

Changeling The Lost

Jumpchain Compatible Ver. 1.4

By Manyfist and Disney Anon

Are you sure? I mean... We have happier places you could go, you know? Alright...

There are only two things that you are certain of at this moment. The first is that life is unfair. You shouldn't be running through these thistles that tear at your soul more than skin. The hands that push you up every time something reaches out to entangle your ankle should be the same hands with which you came into this nightmare. The years you spent enslaved to Her should have been the adventure She promised.

The second: That miracles exist. There are wonders you could never have hoped to see without Her scooping you into her bosom and carrying you into that garishly bright realm; dragons, games played over the very laws of reality, beautiful and mad women of dancing light. Through all the torture you still felt awe for the wonders She showed you. How could you not?

It all changed when you smelt that familiar scent. All that was left after that was the drive to go home, to discover it's source, to be free and safe. Your memories of one world start returning as quickly as you lose the memory of another. In honor of your safe return, I have a gift for you:

+1000 Changeling Points

The Setting

The World of Darkness is much like our own world, such that if you only glanced over it you'd never think it changed. The shadows, however, are much deeper than they initially appear. Dread creatures hide and scurry, using vast conspiracies to control the fate of cities. In this world, you have become a changeling, a once-normal human who had the misfortune of drawing the attention of the True Fae of Arcadia.

Changelings spent a durance as a servant to a True Fae master. That master and the world around you warped your body and mind into what they needed, whether it was a hunting dog or the shady corner of a tavern. The one constant across all of the Gentry is their capriciousness, and many a changeling has had their life ended when their Keeper suddenly changed from a doting lover to a brutal murderer over how the light bounced off the changeling's hair when they rolled over. You, however, were lucky enough to escape, whether through guile or happenstance, and have found yourself in the mortal world at a gas station in your starting location. Your durance has granted you the ability to use glamour, supernatural energy drawn from human emotion, to activate contracts, pacts made with aspects of reality. Your glamour also projects a mask to hide your changed form from the eyes of mortals and non-changeling supernaturals, but can be pierced by the insane, those who make a pact with changelings, and the seventh son of a seventh son.

Changelings organize themselves into Courts and Freeholds. A Freehold is the local society of changelings, banded together to help defend one another against the forces of the True Fae. The Freehold is led by the local courts, or political bodies of changelings empowered by a contract made by their founder with an embodiment of an aspect of nature. Different Freeholds have different Court systems, but the most common is a Seasonal Court system. There are 4 Seasonal Courts that each take power for 3 months out of the year. Swearing loyalty to a court and a freehold usually comes with a set of advantages in the form of season-based contracts and support in the event of trouble.

Location

Roll 1d8 or pay 50 CP to show up at a location on the planet Earth of your choosing. Each freehold contains between 80 and 150 changelings, and are amongst the largest freeholds.

1 – Miami, Florida – Theme: Conflict – Mood: A Gathering Storm

The Freehold of Miami is stuck in turbulent times. The King of the Summer Court has seized control of the city, weakening or driving out the forces of the Spring and Autumn Courts. Winter remains neutral in this conflict, doing its best to grow the drug trade and feed off the sorrow it causes. The Endless Summer has also weakened the Freehold's defenses against the Gentry, causing abductions by the True Fae to rise. Outside of Freehold issues, Miami itself is in poor condition. Gang violence, poverty, and drugs all co-mingle to make the city a dangerous place for anyone. The tensions themselves, however, provide a river of glamour for the changelings that make this city their home.

2 – Dallas, Texas – Theme: Betrayal – Mood: Suspicion

The Hearth seems like a calm enough place for a person to settle down. There's a great economy and all the problems that come with it to look forward to, and the courts themselves would appear to be calm and on good terms. The truth of the matter is a great deal murkier. A large number of changelings have come to blame the cities propensity for natural disasters on the work of the Others, polarizing the denizens of this freehold. Anywhere from 15 to 25 of the changelings here may be Loyalists, changelings working with the True Fae to capture their brethren. Just a few years ago three whole motleys were disappeared from what were thought to be secure hollows. The Summer Court has been leading a crusade through the ranks of the Freehold, and who knows who they may accuse next?

3 – Winnipeg, Manitoba – Theme: Territory – Mood: Fear

For all the horrors of the changeling world let it never be said that they are alone in the shadows. Nowhere do changelings feel that pressure more than the Well of Artifice. Werewolves press in from all sides, vampires take advantage of the college students, and an eery number of ghosts haunt this seemingly innocuous metropolis. Every other week there seems to be an incident that could expose the changelings to the predations of other supernaturals. The largest court, Autumn, is doing its best to organize the other courts in defense should they be discovered, but the relatively small Summer Court is the only ally willing to assist. The courts also do their best to spread rumors and do whatever else they can to protect mortals from the supernatural, themselves victims of its cruel whims, to little effect.

4 – Sydney, Australia – Theme: Dreams – Mood: The Hunt

A young freehold, the Seasonal Courts have only very recently come into power. Many unaligned changelings still call this area home, with most of the court changelings coming from the younger generations and favoring Autumn. That's not to say that changelings are anything new to the area. A fair number of trods, or gateways into the hedge, have existed in the area since man first arrived on the continent. This has had two results: the number of changelings in the area is amongst the highest per capita of any city (along with fetches and Fae abductions), and a proud tradition of Hedge exploration and mapping. Sydney also has a tradition of motleys meeting in dreams, rather than hollows, though few would tell anyone why outside of it being tradition. Oneiropomps, changelings that can navigate dreams, have become highly valued as a result.

5 – Florence, Italy – Theme: Uncertainty – Mood: A Dangerous Game

The Toymaker's Joke is one of the oldest still existing freeholds of the modern age. Steeped in tradition and with a large Winter Court, it should go without saying that these changelings are experts

at living under the radar. However, the recent capture of their eldest courtier, Pinocchio the King of the Winter Court, by an unknown party has thrown the courts into disarray. Presumed dead, everyone has their own favorite for a new King or Queen of Winter, with the Spring and Autumn Courts backing a young lady who promises to carry the court into more modern traditions of hiding. The panicking courts have also caught the eyes of a number of the Gentry, eager to recapture some of their favorite pawns.

6 – Warsaw, Poland – Theme: Pacts – Mood: Mourning

The Freehold called Undying Avalon is falling apart. Testament to what happens when something in the World of Darkness gets too uppity, most of the leadership was taken out of the picture defending their Freehold from a Wild Hunt grown out of control. The only power structure to remain intact enough to lead is the Winter Court. Their queen can barely stop the remains of the other courts from scattering to the winds, and enforces her will through pledges made with whatever remnants of the leadership she could find. She's held power for 6 months now and grows uneasy with the crown, waiting for the other courts to collect themselves.

7 – Seoul, South Korea – Theme: Foot Loose – Mood: Changing Times

Seoul is another freehold that's older than it seems. A proud follower of the Directional Court system, it was only 40 years ago that the Seasonal Courts started gaining traction with the younger generations of changelings, the older changelings reminders as to the power of tradition not seeming to take hold as well as they'd like. The Spring Court seem to have the strongest following among the Seasonal Court supporters, being young folks with a preference for active night lives. The change in court systems will not be gentle, however, and both sides are willing to fight for their beliefs.

8 – Free Choice

Any of the previous 7 choices.

Origins

Pick one. You can pay 50 CP to determine your age of abduction, time spent in Arcadia, and time passed on Earth yourself. You can pay 50 CP to change your sex.

Drop-In (Free) – You're immediately dropped into Arcadia from your previous Jump. Normally you'd leave to some place you'd had strong memories of before your abduction and duration, but now you're out strictly by divine intervention. Don't say I never did anything for you.

Age of Abduction: 17+1d8yrs, Time Spent in Arcadia: 1d8yrs, Time passed on Earth: 1d8yrs

Child (50 CP) – You were taken at a young age, and have lived most of your life in Arcadia. On your return, you sought out your family and realized that time hadn't passed for them nearly as quickly as it had for you. Decades had passed for you and months had passed for them. You can no longer return to your old life.

Age of Abduction: 9+1d8yrs, Time Spent in Arcadia: 20+2d8yrs, Time passed on Earth: 1d8months

Police Officer (100 CP) – Taken while chasing down a child abductor, you followed them into the Hedge, only to be trapped and unable to find your way back. Eventually you stumbled upon your Keeper, who you agreed to help in hopes of getting out of Arcadia. When you finally escaped, you found the world vastly changed from how you remember it. What seemed only months for you had been decades for the rest of the world.

Age of Abduction: 18+1d8yrs, Time Spent in Arcadia: 1d8months, Time passed on Earth: 40+1d8yrs

Socialite (100 CP) – You met someone at a party. They were charming and quirky and even a little odd. You barely noticed when, distracted by the conversation at hand, you walked into the woods with them. Before you knew it, you were dancing through the woods with them, laughing all the way to their palace...

Age of Abduction: 27+1d8yrs, Time Spent in Arcadia: 1d8yrs, Time passed on Earth: 2d8yrs

Professor (100 CP) – A professor of Paranormal Studies and Folklore at a small university, you were surprised when the young lady introduced herself to you. At first you thought she was one of your students, asking questions for a paper. As the night wore on, it quickly became apparent that she knew more than she was letting on. When she said she wanted to show you a fairy circle she'd found, you figured you may as well. What's the harm?

Age of Abduction: 36+1d8yrs, Time Spent in Arcadia: 2d8 months, Time passed on Earth: 1d8months

Seemings & Kith

You may pick 1 Seeming and 1 Kith from that Seeming, unless you take the Dual-Kith Merit. Seemings and Kiths are not charged for, everyone in the freehold has one.

Your time in Arcadia changed you, warping your body to fit the needs and desires of your Keeper. Even breathing the air and feeling warmth from fire require subconscious contracts that those things would provide you with sustenance, with your body warping as a consequence. It is worthwhile to note that many Changelings upon looking at pictures of their peers from before they were taken can identify what sort of Seeming that Changeling would end up as. Some of these changes were for the better, some for the worse, but all are a part of who you've become.

The Beast Seeming

Beasts are changelings whose Seeming is connected to the animal world. They come in many shapes and sizes, and may be tied to a particular type of animal, an animalistic concept, or even an animal that never existed in the real world. Beasts were all used by their Keepers as animals in one form or another, and they all bear at least some bestial features. Many were innocents, lured into the Hedge by the tempting excitement of the wild, but regardless they felt the pull and power of raw instinct and sensation.

- Blessing - Beasts are creatures of the wild, and have a natural understanding of animals, which helps with training creatures and avoiding danger. This same wild nature grants them great personal magnetism. By expending glamour, they can very temporarily increase their presence and composure.
- Curse – The downside of a wild nature is that powerful instincts can leave you less capable when dealing with things outside of nature. When you approach skillful work that you have no training with, you are more likely to fail than a normal person would be.

Broadback – Broadbacks are Beasts renowned for their stamina or stubbornness. Camels, mules, elephants, and goats are well represented here. The blessing of the Broadback Kith is that, by spending glamour, they can increase their bodily stamina and toughness for a few hours.

Hunterheart – The spirit of the hunt, Hunterhearts are usually natural predators like wolves, cats, snakes, or birds of prey. These changelings have naturally deadly claws and teeth, capable of cutting like knives.

Runnerswift – A Kith renowned for their speed, Runnerswifts were deer, antelope, rabbits, or similar. They can spend glamour to increase their moving speed by a few miles per hour for a couple hours.

Skitterskulk – Skitterskulks spent their time in Arcadia as flies, spiders, centipedes, or beetles, and are naturally attuned to getting out of the way. Skitterskulks can dodge much faster than a normal person.

Steepscrambler – Changelings who were based on monkeys, raccoons, and some lizards. A Steepscrambler is capable of climbing nearly any surface with ease, from a rocky cliff-face to a glass tower in the rain.

Swimmerskin – The beasts of the waterways, Swimmerskins are the ducks, seals, otters, and even mermaids of Arcadia. They can hold their breath underwater for a half hour and can swim at least as fast as they can run.

Venombite – Changelings who spent their duration as poisonous spiders, adders, or the like. In a fight,

whether through biting or your fists, you can deliver a deadly poison with your attacks. The deadliness of the poison is directly relative to your connection with the Wyrd.

Windwing – Changelings who could once alight upon the air, but are now bound to the earth. Based on butterflies, birds, or bats, the Windwing can glide on currents of air at the same speed they could run, but cannot gain height without updrafts. They are also much better at landing, taking less damage from falling.

Cleareyes – Cleareyes were animals to whom sense were everything, bloodhounds, eagles, or rabbits. These creatures have one of their senses extremely heightened, and can further boost their perceptive abilities by expending glamour.

Coldscale – Based on coldblooded creatures like snakes, wyverns, or alligators, Coldscapes are calmer creatures that don't show great bursts of emotion. A Coldscale has some natural resistance to emotional manipulations and a much greater than normal resistance to poisons.

Roteater – Roteaters were commonly forced to follow behind their Keepers procession and eat whatever refuse was left behind. They are akin to vultures, crows, or worms. As a result, they have a powerful resistance to disease and poison and receive a bonus when scavenging for useful things.

Truefriend – More pets than other beasts, Truefriends are the companion animals of the Beast Kiths. Made to be loyal horses, friendly cats, pet parakeets, or hunting dogs, these changelings work best as members of a team. So great is their loyalty that they can expend glamour to greatly increase an ally's chance of success at any action, so long as they can see and hear each other.

Chimera – The mix and match creature, a chimera has the traits of many animals, and no two are ever alike. By spending glamour, a Chimera can better communicate with the creatures of the Hedge, and more quickly make allies or get their way while there.

Coyote – The Coyote Kith are based on tricksters of myth and legend. Ravens, spiders, or kitsunes all share this rare Kith. A Coyote is a preternatural manipulator, and when they put their minds to it and expend actual effort, it's highly likely that they'll get their way. However, they do have a tendency to indulge in base vices, like lust, gluttony or greed.

Nix – The Nix are river spirits, and often have features of aquatic creatures, similar to a mermaid. Once every day, they can spend a small amount of glamour to give their voices a pleasing, almost narcotic effect. This slows their mind and leaves them more open to suggestion and manipulation.

Riddleseeker – Riddleseekers are the wise and cunning creatures of legend, like owls and sphinxes. A Riddleseeker can expend glamour to increase their intellect and thinking speed for awhile, and has a natural ease when solving riddles and mysteries.

The Darkling Seeming

Darklings are Changelings forever tainted by shadow and darkness. They often resemble folk tale creatures of the night or underground: grave-wights, banshees, kobolds and weirder things still. Every one of them is unsettling in appearance, with many gaunt, tall and thin. Whether experimented upon, chained in a factory as slave labor or simply tossed in a dungeon and forgotten by their Keepers, all Darklings were kept from the light of Faerie. Their memories of their durance are usually full of

foreboding, fears sensed and ever-present, but never revealed. Many Darklings share a sense of curiosity, and most crossed some kind of line that brought them to Faerie, whether they are aware of the nature of their transgression or not.

- Blessing – Darklings are possessed of a cunning born of darkness. Each and every one of them can think quickly and lie well, and they are all gifted in the art of concealment. By pouring some of their glamour into the effort, they can boost their ability to sneak, lie and think quickly to much higher levels.
- Curse – Being creatures of the night, a Darkling's powers falter in the sun. During daytime, they find their contracts weakened, with the effect worsening if they can see the sun.

Antiquarian – More at home surrounded by dusty tomes and objects of long forgotten lore, an Antiquarian is a natural librarian or archeologist. They are naturally prone to collecting and recalling knowledge, and excellent at knowing where to investigate if they want to find more. Furthermore, they can expend glamour to more easily search through their memories for relevant information.

Gravewright – A cold and clammy sort, Gravewrights are naturally most comfortable around the unquiet dead. They can expend glamour to see and talk to ghosts, though they possess no unique control over them.

Leechfinger – Changelings who steal life, breath, or blood with a touch. By touching a target and spending glamour, a Leechfinger can deal damage on par with a particularly nasty cut by a knife, and heal themselves for an equal amount of damage as they dealt. This can only be done up to ten times a week (with a very strong connection to the Wyrd), so try not to get stabbed that often.

Mirrorskin – Darklings that hide in plain sight. Their skin is malleable, and their faces flow like quicksilver. A Mirrorskin can stabilize their features into something resembling, with the accuracy being entirely on how well the changeling remembers that face, anyone they've seen.

Tunnelgrub – Tunnelgrubs are changelings who squirm through tunnels, pipes, and chimneys for nefarious purposes. By expending glamour, they can more easily squeeze through tight spaces that it would normally be impossible for them to get into or out of, like handcuffs or other bonds. This is a fairly short boost, so if a tunnel is too long, they may find themselves trapped.

Lurkglider – A Lurkglider was forced to live in the dark and twisting treetops of Arcadia. They are experts at falling, capable of diving from 300 feet and landing without a scratch, and they are capable of holding onto the narrowest of ledges and outcroppings.

Moonborn – Changelings tied to the moon, their mood waxes and wanes with her phases. A Moonborn Darkling has the power to instill madness for a day, once every day, with only a minor backlash. If a Moonborn wants to inflict severe depression, 90% of the time they end up feeling down in the dumps for the rest of the day.

Nightsinger – Darklings are not without their music, though you'll rarely see the performers. Banshee songs, the howl of wolves, and the hoot of owls are found within their devilish song. By expending glamour, a Nightsinger can use their song to render a person more suggestible and susceptible to social manipulations. This song can be played on any instrument or sung with your own voice.

