

Changeling Character Creation

Step One: Concept

Name

- The first name any changeling is known by is their mortal name (e.g. “Jane Doe,” “Muhammed Ahmadi,” “Zhang Li”), since before they awaken to their fae side (in an event known as the “Chrysalis”) they simply live as a human
- Once a changeling undergoes their Chrysalis, they learn their True Name (e.g. “Pandora Honeyberry,” “Obraïsh the Flawless Flame,” “Stardew Hsien”)—something they usually keep secret or only share with a select few close friends (note that you don’t have to choose a True Name—you can simply leave it unsaid on your character sheet, and your character will simply have a True Name that doesn’t get said aloud)
- It is common for a changeling to choose a fae name, either by combining parts of their mortal and True names or by making one up entirely (e.g. “Janey H. Berry,” “Obraïsh,” “Morning Fox”)

Kith

- This is the “species” of faerie soul that is combined with your human self to make you one of the rare creatures known as changelings (also called the “Kithain”)
- Your Kith determines the appearance of your “fae mien” (your faerie self, visible to other changelings and fae creatures, pronounced “*fay meen*”)

- Your choice of Kith also grants you certain special powers (“Birtherights”) and drawbacks (“Frailties”), which are detailed in Step Six below
- Each Kith has one Realm (described later) with which they’re more comfortable performing magical feats, listed below as their “Affinity”
- The various Kiths available for player characters are described in more detail in the Kiths & Houses rules document, but they are summarized here
- Any of the following Kiths may be selected, but those marked with an asterisk (*) require a Perk to play
 - **Arcadian Sidhe:** (*arr-KADE-ee-en SHEE*) – resplendent aristocrats who in recent generations began to return to the world from the fabled lands of faeries, plural “Sidhe” (*Affinity: Time*)
 - **Autumn Sidhe*:** (*AWT-um SHEE*) – noble descendants of those Sidhe who remained in the Autumn World (a.k.a. the “real” world) when the rest of their kind left it behind, plural “Sidhe” (*Affinity: Fae*)
 - **Boggan:** (*BOG-un*) – industrious and down-to-earth crafters, as well as experts in social dynamics, plural “Boggans” (*Affinity: Actor*)
 - **Clurichaun:** (*CLOO-ruh-kawn*) – boisterous carousers with a fiercely loyal streak and a love of a good brawl, plural “Clurichaun” (*Affinity: Actor*)
 - **Eshu:** (*EE-shue*) – wandering storytellers and explorers with a knack for being in the right place at the right time, plural “Eshu” (*Affinity: Scene*)
 - **Nocker:** (*NOK-ur*) – eccentric and foul-mouthed tinkerers whose inventions are only limited by their imaginations, plural “Nockers” (*Affinity: Prop*)

- **Piskey:** (*PISS-kee*) – likeable and friendly changelings with a reputation for light fingers and a fondness for mortals, plural “Piskies” (*Affinity:* Actor)
- **Pooka*:** (*POOK-uh*) – shapeshifting changelings who resemble a certain animal and love to play tricks, plural “Pooka” (*Affinity:* Nature)
- **Redcap*:** (*RED-kap*) – menacing and ferocious fighters who can intimidate or devour anything, plural “Redcaps” (*Affinity:* Nature)
- **River Selkie*:** (*RI-ver SELL-kee*) – beautiful and charming seal shapechangers who are closely tied to the waters, plural “Selkies” (*Affinity:* Nature)
- **Satyr:** (*SATE-ur*) – goat-legged hedonists who bring the ultimate passion to all their pursuits, plural “Satyrs” (*Affinity:* Fae)
- **Sluagh:** (*SLOO-ah*) – eerie whispering changelings that hide in shadows and uncover secrets long forgotten, plural “Sluagh” (*Affinity:* Prop)
- **Troll:** (*TROLE*) – steadfast and stout warriors that hold their personal honor above all else, plural “Trolls” (*Affinity:* Fae)

Seeming

- This is the “age” of your fae self
- It’s more a function of how you view the world than a strict representation of how old you are
- Your Seeming gives you a small bonus to one of your Tempers (Glamour or Willpower). For more information on the effects of Tempers, see Step Five below
- It also grants you immunity to one kind of Banality Trigger (see the Banality & Glamour rules for more information)

- If your Seeming changes in play, it does not have to move in a set direction (i.e. Childling to Wilder to Grump)
- Options include
 - **Childling:** You view the world with a childlike sense of wonder
 - You do not gain Banality from failing to enchant a mortal
 - You suffer a Banality Trigger whenever you deny a novel idea
 - Your maximum Glamour rating is 10
 - Your maximum Willpower rating is 8
 - You gain +1 Glamour dot
 - You gain the Negative Status Trait “Childling” to represent your relative unreliability and possible naivete
 - **Wilder:** You view the world as a collection of opportunities for adventure and exploration
 - You do not gain Banality from killing a changeling’s chimerical self (as long as it occurs as part of a quest or adventure)
 - You suffer a Banality Trigger when you deny an opportunity for adventure (unless you’re already on one)
 - Your maximum Glamour rating is 9
 - Your maximum Willpower rating is 9
 - You gain your choice of +1 Glamour dot or +1 Willpower dot
 - **Grump:** You look to the long term, building a legacy and accruing wisdom
 - You do not gain Banality from spending too much time around Banal places or people
 - You suffer a Banality Trigger when you fail to provide what your charges require
 - Your maximum Glamour rating is 8

- Your maximum Willpower rating is 10
- You gain +1 Willpower dot
- You gain the Status Trait “Grump” to represent your relative reliability and possible past achievements

Court

- Even if you have not formally pledged allegiance to a liege (a noble patron) or a motley (a group of commoners), you must choose a Court that your character considers theirs
- Your Court allegiance can change in play, but this is rare (see Legacies below for more information)
- If you become a member of a noble House, it is far less common to join one that is allied to a Court other than your own
- Options include
 - **Seelie:** the Court of light, new life, and order
 - Associated with the seasons of Spring and Summer
 - Emphasizes community, harmony, tradition, love, and stewardship
 - Follows the Seelie Code: *“death before dishonor,” “love conquers all,” “beauty is life,”* and *“never forget a debt”*
 - **Unseelie:** the Court of night, culmination, and chaos
 - Associated with the seasons of Autumn and Winter
 - Emphasizes independence, individuality, freedom, self-discovery, and the fight against Banality
 - Follows the Unseelie Code: *“change is good,” “Glamour is free,” “honor is a lie,”* and *“passion before duty”*

Legacies

- Your Legacies are the archetypal roles you tend to play in stories
- All changelings have a Seelie Legacy and an Unseelie Legacy, but the Legacy associated with their chosen Court is the one that generally contributes most directly to their demeanor
- Certain life events, trauma, and magical effects can cause a character's Legacies to swap. In such a case, the changeling almost always chooses to change Courts, as well
 - Switching Courts is never undertaken lightly. It almost always means the changeling is also switching their Legacies and, in doing so, changing their identity on a deep and fundamental level. Because it is such a profound change, an individual who switches Courts must tie the change to a symbolic time of the year, such as during the Beltane or Samhain festivities. This tends to ease the transition for the changeling and those who know them
 - Even so, a changeling that switches Legacies is spiritually exhausted by the transition. To complete the process, the character must expend temporary Willpower points equal to their total number of permanent Willpower dots
 - A changeling that switches Courts loses half of their Status Traits, rounded down
 - Additionally, if a character has learned any levels of an Art that is familiar to their current Court, they do not gain familiarity with 1 of their new Court's Arts for each Art they learned from their current Court (e.g. a Seelie character with levels of Spring but not Summer would become familiar with *either* Autumn or Winter when switching Courts, but not both)
- Every Legacy has an action it prefers to pursue ("Quest") and a vice it tends to indulge ("Ban")

