●●○○○
Fleeting Winter
(The Dragon Knows) ●○○○
(Slipknot Dreams) ●●○○○
 ○○○○
 ○○○○

PLEDGES

The Motley Pledge (Personae)

HEALTH

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WILLPOWER

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GLAMOUR

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WYRD

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CLARITY

10 ○
 9 ○
 8 ○
 7 ○
 6 ●
 5 ●
 4 ●
 3 ●
 2 ●
 1 ●

Seeming Blessing: _____

Seeming Curse: _____

Size: 5

Defense: 2

Initiative Mod.: 5

Speed: 4

Armor: _____

Experience: _____

Attributes: 5/4/3 • Skills 11/7/4 (+3 Specialties) • Seeming: Choose 1 free Skill Specialty in Athletics, Brawl or Stealth; Record Blessing and Curse • Contracts 5 dots • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Clarity = 7 • Wyrd starts at 1 dot • Glamour starts at 1/2 maximum (determined by Wyrd).

CHANGELING THE LOST

Seasoned Character

NAME: *The Hunchback*

CONCEPT: *Quiet Conservator*

SEEMING: *Ogre*

PLAYER:

VIRTUE: *Prudence*

KITH: *Farwalker*

CHRONICLE:

VICE: *Greed*

COURT: *Winter*

Attributes

POWER Intelligence: ●●○○○

Strength: ●●○○○

Presence: ●●○○○

FINESSE Wits: ●●○○○

Dexterity: ●●○○○

Manipulation: ●●○○○

RESISTANCE Resolve: ●●○○○

Stamina: ●●○○○

Composure: ●●○○○

Skills

MENTAL

(-3 Unskilled)

Academics ●●○○○

Computer ○○○○

Crafts ○○○○

Investigation ●●○○○

Medicine ○○○○

Occult *Goblin Markets* ●●○○○

Politics ○○○○

Science ●○○○

PHYSICAL

(-1 Unskilled)

Athletics ●○○○

Brawl ●●○○○

Drive ○○○○

Firearms ○○○○

Larceny ●○○○

Stealth *The Hedge* ●●○○○

Survival *The Hedge* ●●○○○

Weaponry *Club* ●○○○

SOCIAL

(-1 Unskilled)

Animal Ken ○○○○

Empathy ●○○○

Expression ●○○○

Intimidation ○○○○

Persuasion ●○○○

Socialize ○○○○

Streetwise ○○○○

Subterfuge ●●○○○

Other Traits

MERITS

Goblin Fruit ●●○○○

Mantle (Winter) ●●○○○

Token (Deadman's Boots) ●●○○○

Hollow Size ●○○○

Hollow Amenities ●●○○○

Hollow Doors ●○○○

○○○○○

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FLAWS

CONTRACTS

Eternal Winter

(Jack's Breath) ●○○○

(Touch of Winter) ●●○○○

(Riding the Devil's Jawbone) ●●○○○

Fleeting Winter

(The Dragon Knows) ●○○○

(Slipknot Dreams) ●●○○○

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PLEDGES

The Motley Pledge (Personae)

HEALTH

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WILLPOWER

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GLAMOUR

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WYRD

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CLARITY

10 _____ ○

9 _____ ○

8 _____ ○

7 _____ ○

6 _____ ●

5 _____ ●

4 _____ ●

3 _____ ●

2 _____ ●

1 _____ ●

Seeming Blessing: _____

Seeming Curse: _____

Size: *5*

Defense: *2*

Initiative Mod.: *5*

Speed: *4*

Armor: _____

Experience: *35*

Attributes: 5/4/3 • Skills 11/7/4 (+3 Specialties) • Seeming: Choose 1 free Skill Specialty in Athletics, Brawl or Stealth; Record Blessing and Curse • Contracts 5 dots • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Clarity = 7 • Wyrd starts at 1 dot • Glamour starts at 1/2 maximum (determined by Wyrd).

Nicola

Quotes: *"I'm certain that we can come to an understanding."*

"Let's not allow emotion to overcome our intellect on this matter, shall we?"

"Those who allow themselves to be governed by their hearts will often find themselves ruled by those who do not."

Virtue: Temperance. Nicola walks a careful path, being certain not to tip her hand until she is sure of the outcome.