Palewraith – Pale to the point of translucence, the Palewraith has been kept away from light for so long that they've grown partially immune to it. These Darklings are only ever truly at home in the shadows,

and can, while in shadows, more easily dodge incoming attacks, including gunfire.

Razorhand – The living embodiment of night-time violence and why you shouldn't walk home alone, a Razorhand has the power to turn their fingers into knifeblades by spending a small amount of glamour. They're naturals at all things knife-related and any type of cutting.

Whisperwisp – Spies that flourish in the darkness, they're information gatherers and false-friends. A Whisperwisp is an expert at getting information out of people, and can even use glamour to whisper in the ear of any person who could hear them speak.

Iles – Based on Icelandic legends of Trolls who would lure people underground for breeding purposes, the Iles themselves tend to (but don't have to) be incredibly ugly. However, once per day, they can spend glamour to attain an otherworldly beauty, with the effect of the beauty more pronounced on members of the opposite sex. This effect lasts for one hour.

Pishacha -Based on Hindu myths, this Kith has red eyes, a strange tongue, and blackened skin. Pischacha are commonly associated with madness and may, upon licking someone, inflict a mild madness upon them for a week. This power takes a week to recharge.

Skogsra – The Skogsra are trolls of Scandinavian folklore, known for living in the woods and killing and capturing people. The Skogsra can, by looking into the eyes of animals, spend glamour to bind the animal to their will until the next sunrise or sunset.

Lurker – The thieves and pickpockets of the the Changelings, a Lurker is an expert criminal, and capable of using even poor and improvised equipment to it's best effect when stealing. They can also use glamour to improve their abilities, but only in relation to crime and theft.

The Elemental Seeming

While most other Lost became the way they did through simply living in a faerie's home and eating faerie food and doing faerie work, the Elementals were often deliberately changed, transformed into slaves of some kind or another, or features of the land until one day, they awoke to themselves and realized they had to escape. Their memories of Faerie are often difficult to understand. Some know that once, they understood what it was to be a tree, or a stone, or a mound of earth. Some remember being lost to enchantment, becoming a clockwork doll or a lover made of ice. Others recall being lost in an environment now alien to them: perhaps the changeling served as a manservant in a flying city of glass or a blazing city made all of brass. The Elementals were often those whom the Fae desired in some way, those whom they sought out and went to some effort to kidnap. Most were already exceptional in some way. Perhaps the changeling was beautiful enough to excite a faerie's desire. Perhaps they needed a guard or a servant of some kind. A musician or dancer could become the prize of a Fae who fancied himself a doyen of the arts. When they come back, they still possess those talents that attracted the Fae to them in the first place, but now their element alters it in many ways, some subtle, some less so. Some, however, wandered into the Hedge on their own, in some ways bearing the marks of whatever thorny wasteland they wandered in before being taken to Faerie.

- Blessing – Made of sterner stuff than mortals, the Elementals can spend glamour for a temporary boost to their overall health and ability to take damage.
- Curse – The Elementals are further removed from humanity than other changelings, and find humans harder to understand and influence.

Airtouched – Changelings of the breeze, smoke, and sky, they are defined by the wind blowing through their hair and the tornado that is their soul. By using a bit of glamour, an Airtouched can use their connection to the Wyrd to increase their movement or reaction speed.

Earthbones – Men of mud and spirits of stone, these are changelings marked by the earth. The Earthbones are better built for carrying burdens, and can spend glamour to carry heavier weights. The more glamour spent, the more they can carry.

Fireheart – Both the flickering flames of a candle and the warmth of the coals, Firehearts spent their durance as living flame. Like the flame, a Fireheart is bright and constantly on the move. They can spend glamour to increase their thinking speed proportional to the amount of glamour spent.

Manikin – Changelings in the fashion of man-made objects, whether actual dolls or men of brass and clockwork. When attempting to craft something they have no real training in, they have significantly higher odds of success.

Snowskin – Snowskins can be as cold as the arctic and as delicate as a snowflake, and have a tendency towards stoicism. Their voices are as cold as ice, making them excellent liars and great at intimidation. Members of this Kith can use glamour to make their voices even scarier.

Waterborn – Changelings imbued with the nature of the waters, the gentle and the mighty. An Elemental of this Kith can spend a small amount of glamour to switch between breathing air and water, and while breathing water move twice their running speed in it.

Woodblood – Green men and women of the woods, being used as plants, trees, and flowers. A Woodblood finds themselves easily blending in with foliage and the like, and with an expenditure of glamour they can blend in even when that foliage shouldn't be capable of hiding them.

Blightbent – Children of pollution, Blightbent were inflicted with toxic waters, chemical fires, and barren lands. A Blightbent can use glamour to breathe out toxic clouds or touch people with acidic fingers, and are for more at home in toxic areas than they once were.

Levinquick – Beings with hearts and bodies of lightning, the Levinquick is quick to anger and swift to assault. They can use glamour to gain a few seconds of greatly increased movement speed and reaction time.

Metalflesh – Welded statues and monuments during their time with their Keepers, the Metalflesh Kith were entirely made of an earthly metal, but never iron. Metalflesh can choose to spend glamour to return that same toughness to their bodies and minds for an hour.

Sandharrowed – The howling deserts of Arcadia produced their own creations: the Sandharrowed Kith. Formerly beings of living sand, the Kith can have gained the ability to grapple like it, holding people and escaping the holds of others much easier than normal humans could.

Apsara – Elementals of cloud and fog, the Apsara are based on Hindu myth. Their bodies give off a mist or vapor that they can use to induce lust in others, by infusing it with Glamour.

Ask-wee-da-eed – A changeling embodying the fire of meteors and bad luck, an Ask-wee-da-eed holds the power to temporarily curse others with terrible luck once per day.

Di-cang – Named for a Bodhisattva, Di-cang literally means womb of the earth. A jewel elemental, this Kith is commonly studded with beautiful gems. By spending glamour, Di-cang can remove the physical pain of people within 10 feet of them. They also gain the ability to quickly understand how to pick locks and commit crimes, should they wish to.

The Fairest Seeming

The Fairest are changelings for whom Faerie should have been - and in some sense was - bright and wonderful. They embody the wonder and beauty ever-present in folklore: the elves, the Shining Ones, the fairy maidens and dashing fairy knights. But theirs is a beauty not of this world; they are wondrous to look on, but they're too perfect. Their faces may be too symmetrical, or their features impossibly angular or chiseled; perhaps they literally glow with a warm light. They are still changelings, and their true forms are still inhuman. The Fairest are frequently taken for their beauty, but usually this is not the only reason. Each has some other quality or talent that attracted their Keeper, most often artistic skill or the ability to play music or perform. Since this skill becomes their sole reason for their existence in Faerie, Fairest sometimes become obsessed with it, desperate to prove their worth. They are, however, almost without exception supremely social creatures, used to admiration and hungry for approval. While the Fairest were ostensibly loved by their Keepers, such clear and pure emotion is unknown to the Fae; what passes for love among them can seem like obsession, cruelty, slavery or worse to mortals.

- Blessing – A Fairest changeling is a natural at the social arts, and always communicates with proficiency and grace. They can expand their ability to influence others in conversation by using glamour.
- Curse - Of all Changelings, they are the most likely to lose their sense of Clarity, which is their sense of balance between reality of Arcadia and mortal realm. Lower it gets, more the worlds seem to mix.

Bright Ones – Fairest of light, fire or ice, the Bright Ones resemble will-o-wisps and White Ladies. This kith can at will summon a light centered on their left hand, and choose to leave it behind when they care to. By using glamour, they can cause the light to shine bright enough to blind their enemies.

Dancer – Changelings of exceptional grace and agility, a Dancer is happiest moving to their own beat, whether as an entertainer or assassin. When performing in a way dependent on movement, a Dancer can easily steal the show, and this agility translates into a small boost to dodging incoming attacks.

Draconic – A changeling based upon a mythical beast, such as chimeras and manticores. Draconics are all naturals at fighting with tooth, venom, and claw, and if they find themselves outmatched by an opponents defenses, they can spend glamour for another chance to overcome that.

Flowering – Flowers spring up where this Fairest has stood, though it takes months instead of days. The Flowering are changelings with the beauty of a rose, and they naturally produce a seductive, alluring scent that lulls those they talk with into actually listening to them.

Muse – Muses are beauties that inspire humans to great works of art, though the definition of beauty runs from classic statuesque women to grotesque horrors who inspire beautiful terror. They can expend glamour to increase a person's ability to express themselves, especially through art. The more glamour they spend, the bigger the increase.

Flamesiren – Embodying the entrancement of flames, this Kith are dangerous and distracting in their beauty. Using glamour, they can surround themselves with a fiery aura that draws the attention of others from their current task, but only if they can get their attention in the first place.

Polychromatic – The sons and daughters of the rainbow in a world of rain-slicked greys and cloudy skies. These changes colors change with their moods, and they can use glamour to manually change their colors and moods to resist emotional manipulations of all kinds. Furthermore, their mood is surprisingly hard to read when they take the time to control their colors.

Shadowsoul – Favoured concubines and handmaidens to nocturnal Keepers, these changelings are the beauty of the night. A Shadowsoul is as intimidating as they are connected to the wyrd, as well as being a natural liar.

Telluric – Fairest of the night sky and celestial bodies, the Telluric may have hair like a nebula or eyes like comets. A Telluric always know exactly what time it is locally, and have naturally perfect timing. Furthermore, they are all experts in astronomy and astrology.

Treasured – Treated as a display piece by their Keeper, they spent their durance on a pedestal, never being allowed to leave the spot. Their blessing is endurance, and they can spend glamour to avoid tiring out, both mentally and physically.

Gandhava – A changeling made to resemble a sacred messenger of Hindu lore, these Fairest commonly have golden flesh, animal or plant parts, and are extremely androgynous. These changelings are beautiful speakers and through the use of glamour, can redouble the beauty of their words for an hour.

Succubus – Named for Christian demons who used sex for malevolent purposes, a Succubus (or Incubus) had their forms shaped into demonic beauty by their Keeper. A Succubus is a creature of vice, and naturally finds themselves more in control, socially speaking, of people who share their vices, particularly lust.

Weisse Frau – The White Lady of German folklore is a beautiful woman dressed in white and said to protect children. The kiss of a Weisse Frau can bestow protection equal to chain-mail on adults and equal to well-made plate-mail on those below thirteen years of age.

Minstrel – A beautiful performer of music and song, this kith were frequently made to perform at whatever passes for social events amongst the Fae. By using glamour, they can make people rethink your most recent attempt at expression, and they gain twice as much glamour from emotions caused by their music.

Romancer – A tricky changeling that's hard to describe. Everyone who looks at a Romancer sees the qualities they find attractive. It won't go so far as to change height, but the viewer would see different eye and hair color, or even different clothes.

Larcenist – A kith for dashing rogues and cunning rakes, the Larcenist finds themselves excelling in acts involving agility and grace. They find it easier to dodge incoming attacks.

Playmate – Playmates were taken to be a Fae's best friend, or whatever passes for a friend amongst them. Playmates have a much easier time working with others to accomplish goals, and all parties involved receive a boost when working together.

The Ogre Seeming

Ogres resemble the big, brutish figures of folklore, like the troll under the bridge or the Cyclops of Greek myth. Ogres serve as guards, gladiators, and heavy laborers in Arcadia because of their outstanding strength. Due to their hardiness, Ogres endure particularly vicious and bloody Durances. Once back in the real world, Ogres are stereotyped as universally dumb, but are feared for their prowess nonetheless. Ogres are big and imposing figures. Some are kidnapped because of their size and strength and are honed to frightening proportions in Arcadia. Some are taken because they were already cruel and intimidating in the mortal world, and could be used as weapons by the Fae.

- Blessing – Ogres are mostly big, often ugly, and always capable of frightening displays of brute force. By spending glamour, and an Ogre becomes a powerful and intimidating fighter, and receives a boost to their raw strength. More glamour spent increases the boost.
- Curse – Ogres aren't necessarily stupid, but they have a tendency toward being gullible or reckless. An Ogre loses composure quicker than most people, and are more easily goaded into doing things they normally wouldn't do.

Cyclopean – Most often damaged or disfigured, the Cyclopean kith brings to mind their namesakes with their excellent sense of smell. These changelings can smell things that normally can't be smelled and are experts at tracking by scent.

Farwalker – Changelings of the wild men of lore: yetis, sasquatches, and yowies. Farwalkers are experts at stealth and wilderness survival, and they can spend glamour to gain a second chance on potential failures in those areas.

Gargantuan – Captured by giants, these changelings found their stature changed after their time in Arcadia. Once every day, these changelings can use glamour to temporarily grow in size, with a stronger connection to the wyrd increasing their growth. Gargantuans with exceptionally high wyrd will find themselves having difficulty fitting into buildings.

Gristlegrinder – Cannibals and gluttons, this kith most accurately resembles the modern idea of ogres and trolls. This kith has terrible teeth that can bite through any armor weaker than chain-mail and rip through flesh.

Stonebones – Mountain spirits and stony giants of yore, these changelings can spend glamour to grant them skin like stone, with a higher wyrd rating making them stonier than a lower one. This, unfortunately, also tends to weight them down and make them easier to hit.

Water-dweller – A kith resembling river demons and cruel trolls who live under bridges, the Water-dweller lives up to their name. The Water-dweller can hold its breath for half an hour and suffers no penalties to their perceptions in murky water.

Bloodbrute – Gladiators and Pitfighters in Arcadia, these changelings were forced to fight each other and contend with whatever rules the Gentry could think up or steal. Bloodbrutes can use glamour to fashion weapons from similar objects, such as treating a signpost as a battle-axe.

Corpsegrinder – Corpsegrinders are the guardians of graveyards and feasters upon the dead, gnawing on bone and rotted flesh alike. A Corpsegrinder deals more damage to those already seriously injured and the undead.

Render – Living siege engines, a Render was used to tear through enemy walls and towers. This purpose is still alive in their hands and they have a significantly easier time damaging things and busting through walls.

Witchtooth – Ogres of black magic and terrible cunning, a Witchtooth embodies the legends of man-eating hags and Baba Yaga. A witchtooth may spend glamour to learn occult secrets for a time, and gain a bonus to contracts that curse others.

Daitya – A cultural kith based on Hindu giants, the Daitya are often scaly or serpentine in some way. By spending glamour, the Daitya can choose to ignore an object's usual durability for one attack, letting them tear it apart far easier. They also all are trained in the use of one type of weapon.

Oni – An Ogre based on Japanese myth, Oni often have horns and skins of abnormal colors. The Oni have the ability to drink the blood of others to heal damage to themselves once every 3 days, but they may only drink the blood of the wicked.

Troll – Tall and with exaggerated and grotesque features from Nordic folklore, a Troll is as much a trickster as a fighter. By using glamour, a troll can use their physical strength to add force to their words when attempting to persuade others.

The Wizenened Seeming

The Wizenened are those changelings who embody the "little people" and "wise women" (or men) of fairy myth. They are unmatched artisans and tinkerers, and generally excel at a particular skill or occupation, whether butler or artisan, clerk or fortune teller. The Wizenened often seem to have less in common than other Seemings - they come from a diverse number of backgrounds. Many were taken on a whim or stumbled into the Hedge through bad luck. They may have served any number of functions for their Keepers or merely been the butt of cruel "jokes", but they are without exception known for their cunning and nimbleness – traits necessary to escape the clutches of the true Little People.

- Blessing – Wizenened changelings are extraordinarily nimble and dextrous. Wizenened can use their glamour to enhance their dexterity and ability to dodge.
- Curse – A Wizenened has grown spiteful with their duration, and this shows in both their attitude and appearance. They lack charisma and often have to practice before they can make good use of any social skills.

Artist – Artists are Wizenened who were sculptors, painters, and seamsters of Arcadia. This kith excels in arts and crafts with supernatural grace, and if they mess up their works somehow, they can spend glamour in an attempt to fix it, though it won't always work.

Brewer – One of the few Wizenened commonly invited to parties, these changelings spent their time in Arcadia making mind-bendingly potent spirits and bizarre alchemies. A brewer is much more resistant to intoxication in all forms and can choose to spend glamour to turn any beverage into booze as powerful as their connection to the wyrd. This booze commonly knocks weaker individuals unconscious with a single drink.

Chatelaine – Manservants, organizers, and house-managers to the Fae, a Chatelaine is a Wizenened naturally attuned to societal rules. Chatelaine ignore their seeming curse when actively attempting to be social and polite, and can spend glamour to increase their charisma and grant a boost to attempts to

manipulate others.

Chirurgeon – The surgeons and pharmacists of the changelings, a Chirurgeon can be a back-street doctor or an altruistic healer. The Chirurgeon is able to perform medical miracles, and receives bonuses to any attempt to heal someone through non-magical means. Furthermore, any medical tools they use are considered to be of the highest quality, regardless of age, dullness, rust, or damage.

Oracle – A kith that can in some way see the past and future. Using any method they wish, an Oracle can receive general, but accurate knowledge of the future.

Smith – Changelings who were forced to smith under the watchful eyes of Gentry blacksmiths, tinkers, and toolmakers. A Smith can spend glamour while tinkering with a metal object for half an hour to improve an object for 1 day, up to 3 times per day. If they attempt to do so any more than that, the object breaks.