- When you accomplish your primary Legacy's Quest, tell a Narrator, and they will award you a point of Willpower (this can only happen once per game session)
- Some Legacies have Quests that are more easily handled in Downtime. If you choose to use your Downtime Action to pursue your Legacy's Quest, let a Narrator know so they can award you an extra starting point of Willpower at the beginning of the next game session. You still can only gain one point of Willpower from your Legacy's Quest per game session
- In order to violate your primary Legacy's Ban, you must expend a point of Willpower (this is only required a maximum of once per scene)
- If you can justify violating your primary Legacy's Ban with your secondary Legacy's Quest, tell a Narrator, and they may allow you to skip spending the aforementioned point of Willpower
- Seelie Legacies include
 - **Bumpkin:** a logical, focused proponent of common sense and practicality
 - *Quest:* overcome adversity with a practical solution
 - *Ban:* never pass up a chance to use logic or common sense
 - **Courtier:** a witty, flirtatious practitioner of etiquette and diplomacy
 - *Quest:* maintain social peace and harmony
 - *Ban:* never purposefully cause disharmony
 - **Crafter:** a skillful mender of broken things and fixer of imperfections
 - *Quest:* build something that will endure
 - *Ban:* never pass up an opportunity to improve an object
 - **Dandy:** a social climber and gossip who's always on the lookout for ways to climb the hierarchy

- *Quest:* solidify your social standing or rise in social rank
- *Ban:* never pass up a chance to make yourself look good or impress your superiors
- **Hermit:** a reclusive, introspective sage who is skilled at listening and dispensing wisdom
 - *Quest:* discover the solution to a problem through thoughtful introspection
 - *Ban:* never chat idly or assert yourself unless you have a unique insight into a dire situation
- **Orchid:** a pampered, sheltered creature that has trouble trusting others and spotting deception
 - *Quest:* keep your innocence or sense of safety through a scary situation
 - *Ban:* never reveal your true self or trust anyone other than very close friends
- **Paladin:** a courageous seeker of challenges who grows restless when there's no adversary to overcome
 - *Quest:* overcome a truly challenging obstacle
 - *Ban:* never refuse a fair challenge
- **Panderer:** a tireless people-pleaser that often employs anonymous acts of joy-bringing
 - *Quest:* make someone happy without them knowing the part you played in their joy
 - *Ban:* never intentionally do something to make someone unhappy
- **Regent:** a judge and lawgiver who rewards the just and punishes the unjust
 - *Quest:* resolve a situation with your strong leadership
 - *Ban:* never avoid a duty or violate the laws by which you live

- **Sage:** a knowledgeable, experienced teacher who seeks learning and offers teaching
 - *Quest:* give someone advice which leads them to success
 - *Ban:* never impede anyone's chosen course of action (there are many paths to wisdom)
- **Saint:** an empathetic martyr who always strives to ease the burdens of everyone around them
 - *Quest:* protect another from harm or alleviate someone's suffering
 - *Ban:* never knowingly cause distress or harm to anyone
- **Squire:** a humble and competent sidekick who avoids the spotlight while supporting their chosen hero
 - *Quest:* play a vital but uncredited role in a significant accomplishment
 - *Ban:* never contradict or undermine your hero
- **Troubadour:** a devotee of ideal beauty who indulges every experience to the fullest
 - *Quest:* achieve a goal in the name of a higher purpose (e.g. love, friendship, beauty, etc.)
 - *Ban:* never hide your feelings
- **Wayfarer:** an endless wanderer seeking the unknown and given to restlessness
 - *Quest:* survive a dangerous situation by your own wits
 - *Ban:* never plan for the future
- Unseelie Legacies include
 - **Beast:** a bold, driven conqueror who treats everyone as enemies or subordinates
 - *Quest:* remove significant opposition to your goals
 - *Ban:* never retreat or forfeit that which is yours

- **Fatalist:** a calm observer who sees all the world's flaws and unflappably endures catastrophes
 - *Quest:* give a warning of doom that comes to pass
 - *Ban:* never laugh except in bitterness, sarcasm, or schadenfreude
- **Fool:** a laughing trickster who casts light on the meaninglessness of things
 - *Quest:* deflate an overblown ego or knock the self-righteous down a peg
 - *Ban:* never search for the "whys" in life, for there are none
- **Grotesque:** a disgusting freak who enjoys pushing people's buttons and disrupting social harmony
 - *Quest:* cause someone to falter or lose their composure
 - *Ban:* never willingly conform to polite society
- **Knave:** a guide on the paths to forbidden desires who loves to tempt the innocent and upright
 - *Quest:* convince someone to do something they oppose and have them end up enjoying it
 - *Ban:* never shelter anyone from harsh truths
- **Outlaw:** an untrustworthy conniver who feels no guilt at breaking the world's phony rules
 - *Quest:* commit a selfish act that shakes up the status quo
 - *Ban:* never do anything that helps others more than it helps you
- **Pandora:** a deeply curious explorer who seeks to reveal every secret as quickly as possible
 - *Quest:* overcome a situation by doing something you were warned against
 - *Ban:* never keep a secret

- **Peacock:** a vain, narcissistic attention seeker who lashes out whenever someone outshines them
 - *Quest:* prove you are the best at something
 - *Ban:* never admit failure or a fault
- **Rake:** a greedy, gluttonous hedonist who thinks nothing could be too extravagant
 - *Quest:* succeed in pursuit of a pleasure
 - *Ban:* never part with anything unless you expect a reward or a hard fight
- **Riddler:** an enigmatic diviner who doles out deceptive advice that others never manage to unravel
 - *Quest:* confuse or mislead someone
 - *Ban:* never allow anyone to uncover the truth about you or your origins
- **Ringleader:** a brutal alpha who instills submission in their followers and uses the group for their own ends
 - *Quest:* use your followers to accomplish your goal
 - *Ban:* never allow any one person to threaten your organization or goals
- **Rogue:** a lazy, self-centered conniver who always finds the path of least resistance to get a reward
 - *Quest:* achieve something others don't think you deserve
 - *Ban:* never choose effort over pleasure
- **Savage:** an uncivilized, primal creature that prefers to hunt their own food and fight those who stand against them
 - *Quest:* conquer foes who believe their culture superior to yours using your own cunning and might
 - *Ban:* never indulge in civilized folly
- **Wretch:** an outcast and victim, often viewed as a loser by others who broods alone on everyone else's flaws

- *Quest*: cause others to vilify you or despair of getting through to you
- *Ban*: never accept praise

House

- Noble Houses can be joined by any character with dots in the Title Background
- Both types of Sidhe are automatically considered nobles, but they must still possess at least one dot of Title to join a House
- Commoner characters who gain dots in the Title Background may also join noble Houses
- A member of a House gains a mechanical benefit (“Boon”) and drawback (“Foible”) from the House
 - Effects similar to Boons and Foibles can be acquired by commoners who swear the Oath of Hoi Polloi, described in the Status, Positions, & Oaths rules. However, the Hoi Polloi are being phased-out in an upcoming rules update
- All but 2 Houses pledge allegiance to one of the Courts, but they may rarely accept members who are from the opposing Court. This requires a Perk
- The Houses available for player characters are described in more detail in the Kiths & Houses rules document, but they are summarized here
- Any of the following Seelie Houses may be selected on character creation, provided the character is a Titled Seelie noble. Houses marked with an asterisk (*) are somewhat uncommon and require a Perk to enter play as a member
 - **Beaumayn***: (*BOE-main*) haunted seers and monster hunters plagued by an old crime