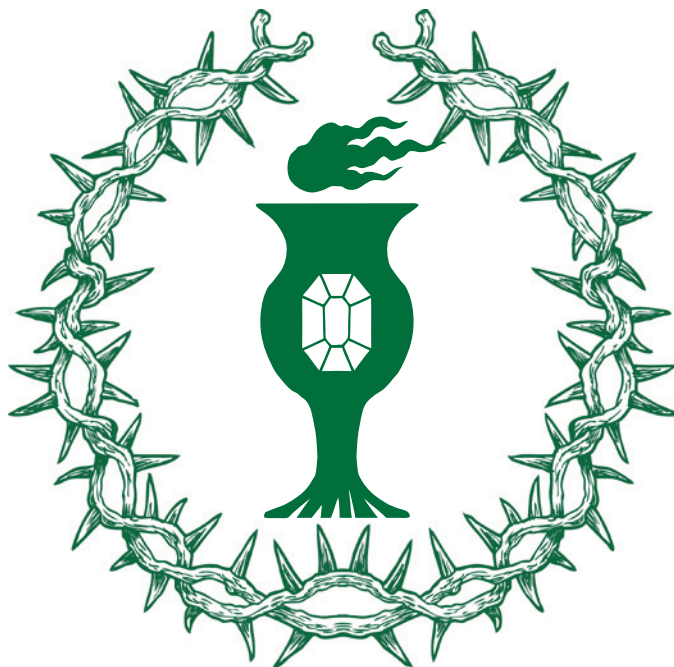
Vice: Pride. Because she remains aloof from emotional entanglements, Nicola sees herself as better than those who allow their actions to be dictated by whim rather than will.

Background: Your earliest memory is of sitting on the stairs eavesdropping. Below you, your parents slung verbal barbs back and forth at each other, and to this day you still remember the secrets they revealed as they each reached for more and more hurtful insults to add to the argument. As a middle child whose youth was shattered by an exceedingly messy divorce, you learned early on how to verbally dance circles around your family, using words to manipulate the emotions of those around you while remaining safely distant in a shield of immutable logic yourself. That shield, however, couldn't protect you from abduction, and on a debate club field trip you were stolen between events by someone who fancied He had a better use for your unique skills.

Your Keeper, an ice-hearted Gentry who called Himself the Barrister, used you first as a research assistant and spy to gather information on His enemies and come up with interesting and unique ways to use it. Eventually He honed your skills (and hardened your heart) to the point where you were capable of drafting agreements and verbally sparring with His enemies on His behalf. You escaped after finding a technical loophole in the legalese of the contract that bound you into His service and returned to the mortal world, only to find that your place had been taken by a much more complacent simulacrum of yourself. After mulling over the pros and cons of the situation, you left your hometown and your former life to your fetch, and set about looking for a new start. Most of the strongly established motleys seemed wary about accepting a new member whose greatest merit seemed to be the ability to manipulate others into doing what she wanted, but The Hunchback seemed to see something of value in you and invited you to join.

Description: You know the old saying that “clothes make the man” is at least partially true, and you always dress to impress. Your choices are more often powerful than fashionable, however, favoring outfits that add additional weight to your stature and apparent authority. Your hairstyle, perfume, jewelry and mannerisms lean towards classic elegance, smooth and strong. Everything about you is designed to make an impact on those around you without leaving so much as a minute chink in your armor.

Roleplaying Hints: You prefer to listen to all sides before making an internal decision about the best path. This is often the one that is most beneficial to you, although you have learned early on that if you can convince others that they are “winning” in a given situation, you’re much more likely to get your own way. You are cool and calculating, even with your motley, although you recognize that it is important to keep their needs met in order to be able to call upon them as a resource.



STORYTELLER ADVICE PERSONAE DIRECTED

One of the dominant themes in **Changeling: The Lost** is coping with (and overcoming) loss. Picking up the pieces of what was left behind is rarely possible for the Lost. But those things – companionship, safety, trust, camaraderie and even love – are just as important to the returned changeling than they were to the human he once was. Since recovering the past is unlikely, ways are found to achieve those goals within the context of one's new existence. The motley fulfills many of those needs. Bound by pledge to aid one another no matter what, the motley becomes a bizarre combination of fraternal organization, gang, family, military unit and sometimes even marriage. Unlike the freehold, where Lost are loosely allied, the motley binds those involved into a tightly woven unit. Their fates are aligned, at least for the duration of the pledge.