Soldier – Members of the goblin hosts of the Fae, Soldiers fought strange, inconclusive battles in the strange, inconclusive battlefields of Faerie. This kith is an expert with any bladed weapon, even if they've never encountered it before.

Woodwalker – Wized who live in and protect the wild from harm. A Woodwalker is an expert in wilderness survival and can eat any plant without negative side-effects.

Author – A changeling who made stories and poetry for their masters, sometimes the only connection to human language a Fae Lord had. This changeling has their writing abilities boosted tremendously and, with enough time, can translate any mortal language into their own.

Drudge – The descendants of domovoi and house elves, drudges suffered through their durance only cleaning houses and taking care of simple tasks. So long as they are unwatched by mortals, a Drudge may spend glamour to do menial labor in at most half the time it would normally take, and less time with better access to the Wyrld.

Gameplayer – True Fae adore games, even if they despise losing, and some Wized were kept to serve in such games. Gameplayers were opponents, pieces, or even spectators to possibly thousands of different games, and have picked up tricks along the way. A Gameplayer can spend glamour receive a major bonus to their chance at victory at mentally based games, enough to guarantee victory over opponents who haven't been mystically enhanced.

Miner – Miners did exactly what their names implied, as kobolds and knockers digging out the dried blood of some giant beast, or tunneling for entry into hell itself. Miners understand Tappingspeak, a code they can use glamour to send along any solid medium to transmit a message no more than three sentences long. This message is automatically understood by the recipient.

Gremlin – A modern folktale made to explain mechanical failures in planes and automobiles, Gremlins are small and can disrupt machinery with a touch. Once per day, a Gremlin can spend glamour to negate the advantages of any piece of equipment they can grab.

Pamarindo – Pamarindos are grotesque, gluttonous fairies of Italian folklore, often round and smeared with fats and blood. Members of this Kith can eat nearly anything that could be called food, no matter how spoiled, without a problem, and by spending a point of glamour cause any meat weighing at least

1 lb to feed up to ten people for 24 hours.

Thusser – Changeling musicians based on Norwegian folklore of little people who lived in the hills and compelled mortalfolk to dance with them. A Thusser can sing or play an instrument, and through this use glamour to hypnotize mortals until they stop playing or the mortal must defend themselves.

Fatemaker – This Wized may have skin like old parchment, with indecipherable words drifting across their flesh, looking like tattoos on their Mask. The Fatemaker is an expert Talecrafter and can spend a fair amount of glamour to avoid any cruel twists of fate in a successful talecrafting.

Inventor – The most creative of the Changelings, an Inventor was forced to go through their durance designing and building things for their Keeper. These changelings have a supreme understanding of machinery and the science behind mechanical devices. Furthermore, they can spend glamour to use their connection to the Wyrd to enhance their understanding further.

The Seasonal Courts

You don't have to pick one, but they'll be a big part of your time in the Changeling world.

The Spring Court

The Antler Crown, The Emerald Court, The Court of Desire

The members of the Spring Court seek to not only forget their past, but to also add grace and beauty to everything they do. To become a full-fledged member of the court means one must live a literally beautiful life, and members that cannot do so are made to feel outcast. Members are not only allowed to fulfill their own desires, but must help other Spring Court members in their pursuit of desire. When drawing glamour from emotion, they gain twice as much from the emotion of desire.

The Summer Court

The Iron Spear, The Crimson Court, The Court of Wrath

The changelings of the Summer Court are those most willing to fight; some toy with foes before going in for the kill, while others favor a more direct and brutal approach. A few among the Summer Court are specialized in fighting other supernatural creatures to protect changeling interests. Potential members are tested through a series of arduous physical tasks that must be passed before they are allowed to enter. Summer Courtiers draw twice as much glamour from the emotion of wrath.

The Fall Court

The Leaden Mirror, The Ashen Court, The Court of Fear

The Autumn changelings tend to be the most scholarly and well-traveled, especially when it comes to seeking out and learning new Contracts to use against their enemies. Leaden Mirrors also tend to favor trickery and guile over outright displays of power, exerting as little force as possible to achieve a big result. They are also much more prone to dipping into the Hedge than other changelings, seeking lost powers, as well as watching and learning from other supernatural creatures. They can draw twice as much glamour from fear.

The Winter Court

The Silent Arrow, The Onyx Court, The Court of Sorrow

The members of the Silent Arrow are steeped in codes, safehouses, and other means of living that limit their exposure to the world at large. They are especially skilled among all the changelings at blending in with the mundane, able to effectively hide themselves out in the open. They keep an eye on the enemies of the changelings, and from time to time have been known to kill to keep their secrets or the secrets of another. It is not uncommon for a changeling freshly escaped to turn to the Winter Court for their first shelter. A fair number remain; the rest are gently steered towards other, more appropriate courts. Members of the Winter Court draw double glamour from the emotion of sorrow.

Another Court

You did some research on your own? Good for you. Yes, you can join other courts, and you can figure out the price scale for their contracts based on the contracts here. Have fun.

Attributes

Discounts are 50% off the total CP cost of the attribute. A Child can pick one for free and one to get at a discount.

Mental Focus (100 CP, free professor, discount drop-in) – You are quicker of wit, sharper of intellect and more resolute in purpose. You receive a small boost across the board to all your mental capabilities.

Physical Focus (100 CP, free police officer, discount drop-in) – Your body grows in strength, dexterity, and stamina. You receive a small boost to all your bodily capabilities across the board.

Social Focus (100 CP, free socialite, discount drop-in) – You have a more pronounced presence, a wonderful sense of composure, and find it easier to manipulate others. Your social talents receive a small boost across the board.

Skills

Discounts are 50% off the total CP cost of the skill. Skills can be bought up to 5 times, which is master level understanding and skill.

Academics (100 CP, discount Professor) – You have an increased knowledge in the Arts and Humanities. You also know how to study and research, and are an excellent student.

Computers (100 CP, discount Professor) – You know more than the basics of how to operate a computer and may have experience in programming languages or operating systems.

Crafts (100 CP, discount Drop-In) – A boost in knowledge of how to construct, create, and repair technology, art, and objects.

Investigation (100 CP, discount Officer) – An increase to your ability to think logically and laterally, equivalent to about 2000 hours of practice solving puzzles, riddles, and crimes.

Medicine (100 CP, discount Officer) – Medical knowledge, with three purchases equaling a doctor fresh out of medical school.

Occult (100 CP, discount Professor) – Knowledge of the rumors, myths, stories, and facts about the supernatural. Covers everything from vampires to wizards to fairies.

Politics (100 CP, discount Socialite) – An understanding of politics, the current going-ons in that world, bureaucracy, and following money trails.

Science (100 CP, Discount Professor) – General knowledge related to the physical and natural sciences. Buying this 5 times would make you a polymath and an expert in several fields.

Athletics (100 CP, discount Socialite) – Training in athletic fields from running, climbing, swimming to push-ups and throwing your sword.

Brawl (100 CP, discount Officer) – Hand-to-hand combat training, from kung fu to bar fights to CQC. 1 purchase is equal to a year of karate classes, 5 purchases is equal to the world heavyweight champion and several black belts.

Drive (100 CP, discount Officer) – Your ability to drive in extreme conditions is improved mildly, whether going at high-speed car chase or trying to knock someone off the road.

Firearms (100 CP, discount Officer) – A bonus to operating, identifying, and maintaining firearms and bows. Bang Bang.

Larceny (100 CP, discount Drop-In) – Criminal skills like from picking a pocket to picking a lock to concealing stolen goods. Buying multiple times increases subtlety and speed.

Stealth (100 CP, discount Socialite) – Hide, move silently, blend in to the crowds or the bushes. Purchasing this perk makes you better at those things.

Survival (100 CP, discount Professor) – Experience and training living off the land and surviving in the wilderness. 5 purchases means you could walk naked into the desert and come out the other side in a lizard-skin three-piece suit, happy and healthy.

Weaponry (100 CP, discount Officer) – A boost to your skill in armed melee combat. Covers everything from beer bottles to exotic alien energy-whip-swords.

Animal Ken (100 CP, discount Professor) – A boost to your ability to recognize and understand the actions of animals and their meaning, as well as train animals. Covers supernatural animals, so long as they act similar to natural animals.

Empathy (100 CP, discount Professor) – An increase in your ability to intuit and understand the emotions and ideas of other people. Also helps in reading lies.

Expression (100 CP, discount Socialite) – Bonus to your ability to express your ideas. Covers art, speaking, singing, writing, and many other areas. Useful for entertaining and informing.

Intimidation (100 CP, discount Drop-In) – Make yourself even scarier when you want to be. Can be expressed through threats, presence, or breaking something.

Persuasion (100 CP, discount Socialite) – The art of inspiring and changing minds, whether through logic, charm, or fast talking. This skill will help you get your way more often.

Socialize (100 CP, discount Socialite) – Your ability to know what to say and how to say it in regards to etiquette and social interaction gets a bit better. You also learn how to avoid awkward situations and offending others.

Streetwise (100 CP, discount Officer) – Some knowledge on how to acquire black market goods, figure out gang territories and symbols, and make contacts in the underworld.

Subterfuge (100 CP, discount Socialite) – The art of misleading others. Covers disguises, lies, and creating convincing cover stories.

Merits

Discounts are 50% off the total CP cost of the merit.

Wyrd (300 CP, first mandatory, first purchase free, discount Child)– Changelings are intimately and permanently connected to the forces that guide Arcadia. Multiple purchases multiply your effective connection to the Wyrd. The benefits and drawbacks of your connection to the Wyrd are numerous, and increase with more purchases of this Merit.

- A stronger connection to the Wyrd allows for better storage and easier use of Glamour.
- High levels of Wyrd allow changelings to grow their skills and attributes to over humanly possible.
- Wyrd allows for Pledgecrafting, or the binding of individuals to a reasonable interpretation of their exact words. Changelings often use this to guarantee loyalty amongst their own ranks, and using it too liberally or screwing people over with it too often will result in your being shunned by changeling society for being too much like the True Fae. The punishment for breaking a pledge is determined at the time of crafting.
- More accurate remembrance of their dreams and durance with higher Wyrd.
- High Wyrd enhances your Seeming and Kith blessings
- Wyrd helps protect a changeling from supernatural effects
- Higher Wyrd means a longer lifespan, up to 200 years
- A high Wyrd changeling can use their powerful emotions and glamour to incite emotion in large groups of others, with a major bonus to their Court Emotion
- More powerful emotions can often alienate your friends and allies
- Higher Wyrd is more likely to attract the True Fae
- High Wyrd enhances your seeming curse
- High Wyrd results in a physical and emotional addiction to Glamour
- A higher Wyrd changeling suffers more Frailties, or supernatural weaknesses. These are seperated into taboos and banes: A taboo is a behavioral restriction like being unable to eat without an invitation, a bane is something that harms you when you interact with it, like hearing your given name said backwards.
- Your Mien becomes more visible through the mask, making a beard seem more like fur, or the sunlight bouncing off you all wrong.
- Increased risk of losing Clarity, due to increased remembrance of your durance and interaction with Arcadia in dreams.

Glamour (mandatory, free) - The raw supernatural energy that powers Arcadia, refined from strong emotions. It's also addictive, with different emotions having effects similar to different drugs. Glamour is your catch-all for activating most supernatural abilities associated with the Wyrd or Arcadia. You can also use glamour to strengthen your Mask against inspection and burn your whole glamour pool to reveal your Mien, or true form.

A changeling gains glamour primarily through harvesting the strong emotions of anything not connected to Arcadia. They can also gain glamour by entering the dreams of others, and by fulfilling certain pledges and contracts .

Clarity (100 CP, 1st mandatory and free, discount Drop-In) – Another perk with drawbacks built-in. Changelings are delicate creatures in a lot of ways, and by acting more like True Fae, they lose track of

their humanity, but by acting more like a normal human, they lose track of their Fae selves. A changeling with high Clarity can more readily tell the supernatural from the mundane and see through illusions, as well as getting a bonus to their senses. A changeling with weak Clarity will have trouble telling dreams, Arcadia, mundane reality, and their own thoughts apart. Normally changelings start with a clarity rating of 7/10, but additional purchases can get you as high as 10/10.

The trouble with Clarity is that it's not morality, so any act that reminds them of their time in Arcadia or the capriciousness of their Keepers could induce a loss in Clarity. This ranges from using psychotropic drugs, to kidnapping, to changing Courts, to surprise pregnancies or any major life-changing event.

Common Sense (100 CP, Discount Drop-In) – Chasing things through the dark woods is a bad idea. Pissing off a werewolf will get you killed. If someone makes a series of bad poison puns, don't eat the food they serve you. You are now in possession of common sense, greatly increasing your odds of survival.

Another Kith (200 CP, discount Child) – Buying this perk means you attain the blessing and, if you wish, physical traits of any one kith from any seeming. Can be bought twice.

Danger Sense (100 CP, free Officer) – You have a knack for knowing when you're about to walk into danger, allowing you to choose when to avoid it.

Eidetic Memory (100 CP, free Professor) – You have a picture perfect memory, able to recall minute details with astonishing accuracy.

Polyglot (100 CP, free Socialite) – You have a mastery of languages, and can quickly and easily learn any spoken language.

Light Sleeper (100 CP) – You awaken from non-magically enforced sleep at the first sign of danger.

New Identity (100 CP, discount Child, Drop-in) – Upon arrival, you find a basic ID, birth certificate, social security card, or whatever else comes with a new identity. They're clean and match up to you under all but the most stringent of examinations.

Wyrd Image (100 CP) – You make a very specific first impression. Choose a 1-3 word descriptor, such as “Brave King”, “Haughty Sorceress”, or “Murderous Hitchhiker”. Fae creatures will immediately come to see you as that descriptor and fae workings, such as talecrafting and dream travel, will often have you take on that role. If you act out of line with their perceptions, they will still learn from their misjudgments. This has a lessened effect on non-fae, but it will distinctly color others impressions of you. For an additional 50 CP, you can slightly adjust your way of thinking and mannerisms to reflect your descriptor, and gain the ability to toggle the impression and attitude adjustment on and off.

Hollow (100, 200, or 400 CP) – On your way out of the Hedge, you ran through an abandoned building in a glade, and you memorized it's location and what trods lead to it. For 100 CP, you came across an empty clearing with a single wooden door and a lot of potential. For 200 CP, you went through a small cottage which was a bit bigger on the inside and is surprisingly sturdy. For 400 CP, you lucked your way into the a nice two story ranch style house with basement, found a safe passage through the wards protecting the place, and it has running electricity and water somehow. Post-jump, the glade will be available through a door, well, or skylight in your warehouse. Attempts to leave that glade except through where you entered will return you to the glade in a different location.

If you choose to, you can spread the cost for the hollow merit among yourself and imported allies from other universes.

Functional Split Personality (100 CP) – There are two people inside your head. The changeling, and whoever they were before they were taken. Now you can switch between the two either at will (with the changeling constantly watching behind the eyes of the other), or whenever the supernatural occurs around you. This can in many ways be ideal to leading a healthy life as a changeling, saving you from having to lie or manipulate your loved ones when things get weird.

Brownie's Boon (100 CP) – Complete mundane workings in half the time. Spend glamour to half that. Spend glamour to half of that. Spend glamour to half that. Then you're doing it in 1/16 of the normal time.

Faerie Healing (100 CP) – You can now use goblin fruit to heal mortals. You must feed them the healing fruit yourself.

Lethal Mien (100 CP) – Your mien has evolved deadly weapons as part of it's form. If you already had fangs, claws, or knife-hands, those things are now deadlier than before.

Barfly (200 CP, Discount Drop-In) – You have a sixth sense for the direction of the nearest and the coolest bar, club, or pub. By honing these senses, you can get a rough idea of your current location and maintain the pleasant buzz of alcohol for days at a time.

Precocious (200 CP, Discount Child) – You find yourself absorbing information much quicker than most, and you can master new skills in roughly half the time it would take a normal person.

Rising Star (200 CP, Discount Officer) – You're one of the up-and-comers in the city, a rising star. Everyone wants to know you and be your friend, even as those in power groom you for positions of greater responsibility.

Striking Looks (200 or 400 CP, Discount Socialite) – For 200 CP, you are beautiful. Your looks will get you into clubs and help people warm up to you quickly. For 400 CP, you are angelic looking, on par with photoshopped movie stars and capable of wooing most anyone by standing quietly in the other room.

Allies (200 CP, Discount Professor) – You have a large number of contacts in various fields relating to research into the supernatural, and other unusual sciences. In times of need, you'll find you know just who to call to get hints and information on your latest problem. In future jumps, these sorts of individuals will flock to you.

Giant (200 CP) – Your base height is a foot taller than before, and as a side-effect you're more capable of absorbing blows and slightly stronger.

Arcadian Metabolism (200 CP) – You now must eat goblin fruit to survive. On the plus side, any goblin fruit eaten will have tremendous healing properties, knitting wounds and letting you recover from even the worst damage.

Enchanting Performance (200 CP) – The surrounding conditions will have a significantly smaller

negative effect on your performances. You can have a concert in a hurricane or put on a play in an icy cavern and the crowds will spend longer raving about your performance than complaining about their frostbite. This effect doesn't make you a better actor, dancer, singer, etc. You can now spend glamour to grant a small measure of the intended “feeling” of your performance to the audience, as well.