- **Dougal:** (*DOO-gull*) stoic inventors and craftsmen whose bodies contain artificial parts
 - **Eiluned:** (*ell-EE-ned*) talented magicians and investigators whose curiosity often causes trouble
 - **Fiona:** (*fee-OH-nuh*) fearless adventurers and romantics with stormy personal lives
 - **Gwydion:** (*GWID-ee-ohn*) renowned leaders gifted at detecting lies but possessed of fearful tempers
 - **Liam*:** (*LEE-um*) political outcasts determined to speak up for commoners and mortals
- Any of the following Unseelie Houses may be selected on character creation, provided the character is a Titled Unseelie noble. Houses marked with an asterisk (*) are somewhat uncommon and require a Perk to enter play as a member
 - **Aesin*:** (*EE-sin*) domineering lords of the wilderness who rule over mortals like feudal masters
 - **Ailil:** (*ay-LEEL*) master politicians and manipulators, if sometimes too clever for their own good
 - **Balor:** (*BAY-lor*) ruthless warriors and implacable foes deformed by tainted blood
 - **Daireann:** (*dar-RAWN*) consummate hosts and renowned poisoners, prone to boasting
 - **Leanhaun:** (*lee-ANN-in*) peerless artists and patrons with a vampiric hunger for mortal Glamour
 - **Varich*:** (*VAH-rik*) cold and calculating strategists who will bet everything on the right risk
 - The following rare Houses are generally not aligned to either Court and may be selected by any kind of Titled noble, though they both require a Perk to join

- **Danaan:** (*da-NON*) walkers of the Dreaming, recently returned to herald a great change
- **Scathach:** (*SKAH-huh*) mysterious warriors who avoid politics and associate with Prodigals (vampires, mages, werewolves, and wraiths)

Step Two: Traits

The Three Categories of Traits

- Every character has 9 Traits: 3 Physical, 3 Social, and 3 Mental
- Each Trait is rated from 1 to 5 (all Traits start with 1 dot for free), with 2 being the human average and 5 being the human maximum. Certain effects (such as a Kith's Birthrights) might increase a Trait's rating to more than 5, but using that Trait in public is likely to garner a lot of unwanted attention (e.g. people will generally take notice if a person picks up a car and throws it)
- When creating your character, choose which of these categories you would like to be your primary, secondary, and tertiary Traits
- You get to allot 7 dots to your primary Trait category (for a total of 10)
- You get to allot 5 dots to your secondary Trait category (for a total of 8)
- Finally, you get to allot 3 dots to your tertiary Trait category (remember that all Traits start with 1 dot for free, bringing your total in this category to 6)

Physical Traits

- Each character has 3 Physical Traits: **Strength, Dexterity, and Stamina**
- **Strength** represents brawniness, athletic power, and the will to push your body to great feats. It is used when making Physical attacks that rely on force or size, as well as actions to push, pull, or lift things

- **Dexterity** represents grace, speed, and coordination. It is used when making Physical attacks that rely on steady hands or precise movement, as well as actions to dodge attacks, move quickly, or perform feats of balance
- **Stamina** represents endurance, healthiness, and resistance to pain. It is used when defending against attacks that can be deflected or absorbed, as well as actions to resist effects such as poison, disease, or drugs

Social Traits

- Every character has 3 Social Traits: **Charisma, Manipulation, and Appearance**
- **Charisma** represents your ability to communicate clearly, to express your genuine feelings, and to be likeable or worthy of attention
- **Manipulation** represents your ability to get others to react to you the way you want, whether that be via deception, intimidation, seduction, etc.
- **Appearance** represents not only your relative beauty and how striking you look, but also your capacity for using style, poise, and movement to control how others react to the sight of you

Mental Traits

- Each character has 3 Mental Traits: **Perception, Intelligence, and Wits**
- **Perception** represents the keenness of your senses, as well as your ability to notice things that are hidden or otherwise hard to spot
- **Intelligence** represents not only your overall knowledge and the general strength of your mind, but also your ability to learn new things
- **Wits** represents your ability to think on your toes, put 2 and 2 together, and perform leaps of intuition or logic

Step Three: Skills

The Two Categories of Skills

- Characters have 2 types of Skills: **Abilities and Knowledges**
- When creating your character, choose which of these categories you would like to be your primary and secondary set of Skills
- You get 5 points to allot to your primary Skills
- You get 3 points to allot to your secondary Skills

Abilities

- **Abilities** represent things your character has learned to do through practice or training
- The most common use for an Ability is to expend a single level of it to retest a failed attempt to win a Challenge related to that Ability (e.g. Sarah the Satyr is trying to kick Rodney the Redcap down a flight of stairs, which is a Physical Challenge. Sarah throws Scissors, and Rodney throws Rock. As she now stands to lose the Challenge, Sarah can now mark off a single level of the relevant Ability, Brawl, to throw again). Using an Ability in this way can only be done once for a given Challenge, regardless of how many levels of the Ability (or other relevant Abilities) a character might have.
 - An exception to this rule exists in the case of a Challenge against multiple opponents, in which you can call for 1 retest per enemy (provided you have the Ability levels to do so)
- Another use for an Ability to is cancel (“recall”) an opponent’s attempt to retest a Challenge you’re winning (e.g. once Sarah marks off her level of Brawl to retest, Rodney chooses to mark off a level of Dodge to cancel her retest and therefore remain the winner of the Challenge). Just like a retest, using an Ability in this manner can only be done once in a single Challenge (i.e. you get 1 retest *or* recall from

- An exception to this rule exists in the case of a Challenge against multiple opponents, in which you can recall or retest 1 time per enemy (provided you have the Ability levels to do so)
- You can purchase an Ability multiple times, up to a maximum of 5 (though there are some effects that might increase an Ability's rating beyond 5)
- You can regain a single expended level of an Ability by spending a Willpower point. There is no limit to the number of times this can be done
- Abilities marked with an asterisk (*) require you to select a specific area of focus when purchasing them (e.g. you can have Profession – Brewer x2, but you can't simply purchase Profession x2)
- Most basic actions do not require a character to possess a level of an Ability to attempt them, as an Ability represents remarkable expertise in a given subject (e.g. a character can drive a car without having any levels in the Drive Ability). However, advanced techniques might not be possible without a sufficient rating in the relevant Ability (e.g. a character can't even attempt to operate a freight train or win a drift contest without at least 1 level of the Drive Ability)
- We do not use any Specialization or Dual-Wielding Ability rules
- Abilities include
 - **Animal Ken:** this involves the capacity to train and communicate with animals, as well as general knowledge of animal behaviors
 - **Archery:** the capability to maintain and use weapons that fire arrows, bolts, or darts, allowing the wielder to choose either Dexterity or Perception as the Trait used for an attack
 - **Athletics:** this involves most non-combat physical tasks, from lifting to ice-skating, as well as throwing things
 - **Brawl:** this governs physical, close combat without weapons, from martial arts to wild punches