Because of these ties, motley-focused games often do best when the group is faced with challenges that they are able (and motivated) to aid one another with. Not every plot thread will equally hook all members (see "Personae Dismembered" below for story ideas for each of Personae's members), but stories which set members against each other may quickly result in one party or another violating their pledge's Task (Greater Alliance) which requires them to give their resources and assistance freely and aid one another even unto death.

On a meta-level, this type of story often involves a problem being presented to the motley, which they then must deal with as a group. This can be as simple as an outside force attacking them, or as deep and philosophical as deciding where the lines of right and wrong lie. In **The Fear-Maker's Promise**, a Storyteller Adventure System product for **Changeling: The Lost**, the group is challenged to determine whether the ends (protecting the city's children against predation by the True Fae for a year) justifies the means (ritually torturing an innocent child who acts as a symbolic scapegoat for the ritual).

Individual characters within the motley may have different reactions to this. The Hunchback, with his focus on safety and protection, may well see this as unpleasant but necessary sacrifice, while Romeo might prefer to leap to the lovable child's defense. As a group, however, they will have to determine which course of action to throw their weight behind. Does Keridwen lobby for it, simply to gain access to the knowledge of the ritual (and the potential harvest of Glamour in the form of intense fear from the child)? Does Aslan see the scapegoat as the underdog to be protected, or simply a means to accomplish a greater good? What political repercussions does Nicola anticipate from the motley either supporting or attempting to block the ritual, and how will that effect the group's standing in the freehold?

Regardless of the specific challenge facing the group, while individual members of the motley will make their own decisions about the good or evil of the situation, ultimately their fates are tied together, and (unless one is willing to break the Motley Pledge) they must decide on a joint path to deal with the challenge before them.

PERSONAE MODIFIED REMOVING CAST MEMBERS

When a character group is created to work together, each individual within that group usually performs one or more vital roles for the unit as a whole. Challenges abound for the Lost, and there is little room for redundancy in a motley of five characters. However, not all player groups will include a full five players, which means that Storytellers who wish to use Personae as player characters for a four- or fewer player game will have to make some decisions about how to handle the player to character ratio. One option would be to allow the players to choose from among the established motley members for their own characters and then to run the remaining motley characters as Storyteller characters. This maintains the group dynamic, but can be taxing on a Storyteller who is then responsible for fulfilling both protagonist and antagonist roles.

An alternate (and perhaps easier) method is simply to discard any characters that are not chosen by players. For some, since their backgrounds are not as firmly entwined with other motley members, this is simple. Nicola, for example, could be pared from the motley without changing any other character's background, as she was added to the motley after the initial formation. And, while the rest of the motley all joined at the same time, only Keridwen and Aslan have background history that goes beyond their escape. Even if one is discarded and the other one played, the history can remain the same and a simple story put into place to explain the absence – one or the other didn't make it through the Thorns, died as a result of injuries sustained during the escape, left after the escape either due to a fight with the other or an unrelated incident or now shuns the other's company.

Extracting one or more characters from the motley may be a simple matter history-wise, but no character can be removed without leaving a gap in the motley's resources. However, these chinks in their proverbial armor can provide interesting challenges to the remaining characters as they are forced to find ways to use their abilities in unique manners or to recruit allies and resources from outside the motley to help them accomplish the tasks before them.

For example, while the absence of their premier diplomat will leave the motley a bit weaker in political arenas (particularly problematic if they're dealing with inter-court politics, such as those presented in **The Rose-Bride's Plight**), that simply means that they may have to find other means of interacting with the freehold hierarchy. Similarly, the absence of Aslan would leave the group without much in the way of combat prowess, and they may have to avoid physical confrontations, finding social means to overcome challenges. Keridwen holds much of the group's occult knowledge (and healing ability). Without her presence, the motley may have to barter for information from others within the freehold (or travel to the Goblin Market to buy it there). This could come into play strongly if they are investigating the Children's Contract from **The Fear-Maker's Promise**, but is equally an

issue for any occult investigation. They will also have to be a bit more careful about entering into combat without their in-house physic. Romeo's social adroitness and the ability to mimic others are resources which can be drawn on to address a variety of challenges – without them, they may be unable to verify their hunches with cold, hard facts, and may have to act a bit more on instinct and assumption. And, since The Hunchback is their heavy hitter in terms of everything Hedge-focused, excluding him may strongly deplete the motley's resources and access to fae items and goblin fruit, requiring them to seek outside of the motley for such substances.