Oneiromancer (200 CP, discount Drop-In, Child) – All changelings can dream lucidly, due to a connection between Arcadia and dreams. This perk gives you a natural understanding of dream logic and how best to enter, manipulate, draw glamour from the dreams of others, and more than a little skill in dream combat. The Wyrd itself will conspire to make you an expert oneiropomp.

Reversing the Flow of Time (200 CP) – You can, once a year, decide to start aging in reverse. This effect lasts until you use it again, reach infancy, or the jump ends. This effect only reverses the natural effects and signs of aging.

Quick Healer (300 CP, Discount Drop-In) – You are a naturally quick healer, recovering from your wounds in half the time a normal human would. Bruises heal in hours, stabbings heal in days.

Pledgesmith (300 CP, Discount Child) – You are an expert at the art of making pledges. Pledges are contracts made between a changeling or True Fae and anyone else that is mystically enforced by the Wyrd. The contract must at least sound fair and ostensibly reward both sides, and failure to meet your side of the contract results in a punishment based on what you swore upon (Common examples being on your name, on your Keeper, or on a certain object important to the Changeling). Any changeling can make a pledge. You, however, can easily spot loopholes and are more than capable of repairing them. Normally, pledges are limited by your Wyrd rating, but you can support as many as you can uphold.

Fleet of Foot (300 CP, Discount Officer) – You are quick on your feet and faster than most humans. You run at the speed of an Olympic sprinter.

Mantle (300 CP, Court changelings only, discount Socialite) – You start off with an unusually strong connection to your Court Season, which grants you respect and admiration from your court, and access to the higher levels of your Court Contracts from the start. This also affects your mien, granting it the signs of the season, like bright sunlight for summer, and red and yellow leaves for autumn.

Encyclopedic Knowledge (300 CP, Discount Professor) – A wide selection of information is stored inside your head. Whether you learned it the old fashioned way or had it inserted at the start of the jump, you are now a font of useful information. When combined with the Eidetic Memory perk, this means you can easily find and communicate any information in your head, as if it were indexed and searchable.

Fighting Style (300 CP) – You have mastered any single fighting style, either through training or use. Examples include: boxing, using two weapons at once, and judo.

Manymask (300 CP) – You've cultivated 5 different masks, with the only qualifications being that they are roughly the same size and gender. You control all other cosmetic effects of these masks, including age, race, and hair color.

Expert Talecrafting (400 CP) – Changelings are the creatures that fairy tales are made of, and they can use that idea and a bit of glamour to influence the Wyrd. Changelings use talecrafting to invoke tropes and themes common to stories, such as Third Times The Charm and Rooting for the Underdog. The

downside of this effect is that if the Wyrd catches you or you use it too flagrantly, or attempting to engineer events where those tropes could be used, it can backfire tremendously. With this perk, the Wyrd gives you a bit more leeway, and you develop a sense for when and where you can apply this talent with the least amount of trouble.

Pact-Binder (600 CP) – A changeling can, by meeting certain conditions, forge pacts and create contracts with aspects of reality, rather than just inheriting the contracts of their Fae masters. By honoring the aspect, completing a great quest in their name, and then offering an appropriate sacrifice, you can now create contracts and found Courts in any world into which you venture. Appropriate sacrifices have been a True Fae, the changeling's only child, and a meaningful portion of a changeling's own strength, intelligence, or other attribute. A minor side benefit is that the specific aspect of reality used will be less willing to harm you after the pact is completed.

Contracts

Discounted Contracts are 50 CP per rank.

A contract is an agreement between those with a connection to the Wyrd and an aspect of reality, usually with 5 different clauses. A changeling that can fly might have made a deal with air to lift them up, or a bird to grant them it's aspects. Contracts manifest based on what they're with, so a Contract of Elements might cause fire to manifest a laughing face, or a Contract of Shadows may darken the room for any who see it performed. Contracts require a tithe of glamour to grant their boon, with more powerful contracts requiring more glamour. Most clauses also have a Catch where they'll grant their boon without requiring any glamour. Every Contract holds the possibility of backfiring or being resisted, but those possibilities drop with Wyrd. Every seeming and some kiths have easier times with certain contracts. Every clause costs it's rank times 75 CP, and previous clauses must be purchased to gain access to the next rank.

You can learn new contracts and clauses even post-jump by spending time as a changeling to maintain your connection to the Wyrd.

Contracts of Dream

Potent tools for navigating the hedge and dreamshaping.

Rank 1 Clause: Pathfinder – The changeling learns a single pertinent fact about the local hedge.
The Catch: The changeling has spilt a drop of their own blood pulling a thorn from the hedge.

Rank 2 Clause: Forging the Dream – The changeling who invokes this clause acts as the director of a mortals dream, with the only limitation being that they cannot portray the death of the dreamer. A changeling must be able to see the dreamer they use this clause upon.
The Catch: The changeling must touch the temple of themselves and the subject simultaneously.

Rank 3 Clause: Phantasmal Bastion – Inside the dreams of another, the changeling may adorn themselves with armor and weapons that offer them advantages in dream combat. This armor has whatever appearance the changeling so wishes.
The Catch: The changeling carries a token of favor, like a ring or garter belt, from a loved one or sworn enemy.

Rank 4 Clause: Cobblethought – A changeling can reach into the recent dreams of another being and pull out any single object, or appearance. Objects pulled from dreams function as mundane versions of

that object, but have a soft, dream-like quality to them. Appearances pulled out of dreams are worn by the changeling themselves. For example: a sword would still cut as normal, even if it were vorpal in the dream. A trapping fog would make a runner feel like they were running through oatmeal, but they'd still go their top speed.

The Catch: The changeling must possess at least a fiber of the subject's bedclothes.

Rank 5 Clause: Dreamsteps – Travel through the dreams of one sleeper and out of the dreams of a different sleeper. Travel happens at the speed of thought.

The Catch: An item crafted by the changeling is left in the minds of both sleepers, causing both sleepers to recall a connection with the object and the changeling.

Contracts of Hearth

Broad beneficial effects with a ban instead of a catch.

Discount: Ask-wee-da-eed Kith

Rank 1 Clause: Ficklefate – The next action your subject actively attempts is significantly more difficult for them to accomplish. It's easier to curse than bless.

Ban: Attempting to use this on the same person more than once an hour. If you do so, you are cursed instead.

Rank 2 Clause: Favored Fate – The next action your subject actively attempts is significantly easier to accomplish. Actively attempting means that it takes effort and thought to accomplish.

Ban: Attempting to use this clause for the same type of action before the next sunrise or sunset. One important action that happens during this time-frame will fail, regardless of your skills at it.

Rank 3 Clause: Beneficent Fate – The next uncontested action the subject attempts will automatically succeed. Uncontested means the subject has no active opposition to the action. These are things like dunking a basketball during a contest, but not during the actual basketball game.

Ban: Once per day per person. Anymore and the subjects next uncontested action may fail dramatically.

Rank 4 Clause: Fortuna's Cornucopia – For the next activity the subject actively attempts, they find their skills and luck dramatically increased.

Ban: Attempting to use this on a subject more than once a day causes a random action of theirs to fail dramatically. A normally graceful person might stumble and break their leg during a dance, for instance.

Rank 5 Clause: Triumphal Fate – An uncontested, active action designated by the changeling is an immediate and extraordinary success for the subject of this clause, provided they could potentially accomplish that act in the first place. These successes are often tainted in such a way that only a true master would notice, however. They could write a beautiful symphony over-night that held only a single hollow note, or build an amazing (but bland) Lego city in an afternoon.

Ban: Attempting to bless a Triumphal Fate on an individual a second time before a year and a day has passed will cause the designated action to end in a horrendous failure. Invoking the ban on purpose will cause the changeling who invoked the clause to suffer a terrible fate.

Contracts of the Mirror

Effects of self-modification and shape-changing

Rank 1 Clause: Riddlekith – This Clause allows a changeling to appear as a different Kith and

Seeming, turning even a homely Ogre into a comely Fairest. These effects are only on the mein of the changeling; There is no effect on the mask. This effect lasts until the next sunset or sunrise.

Catch: The changeling dined with a member of the kith they want to appear as in the past week.

Rank 2 Clause: Skinmask – The changeling can change their mask and mien to make a single body-part appear as another individual's. This feature must come from a single human, or human-like, individual. You can use this multiple times to affect multiple parts.

Catch: The changeling appropriates an item belonging to the individual that they are copying.

Rank 3 Clause: Transfigure the Flesh – The changeling's whole form shrinks or grows. More dramatic changes require higher Wyrd ratings.

Catch: Stealing an article of clothing either too small or too large for the changeling

Rank 4 Clause: Oddbody – The changeling can shift their body away from human form, allowing changes like elongating the legs or switching to animal parts. Only affects one feature at a time.

Catch: The changeling must eat the silk of a caterpillars cocoon.

Rank 5 Clause: Chrysalis – A changeling has mastered transformation, and may change their form into that of an inanimate object made of simple materials and mechanics. They could become a watch, but not a nuclear bomb made of dark matter. This must be combined with other clauses or contracts to adjust things like size and shape of the object.

Catch: The changeling commissions the creation of the object that they wish to mimic.

Contracts of Smoke

Stealth, invisibility, soundlessness

Rank 1 Clause: The Wrong Foot – A changeling changes the marks of their passing, include scent, footprint, and other effects. This clause cannot change previously made marks of passing, and lasts for as long as you'd care for it to after paying for the initial activation. This clause is commonly used by Fairest to produce scents of delicate perfume wherever they go. You must choose a single form for this clause to take: a single scent, a single set of footprints, a single shape for the snow angel you left on the lawn.

Catch: The changeling licks his thumb and smudges it to a mirror, leaving a mark of his own passing

Rank 2 Clause: Nevertread – Any signs of the changelings passing made after invoking this clause disappear as if they were never there. You aren't invisible or anything, but you leave neither scent nor footprint nor sign in your wake.

Catch: The changeling must have spent at least an hour barefoot in the past day.

Rank 3 Clause: Shadowpatch – Darkness enshrouds the changeling, blocking scents, muffling sounds, and blocking other natural perceptions of the changeling. That changeling is significantly stealthier as a result.

Catch: The changeling spent an hour without seeing any natural light in the past day.

Rank 4 Clause: Murkblur – The changeling blinds a subject, casting a smoky darkness over their eyes that blocks all but the brightest lights. Requires line of sight.

Catch: The changeling swallows the eye of an animal or insect while invoking the contract

Rank 5 Clause: Lightshy – You're invisible for the next few minutes.

Catch: The changeling has told a meaningful lie, one that would damage their relationship if revealed, within the past day.

Contracts of Hours

Neat tricks, no going backwards.

Rank 1 Clause: Restoration of Dawn's Beauty – The changeling can cause an old object to become as if it were new. This clause can only heal damaged that was caused through time, but not active use. It can't restore fire damage, but it can restore yellowing caused by sun-exposure. No affect on living creatures, but it can restore a corpse to a fresher corpse.

Catch: The object was owned by the changeling or a member of their family before the changeling was taken.

Rank 2 Clause: Frozen Moment – An object the changeling touches is frozen in time temporarily, making it incapable of motion or taking damage. This can only affect objects up to half the size of the average human.

Catch: Invoking the clause at sunrise or sunset

Rank 3 Clause: Thief of Days – An object the changeling stares at ages rapidly, developing a few years or decades worth of use in a matter of moments. Can rust iron or melt ice, but has no effect on living creatures.

Catch: The changeling knows the name of a deceased former owner of the object.

Rank 4 Clause: Flickering Hours – The changeling can cause time to advance faster or slower while in the hedge, relative to the mortal world. They activate this clause upon entering the hedge and all who enter with them, including themselves, are affected by it. The changeling, while entering, can choose the time differential, with a minimum of time moving at 1/8 speed relative to the normal world and time moving 8 times faster than the mortal world.

Catch: The changeling smashes a timekeeping instrument while activating this clause.

Rank 5 Clause: Leaping Toward Nightfall – The changeling can touch a target and send them forward in time up to 1 week. The target can be any person or object smaller than a truck. The target simply disappears and reappears later.

Catch: The object or person is moving into the Hedge.

Contracts of Omen

Time holds less sway over the Fae, so they can peer through it.

Rank 1 Clause: Vision of Strife – The changeling can see a vision of the most emotionally charged and traumatic moments of the target's past. This vision lasts a few seconds at most, and provides only a general understanding of the event.

Catch: The target is currently speaking about their past.

Rank 2 Clause: Glimpse of Fortune's Favor – The changeling can examine the future of their next planned action and see how it might affect things. While not perfect, it is highly accurate and does increase the odds of victory.

Catch: The changeling is playing a game of skill.

Rank 3 Clause: Reading the Portents – The changeling can look into the near future and see a target's

most significant upcoming event. If nothing happens in the next 6 months, the changeling learns that as well. These events are usually emotionally charged and not immutable, though it's not unheard of for the changeling to cause the event they've foreseen.

Catch: The target is not yet an adult.

Rank 4 Clause: Vision of Disaster - The changeling gains a vision of the immediate future, no more than 30 seconds. This vision is highly detailed, and tends to trigger itself if something terrible is about to happen, though you still pay the cost in glamour.

Catch: A trusted friend or ally suddenly betrays the changeling.

Rank 5 Clause: Tying the Knots of Fate – The changeling can perform a ritual to attempt to sway fate into causing an event to happen. Any event that could cause your chosen fate to happen is more likely to sway in the direction of that fate. Attempts to force the event yourself also receive a massive boost. The fate chosen must be possible, and can't be world-changing. This clause lasts for a month, or until the fate is complete.

Catch: The target is trying to bless someone who is not yet an adult.

Contracts of the Moon

Trigger Warning: The word “trigger” will be used.

Rank 1 Clause: Lunatic's Knowing Glance – The changeling who activates this clause can see whether or not a person is insane, and how that person is insane. They can identify which disorder a person has, and exactly what they'd need to do to trigger it.

Catch: The changeling is dressed as a medical professional and behaves as such.

Rank 2 Clause: Maddening Eye – By staring intently at a target, the changeling can cause the target's existing mental disorders to worsen, and may use it freely for the next few hours after it's initial use. If the target is already at maximum levels of one type of bugfuck crazy, they gain a new type of crazy.

Catch: The changeling is currently suffering from a mental disorder.

Rank 3 Clause: Touch of Bedlam – By touching a subject, the changeling can inflict a severe form of insanity upon them. They can control specifics, such as a phobia of spiders. Works on both the sane and the already insane.

Catch: The subject has broken an oath with the changeling.

Rank 4 Clause: The Madness of Crowds – The changeling can inflict mass hysteria on a crowd, granting them all a minor form of insanity, such as severe arachnophobia. This effects everyone in an area of 50 yards during the invocation of this clause. This effect lasts for a few hours at most.

Catch: The changeling is performing for an audience that consists of the majority of people around them.

Rank 5 Clause: Lurking Insanity – The changeling can set up a form of insanity to trigger around a specific event. They choose the form of insanity and event that will trigger it at the time of invocation. The insanity lasts only a few hours.

Catch: The target is a close blood relation of the changeling.

Contract of the Board

Could be Candyland or 40k, the Others are weird like that.

Rank 1 Clause: The Honest Eye – A changeling can use this clause to tell whether someone is cheating at a game or not, and on occasion even how they're doing it.

Catch: The changeling has caught their opponent cheating without the use of this contract in the past.

Rank 2 Clause: Knowing the Competition – Invoking this clause grants a changeling a flash of deep and significant insight into their opponent's methods and strategies during a board game. This insight grants them an advantage on their next move against their opponent, so yes, you can use it to punch them better. Only works once per game.

Catch: The changeling uses this during a rematch of a previous competition.

Rank 3 Clause: The Living Game – During a competition or battle a changeling can gain knowledge of the battlefield using a game of their choice. The pieces will seem to move on their own, and the movements of the pieces or cards are a detailed source of information on the movements of your opponents. This is strictly tactical information, and removal of a piece means it can't do battle, not necessarily death.

Catch: Use a game appropriate to the situation at hand.

Rank 4 Clause: The Game Master's Table – The changeling can give commands to their troops by moving pieces or cards around in a game. This is accomplished by designating pieces to certain individuals and giving matching pieces to those individuals. The transmission is instantaneous and the meaning is recognized for what it is. This effect has a range of up to ten miles, a limit of tactical information only, and a duration of a couple hours (though by expending great effort, it could extend to the next sunset or sunrise), and when the effect ends, the items provided to your allies dissolve into detritus representative of that individual.

Catch: The character takes the time beforehand to personalize the pieces they use to give commands to their allies.

Rank 5 Clause: The Cheater's Gambit – The changeling can use a game to levy curses on their opponents. Knocking over chess pieces and flipping cards to manipulate fate against their opponent, events will conspire for the next few seconds to make you opponent's actions as difficult as possible: summoning brief rainstorms, causing guns to jam, and generally making a mess of things. The enemy knows that they've been cheated, and by who. They can probably guess how.

Catch: Changeling has played this game with an opponent who has died within the past week.

Contract of Thorns and Brambles

Manipulate briars, has been known to backfire terribly in the Hedge.

Rank 1 Clause: Bite of the Wooden Fang – When using a blunt weapon, a changeling can summon thorns on the weapon at the moment it strikes, raking the opponents skin and making them bleed.