- **Dodge:** this covers physically avoiding dangers, including most attacks
- **Drive:** the capability to operate automobiles and other forms of ground transportation (for more complex or esoteric vehicles, use the Ability Profession: Pilot)
- **Empathy:** this represents the ability to understand the motivations and feelings of others, including seeing through most forms of deception (often opposed by the Subterfuge Ability)
- **Firearms:** the capability to maintain and use firearms, allowing the wielder to choose either Dexterity or Perception as the Trait used for an attack
- **Hobby/Profession Ability*:** any Ability your character has that is not represented by another Ability in this list (e.g. Hobby – Art Collection or Profession – Mediator)
- **Intimidation:** this involves your capacity for frightening others or browbeating them into obedience
- **Investigation:** this covers the skills needed to find clues or notice things others might overlook (note that investigations employing magical senses are governed by the Kenning Ability)
- **Kenning:** the supernatural equivalent of Investigation, Kenning represents both your awareness of magical happenings and your talent for piercing magical illusions; when you see a changeling Art being employed you can expend a level of this Ability to discern what Art it is
- **Larceny:** the capability to perform sleight of hand, pick pockets, or cover your tracks
- **Leadership:** this involves both the capacity to give orders that will be followed and to establish dominance in social situations

- **Melee:** this is used in place of the Brawl Ability when you are armed with a close-combat weapon such as a sword or a whip
- **Repair:** this represents both your skill at fixing flaws in machines and objects as well as the skill to identify them (note that *understanding* how objects how or how to make them requires the appropriate Knowledge—such as Craft or Science)
- **Scrounge:** this involves quickly finding objects that fit a certain need but not necessarily the specific object sought (e.g. if you want to get through a locked window, you might locate a hammer instead of a glass cutter)
- **Stealth:** this governs your knack for blending into your surroundings, moving quietly, or otherwise going unnoticed, as well as your skill at concealing objects
- **Subterfuge:** this covers your talent for lying, misleading, or hiding the truth (usually opposed by the Empathy Ability)

Knowledges

- **Knowledges** represent information your character has learned or education your character has received
- You can purchase the same Knowledge more than once, up to a maximum of 3 (though some effects might increase a Knowledge's rating beyond 3)
- Even without a rating in a given Knowledge, a character is likely to know what most people do about that subject (e.g. despite not having any levels of the Computer Knowledge, Susan the Selkie is capable of setting up an email account)
- Knowledges can be used to retest or recall much like Abilities, though this comes up more rarely than with Abilities

- You can regain a single expended level of a Knowledge by spending a Willpower point. There is no limit to the number of times this can be done
- More often, Knowledges are used to indicate your character's overall access to information in a given subject. Information that isn't hidden or obscure is simply known by a character possessing a level of the relevant Knowledge
- If you want your character to know an obscure piece of information, you can expend a level of the appropriate Knowledge and then ask a Narrator for a Static Challenge of your Intelligence vs a difficulty of 5 to 15 (with 5 being only slightly uncommon information and 15 being the deep secrets of the universe)
 - If you succeed in this test, your character now knows this information forever (unless their memory is somehow altered)
 - If you fail in this test, the Narrator will provide you with false information related to this subject, which your character believes unless you expend another level of the relevant Knowledge or are convinced by another character using their Charisma vs your Intelligence that your conclusion was wrong or inaccurate (you cannot choose to relent to this Challenge)
 - You can only attempt to learn a particular piece of information in this way once
- However, imparting secret information to others and having them believe you can be tricky. If you wish to teach someone a piece of information obtained in the way outlined above, you must expend another level of the relevant Knowledge and then win in a Static Challenge of your Charisma vs their Intelligence
 - If you are successful, your target now also knows this information forever

- If you fail, your presentation of the information rings false to your target
- You can only attempt to impart a particular piece of information in this way to a given target once
- Knowledges marked with an asterisk (*) require you to select a specific area of focus when purchasing them (e.g. you can have Crafts – Metalworking, but you can't simply purchase Crafts)
- Knowledges include
 - **Academics:** an understanding of the humanities, history, philosophy, and general knowledge
 - **Computer:** expertise in programming, hacking, and computer science (also applies to devices like smartphones)
 - **Crafts*:** training and talent in the creation or improvement of physical objects (possible foci include sculpture, mechanical engineering, cooking, etc.)
 - **Enigmas:** often prized among changelings, this is both a wide repertoire of riddles as well as the ability to solve riddles and similar mysteries
 - **Etiquette:** mastery over the rules of different social groups, from courtly rituals to rap battles, allowing the user to expend a level of this Knowledge to immediately retract a social blunder
 - **Expression*:** this involves mastery of written and formal communications, as well as strictly audio/visual media of art, such as painting or composing a symphony (possible foci include music, creative writing, painting, etc.)
 - **Finance:** expertise in both the management of and the complex world of money and economics, allowing the user to expend a level of this Knowledge to recover an expended level of the Resources Background once per month

- **Gremayre:** (*GRAM-uh-rye*) comprehension of Glamour, faerie lore, chimera, and magic (note that Occult governs knowledge of the magics of creatures other than changelings, chimera, and related beings)
- **Law:** awareness of formal codes of rules, as well as loopholes
- **Linguistics*:** a special Knowledge with no maximum rating which allows the user to know 1 additional language (spoken and/or written, where applicable) for every level possessed (e.g. Russian, Esperanto, American Sign Language, etc.)
- **Expert/Lore*:** any Knowledge your character has that is not represented by another Knowledge in this list (e.g. Expert – Sports Trivia or Lore – Vampires)
- **Medicine:** education and training in anatomy, pathology, pharmacology, and/or healing (note that the Knowledge Science – Biology or Chemistry might cover more academic or abstract pieces of medical knowledge)
- **Occult:** a counterpoint to the Gremayre Knowledge, this represents your understanding of magical or paranormal things that are unrelated to the Dreaming (such as the powers of ghosts or the best place to find a sasquatch)
- **Performance*:** the talent and training for arts typically executed in front of audiences (possible foci include wind instruments, drama, ballet, etc.)
- **Politics:** expertise and comprehension of power structures, social ranks, and intrigue, allowing the user to expend a level to ask the Storyteller for general machinations or to evaluate a scheme
- **Science*:** formal education in both the theoretical aspects and practical applications of a particular scientific discipline (possible foci include physics, sociology, astronomy, geology, etc.)

- **Security:** training in both the modern methods of surveillance and security, as well as how to circumvent them
- **Streetwise:** the gritty sibling of the Academics Knowledge, this covers your understanding of pop culture, lowlife slang, gang turf, grifts, and how to acquire/offload illicit goods
- **Survival:** mastery over the non-urban parts of the world, allowing the user to choose Physical or Mental Traits for tracking, hunting, setting traps, finding water, making camp, and keeping from getting lost (note that the Abilities Investigation and Scrounge cover these sorts of tasks in urban environments)

Step Four: Advantages

Backgrounds

- Backgrounds represent advantages your character gains from outside sources, such as friends, equipment, or magical characteristics
- Every character starts with 5 points to spend on Backgrounds
- Backgrounds cannot normally be increased with Experience points without a related Quest Downtime Activity. In such cases, the Experience cost of a Background is 2 multiplied by the level being purchased (i.e. 2 points for the first level, 4 for the second level, 6 for the third, and so on)
- If a Background is acquired during play, your character might incur an Experience Debt of twice the Background's rating. This rule exists to help balance the fact that a character might be given powerful items during play that weren't paid for by Experience points, though the Storyteller will only add this Debt if the Background is essentially a permanent change to your character sheet (and even then only in certain cases, where balance is a particular concern)