You may wish to keep such gaps in character abilities in mind when planning adventures for them. While it is a positive thing to present characters with situations wherein they (and their players) must find imaginative and creative solutions to bridge gaps in their own skills and resources, being steamrolled over by plotlines that they do not have the ability to deter, let alone solve, is rarely fun for players or characters.

ADDING CAST MEMBERS

While Personae is a pretty balanced group of characters, some player groups may be larger than five members, necessitating additional characters to be added to the group. Or, perhaps a player just doesn't find one of the offered motley that really resonates with her, and she'd prefer to create something different to include in the group. Since the nigh-infinite variations of character types available in Lost provides very little in the way of limits or shoe-horning of character types, one of the easiest ways to decide what type of characters might be a good addition to the motley is by looking at what skills and abilities are not fully represented in the core motley and creating characters to fulfill those needs. For example, none of the existing members of Personae are adept with dream work (at least not beyond the basic abilities that all Lost possess), nor are any focused on crafting and creation of practical or aesthetic items. Creating a character who specifically worked with dreams and nightmares or who specialized

in making and perfecting physical items might be a boon to the group. While these characters could be of any Seeming or Court, both types of characters would likely have high Intelligence and Wits, with skills and Contracts focused on their individual areas of expertise (Contract of Dreams for the oneiromancers and Artifice for the craftsman). Similarly, although both Aslan and Romeo are impressive socially in their own ways, none of the motley are performance focused (oration, music, dance, writing, etc.), and despite having four seasonal court members, none are highly focused on controlling the weather or environment.

Outside Resources

While this product is focused entirely on the Lost resources available within the core book, other products in the Lost line can be used to focus characters (the offered motley members or new additions) in specific ways, and to hone their abilities in particular directions.

The Merits offered in **Rites of Spring** give abilities or bonuses that would be useful in fleshing characters in certain ways, for example. As well, some of the Contracts offered in **Rites of Spring** (Forge, Hours, Moon, Omen or the Wild) or in **Lords of Summer** (additional Court Contracts) or **Winter Masques** (additional Seeming Contracts) could go a long ways towards providing the motley with abilities that they don't have access to from the main

Changeling: The Lost rulebook alone.

While it is possible to simply hand-wave the inclusion of new characters into the motley, stating they'd been part of the original group or were adopted into the motley early on, it can be more satisfying for players (and provide a richer in-character experience) if the new characters have some sort of tie to the existing ones. A number of possible character tie-ins for each existing character are provided below.

Aslan

Pre-durance: Classmate, sibling, parent, date, teacher, football team member, cheerleader, towel/water boy, target of bullying

During durance: Support staff for fights (medic/armorer/weapons maker/guard), rival in fights, someone rescued during escape, someone left behind to escape on their own

Post-durance: Rival, beta, crush, underdog who has been protected

The Hunchback

Pre-durance: Due to lack of memory, it could be almost anything! Forgotten spouse, co-worker, rival – all options are open.

During durance: Co-servant of forgotten Keeper, client in the Goblin Market, merchandise sold in the Goblin Market

Post-durance: Client, individual present when he was still thought of as a hobgoblin, rival “supplier”

Keridwen

Pre-durance: Former husband, former husband's new spouse or child, medical school peers, others involved in the accident (other victims, police, firefighters, news reporters)

During durance: Gladiator/former patient, fellow medic, servant of Caesar

Post-durance: Rival for Aslan's attention, former patient, fellow historian/lorekeeper

Nicola

Pre-durance: Childhood friend, sibling, debate team members, teacher

During durance: Co-researcher, “lawyer” for rival Gentry, enforcer for Barrister's edicts

Post-durance: Family member who believed fetch to be Nicola,

Romeo

Pre-durance: Crush, teacher, fellow student, rival geek

During durance: Fellow/rival lover of Keeper, target brought across by Romeo, jealous servant who envied Romeo's pampered status