Catch: The changeling is using a whip made of plant materials

Rank 2 Clause: Leechweed – The changeling can cause brambles or thorns to snag glamour as well as flesh. This clause will only take a miniscule amount of glamour for every thorn that strikes an opponent, and if used with another clause within this contract, the snagged glamour can prolong that clauses effects. This clause does not affect the Hedge.

Catch: The clause is used against your Keeper or one of their servants

Rank 3 Clause: Briarpath – The changeling can summon thorns behind them when they travel down a path, probably to slow down pursuers. These thorns will fade quickly after the changeling leaves,

unless they are prolonged with leechweed.

Catch: The changeling litters the path with Hedge thorns.

Rank 4 Clause: Shield of Thorns – The ground splits, sprouting dozens of tangling brambles in a wide area around the changeling, who can move out of it freely. The thorns are stronger and deadlier the higher the changeling's Wyrd and more than capable of cutting like a knife for even a young changeling. The briars rot to dust in the space of a couple minutes.

Catch: The changeling cuts themselves and spills blood over the area they wish to effect.

Rank 5 Clause: Hedgewall – The changeling summons a hedge-maze. The hedge-maze has some rules for its design:

- The walls are all two feet thick, and dense enough that it'd take a machete to cut through them.
- The walls are extremely difficult to see through, and take firearms to penetrate meaningfully.
- The hedge-maze must be outside, and not inside any building.
- You can only summon walls and not roofs or floors, though the hedge-maze will resist attempts to climb over it
- The height of the walls varies depending on the wishes of the changeling, their Wyrd, and whether or not something was blocking them, but never exceeds 20 feet.
- The total length of the walls varies, depending on the wishes of the changeling and their wyrd, but never exceeds 100 yards.
- The maze must be a single, unbroken design and the changeling must be touching it while it grows.
- The walls must allow people inside it room to move, no surface can be closer than 3 yards.
- The barrier takes significant effort to last more than a couple minutes, and requires an additional tithe of glamour to last until the next sunrise or sunset.
- Any other clause of this contract invoked on these hedges enhances the whole maze.

Catch: The changeling transplants a living bush from a rural location to wherever they wish to summon the hedges.

Contracts of Artifice

Build, Repair, Destroy, Dance

Discount: Wizen, Manikin Kith

Rank 1 Clause: Brief Glamour of Repair – The changeling can repair any device so long as it's more than half intact. They don't need tools, using only sticks, rocks, or bits of string in their pockets. These repairs only last 24 hours.

Catch: Repairing something that the changeling doesn't own and has never used.

Rank 2 Clause: Touch of the Workman's Wrath – By casually touching a device, a changeling can cause that device to require minor repairs and adjustments that takes 5-30 minutes to complete.

Catch: The owner of the device attempted or succeeded in stealing from or swindling the changeling in the past.

Rank 3 Clause: Blessing of Perfection – This clause has two uses. The first is that by making minor adjustments and fiddling with an object, the changeling can bless it to be more efficient and easier to use for a time. The second is that the changeling can bless their own attempts to repair, create or improve an object, person, piece of art, or even computer program.

Catch: The changeling is blessing or repairing an object owned by someone he does not know well, in

return for a favor.

Rank 4 Clause: Unmaker's Destructive Gaze – The changeling stares hard at a device, gun, or vehicle for a moment, and that device ceases to work until the device can be fixed. A gun could jam, a vehicle stall, or a computer crash. Works just as well on items that don't "break", a knife's blade could slip from the handle, for instance.

Catch: The changeling has had at least a minute to touch and examine the device.

Rank 5 Clause: Tatterdemalions Workshop – The changeling can build any item smaller than a house if they have vaguely appropriate parts. They could convert a car to a hovercraft, a nail-gun into an uzi, with only some spare parts. They can't build new things, like anti-gravity belts or FTL ships. The things you build don't last longer than the next sunrise, and rarely last longer than a single afternoon.

Catch: A changeling uses their own workshop and tools to get the job done.

Contracts of Animation

Have you sat down and talked to your power-drill recently?

Discount: Wizenod

Rank 1 Clause: Knowing Touch – The changeling spends at least 30 seconds examining and talking to an object. The object responds by telling the changeling how it's damaged, and how to most effectively repair and disable itself.

Catch: The owner of the device asked you to examine it. You can not be the owner of the device.

Rank 2 Clause: Instant Expertise – By fiddling with a device and listening to it's spirit, the changeling can gain a better understanding of how to use it and a supernatural bonus to doing so. This works on nearly anything, including computer programs. This bonus only lasts a few minutes, however.

Catch: The changeling has at least 10 minutes to sit and talk with the object.

Rank 3 Clause: Inanimate Communion – The changeling can directly experience things that happened to the object he is holding. While doing this, they hear and feel how the object was used and who used it. They know what the last few users looked like, as well.

Catch: The object has gone unused for at least a year.

Rank 4 Clause: Animate Device – The changeling can call a device to act on it's own, within it's own function. A car will drive itself, but a gun won't aim itself. The device will only follow simple commands and can be superseded by someone interacting with it in a way that prevents that command. Must have direct line of sight.

Catch: The changeling owns the device and regularly used it for the last month.

Rank 5 Clause: Command the Inanimate – The changeling can issue a single command to an object, and the object will continue to follow that command for a few hours. Brooms will sweep and bottles will toss themselves. These commands can only be changed by another use of this clause, and stopping may take multiple commands to do so, as it takes a bit of focus. You must have direct line of sight on the object.

Catch: The object belongs to a stranger or enemy of the changeling, and the stranger or enemy regularly mistreats the object.

Contracts of the Forge

Lie, cheat, steal, dance.

Discount: Wizenod

Rank 1 Clause: Rewriting the Image – The changeling can edit a video or photograph through the use of glamour. Any photographic or video image can be changed, outside of writing. There is no evidence that the image has been changed.

Catch: The changeling is changing an image of someone else into their own image.

Rank 2 Clause: Trivial Reworking – The changeling can change minor details in any item they can fit in their hand. They could change the writing on an ID or the information on a credit card's magnetic strip. They can change one house key into another, but not an ID into a house key, or even a diary key into a house key.

Catch: The changeling is reshaping an object that they've stolen to use that object against its former owner.

Rank 3 Clause: Discreet Conjurage – The changeling can reach into a pocket, pouch, drawer, or similar place they can't see into and pull out a small object no larger than a pistol. This object is completely generic, but functional, and meets the bare minimum requirements. The pistol will shoot non-specialized rounds, and a credit card or similar source of cash will have no more than 100 dollars on it. Any items conjured this way are temporary, vanishing after the changeling loses track of them.

Catch: The changeling is paying an enemy for service or information with a valuable object.

Rank 4 Clause: Hidden Reality – The changeling causes a minor change to their environment that would go unnoticed under casual examination, such as a door having a hidden catch that unlocks it. These changes are always very small, and only last as long as the changeling thinks to pay attention to it. It can't be used for something wildly improbable, such as hidden landmines outside of a war-zone.

Catch: The changeling is creating a way out of an area that they've been confined against their will.

Rank 5 Clause: Paths of Desire – The changeling can open a gateway to any location in the hedge that they've previously visited. They must touch a doorway or similar portal before activating this clause, and the gate only stays open for a few moments.

Catch: The changeling has buried a vial of their own blood at the location they wish to arrive.

Contracts of Darkness

Darkness and fear stick to and shelter Darklings

Discount: Darklings, Shadowsoul Kith

Rank 1 Clause: Creeping Dread – The changeling can force a subject to feel fear, making them easier to intimidate. This clause can affect multiple targets by spending more glamour. With a wave of their hand and a well-placed moan they could sweep the very bravest off their feet.

Catch: The changeling is using this clause to intimidate intruders into their dwelling.

Rank 2 Clause: Night's Subtle Distractions – Everyone within 50 yards that you are not touching at the time you invoke this clause becomes more keenly aware of noises that aren't you, how dark the night is, and generally all things that aren't you.

Catch: This clause is invoked outside and at night.

Rank 3 Clause: Balm of Unwakeable Slumber – All currently sleeping targets that the changeling can see or hear become nearly impossible to wake. So long as you don't damage the target, they'll sleep

through being handcuffed and shoved into a trunk, their fire alarms going off, even the screams of a terrified loved one.

Catch: The target is asleep in their own bed, in their own home, at night.

Rank 4 Clause: Boon of the Scuttling Spider – The changeling can walk or run along any solid service capable of supporting their weight, until next time they touch ground. They aren't affected by things like ice or other slippery surfaces for the duration of this clause.

Catch: The changeling is climbing a wall of stone or wood, outside, at night.

Rank 5 Clause: Touch of Paralyzing Shudder – By touching a target, the changeling can use fear to significantly reduce their attributes and skills. They move slowly and clumsily and are less capable of putting up a fight.

Catch: The target is alone and afraid of the changeling.

Contracts of Shade and Spirit

Welcome to Die

Discount: Darkling

Rank 1 Clause: Ghostly Presence – The changeling can see, hear, and speak to ghosts within Twilight in a single room or conversational distance.

Catch: The ghost is someone the changeling knew in life, or the changeling is Gravewright Kith.

Rank 2 Clause: Dread Companion – The changeling can thin the barrier between the living and the dead in such a way as to allow a single ghost to be seen, heard, or touched by everyone in the room, or if outdoors everyone in sight.

Catch: The changeling presses a drop of their blood to the forehead of everyone participating in this clause.

Rank 3 Clause: Haunting Intercession – The changeling may allow a ghost to materialize as a living person for one night or day, disappearing at the next sunrise or sunset.

Catch: The changeling has set up a meal with never used plates and silver, with a place for everyone who wishes to participate in the intercession, including the ghost.

Rank 4 Clause: Waking the Dead – The changeling can summon a non-sentient echo of a once-living person above that person's grave. This shade will answer any questions asked of it, precisely and honestly.

Catch: The changeling feeds the shade some of her blood, with more being drained with each question.

Rank 5 Clause: Opening the Black Gate – For one night, the changeling opens the gateway between the world of the living and the underworld. This doorway has many appearances, and functions similar to any other door. Anyone on the wrong side of the door when dawn first appears in the sky is SoL.

Catch: The changeling invokes the clause at midnight, in a mausoleum, and then invokes the rights of hospitality.

Contracts of Elements

Must be purchased separately for each element. Elements are anything with a physical manifestation, but must be the raw element and not a construct of that element. Metal is an element, swords are constructs.

Discount: Elementals

Rank 1 Clause: Cloak of Element – The changeling receives protection from natural manifestation from their element and weather associated with it. A Cloak of Fire would protect the changeling from both forest fires and heat of the desert. It would not protect from holy prometheum, as that was made to do harm intentionally. Protection is stronger the higher the changeling's Wyrd is.

Catch: The changeling bears a symbol of the element in question, such as a lighter for fire.

Rank 2 Clause: Armor of the Element's Fury – A dangerous manifestation of the element surrounds the changeling, providing a minor armor and damaging those they strike and those who strike them. The damage increases slightly with the changeling's wyrd.

Catch: The changeling touches the element while activating the clause. Easy for things like wood, hard for things like fire.

Rank 3 Clause: Control Element – The changeling can control up to two tons of the element within 20 yards of themselves. This includes machines that are made mostly of that element. The more of the element they control, the more concentration it takes to keep it in check.

Catch: The area is completely dominated by the element. The middle of the ocean for water, the top of a tall building for air, etc.

Rank 4 Clause: Calling the Element – The changeling calls the element to them over great distances, and can call it to any location within 10 yards at starting Wyrd ranking, expanding as their connection grows. The changeling can't uproot things that are nailed to the ground, but can bend them. If the changeling wishes to control the element further, they must use the Control Element Clause.

Catch: The changeling is calling the element solely to awe and impress viewers.

Rank 5 Clause: Become the Primal Foundation – You become a manifestation of your element. You are now fire itself for anywhere between an hour from the invocation and the next sunrise. Too much damage will force you out of this form.

Catch: The changeling sits and contemplates a large amount of their element for at least half an hour.

Contracts of Communion

Contracts of communion are purchased per element, similar caveats to Contracts of Elements apply.

Discount: Elemental

Rank 1 Clause: Sense Element – The changeling can sense the relative shape and location of their chosen element within 100 yards. For metal this can detect everything from fillings to firearms, for air or water the changeling could notice the gaps where the element isn't.

Catch: The changeling meditates for at least 10 minutes

Rank 2 Clause: Primordial Voice – The changeling asks the element about anything that happened within the last few days, and the element informs them to the best of it's ability. The best of an element's ability varies, as it doesn't grow a mouth and might not know biology all too well. The element is only aware of a small area around itself and can answer only questions about that area. This clause affects all examples of that element within 15 feet.

Catch: The changeling spends a few minutes making minor sacrifices to the element, such as adding wood to a fire, or singing to the air.

Rank 3 Clause: Distant Connection – The changeling can share senses and experiences with distant examples of the element with which this contract is aligned. For elements that are huge, like air or

earth, that range is up to 300 yards, depending on Wyrd. For elements that are not so ubiquitous, like fire or metal, that range multiplies by 10. Feeling huge elements means the changeling can feel everything passing through or walking on that element. A changeling sensing a less common element could sense every manifestation of that element within range. The changeling can also, by focusing intensely on a single manifestation, persuade that element to act how the changeling wishes for a few seconds. Water would splash, fire would flare up. It won't do anything too unusual, however.

Catch: They are extremely familiar with those examples, like the wood or air in their home.

Rank 4 Clause: Elemental Servitor – The changeling can ask the element to act as their willing ally. When the changeling touches the element, a few dozen square yards, or however much is in the area, of the element animate and follow the changeling's commands like a well-trained animal for the next few hours.

Catch: The changeling performs a significant favor for the element.

Rank 5 Clause: Element Ally – The changeling instills human-level intelligence and awareness into an example of the element in the area, letting it watch out to 50 yards from its resting place, for the next week. Once during that week, the element may animate itself for a few hours to come to your aid or enact a favor asked of it.

Catch: The changeling bargains with the element for its service, offering a costly favor in return for its help. Fulfilling the bargain is the catch.

Contracts of the Wild

The Great Outdoors

Discount: Elemental, Beast

Rank 1 Clause: Wildwalker – The changeling can cause a target to move unimpeded through natural elements. They can see better through fog, move through thickets quickly and easily, and get through waste deep water without difficulty.

Catch: The changeling spent the last night sleeping outdoors.

Rank 2 Clause: Nature's Curse – The target of this clause causes suffers twice as much difficulty moving through natural elements, fogs become thicker, brambles snag more often, and water rushes more quickly.

Catch: The target is carrying a gem.

Rank 3 Clause: Viridian's Embrace – The changeling can call for the aid of the elements, who actually listen. The elements provide speed, mobility, convenient handholds, winds carry sound better and light doesn't shine too brightly or darkly, amongst other things.

Catch: The changeling is trying to save a normal human.

Rank 4 Clause: Calling Wind and Weather – The changeling can change the weather to a reasonable alternative. Unless conditions are perfect, they can't cause a snowstorm in a desert, and they can never cause it to rain fire or anything like that. No major disasters like tornadoes or ruinous blizzards, either. This weather lasts for a few days at most, but you really have to put your back into summoning it.

Catch: A dozen mortals are all hoping the changeling will change the weather to the desired effect.

Rank 5 Clause: Calling Nature's Wrath – Within 50 yards of the changeling, the natural world rises to attack in improbable, but not impossible ways. Winds whip, hail falls, branches snap and ice cracks at the worst moments. This weather penalizes all but the changeling.

Catch: The changeling is on family-owned land.

Contracts of Fang and Talon

Emulate and become closer to a specific type of animal. Can be purchased multiple times for different types of animals.

Discount: Beasts

Rank 1 Clause: Tongue of Birds and Word of Wolves – You possess a mostly empathic connection to an animal in the type you selected, allowing you to speak with them. Words and animal sounds will help with communication, but aren't strictly necessary. Mammals can communicate readily, but animals farther from human like lizards and invertebrates communicate more simply.

Catch: The changeling gives the animal a new name.

Rank 2 Clause: Beast's Keen Senses – You develop a notable sense of one of the animals of the type you selected. You could gain a bat's hearing and thus echolocation, or a bloodhound's sense of smell. If the animals don't have a particularly notable sense, you instead gain an instinctual connection to your senses, enhancing your understanding of your surroundings in relation to them.

Catch: The changeling sees or touches the animal from which they hope to gain the senses.

Rank 3 Clause: Pipes of the Beastcaller – The changeling can command the animals specified in the Contract. They can control singular large animals or swarms of smaller ones. These animals will complete assigned tasks to the best of their abilities, but won't do anything suicidal. Works for one full day.

Catch: The changeling asks the animal to watch or guard their dwelling.

Rank 4 Clause: Tread of the Swift Hooves – You gain a bonus to the kind of locomotion the type of animal this contract is with specializes in. Contracts with aquatic animals give you their swim speed, contracts with flying animals let you jump quadruple your previous distance, etc.

Catch: Touching the corresponding animal types

Rank 5 Clause: Cloak of the Bear's Massive Form – The changeling attains the form of the animal with which they formed this contract. Minor objects like phones, clothes, and wallets are absorbed into the form. The changeling can still speak in this form, as well as communicate with other animals of their type.

Catch: The changeling is within the natural habitat of and within touching distance of their selected type of animal.

Contracts of the Den

Home sweet home

Discount: Beast

Rank 1 Clause: Trespasser's Spoor – For the next 12 hours, the changeling has enhanced perceptive abilities inside their territory. The territory is defined as any area the neighbor's would recognize as the changeling's. Fades if you leave the area for more than 5 minutes.