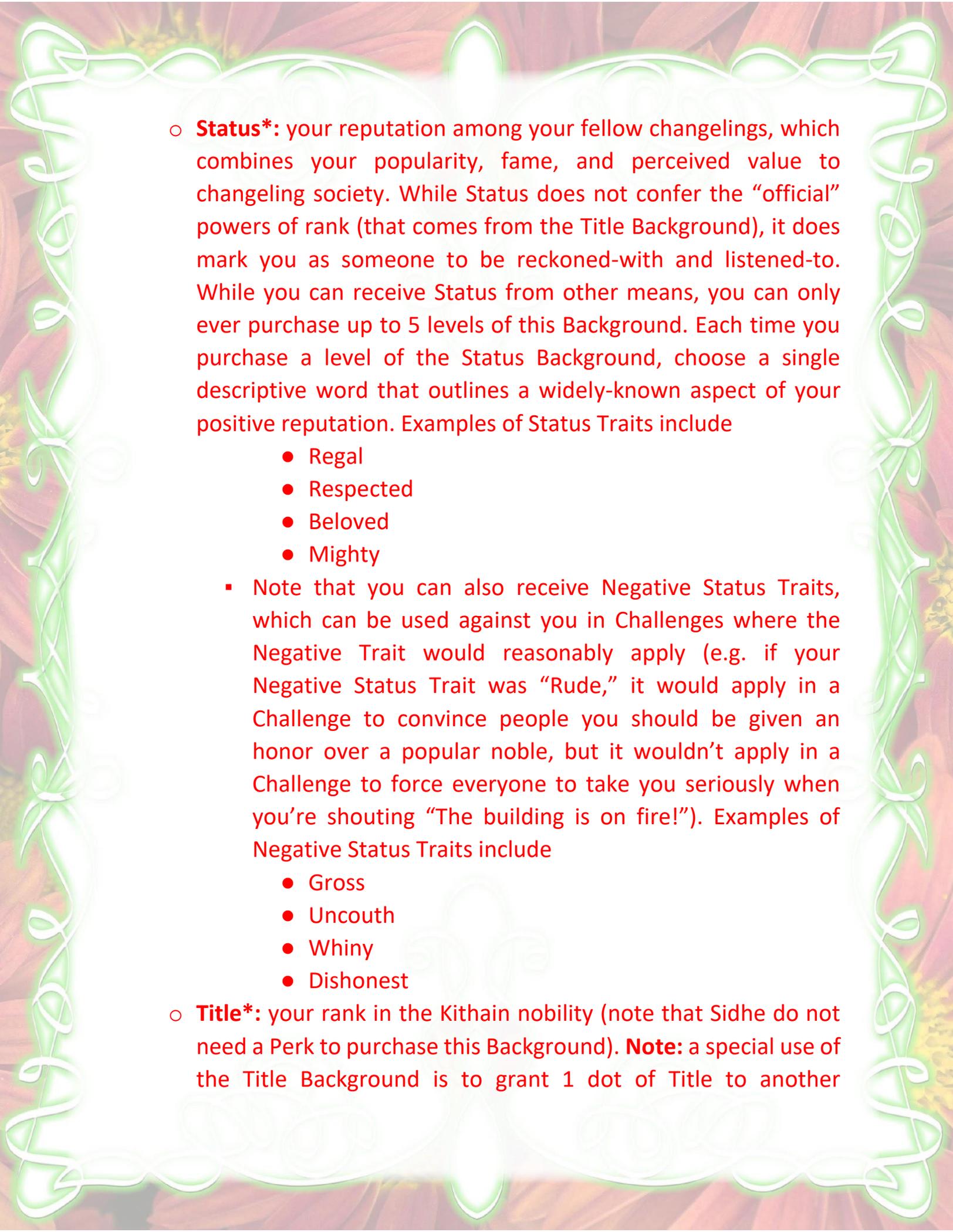
- If a Background is lost during play, your character will not gain refunded Experience points. This rule exists to help balance the fact that Backgrounds can be extraordinarily powerful but can also be lost via theft, destruction, or other story events
- Note that the ability to purchase an animated chimerical companion is currently banned in Backbeat Ballad, simply due to the challenges faced by the Staff in roleplaying too many chimera in a given scene
- Most Backgrounds use the rules found in *Laws of the Night: Revised*. Backgrounds that work differently or are new to Backbeat Ballad are described below in more detail
- Backgrounds marked with an asterisk (*) require a Perk to purchase
- Backgrounds marked with a dagger (†) may be pooled among members of a motley
- Backgrounds marked with a double dagger (‡) cost double the usual points per level
- Backgrounds include
 - **Allies:** mortals who owe you favors or otherwise want to help you out. Allies usually don't know about your changeling nature. Rules for Allies can be found in *Laws of the Night: Revised*
 - **Chimera:** inanimate chimerical items possessed by the character. Note that every character receives a *voile* (their character's chimerical clothing, jewelry, and simple equipment, pronounced "voyl") for free. Chimera usually serve the same purpose as some mundane object, but they might operate in a more whimsical or fantastic manner (e.g. instead of a motorcycle, you might have a clockwork warhorse), and they cannot be seen by mortals
 - **1:** a memento or conversation piece (e.g. a jewel that's always slightly warm to the touch)
 - **2:** a useful item (e.g. a letterbox that eats unwanted mail)

- **3:** a moderately powerful item (e.g. a pouch of dust that allows its user to hover)
- **4:** a powerful item (e.g. oil that briefly turns objects invisible)
- **5:** a legendary item (e.g. a sword that expertly fights in the hands of any user)
- **Contacts:** you know people who can get you information and rumors. Contacts usually don't know about your changeling nature. Rules for Contacts can be found in *Laws of the Night: Revised*
- **Dreamers:** you have cultivated relationships with some Dreamers (mortals with especially low Banality and a creative streak), and you can use this to gain Glamour. This Background functions the same as the Herd Background in *Laws of the Night: Revised*, except that when you spend 15 minutes out of play, you can spend as many levels of Dreamers as you wish to gain 1 Glamour per level spent. Because they are otherwise regular humans and affected by the Mists, Dreamers do not know of your changeling nature and instead think of you as an exceptional patron, mentor, or guardian
- **Fame:** your character is so widely known in the mortal world that their ability to use certain Backgrounds is no longer limited to the local region. Rules for Fame can be found in *Laws of the Night: Revised*
- **Holdings*†‡:** your character (or motley) have control over a Freehold. While this imposes a grave responsibility to be a good caretaker, it also gives several benefits:
 - Characters who stay in a Freehold for at least one week during Downtime can heal wounds at an increased rate (though they also gain Nightmare from this)

- Certain injuries and conditions (e.g. chimerical death) require a character be taken to a Freehold before they can fully recover
 - Characters with access to a Freehold can extract 1 point of Glamour from that Freehold per level of this Background (i.e. if a Freehold was purchased with Holdings x3, then it produces 3 Glamour per month for characters to collect). This does not require a Challenge, but it does require spending 30 minutes out of play if done during a game session set at a location other than the Freehold itself
 - If this Background is pooled, one character must be selected as the Freehold's Guardian, and this character has final say over who can use the Freehold's benefits and how much each month
- **Influence:** these Backgrounds represent your character's control over mortal society. The specific rules for Influences can be found in *Laws of the Night: Revised*. For additional rules on using Influences, see the Downtime Actions & Items rules document. If a character possesses at least 1 point in an Influence category, they will receive hints about actions taken by other players using that type of Influence. If you wish to employ stealth to keep a use of Influence hidden from other players, you must expend twice the points when making your move. Every point purchased in this Background must be assigned to a specific Influence category, up to a maximum of 5. These are:
- **Bureaucracy:** government agencies such as the power company or records office
 - **Church:** various religious organizations
 - **High Society:** charities, museums, and performance venues