Post-durance: Jilted lover, satisfied ex-lover, jealous spouse of ex-lover, wingman, friendly flirt partner

PERSONAE DISMEMBERED

While Storytelling for a motley includes a need for attention to the balance and health of the group as a whole, story hooks and sub-plot threads that involve each individual member of the motley can be useful to enrich the full tapestry of a story, especially in an ongoing chronicle. Below are some suggestions for stories that could be used for minor or major plot hooks for each individual character. Storytellers can use these to bring a character into the spotlight for a time, or to pull a shy player more firmly into the action. Care should be taken, however, to make sure that no one player (or character) receives the brunt of the attention (negative or positive) over the long run, which might make the rest of the motley's players feel as if they were merely window dressing for the primary character's adventure.

ASLAN

- Aslan comes face to face with one of the people he bullied relentlessly before his abduction. The victim forgives him, even offers friendship – but is it genuine, or does he have something up his sleeve?
- A dominant, and obviously more powerful, predator-beast challenges Aslan for “leadership of his pack.” How will the lion-beast respond, and how will his motley react?
- Something is triggering Aslan's fury, making his temper ever shorter and driving his rage to new heights. Will his motley be able to discover the source of the problem before he does something unforgivable?

KERIDWEN

- After encountering an Antiquarian with the library of her dreams, Keridwen is invited to share in the wealth of resources there – but she must leave her motley to do so. Will she sacrifice those she's oathbound to, for the sake of perhaps finding the secret to restore her beauty?

- A flirtatious Spring courtier sets her sights on Aslan. Will Keridwen finally admit her feelings to her motley-mate, or will she watch from the sidelines as he is seduced away?

- Disaster strikes, and two of Keridwen's motley mates lay dying. Which one will she save, and will the others forgive her for her choice?

NICOLA

- Nicola is offered a position at the right hand of the reigning monarch, serving as an honored advisor. Her motley-mates, however, have heard it is actually a political trap and that the ruler plans on socially sacrificing the Elemental as an example of what happens to those who over-reach their station. Will she listen to them, or is her own desire for rank and power too great for their words to breach it?

- While eavesdropping on a discussion between two members of the freehold, Nicola sees them referring to a map with several locations circled in red ink on it. A week later, a building catches fire in one of those neighborhoods, and a prominent member of the freehold is found dead in the ashes. Will she admit what she saw before another Lost dies? What actions will she take when the conspirators deny any knowledge of such a map?

- Nicola is hired to defend one of the members of the freehold accused of being a Loyalist. After taking the job, she discovers evidence that suggests several of the prominent members of the freehold may have wittingly or unwittingly contributed to Loyalist activities. Bringing this information to the light will certainly result in at least political repercussions, if not physical retaliations. Will she keep her mouth shut, or share what she thinks she knows?

THE HUNCHBACK

- The Hunchback is offered a treasure at the Market – a secret about each of his motley-mates that no one but the individual involved knows. The catch? He can never tell what secret he bought. Will he barter for the information, and how will the rest of the motley react if they know he has done so?

- A hobgoblin claiming to be The Hunchback's former employer appears, demanding that he finish out his indentured period of service. The hob claims it will bring the wrath of the local Markets down on the freehold if The Hunchback doesn't agree to return.

- A recent purchase from the Goblin Market breaks, chips, tears or otherwise opens to reveal a previously hidden compartment. Within is what appears to be a map of some sort, with various challenges scratched out in red ink on the vellum, and a large destination marked with an X. Will The Hunchback be able to resist his curiosity as to what lies at the hidden location?

ROMEO

- While wearing the face of a stranger he saw on the street, Romeo is chased by those who insist he “give back” what he took from them. He manages to escape, but it's clear from their insistence that the item they were looking for was very important. Can he convince the rest of the motley to help him discover the item and perhaps glean its import?

- Romeo is approached by a member of the freehold and asked to impersonate them for a day, in exchange for an exceedingly large amount of money. Nothing dangerous, just go through their day-to-day life for 24 hours. Regardless of whether he agrees or not, midway through the day he was asked about, the person's body is discovered, brutally murdered, and Romeo is interrogated about what he knows about the situation.

- A young woman shows up asking for Romeo, and claims to be his child. Will he believe her, or is this just another trick of the Gentry to mess with his sanity?