Catch: The changeling writes his name at one of the entrances in chalk and blood.

Rank 2 Clause: Trapdoor Spider's Trick – A door, window, or other entrance or exit within 5 feet of the changeling is covered by an illusion, making it appear as no longer being present. A fire escape would appear as a brick wall, and a manhole would appear as worn asphalt.

Catch: The changeling is holding a live spider in their mouth at the time of this clause's invocation.

Rank 3 Clause: Cuckoo's Ruse – The changeling can convince a house or hollow that it's the owner of the place. Security cameras and scanners will show the changeling as a resident of the location, but locked doors still require keys. This clause fails if the owner also has Contracts of the Den.

Catch: The changeling has openly invited the owner of the location into their home in the last 3 days.

Rank 4 Clause: Blessing of the Burrow – The changeling can create a tunnel of 5 cubic feet into earth, stone, once every ten seconds for a maximum of 50 seconds. This tunnel has well packed sides and appears to be dug with monstrous claws.

Catch: The changeling is completely naked.

Rank 5 Clause: Collapsing the Entrance – The changeling can bring an area of the building he is currently in down around him. A 5 to 50 foot area, depending on the changeling's Wyrd, collapses, with better built buildings taking longer to collapse.

Catch: The building is owned by the changeling.

Contracts of Stone
Seriously, fuck walls.
Discount: Ogre

Rank 1 Clause: Might of the Terrible Brute – Use your wyrd to raise your strength, more wyrd means more strength.

Catch: Fighting multiple opponents, barehanded.

Rank 2 Clause: Ogre's Rending Grasp – You find it easier to destroy inanimate objects, removing their durability and making it easier to rip things to shreds. You must be able to touch or see that inanimate object.

Catch: Using this on doors, walls, or similar obstacles.

Rank 3 Clause: Display Grandiose Might – You are stronger, but not in relation to combat. You can move quicker, jump farther, lift more weights, break down more walls.

Catch: Using this clause to win a contest or show-off.

Rank 4 Clause: Gluttonous Feast of Health – You can heal major damage through eating large amounts of food. Can convert third degree burns to light bruising.

Catch: Large amounts of food is offered by a stranger.

Rank 5 Clause: Red Rage of Terrible Revenge – Your rage drives you in combat, increasing strength, speed, reflexes, defenses, and generally turning you into a monster on the battlefield. The only thing you can't do better, or at all, is retreat. While this clause is active, your rage is as precise as you normally are, and you are capable of telling friend from foe and using any weapons you possess.

Catch: The changeling is using this to gain justice or revenge for a loved one being hurt.

Contracts of Oath and Punishment
I AM THE LAW
Discount: Ogre

Rank 1 Clause: Pursuer's Seven League Leap – The changeling can jump impossible lengths, as high as

80 feet and as long as 150 feet.

Catch: The changeling is pursuing an oathbreaker.

Rank 2 Clause: Sense Tainted Vows – The changeling can touch the subject to feel out any broken vows that linger about the subject, such as pledges or marriage vows. The changeling can feel out the general nature of the vow. Most vows can be detected up to a year and a day after they are broken, though major vows like hospitality pledges can last much longer.

Catch: The subject has sworn a pledge with the changeling.

Rank 3 Clause: Inexorable Pursuer – The changeling can readily resist damage to their Clarity and glamour powered emotional manipulation for awhile.

Catch: They have resisted glamour powered emotional manipulation earlier that day.

Rank 4 Clause: Relentless Pursuit – This clause gives the changeling a general idea of how far and in what direction a subject is from the changeling. The changeling and the subject must be on the same world, and experiencing the same day, or the same night. This clause lasts from sunrise to sunset, or vice versa, and takes longer to activate the farther the subject is away.

Catch: The changeling does not stop to rest for more than 15 minutes in pursuit of the subject. If in a vehicle, they must be the one driving.

Rank 5 Clause: Cruel Vengeance – The changeling accuses the subject of this clause of breaking a vow. If that subject has not broken the vow, nothing happens. If the subject has, then every attack the changeling makes against the target is upgraded. The subject has trouble dodging the blows, and even bare fists strike like mighty swords.

Catch: The subject of the clause is a member of the changeling's freehold.

Contracts of Vainglory

Inspire Awe and Impress the neighbors

Discount: Fairest

Rank 1 Clause: Mask of Superiority – The changeling can convince a single subject that the changeling is someone of high standing, either a superior in their workplace or a celebrity. They'll believe this until you leave their presence or someone convinces them otherwise.

Catch: Pretending to be someone whose fame comes from high standing and good looks alone.

Rank 2 Clause: Songs of Distant Arcadia – The changeling can give exceptional performances enhanced by the Wyrd. Their ability to express ideas and persuade others is dramatically enhanced, dazzling crowds and winning stardom.

Catch: A wealthy and powerful audience

Rank 3 Clause: Splendor of the Envoy's Protection – Your mien is revealed to the world around you and it is glorious, as if you had taken the 400 CP version of Striking Looks (and stacking with it). Your beauty is such that no mortal could ever strike you. After the effect of this clause ends, mortals will remember your mien only as an elaborate costume or weird effect of the lighting. This effect can last for up to an hour, in most situations. If you are exceptionally lucky, it could last until the next sunset or sunrise.

This clause works differently for supernaturals. They have a harder time hitting you, but can still do it, and they will remember your mien for what it was.

Catch: At a formal party with at least a dozen people

Rank 4 Clause: Mantle of Terrible Beauty – Your mien is revealed to those within an area a few yards around you, increasing with Wyrd, and it is awesome and terrible. Your true form strikes terrible fear into those around you, causing those of weaker will to flee in terror. After the effect of this clause ends, the changeling's true form is forgotten, but mortals remember the fear.

Catch: The changeling is fighting in a duel or another combat that has been agreed upon in advance.

Rank 5 Clause: Words of Memories Never Lived – The changeling tells, sings, or acts out an emotionally charged story, and everyone within 50 feet falls into a dream-like trance. The affected beings react to the events described in the story as if they were vivid memories. The changeling can't control how the crowd will react to the information, however.

Catch: The changeling is attempting to convince others of something they believe is correct.

Contracts of Separation

Snipping a tenuous connection to reality

Discount: Fairest

Rank 1 Clause: Tread Lightly - The changeling can partially remove themselves from gravity's influence. they cannot fly or even jump further than normal, but they can't be seriously hurt by falling. In addition, they can walk or run over any solid surface even if it would not normally support their weight, such as tissue paper or thin panes of glass.

Catch: The changeling is wearing fancy shoes that would be ruined if they couldn't step on blades of grass without crushing them.

Rank 2 Clause: Evasion of Shackles – The changeling can slip out of any physical restraint on their body, but only very rarely through a locked door or window that's trapping them inside.

Catch: The changeling has been imprisoned for a crime they didn't commit.

Rank 3 Clause: Breaching Barriers – The changeling can walk through any locked door or window that they could normally fit through, without opening the door or window.

Catch: The changeling has been deliberately imprisoned by another changeling.

Rank 4 Clause: Elegant Protection – Attacks start to swerve to avoid the changeling's body. While not 100% effective, this clause works on any type of attack coming the changeling's way, enabling them to dodge in melee without spilling their drink and even having a minor effect on bullets and the like.

Catch: The changeling is unarmed and not attempting to attack anybody.

Rank 5 Clause: Phantom Glory – The changeling becomes completely intangible, along with their clothing and objects they were carrying, for the next hour or so. They must still walk along floors, or over water, but can ignore ceilings and walls. If the changeling is in a solid object when the clause ends, they are seriously hurt and expelled into the nearest open space.

Catch: The changeling carries no weapons and wears no armor. Attempting to do so immediately ends this clause.

Contract of Fleeting Spring

Desire.

Requires: Spring Court

Rank 1 Clause: Cupid's Eye – Invoking this clause lets the changeling know what the target of this

clause wants, whether romantic, business, or things even the target themselves doesn't know about. Picking out something specific is more difficult than thoughts of the moment.

Catch: The target has kissed the changeling within the last day, or the object of desire is the changeling.

Rank 2 Clause: Growth of the Ivy – For the next few days, you can change one of your target's desires to something of your choosing. Long time desires are easier to change than short term ones, and similar desires are easier to affect than more dissimilar desires. Repeated use and exposure to the designated object can make the change permanent.

Catch: The changeling is trying to make themselves the object of desire, or is using the clause to resolve a pledge.

Rank 3 Clause: Wyrld-faced Stranger – Your appearance changes to whoever the target would most like to see at that moment. Not necessarily a specific person, you could become a cop or a “worthy rival”.

Catch: The target offered the changeling food, and they accepted, or vice-versa.

Rank 4 Clause: Pandora's Gift – The changeling uses emotion, dreamstuff, and whatever is on hand to create a gift that the target truly desires. The desired object is always temporary, lasting up to 3 days and may take several hours to build.

Catch: The changeling has recently received a gift from the intended recipient of Pandora's Gift, and that gift the changeling received was given without expectation of reward.

Rank 5 Clause: Waking the Inner Faerie – The changeling can make a target pursue their greatest desires, regardless of anything else going on. Rational thought is out of the window. This effect can last up to two days, though shorter durations are easier to accomplish.

Catch: The subject of the clause has voluntarily and without coercion confessed their desire to the character.

Contract of Eternal Spring

Rebirth, renewal.

Requires: Spring Court

Rank 1 Clause: Gift of Warm Breathe – The target of this clause is rejuvenated, healing bruises and scratches, and making the target feel well-rested and well-fed.

Catch: The subject of the clause has freely offered the changeling food since last sunrise.

Rank 2 Clause: New Lover's Kiss – The changeling summons clouds and makes rain fall from the sky. The longer the changeling spends on this task, the more rain will fall.

Catch: A mortal has commented that it looks like it's going to rain in the last hour.

Rank 3 Clause: Warmth of the Blood – This clause heals wounds of the target, closing bullet-holes and mending broken bones.

Catch: The target has confessed their love, either platonic or romantic, for the changeling, and meant it.

Rank 4 Clause: Yesterday's Birth – The changeling grants the targeted object, plant, or animal a full season's growth, and the target appears as it would at the height of spring. It requires more glamour and concentration to use this on a human being, which can't be averted by this clause's catch.

Catch: The target spills two drops of blood on the target and cups it in her hand.

Rank 5 Clause: Mother of All Deaths – Plants around the changeling will grow at a terrifying rate, and

attempt to bind those the changeling designates. These plants are stronger the stronger the changeling's Wyrd. The more drastic effects of this clause fade over the course of an hour.

Catch: A man bled to death on the soil within the past year.

Contract of Verdant Spring

Using desire to actually get things done.

Requires: Spring Court

Rank 1 Clause: Font of Inspiration – The changeling gains an understanding of what their desired demographic wants out of a project. Be warned, one single misstep can be the difference between success and failure in a project.

Catch: The changeling invests blood, sweat, or tears into the project.

Rank 2 Clause: The Ineffable Gift – The changeling can use their passions to come across as more appealing or likable. When they invoke this clause, their passions come across in the best possible manner, granting them bonuses when dealing with an individual socially. The more you use this clause on a single target, the less effective it is.

Catch: The changeling is speaking about something they're truly passionate about.

Rank 3 Clause: Impassioned Blow – A changeling gains a massive boost to their next attack against the target, but in exchange the target receives a minor boost as well.

Catch: The target has insulted or assaulted the changeling through word or deed within the last hour.

Rank 4 Clause: Spur the Crowd – You can sway the passions of a crowd, making the calmer or more enraged, just by being in their presence.

Catch: No one in the crowd knows you're a changeling.

Rank 5 Clause: Verdant, Roiling Heart – Once per week, a changeling can recenter themselves, restoring their willpower and passions, letting them fight on.

Catch: The changeling does something related to a virtue or vice they possess.

Contract of Fleeting Summer

Wrath

Requires: Summer Court

Rank 1 Clause: Baleful Sense – Detect the greatest source of wrath within 1 mile, and it's location relative to you.

Catch: The changeling is angry.

Rank 2 Clause: Goblin's Malignance – The changeling can redirect the wrath of a subject from one person to anyone else present at the time this clause is invoked. It almost never fails if directing wrath towards oneself.

Catch: The previous victim of the subject's wrath owes him a favor, or the subject has red hair.

Rank 3 Clause: Friendless Tongue – The changeling can use innocent seeming conversation to arouse wrath in others. This wrath is directed at whatever is the focus of the subject's attentions.

Catch: The subject wear's a ring on their left hand.

Rank 4 Clause: Sundown Eyes – Wrath is drained from the people around them, ending combat and

calming down all participants. This effect lasts for minutes at most.

Catch: The character has at least two bleeding wounds.

Rank 5 Clause: The Flames of Summer – Wrath fuels the changeling, driving them berserk and letting them ignore wounds, while expanding their physical abilities immensely. The changeling can't be knocked out by blunt damage during this time, but may bleed into unconsciousness.

Catch: The sun is within 5 minutes of it's zenith and a formal challenge is called out to your opponent.

Contract of Eternal Summer

Beach Party

Requires: Summer Court

Rank 1 Clause: Son of the Hearth – The changeling generates or expels excess heat to keep themselves comfortable. If they focus, they can extend this ability to cover a whole room. These effects last for a whole hour.

Catch: The changeling spits on a fading ember or spark.

Rank 2 Clause: Ulf's Heart – The changeling shines as bright as the noon-day sun, lighting a 200 yard area without damaging the changeling's vision, and scaring the shit out of vampires. It won't harm them, though.

Catch: It is within 5 minutes of midnight.

Rank 3 Clause: Noonday Grasp – The changeling channels the strength of the sun, making him stronger, faster, and more capable of absorbing damage.

Catch: The changeling eat's a piece of naturally occurring ice.

Rank 4 Clause: Solstice Revelation – Channeling the revealing light of the sun, the changeling can more easily see through disguises and illusions. A 100 foot area is brightened by light, under which even the changeling's mask may falter, along with mundane and magical disguises.

Catch: It is within 5 minutes of noon.

Rank 5 Clause: The Lord's Dread Gaze – The changeling summon's a deadly beam of sunlight to strike their enemies, dealing major damage to anything, but additional damage to thing's hurt by sunlight.

Maximum range of 50 feet.

Catch: The target is touching real gold.

Contract of Scorching Summer

All of these can scare the shit out of vampires.

Requires: Summer Court

Rank 1 Clause: Smoldergrip – An object that could be carried in one or two hands, like a baseball bat, heats up as though left out in the sun during a summer's day. These are hard to handle, and may even cause minor burns.

Catch: The changeling has a sunburn caused by the real sun.

Rank 2 Clause: Battle Bright – The changeling summons a light that makes them difficult to see, making opponents squint and forcing them to guess at your location. The changeling can't move when they activate this, and it doesn't affect Summer Courtiers.

Catch: The changeling holds a burning torch.

Rank 3 Clause: Crown of Clashing Fire – Designate a target, and when within ten yards of the target, a ring of thorns will encircle the both of you. Then the thorns catch fire. Anybody in the makeshift arena, besides the changeling and their target, when the thorns catch fire hears a deafening battle and has trouble using their physical abilities for anything but leaving the arena.

Catch: The changeling has scars from a previous battle with their foe.

Rank 4 Clause: Baleful Stroke of Summer – The changeling's next strike poisons the foe with the effects of heat stroke. Their tongue swells, they lose the ability to sweat, they get dizzy, and they have a headache.

Catch: The changeling forged a major part of the weapon themselves.

Rank 5 Clause: Scorched Earth – The changeling curses an area to endure the worst effects of the summer sun. That area can be anywhere between a half mile and 5 miles wide, and continues for a number of days rising with the changeling's Wyrd.

- Everyone in the area has a harder time moving, thinking, or doing most anything, as if they were at half their usual power.
- Wounds heal slower, and less fully.
- Everyone is tired, the heat sapping their stamina and willpower.
- Plants in the area start to die, though this can be slowed.
- Water turns to steam, and even large supplies of artificially cooled water start to warm.

Catch: The changeling meditates under a Summer Court banner they helped create.

Contract of Fleeting Autumn

Fear

Requires: Autumn Court

Rank 1 Clause: Witch's Intuition – The changeling can learn a subject's fears. Deeper fears are harder to discern, as well are more specific fears.

Catch: The subject of this clause doesn't know the changeling's name.

Rank 2 Clause: Tale of the Baba Yaga – During a conversation, a changeling can make an individual or group afraid of a single concept. This fear is supernaturally enforced, rendering the individuals jittery and on-edge, and forcing them to flee if further action is taken to enhance the fears.

Catch: The unnatural fear the changeling invokes is a myth, urban legend, or real threat with which all subjects are familiar.

Rank 3 Clause: Heart of the Antlion – Until the next sunrise, the changeling is immune to natural fear, and highly resistant to supernatural fear.

Catch: The changeling consumes a spider or other vermin that has been scared to death.

Rank 4 Clause: Scent of the Harvest - As Heart of the Antlion, but affects allies instead of the changeling.

Catch: Two of the affected individual's greatest fears are each other.

Rank 5 Clause: Mien of the Baba Yaga – Your appearance takes on the aspect of one of a subject's greatest fears. Their fear is supernaturally enforced, forcing the individual to run and cower from the changeling during this time.