- **Financial:** businesses, banks, and other economic institutions
- **Health:** hospitals and other public or private health agencies
- **Industry:** manufacturing and similar businesses
- **Legal:** law firms and the court system
- **Media:** news channels, podcasts, and Internet news sites
- **Occult:** secret societies and covens
- **Police:** law enforcement and support agencies
- **Political:** politicians and their offices
- **Street:** gangs, vagabonds, and homeless groups
- **Transportation:** cargo and commercial transportation over ground, water, and air
- **Underworld:** organized crime
- **University:** colleges and other academic institutions
- **Mentor:** a knowledgeable guide who might help you learn valuable skills. The rules for Mentors can be found in *Laws of the Night: Revised*. See below for alterations to the rules found in that book
 - **1:** your Mentor has a Knowledge at a higher rating than your own and can teach you 1 Art or Realm you don't know up to the Basic levels
 - **2:** your Mentor will loan you a level of Contacts, Influence, Resources, or Status for one month
 - **3:** your Mentor can teach you 1 Art or Realm you don't know up to the Intermediate levels
 - **4:** your Mentor will loan you two levels of Contacts, Influence, Resources, or Status for one month
 - **5:** your Mentor can teach you 1 Art or Realm you don't know up to the Advanced level

- **Remembrance:** knowledge you can discern via your connection with either the Dreaming or your fae soul's past lives
 - This allows you to expend levels of Remembrance to gain a matching (e.g. Remembrance x3 is spent to gain Occult x3) temporary level of an Ability or Knowledge you don't already possess, provided you can win or tie a Simple Test
 - Failure means the Remembrance is expended, but no temporary Skills were gained, as your connection to your useful memories is hazy and confused
 - Temporary Skill points received from Remembrance expire if they are not used within 1 hour, and their effects can last no longer than 1 scene (e.g. Erica the Eshu is trying to understand what a Korean man is saying, so she spends 1 level of Remembrance and wins a Simple Test. She chooses to gain the Knowledge Linguistics – Korean, allowing her to understand and speak the foreign language for 1 scene before her connection to the Dreaming fades, and she goes back to being unable to comprehend or reply to his words)
 - Note that Remembrance can only be attempted once in a given Challenge
- **Resources:** wealth and general possessions. Rules for Resources can be found in *Laws of the Night: Revised*
- **Retinue:** enchanted mortals who aid you in your endeavors. This functions just like the Retainers Background in *Laws of the Night: Revised*, except changelings cannot create ghoulish servants. Instead, they have the option of purchasing extraordinarily capable servants in the form of Kinain (humans with a small amount of fae blood) for the cost of 2 dots of the Retinue Background. Members of your Retinue are usually aware of your changeling nature (and Kinain *always* are)

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- **Status***: your reputation among your fellow changelings, which combines your popularity, fame, and perceived value to changeling society. While Status does not confer the “official” powers of rank (that comes from the Title Background), it does mark you as someone to be reckoned-with and listened-to. While you can receive Status from other means, you can only ever purchase up to 5 levels of this Background. Each time you purchase a level of the Status Background, choose a single descriptive word that outlines a widely-known aspect of your positive reputation. Examples of Status Traits include
 - Regal
 - Respected
 - Beloved
 - Mighty
 - Note that you can also receive Negative Status Traits, which can be used against you in Challenges where the Negative Trait would reasonably apply (e.g. if your Negative Status Trait was “Rude,” it would apply in a Challenge to convince people you should be given an honor over a popular noble, but it wouldn’t apply in a Challenge to force everyone to take you seriously when you’re shouting “The building is on fire!”). Examples of Negative Status Traits include
 - Gross
 - Uncouth
 - Whiny
 - Dishonest
 - **Title***: your rank in the Kithain nobility (note that Sidhe do not need a Perk to purchase this Background). **Note:** a special use of the Title Background is to grant 1 dot of Title to another

changeling of one's Court. This can only be done 1 time every season, and a character can only ever increase another's Title rating to their own Title rating minus 1

- **1:** squire, squires, or esquire (holding no explicit authority, nor any mode of address)
 - **2:** knight or lady (holding no land-based authority, addressed as "Sir" or "Lady" or "Dame")
 - **3:** baron or baroness or baronet (holding authority across a barony, addressed as "Lord" or "Lady")
 - **4:** count or countess or earl (holding authority across a county, addressed as "Your Excellency")
 - **5:** duke or duchess (holding authority across a duchy, addressed as "Your Grace")
- **Treasure†:** a mundane item that has been enchanted with Glamour. Treasures exist, like changelings themselves, in both the real and chimerical worlds. A Treasure also has a specific magical feat it can perform, generally replicating a single level of an Art combined with a single Realm. Also, a changeling cannot forget themselves due to Banality while holding a Treasure. Mortals who are touched with a Treasure are automatically enchanted. Players are encouraged to work with a member of the Staff when creating a Treasure, as the process can become quite complex
- **1:** common, rank one of an Art
 - **2:** uncommon, rank two of an Art
 - **3:** rare, rank three of an Art
 - **4:** unique, rank four of an Art
 - **5:** legendary, rank five of an Art

Realms

- Realms are one half of a changeling's ability to perform magic. They govern what can be targeted or affected by a spell ("Cantrip")
- All characters start with 5 points in Realms, and each Realm is rated from 1 to 5
- Additionally, each character gains 1 free dot in their Kith's Affinity Realm (listed below and in the Kith's description above)
- Realms marked with an asterisk (*) require a Perk to purchase (unless your Kith treats them as familiar). Also, even if a character has access to these Realms, Glamour cannot be used to "cheat" to access additional levels of the Realms
- Realms marked with an asterisk (*) also increase the cost of a Cantrip by 1 Glamour when used to modify a Cantrip. These Realms can never be the only Realm used to cast a Cantrip (instead, they modify a Cantrip's effects)
- Realms include
 - **Actor:** affecting mortals, Kinain (mortals with some fae blood), and Prodigals (supernatural beings unrelated to the fae)
 - **1:** True Friend – a well-known friend or confidante
 - **2:** Personal Contact – someone you've met and had at least a few minutes' interaction with and whose name you know
 - **3:** Familiar Face – anyone you recognize based on some pre-existing context (e.g. "the guy who drives the ice cream truck" or "that cop who gave me a ticket last week")
 - **4:** Dire Enemy – anyone who's established themselves as an antagonist, even if you've never met them
 - **5:** Complete Stranger – anyone, so long as you've got some idea of whom you're targeting
 - **Familiar to all Kiths**
 - **Fae:** affecting changelings, chimera, and all things of Glamour

- **1:** Hearty Commoner – a non-Sidhe changeling without any levels of the Title Background
- **2:** Lofty Noble – a Sidhe or member of another Kith with levels of the Title Background
- **3:** Manifold Chimera – chimera or chimerical objects (note: a changeling's *voile* counts as part of them and therefore cannot be targeted by this Realm)
- **4:** Elusive Gallain – strange or unusual fae creatures, such as Nunnehi, Menehune, Adhene, Inanimae, or Thallain
- **5:** Dweomer of Glamour – a Cantrip, Treasure, Freehold, dross, or trod
- **Familiar to all Kiths**
- **Nature:** affecting animals, plants, and natural phenomena
 - **1:** Base Element – air, earth, fire, or water
 - **2:** Raw Material – unliving organic material such as wood, paper, hemp, etc.
 - **3:** Verdant Forest – living plants
 - **4:** Feral Animal – living animals (note: a being that has been transformed into an animal is still affected by the Realm that targets their original form)
 - **5:** Natural Phenomena – weather patterns, volcanic eruptions, earthquakes, etc.
 - **Familiar to all Kiths**
- **Prop:** affecting devices and man-made items of all kinds (note: this Realm can never affect objects made of cold iron)
 - **1:** Ornate Garb – anything that is commonly worn
 - **2:** Crafted Tool – any object that doesn't use electricity and has no moving parts

- **3: Mechanical Device** – objects with moving parts, so long as they don't require fuel or an electrical power source
- **4: Complex Machine** – machines that require fuel or electricity, so long as the object is fairly easy to explain and use
- **5: Arcane Artifact** – even the most complex of devices
- **Familiar to all Kiths**
- **Scene***: affecting large areas or multiple targets (note: this Realm cannot be used on its own and instead modifies the number of targets affected by a Cantrip)
 - **1: The Chamber** – a small, discrete, enclosed area
 - **2: The Cottage** – a small, contiguous building
 - **3: The Lonely Lane** – a highway or road
 - **4: The Glen** – an entire discrete, easily-defined outdoor location
 - **5: The Castle** – a single massive structure or a cluster of smaller buildings that fall under a single intuitive header
 - **Familiar to Eshu**
- **Time***: affecting the duration or triggering of Cantrips (note: this Realm cannot be used on its own and instead modifies the activation or duration of a Cantrip)
 - **1: Three-Fold** – the duration of the Cantrip is tripled
 - **2: Suspended Sands** – the Cantrip's effect is delayed and will activate at a time of the player's choosing (set when the Cantrip is cast), up to a year and a day in the future
 - **3: Fateful Trigger** – the Cantrip may be set to "hang" until a specified trigger occurs. The caster must use the appropriate Realm for the trigger
 - **4: Bright Echoes** – after the Cantrip ends, it automatically reactivates a second time

- **5: Glorious Renewal** – the Cantrip becomes seasonal and reactivates after being dormant. The specific trigger for reactivation is set by the player and must be significant (e.g. an equinox, eclipse, birthday, etc.), and there must be significantly more time between activations than the duration of the Cantrip
- **Familiar to Arcadian Sidhe**

Arts

- The second half of a changeling's ability to perform magic are the Arts, which determine the effects of a spell ("Cantrip")
- All characters start with 3 levels of Arts
- Starting with any Art at the Advanced level (5) requires a Perk
- Arts marked with an asterisk (*) require a Perk for **any** character to purchase
- Arts marked with a dagger (†) require a Perk for **certain** characters to purchase (characters that don't need a Perk are specified in the description)
- All Arts have a "0 level" known as a "Whimsy," which is a simple trick available to anyone who knows even a single level of the Art
- Each level of an Art is marked as chimerical ("C"), Wyrd ("W"), or either ("E")
- Specific rules for how Arts work are found in the Arts & Realms Rules Document, but they are summarized here
- Arts include
 - **Autumn†: fear, shadows, and decay** (no Perk required for Unseelie characters)
 - **0: Quicken** – make a dead thing move
 - **1: Creeping Shadows, (E)** – command shadows to bend to your whim
 - **2: Autumn Eyes (C)** – attune your senses to decay and doom

- **3: The Poisoned Apple (W)** – affect an object or being with a magical poison
- **4: The Withering (W)** – steal a target's vitality and youth
- **5: Shivers (W)** – curse an object or being to be haunted by ghosts
- **Chicanery:** perception, memory, and trickery
 - **0:** Sham – conjure a small, fake object
 - **1:** Trick of the Light (C) – create misunderstandings and mistakes
 - **2:** Veiled Eyes (E) – make a target instantly forgettable
 - **3:** Dream Logic (E) – a target becomes disoriented and doesn't question commands
 - **4:** Veiled Mind (E) – wipe the target from everyone's mind
 - **5:** Lost in the Mists (E) – remove a target's memory of themselves and replace it with something else
- **Contract:** Oaths, deals, and fae bargains
 - **0:** Scribe's Bounty – conjure writing utensils
 - **1:** Done Deal (C) – magically sanctify a formal Oath you witness
 - **2:** Liar's Bell (C) – become instantly aware whenever someone breaks an Oath you sanctified
 - **3:** Castigate (C) – mentally reach out to punish an Oathbreaker
 - **4:** Causal Contract (C) – magically sanctify even casual or sarcastic statements as oaths
 - **5:** Sanctified Words (C) – grant potent blessings to those who make an Oath you sanctify
- **Dragon's Ire†:** superhuman feats of physical prowess (discounted Perk for Titled nobles)
 - **0:** Flourish – make showy displays with a weapon

- **1: Burning Thew (C)** – grant a target strength or destructive power
- **2: Confounding Coils (C)** – grant a target supernatural grace and dexterity
- **3: Dragonscales (C)** – grant a target mystical toughness
- **4: Holly-Strike (W)** – create a blast of eldritch power
- **5: Tripping the Ire (C)** – grant a target legendary battle prowess
- **Legerdemain:** illusion, sleight of hand, and telekinesis
 - **0: Spice (E)** – alter something’s scent or flavor
 - **1: Ensnare (E)** – slow or immobilize a target
 - **2: Mooch (E)** – transfer an inanimate object from a target to yourself
 - **3: Effigy (E)** – create a replica of something that fools casual observers
 - **4: Gimmix (W)** – move and manipulate objects telekinetically
 - **5: Smoke and Mirrors (E)** – conjure complex, lasting illusions
- **Metamorphosis†:** shapeshifting and transformation (discounted Perk for commoners)
 - **0: Bristle** – rapidly grow one’s hair
 - **1: Sparrows and Nightingales (E)** – change one feature of a target into another
 - **2: Worms and Giants (W)** – increase or reduce a target’s size
 - **3: Thousandskins (W)** – transform a person or object into an animal
 - **4: Beastskin (W)** – partially transform an object or person
 - **5: Chimeric Exultation (W)** – transform a target into a creature of legend
- **Naming*:** mastery of the fundamental essence of things
 - **0: Cold Read** – guess a person’s name

- **1: Between the Lines (C)** – understand any language
- **2: Nickname (W)** – give a target a nickname, slightly affecting its abilities
- **3: Saining (W)** – discern a being's True Name
- **4: Runic Imprint (W)** – apply runes to help or hinder an object or person
- **5: Reweaving (W)** – change the nature of a target if you know their True Name
- **Primal:** mastery of the elements and the natural world
 - **0: Prune** – cause a touched plant to change shape
 - **1: Willow Whisper (C)** – have a whispered conversation with any plant, animal, object, or natural feature
 - **2: Eldritch Prime (W)** – conjure up air, earth, fire, water, or wood
 - **3: Oakenshield (W)** – protect a target with an elemental sheath
 - **4: Elder-Form (W)** – imbue a target with the essence of an element
 - **5: Dance of the Five Kings (W)** – command any manifestation of the five elements
- **Pyretics*:** fire, heat, and purification
 - **0: Spark** – cause a flammable object to ignite
 - **1: Kindle (W)** – heat a target
 - **2: Illuminate (E)** – create a light that dispels darkness and illusions
 - **3: Purify (W)** – burn away contaminants without damaging the target
 - **4: Engulf (W)** – cause a target to combust
 - **5: Phoenix Song (W)** – cause a target to be reborn and renewed when it is destroyed