Catch: The changeling is one of the subject's greatest fears.

Contract of Eternal Autumn

Harvest Moon: The Spirits Bad-Touched Me Edition

Requires: Autumn Court

Rank 1 Clause: Last Breathe Isaac – Any part of a plant you could fit your hand around, like a branch or stem, bears ripe fruit over the next minute. You won't be getting apples from pear trees or anything like that.

Catch: The plant or tree is unclaimed, or the changeling has permission to harvest from it.

Rank 2 Clause: Withering Glare – With a glance a changeling can cause a plant or animal to wither. The changeling can cause a plant to act as it would in either fall or winter, losing leaves and going into hibernation. Animals instead seem to bruise and fall over. People are just pretentious animals.

Catch: The plant bears the name of the changeling, either in bark or on a tag of some sort.

Rank 3 Clause: Brother to the Ague – The subject of this clause suffers from dehydration, and becomes exhausted.

Catch: The changeling can name two diseases that the subject has suffered and one they fear suffering.

Rank 4 Clause: Riding the Falling Leaves – The changeling becomes a mass of autumn leaves, blown about by the wind. They can travel slightly slower than their running speeds and fly, reforming at will.

Catch: The character catches a naturally falling leaf at the moment this clause is activated.

Rank 5 Clause: Tears of Autumn – The changeling can summon a localized hailstorm, increasing in power the longer the changeling spends yelling at the sky. This hailstorm has a maximum area of 1000 yards at max Wyrd.

Catch: A key encased in ice finishes thawing at the start of the ritual.

Contract of Spellbound Autumn

You're a wizard, Harry.

Requires: Autumn Court

Rank 1 Clause: Warlock's Gaze – Detect magic and supernatural effects, even those attempting to conceal their nature, within 10 yards.

Catch: The changeling makes physical contact with a non-allied, non-changeling, supernatural being

Rank 2 Clause: Barrow-Whisperer – The changeling can hear and be heard by ghosts. Doesn't help you to actually understand what they say.

Catch: A ghost in the area wants to communicate with either the changeling themselves or anyone who'll listen.

Rank 3 Clause: Smith's Wisdom – The changeling can, via extended examination, learn a magical object's power and intended purpose, whether token or something else. This isn't the same as learning how to use it.

Catch: The changeling has stolen the item from a friend or been freely gifted it by an enemy.

Rank 4 Clause: Arcadian Commandment – The changeling can command the actions of the creatures of Faerie. For a few hours after invoking this clause, you can compel a hobgoblin to take any action that

wouldn't harm itself or its master if it has one.

Catch: Coming unarmed and unarmored into the presence of the creature to be commanded.

Rank 5 Clause: The changeling can violate a pledge without falling under its sanction, for the next hour. This is a weighty action that will permanently drain the changeling's willpower.

Catch: The changeling is begged to enact the clause by someone who knows they will come to harm from the changeling doing so.

Contract of Fleeting Winter

Sorrow

Requires: Winter Court

Rank 1 Clause: The Dragon Knows – Learn why someone is sad with a glance.

Catch: Looking into the subject's eyes.

Rank 2 Clause: Slipknot Dreams – For the next few minutes, the subject completely forgets the reason for their sadness, as well as ever being sad at all.

Catch: The subject has accepted something from the subject in the past 24 hours.

Rank 3 Clause: Faces in the Water – The subject of this clause recalls a painful, sorrowful memory, though the changeling has no control over what memory surfaces. The subject suffers socially from this, growing isolated in their sorrow.

Catch: The changeling is carrying a picture of an older relative or ancestor.

Rank 4 Clause: Empty Fields, Fallow Harvest – The subject of this clause loses the ability to feel positive emotions for the next few days. It's not as bad as it seems. Really.

Catch: The changeling has made the subject happier in the last 10 minutes.

Rank 5 Clause: Every Sorrow a Jewel – The subject of this clause has an already existing sadness multiplied, paralyzing them with sorrow. They can do little besides curling up and feeling sorrow for the next few minutes.

Catch: The subject has tasted one of the changeling's tears.

Contract of Eternal Winter

Brrr.

Requires: Winter Court

Rank 1 Clause: Jack's Breath – The changeling cools a room or area down to a temperature of their choosing, though greater effects of this clause take a significantly larger effort. The cooling doesn't last long after the changeling leaves the area.

Catch: The changeling hears someone shiver or tastes someone's sweat

Rank 2 Clause: Touch of Winter – A surface area no larger than a mid-sized lake freezes over, strong enough for the changeling and a few others to walk across if they give each other space.

Catch: The changeling spells out a name or idea they hate on a dry surface.

Rank 3 Clause: Riding the Devil's Jawbone – The changeling surrounds themselves with an aura of cold, disabling the creatures around them. Everyone but the changeling within 20 feet are debilitated as

if they are slowly being frozen, feeling the cold seep into their bones.

Catch: There is a bell ringing within 20 feet of the changeling.

Rank 4 Clause: Fallen from the Timbers – The changeling summons a shaft of cold air and frozen particles to cut their opponent and bathe them in cold. The frozen particles cut like knives while the chill is debilitating.

Catch: The target wears religious iconography in the form of silver jewelry. The religion must mean something to them.

Rank 5 Clause: Witch's Paradise – The changeling exhorts the sky to summon a snowstorm. It starts off a light snow over about a mile, but with enough effort and time, can cover an entire city in a howling blizzard.

Catch: The moon is in the sky and the changeling can hear a wolf howling.

Contract of the Sorrow-Frozen Heart

You can either be happy or use this contract. That's actually a rule and not a joke.

Requires: Winter Court

Rank 1 Clause: A Mere Vessel for Pain and Loss – The changeling can ignore any pain and discomfort that comes their way, from nausea to a lost arm. The damage still exists, though.

Catch: The changeling pierces their skin with a thin needle.

Rank 2 Clause: Fear is Nothing – The changeling is so sad they can't feel fear. Mundane fear slides right off, and supernatural fears are suppressed or ignored while this clause is in effect.

Catch: The character empties their hands and leaves them open, at their sides.

Rank 3 Clause: Grief is Stronger Than Death – The changeling ignores some of their injuries from combat, acting as if they didn't exist for the duration of this clause. These injuries, barring death, or stored until after the combat ends.

Catch: The changeling throws cold iron on the ground in disgust.

Rank 4 Clause: Remorseless Strike – The suffering of your enemies is meaningless. Using this clause lets a changeling strike without empathy, increasing damage by channeling the Wyrd through their blows. This bonus damage is just regular damage but more.

Catch: The changeling cuts themselves with a sharp implement.

Rank 5 Clause: A Cold Hand on the Heart – The changeling grants their fatalistic sadness and the rank 1, rank 2, or rank 3 clause of this contract to a subject. This effect ends when the clause normally would, or when the subject feels happiness. Repeated uses of this on a mortal damages the changeling's Clarity, and also drives the mortal insane.

Catch: The changeling holds the subject's hand and anoints their head with ashes from a suicide or crime of passion.

Equipment

Discounts are 50% off the total CP cost of the item. Free is free.

Simple Weapon (50 CP) – Any mundane melee or throwing weapon. Switchblades, morning stars, or flying guillotines.

Light Revolver (50 CP) - SW M640/.38 Special

Heavy Revolver (50 CP) - SW M29/.44 Magnum

Light Auto Pistol (75 CP) - Glock 17/ 9mm

Heavy Auto Pistol (75 CP) - Colt M1911A1/ .45 ACP

Rifle (50 CP) - Remington M-700/ 30.06

Small SMG (75 CP) - Ingram Mac-10/ 9mm

Large SMG (75 CP) – HK MP-5/ 9mm

Shotgun (50 CP) - RemingtonM870/ 12 gauge

Crossbow (75 CP) – A fucking crossbow

AP Rounds (50 CP) - 2,000 armor piercing rounds for any ranged weapon, except shotgun.

Hollow Point (50 CP) - 2,000 hollow point rounds for any firearm, except shotgun

Buckshot (50 CP) - 2,000 buckshot (spread) rounds for 12 gauge.

Kevlar (25 CP) – Bulletproof vest without the metal plates, less bulky but only able to block pistol shots.

Flak Jacket (50 CP) – Bulletproof vest with the metal plates, able to block a few shots from most common firearms before the plate breaks.

Frag Grenades (50 CP) – 10 Frag Grenades. They do grenadey things.

Smoke Grenades (50 CP) – 10 Smoke Grenades. They do something the other grenades think is weird.

Cell Phone (Free or 50 CP) – For free, you receive an old school flip phone with a decent wireless plan. For 50 CP you receive 8 of the latest smart phone model, and a plan with Jumpchain Wireless that covers up to 8 phones. The bill for Jumpchain Wireless is anything worth roughly 50 dollars a month, including local currency.

Fake Press Pass (50 CP) – An official looking press pass that can get you in some places you normally wouldn't be welcome. Updates between jumps.

Fake Police Badge (75 CP) – An official looking badge and police ID that can get you in some places you normally wouldn't be welcome. Updates between jumps.

Street Clothing (Free) – You can show up as naked as you wish, but most people frown upon that.

Fancy Clothing (25 CP) – 3 outfits of brand name and designer clothing, including formal wear.

Motorcycle (50 CP) - VROOOM

Sports Car (100 CP) - VROOOOOOOM

Compact Car (25 CP) – One of those silly European cars

Mid-Sized Car (50 CP) – A sedan

Full-sized Car (75 CP) – A van

SUV/Pick-Up (75 CP) – For carrying lumber, bodies, boats, or other sundry

Bus (125 CP) – A school bus. What are you going to do with this?

Small Boat (50 CP) – A fishing boat.

Yacht (200 CP) – A HUGE boat.

Helicopter (200 CP) – GET TO DA CHOPPA

Hedgespun Equipment (Original Price + 50 CP) – The major advantage of Hedgespun equipment is that it is protected by the mask of the changeling. A delicate dress of ice and winter clouds becomes a sleek evening gown under mortal eyes, or a chestplate of resin and fangs becomes a bulletproof vest. The minor advantage is that hedgespun clothing is a status symbol amongst the lost. Any item on this list can be purchased as a hedgespun variant. This equipment is harder for non-changelings to use and tends to fizzle out when exposed to cold iron. Hedgespun equipment always appears appropriate to the universe you're in.

You can instead choose to apply this effect to previously owned equipment for just 50 CP, letting you hide a laser gun as a pistol or a flaming sword as a store-bought katana.

Ace in the Hole (50 CP) – A simple Ace of Diamonds playing card that when taped onto a doors lock prevents every lock on the door from being picked by non-supernatural means. The card will give you a papercut when activated. If a non-changeling uses this, they give up their luck for the rest of the day.

The effect lasts until the next time the door is opened, and can be reapplied.

Driver's Little Helper (50 CP) – This token provides a number of minor benefits. Aside from making the user a slightly better driver (even someone who has never seen a car can drive one with this), it also lets the vehicle run without using fuel of any sort and cuts travel time down by 1/3. On the downside it only works for an hour, and after that causes the car to suffer a minor breakdown that would take at least 15 minutes for a normal person to fix. If a non-changeling wishes to use this, they must first pour a pint of their own blood into the fuel tank.

The Murmuring Coin (50 CP) – A lucky coin that treats you to good deals at the cost of making you greedier than normal. When activated, you find that merchants and salesmen will significantly reduce the prices of their wares for you, as a favor, to clear out stock, or because they're in need of a quick sale. If a non-changeling wishes to use this, they will find that any good deals they gain with this are paid back by a friend. Buying a new car could cause their mother's kitchen to catch fire and do damage in the exact cash amount they saved on the car.

Homespinner's Needle (100 CP, discount Socialite) – By hiding this needle in a room, you can grant a boost to the sociability and likability of everyone in the room, with an even greater boost to the person who activated the Needle. This effects only last a few hours at most, and following this everyone involved finds themselves tripping over words and stammering for a little while. A non-changeling who wishes to use this must recite a short rhyme and stab themselves in the palm with the Needle, at which point it will bury itself in their body, appearing in their mouth a couple hours later.

Lantern of Ill-Omen (100 CP, discount Professor) – A small and well decorated lantern with no bulb or candle, only a jar. If 7 crushed fireflies and 7 of the user's hairs are stored in the jar, the user may spend a few seconds concentrating on someone they've met. When that person is within a half-mile of the lantern, the lantern starts to glow brightly and buzz. The lantern works for a time proportional to the user's willpower. If a non-changeling wants to use this item, when they glimpse the light let off by the lantern, they are partially blinded until an hour after the lantern burns out.

Ribbon of Nevermiss (100 CP, Discount Officer) – A ribbon taken from the loved one of a mortal, when wrapped around the barrel of a gun that gun can hit accurately at twice the range for the next 3 shots. Only works once per gun. If a non-changeling uses this token, sometime in the next 12 hours they will lose a tooth.

Baby Cat's Eye (150 CP) – A porcelain doll with one good eye and one eye replaced with a cat's eye marble. When activated the user can choose to see through the doll's eyes at any time within the next 12 hours. The dolls eyes will move as your own would. After those 12 hours, one of your eyes will develop a minor cataract until you get 6 hours of sleep. If a non-changeling wants to use this token they develop minor paranoia for the 12 hours they use the Baby Cat's Eye.

Dead Man's Boots (150 CP) – These boots, taken from a corpse found in the hedge, can be activated to effectively double your non-supernatural stealth skills. Using these boots slowly drains your willpower, and if you run too low the boots will refuse to work. If a non-changeling wants to use these boots, they'll slowly drain the users health as well.

Hedgespun Wardrobe (150 CP) – A battered wardrobe that seems to move on occasion, by twisting the key in the door of the Hedgespun Wardrobe, it can temporarily summon a hedgespun outfit fitting the changeling's specifications. Clothes summoned with the Wardrobe last until the next sunrise. No

weapons or armor. If a non-changeling wants to use the Hedgespun Wardrobe, they must cover the key in their own blood before opening the wardrobe. If they cannot see through a mask, all they see is a wardrobe with a really nice dress or suit in it.

Biting Grotesquerie (200 CP) – A small coal statue of a mismatched monster, about the size of a man's fist. When activated, it will start biting people, and can be directed to attack specific people. Its bites have a powerful hallucinogenic effect, and while active, all electronics within 50 yards break. If a non-changeling wishes to activate this token, they must spit on it. After being spat on, it can bite one person before it dissolves into dust.

Bug Cudgel (200 CP) – Taking the form of a blunt weapon of the buyer's choice, this weapon strikes as any normal blunt weapon, leaving a heavy bruise. One hour later that bruise will burst open as several bugs spill out, doing only superficial damage, but severely disturbing and causing intense pain to the individual struck. The user of the Bug Cudgel suffers from bug themed nightmares or hallucinations the following night. A non-changeling activating this token suffers a mild case of insectophobia for the next week.

The Curious Paw (200 CP) – The possibly mutated limb of an animal on a chain, with its magic activated by stroking the limb three times. The Curious Paw grants amazing luck to a changeling's entire motley in all endeavors not related to using the Wyrd. For the next couple hours after its use, the changelings find themselves sluggish and tired. If a non-changeling uses the Curious Paw, they permanently lose a small but vital piece of information, like the name of a lover or where they hid the diamonds.

Blood Pennon (250 CP) – A short swallowtailed banner that appears to be made of silk when unfurled and waved about. When activated, this banner grants the changeling's motley major bonuses for the rest of the combat, enhancing reaction times, defenses, attacks, and letting them ignore the effects of wounds they've suffered. Using the banner will draw the attention of your enemies, even those not present at the battle. A non-changeling using the banner will find themselves severely drained and lacking in combat ability after the battle.

Squall Knife (250 CP) – The True Fae believe that placing a knife beneath the cradle of an infant abducted into Faerie will help that child grow into a strong and sturdy slave. On your way out of your Keeper's demesne, you managed to snag one of these vaunted tokens. If you strike an enemy with it, and they scream out, several wounds of yours will heal. After its use, the user will find themselves melancholic and wistful. A non-changeling using the Squall Knife finds themselves feeling powerless and paranoid, hampering them socially and increasing the odds of using the knife again.

Fairy Garden (50 CP, discount Drop-In) – Any extradimensional space that follows you through jumps now has enough ambient glamour to support the growth of goblin fruits and other plants that grow in the hedge or give you a quick fix when you're in need. This ambient glamour will have no effect on mortals, but leaves changelings feeling giddy. You have to actually transplant the fruits you want, though. If you don't have any spaces that follow you through jumps, you now have a small garden that appears in a safe place.

A Changeling can only carry a certain number of goblin fruits, depending on their wyrd rating.

Bilefruit (50 CP) – This greasy, oblong fruit hides your mien from detection for 8 hours. No amount of magical detection, burning up your glamour supply, or insanity will reveal your true face.

Healing Fruit (25 CP) – A few varieties of goblin fruit that will heal a changeling of a single minor wound when they eat it. Enough goblin fruit to substitute for a first aid kit. Includes blushberries, dream-a-drupe, murmurleaf, and ertwen.

Amaranthine (50 CP) – A goblin fruit resembling a small red eggplant. By eating an amaranthine a changeling can heal a single major wound. Only works once per hour.

Coupnettle (25 CP) – A delicate leafy plant that grows in the hedge. By drinking a tea made of coupnettle a changeling finds themselves relaxed and invigorated, restoring willpower. Drinking too much coupnettle can leave a changeling suggestible.

Fear Gortach (50 CP) – Commonly known as hunger grass, this hedge-plant has two effects. The primary effect is that anyone at all who eats this plant is rendered famished, desiring more grass for the next few hours. The secondary effect is that any ongoing goblin fruit effects are instantly removed.

Bloodroot (50 CP) – A dark, metallic tasting root harvested from hedge-plants growing near corpses. If a vampire bites this root using his fangs, it has a powerful narcotic effect that can last for several hours.

Gallowsroot (50 CP) – The root of a small, leafy bush that grows into a noose-like shape. When placed around the neck, it constricts with the strength of a grown man for 30 seconds.

Stabapple (25 CP) – A fruit with a mild, savory taste. The outside of the fruit is covered with long, sharp thorns that can be wielded as knives.

Hidefruit (50 CP) – A tiny fruit, small and red as a pomegranite seed, that grows on vines. Eating this fruit can make a changeling nigh impossible to detect by the True Fae for a few minutes. Works on all types of fairies in any jump.

Motley/Companions

Guaranteed to put up with any eccentricities short of betrayal. Named Companions can take up to 300 CP in drawbacks to earn CP for skills, attributes, and merits they don't already possess.

Companion Import to Changeling (200 CP) – Up to 8 companions gain a history in the world, a fetch, a seeming and kith, 200 free CP, and from 0 to 400 CP in drawbacks. The points from drawbacks must be applied on merits, skills, attributes, contracts, and items for that companion.

I actually like my companions (200 CP) – Up to 8 companions gain a history in the world, the supernatural ability to see through masks that aren't being actively reinforced, 200 free CP, and from 0 to 400 CP in drawbacks. They are regular humans and can only buy skills, attributes, and merits which are not dependent on being a changeling, and items.

Christmas Merryweather, a perfectly normal woman (50 CP)

Miss Merryweather is the only offspring of a changeling in the entire Freehold, and possibly the country. She has no supernatural abilities, and is to even the most stringent examinations, a perfectly normal human. Being raised by changelings, she's perfectly aware of Court intrigues and seems to be a well-respected member of the Freehold. Due to her unique childhood, Christmas is an expert at contracts and pledges, finding the wiggle room and loophole in any agreement. She also has a large collection of tokens for various uses.

Rambling Casper, Courtless and Proud Kith: Gameplayer, Wyrd: 5, Clarity: 5 (150 CP)

A gambler that never gambles; Casper is a traveling conman who proudly uses his skills both social and mystical to push the line of what is acceptable amongst the Freehold just far enough not to break it. He believes he's mastered the art of the subtle loophole and impossible bet, and to all indications he may be correct. His trademark red suit and hat are rumored to be tokens, enhancing ones wits, or maybe helping them cheat at games no one can cheat at. Other changelings are weary to trust him, and those that do know him more often choose to get out of the way than confront him again.

Spring Court Messenger Robert "Ricochet" Dane Kith: Runnerswift, Wyrd: 3, Clarity: 4 (100 CP)

Quite obviously teetering on the brink of insanity, Bobby Dane moves faster than he can think. Before he knew what he was doing, he'd delivered the kiss that broke up his last relationship, or the punch that got him kicked out of his home, or choked the life out of the monster of plastic toys and used tissues that had replaced him. Bobby is currently making ends-meet as a delivery-boy for messages and packages the Court can't afford to have intercepted or lost, from deliveries to the local

drug trade to arranging boy-girl slumber parties. His mask hides only a poofy tail and rabbit-ears from outsiders, he has a surprising mastery of Contracts of Fleeting Spring, and he's headed to college in the fall.

Spring Court Archivist Lost Inda Woods

Kith: Woodblood/Oracle, Wyrd: 8, Clarity: 7
(300 CP)

A powerful and old Changeling, she has a day job as a social worker and counselor for addicts, feeding off the successes of those who truly want to get better and changing the desires of those who don't. By night she helps run the Emerald Court, organizing the organization of parties or arranging power plays amongst the less informed members of her court. Madame Woods herself has recently decided to try aging backwards, with rumors flying as to why. The truth is she's about to move on and find herself a new job, with that little bit of instability having major repercussions throughout the Court. Lost has many different contracts and pledges at her disposal, and a good deal of influence even in the Mortal World.

Summer Court Grunt Dan D. Racov

Kith: Draconic, Wyrd: 2, Clarity: 9
(100 CP)

Dan was a professional boxer on his way to a title-bout when he suddenly disappeared without a trace. The truth was simply that his fetch had simply failed to make it home that night, devolving into a pile of straw and the head of a lizard after a mugging gone wrong. Now that Dan is back, with a believable and embarrassing alibi for his absence, he's doing his best to get back in the ring. Dan trains often and strives for stability and sanity in his life, doing his best to take what he can back from his Keeper. Dan hopes to meet his Keeper again and show them what he can do with his fists.

Summer Court "Hunter of the Longest Day" Gristlefists Thugthumper

Kith: Cyclopean, Wyrd: 5, Clarity: 6
(250 CP)

Gristlefists is widely regarded as the "hardest bitch in the Freehold", and she's thumped everyone who tried to argue. Gristlefists' job affords her respect from even the highest ranking nobles. As one of the primary enforcers of the Freehold's laws, she's more than adept at both martial and mystical combat. Her hands are gnarled and indelicate at the best of times, more often holding a sword than a pen. There's more to her than just violence, she didn't earn her position by being stupid. You'll have to do a bit of digging to find anything, though.

Fall Court Scarecrow Minister Tattie Bogal

Kith: Mirrorskin/Manikin, Wyrd: 5, Clarity: 3
(150 CP)

Tattie is not easily scared, anymore. When those vampires (were they even real vampires, or just a trick by her keeper?) chased her into that trod, she found nothing much could match the horrors she'd already been through. While no match for vampires physically, Tattie has still been a wrench in a number of their schemes, and even toppled a prince, through both rumors and the occasional well placed gruesome murder. This fact has forced her to stay on the move, becoming a minor vampire boogeyman that they'd love pulled out from under the bed. She has recently appeared in your Freehold and is looking for recruits to the Scarecrow Ministry.

Fall Court "Jack Ketch" Toby Berkowitz

Kith: Author, Wyrd: 6, Clarity: 6

(200 CP)

Toby Berkowitz seems to be a standard writer of horror fiction: pleasantly normal, kind to man and beast, makes himself a bit queasy when going through the more visceral bits of his own works. And outside of his curiosity toward fetches, it's mostly accurate. Toby has earned his title of “Jack Ketch” mostly through his research into the various ways a fetch and it's changeling can interact, both violent and friendly. That he's killed dozens of fetches is more of a coincidence than he'd care to admit, as his position has garnered no small amount of prestige within the freehold.

Winter Court Doctor Lex Slim

Kith: Leechfinger, Wyrd: 3, Clarity: 7

(150 CP)

Lex Slim isn't the friendliest doctor you could hope to encounter. Eery in the dim lights of his office, Dr. Slim handles the care of patients at the local prison. Baseless rumors fly about how, when assaulted, he'd been known to swear in languages never meant for the ears of man, or how he can steal a bit of your soul with just a touch. Nonetheless, his patients seem to turn out fine for the most part, with only a few complaining of his cold hands. Dr. Slim has the unique ability to transfer health between individuals, closing the wounds of one while the other goes pale and wobbles in their seat, and is more than happy to treat anyone for a price. It's not like this is his first time being a doctor, after all.

Winter Court Spymaster Natasha Romanov Clark

Kith: Venombite/Shadowsoul, Wyrd: 7, Clarity: 5

(300 CP)

Named for her mother's favorite comic book character, Natasha blames the name for her lot in life. Amongst the deadliest of the freehold, there are few changelings who would challenge her in both open combat or politically. Natasha's job is mainly to keep things quiet and safe, which she executes through blackmail and rarely, assassination. There are few more capable at navigating the political minefield that changelings live in. Rumor has it that she's recently been looking toward joining fringe anti-court entitlements, though no one knows if it's for a mission or personal reasons besides Natasha herself.

Drawbacks

Maximum 600 CP gained through drawbacks, but take as many as you want.

A World of Darkness (+0 CP) – You enter this world a changeling the second you finished your last jump in the New World of Darkness. That's probably Vampire: The Requiem. All events in that jump are canon. Mutually exclusive to “Lost in Time”.

Fetch'd (+0 CP) – You gain a fetch. A fetch is a chunk of your soul bound to refuse and whatever the True Fae had on hand. The fetch leads your life, unaware of it's true nature, but still changing with time and developing quirks as the magic that binds it unravels. The fetch, however like you it may be, loses a major part of your personality. Upon your return from Arcadia, your fetch awakens to it's true nature and gains a host of powers to counter your changeling abilities. There are mystical benefits to killing this creature, as well as merging with it to regain the chunk of soul you lost. Anything that mentions a fetch requires you to take this drawback first.

Lost in Time (+0 CP) – Rather than arrive in a modern World of Darkness, you can choose any point in time earlier than January 1st, 1991 to start your jump. Any CP purchases will be their time-specific variants. Your cell phone may go from a stylish smartphone to a stable rotary phone, and companions will be changed to a more believable role for their time. Items with no equivalent in the time you chose will be placed into the Warehouse or found in the hedge. Mutually exclusive with “A World of Darkness”. Cannot be taken into future jumps.

Glamour Addiction (+100 CP) – Glamour is addictive and you dove right in. If you don't draw glamour from something at least twice a day, you began suffering withdrawal. That means headaches, the shakes, vomiting, etc. until you draw from a new source of glamour.

Insanity (+100 CP) – Your durance knocked a screw loose, and now you're the incurable kind of crazy for which changelings are known. You choose the form of this insanity, but it must hamper your daily life.

Goblin-scorned (+100 CP) – You will never have a good interaction with a hedge creature. They are immune to any mental control and will attack you on sight. You don't lose the protection of the Goblin Market, but you do find that certain merchants refuse your business.

Contracts of the Jump (+200 CP) – All your supernatural abilities are now clauses in their own contract that relies on glamour rather than their own pools. The Contracts of the Jump are available for every changeling or True Fae that desire to take them, though very few will be able to get more than 5 clauses. They may have catches, but those catches are very specific and costly in a different manner. Anyone taught these contracts will not retain their use after you lose this drawback.

No Kith (+200 CP) – You are Kithless, losing your Kith blessing and appearing as a generic ideal of your seeming. This isn't incompatible with dual kith, but you will have used 1 drawback to have a mismatched Kith and seeming. This drawback removes a Child's discount to the Dual-Kith merit.

Interesting (+200 CP) – If there is one thing you don't want to be as a changeling, and that's interesting. Everyone you meet will be watching you, changelings, the Others, other supernaturals, and while I can't predict what will happen, I can say you're in for a hell of a ride.

Red Badge Target (+200 CP) – The militia heard some things about you consorting with the Keepers, and now they want to lynch you. They are the largest militant faction of changelings outside the Summer Court.

Unclear (+200 CP) – Your Clarity falls quickly and rises slowly. This means you will likely hallucinate or develop insanity in-line with your seeming. Have fun chasing those hobgoblins through the mall.

IT'S TIME TO D-D-D-D-DUEL (+200 CP) – You will be challenged to at least one duel a month. The nature of these duels will vary, and include everything from cooking contests to killing contests. If you offend anyone, expect them to challenge you to a duel. You'll also be considered a troublemaker by your Court.

Deadly Fetch (+300 CP, Fetch'd Drawback taken automatically) – Your fetch is malicious, invulnerable, and can return any supernatural abilities used against it seven-fold. The only way to harm it is to say it's true name, which is written on the inside of it's skull and known only by your former Keeper.

Perfectly Normal Humans (+300 CP) – You have drawn the ire of the most dangerous group in the World of Darkness: Humans. They are numerous, willing to do whatever it takes to kill any supernatural they come across, and just stupid enough to bring more hell down on you than anyone could expect.

Annoying Bane (+300 CP) – Being exposed to a certain thing hurts you: You can choose to either have it be something common, like naturally running water, or be relatively rare but well-known. Either way, expect to see it often.

Bad arrangement (+300 CP) – You struck a deal with your Keeper to get out of Arcadia, and every year you must present a new offering to them. One year they may ask for a misprinted bible, the next for a first-born daughter, and if you don't comply, then your powers will fail against them, and they will take you back to their realm, where you will serve out a durance until death.

Repeat abductee (+600 CP) – You will be taken by the Fae again, and again. You better have a damn good, and patient, Motley.

Glossary:

- Changeling: A human changed by time spent in Arcadia.
- Seeming: A general category describing what Changeling was turned into by. Comes with a Blessing and a curse
- Kith: Subcategory to a Seeming, describing a more specific form. Comes with a Blessing
- True Fae aka The Gentry, The Others: A type of denizen of Arcadia, the True Fae are alien to the human mind. They take on Titles to take on shapes, and can take on multiple shapes at once.

They can be realms, individuals, swarms, or even objects if they desire.

- Keeper: the master of a specific Changeling
- The Hedge: The land between Arcadia and the mortal world. Usually thorny brambles and occasional clearings, but not strictly limited to such.
- Arcadia: The domain of the True Fae, where the only rules are the contracts between the world and the True Fae. Each True Fae is a different realm with their own rules.
- trod: A gateway to the Hedge
- durance: A Changeling's time spent in service to their True Fae master
- Court: A political body of Changelings that periodically gives up control to another court
- Freehold: The local society of Changelings, governing and offering support when necessary
- Wyrd: The power of Faerie
- glamour: supernatural energy drawn from human emotion
- Clarity: the Changeling morality stat, representing their ability to tell reality from Arcadia and connection to the hedge.
- Pledge: a supernatural pact enforced by the Wyrd
- contract: A deal made with an aspect of reality, activated by spending glamour or using a catch
- catch: a way to get out of paying glamour to activate the contract
- boon: the desired effect of a contract
- talecrafting: the world is a story and has narrative, make it fit tropes.
- token: an object created or changed through glamour
- entitlement: prestige class that comes with a fancy title
- fetch: a thing made of whatever was nearby when a Keeper abducted a changeling. It looks like the changeling used to and has a bit of the changeling's soul bound to it. Usually missing important parts of the changeling's personality

Notes

You're a starting changeling, if a peculiarly strong one, fanwank some growth in your changeling abilities.

Any drawbacks or downsides associated with perks, but not items or contracts, from this jump fade after this jump. No need to worry about low clarity or terrifying dreams, only more emotional power and the ability to discern the mundane from the magical. Items maintain their downside.

The mask is attached to your changeling form only, which becomes an alt-form post-jump. You can still activate your mask, if you so choose, to appear to be a perfectly ordinary human or whatever else you are, for the most part.

Don't like details in the character origins, locations, or opening? Change them to fit your story. They're fluff and can be torn up as such. Changing the stats is a bit rude, though.

You don't awaken as a jumper until you hit the gas station at your starting location.

Buying both companions import options brings in up to 16 companions, which sounds like bullshit and probably is. Buying named companions just makes this worse.

If you are some sort of god, uberpowerful superbeing, or alldevouring viral monster, I would like to

apologize for the temporary nerf at the start of the Drop-In origin story. For a bullshit explanation: You had no contracts with anything in Arcadia or the Hedge, and the Others are near omnipotent in their own realms. Being a god of corn means nothing when the corn doesn't owe you shit, nerd. Hedge-thorns might also have torn off some of your perks, but you have them all restored when you exit the Hedge at the start of your ten years.

Wyrd 10 Clarity 0 means you are officially a chunk of Arcadia, and you become one of the True Fae. That's a lose condition, but you can choose to stay in the World of Darkness instead of getting sent home. Regular Clarity 0 just means you're a useless raving lunatic screaming at shadows, but it's not an end to the jump.

“BUT I DON'T WANT TO BE A CHANGELING” okay. You are now not a changeling and lose access to all changeling abilities. You just sort of appear at a gas station and are forcibly involved in local changeling affairs. Where there's the wyrd, there's a way. You will not become a Mage, Vampire, or Werewolf this jump. Feel free to try and become a Promethean.

Goblin Fruits: I didn't list them all because I didn't care to. You can probably harvest some that aren't on the list and provided that they aren't complete bullshit I won't call you on it. Examples include a fruit that lets -anything- get pregnant from the next time they have sex with a being they could reproduce with.

Goblin Contracts: Snag some of those if you want, but you aren't buying them with CP. It's a good excuse to visit a Goblin Market, anyway.

Fun vampire facts: If a vampire feeds on a changeling, they taste anything but blood, which can be addictive, and is definitely a delicacy.

Fun werewolf facts: If a changeling draws glamour from a werewolf, they can fly into rages similar to werewolves. It's like good quality cocaine. No stat-boosts, though.

Fun promethean facts: Arcadia and the hedge refuse to recognize the divine fire, or the individuals animated by it. They can easily hide from True Fae.

Is changeling Arcadia the same thing as mage Arcadia? Do whatever fits your story.

You want to create changelings post-jump? Buy the hollow merit and force someone into a life of painful and chaotic slavery for a few years. They should eventually grow to match your expectations, and all you'd lose is the advantages of clarity.

Some of the options might seem like trap options, and the truth is that there isn't an apple in the bunch that isn't poisoned, somehow.

On companions – they will all be at the gas station when your jump officially starts, even if your fetch is with them.

“vernal Motley” - importing solely members of your harem is a-okay in changeling society. Apparently motleys devolving into panromantic orgies is a thing?