- **Skycraft***: weather manipulation and control
 - **0**: Huff and Puff – blow magical smoke rings
 - **1**: Howling Gale (W) – call forth a powerful wind
 - **2**: Electric Gremlins (C) – summon a host of gremlins to disrupt electrical machines
 - **3**: Hurricane Speed (W) – enchant a target to move quickly with enhanced reflexes
 - **4**: Storm Shroud (W) – surround a target with a nimbus of electricity
 - **5**: Lord of Levin (W) – throw lightning bolts
- **Soothsay**: clairvoyance, prophecy, and fate
 - **0**: Cheat – predict the outcome in games of chance
 - **1**: Omen (C) – receive a vague hint about a target's fate
 - **2**: Seer's Wisp (C) – conjure a light that leads you to where you need to go
 - **3**: Tattletale (C) – scry distant scenes through an enchanted object or person
 - **4**: Augury (C) – learn a target's fortune
 - **5**: Fate Fire (C) – bless/curse a target with powerful fate magic
- **Sovereign**: leadership, command, and obedience
 - **0**: Totem – conjure a symbol to identify yourself
 - **1**: Protocol (W) – force everyone present to obey the rules of the situation
 - **2**: Grandeur (W) – appear as a savior, leader, or royalty to all present
 - **3**: Guest List (W) – enchant an object or location so that it can only be interacted with by those you approve
 - **4**: Dictum (W) – issue a simple command the target must obey
 - **5**: Geas (W) – force a target to accept a fated quest

- **Spring†:** growth, life, and protection (no Perk required for Seelie characters)
 - **0:** Melody – conjure music sung by animals
 - **1:** Awaken (E) – wake a target or encourage growth
 - **2:** Verdant Reclamation (W) – cause plants to reclaim a target or area
 - **3:** Well of Life (W) – infuse a target with Glamour that heals everyone nearby
 - **4:** Faerie Ring (W) – create a circle that conceals and protects all
 - **5:** Renewal (W) – temporarily grant life to anything that is dead
- **Summer†:** energy, passion, and light (no Perk required for Seelie characters)
 - **0:** Freshen Up – clean and style yourself
 - **1:** Flicker-Fire (C) – summon magical lights that enhance emotions
 - **2:** Enkindle (C) – intensify a target’s emotions
 - **3:** Aphrodisia (C) – enchant a target with magnetic attraction
 - **4:** Vesta’s Blessing (W) – enchant a location to rejuvenate guests and warn of intruders
 - **5:** The Beltane Blade (W) – cause a target’s Banality to explode into flames
- **Wayfare:** movement, freedom, and journeys
 - **0:** Throw Voice – magical ventriloquism
 - **1:** Hopscotch (W) – cause a target to leap forward or upward dramatically
 - **2:** Quicksilver (W) – cause a target to move incredibly fast
 - **3:** Portal Passage (W) – create a door to pass through any surface

- **4:** Wind Runner (W) – enchant a target, allowing it to fly
- **5:** Flicker Flash (W) – allow a target to disappear and reappear at will
- **Winter†:** cold, ice, and the death of emotion (no Perk required for Unseelie characters)
 - **0:** Rime – cause frost to appear in a chosen shape
 - **1:** Chill (W) – lower the temperature of a target
 - **2:** Hardened Heart (C) – mute a target’s emotions and guard them from manipulation
 - **3:** Terror of the Long Night (C) – curse a target with overwhelming fear
 - **4:** Sculpt (W) – create objects out of supernaturally durable ice
 - **5:** Stasis (W) – trap a target in ice, preserving it but also immobilizing it

Step Five: Tempers

Willpower

- Willpower represents your character’s stubbornness, self-confidence, and ability to shake off outside physical, mental, and emotional influences
- All characters begin with 4 dots in Willpower (the circles in the Willpower area of your character sheet) to show their permanent Willpower rating as well as their maximum amount of temporary Willpower (a.k.a. Willpower points)
- Your character’s Seeming (see Step One above) might modify your starting dots in Willpower

- At the beginning of each game session, all characters regain 2 Willpower points (marked in the squares beneath your Willpower dots)
- Willpower points can be spent for various reasons
 - You may need to spend a point of Willpower to activate certain Arts or other powers
 - You can spend a Willpower point to regain all lost Traits in one of your 3 main categories (Physical, Social, or Mental), though you can only do this once per month for each category
 - You can spend a Willpower point to gain a retest when you are defending against a Social or Mental Challenge
 - Most effects that cause you to lose control of your character (e.g. Bedlam) can be delayed for 1 scene by spending a point of Willpower
 - Spending a point of Willpower allows you to regain 1 lost level of an Ability or Knowledge, and this can be done any number of times
 - Wound penalties up to and including Incapacitated can be ignored for 1 turn by spending a Willpower point
 - A character must spend a point of Willpower to Invoke the Autumn (see the Banality & Glamour rules for more information)
 - A character must spend a point of Willpower and a point of Glamour to Invoke the Wyrd
- Some characters have dots of Imbalance, a special Temper that reflects their loss of sanity and connection to their human side. Whenever a character with a dot of Imbalance spends a Willpower point, they must engage in a Simple Test. If they lose (not tie) this test, the Willpower point is spent per normal, but the character also suffers a Bedlam Threshold. For more information on this, see the Nightmare and Bedlam Rules Document

- A character can start with up to 2 dots of Imbalance in exchange for 2 Freebie Points per extra dot
- Willpower points that have been spent can be regained in several ways
 - Downtime actions (see the Downtime Actions & Items rules for more information)
 - Fulfilling your primary Legacy's Quest
 - Swearing certain Oaths (see the Status, Position, & Oath rules for more information)

Glamour

- Glamour is both the energy and the material substance of the Dreaming. In its raw form, it appears to a fae creature's eyes as beautiful, multi-hued, radiant flashes and flickers that caress and wind through both beings and objects
- Your character's Glamour dots (or rating) represents your connection to the Dreaming, your mastery of changeling magics, and your creative vitality
- All characters begin with 4 dots of Glamour (the circles in the Glamour section of your character sheet) to show their permanent Glamour rating as well as their maximum amount of temporary Glamour (a.k.a. Glamour points)
- Your character's Seeming (see Step One above) might modify your starting dots in Glamour
- Certain Flaws or other effects might require a character to spend points of Glamour during play
 - Casting a Wyrd Cantrip requires you to spend a point of Glamour
 - Choosing to skip a Bunk when casting a Cantrip costs a point of Glamour

- To attempt to enchant a mortal, a character must spend a point of Glamour
- Engaging in the forbidden Epiphany known as “Rhapsody” requires spending points of Glamour
- Changelings can spend a point of Glamour to resist facing a Banality Trigger from entering a highly Banal location for 1 scene
- To Unleash an Art, a changeling must spend 2 points of Glamour (see the Realms & Arts rules for more information)
- To Invoke the Wyrd, a changeling must spend a point of Glamour and a point of Willpower
- Finally, when a point of Glamour is gained, a character can forgo it and instead remove a point (not dot) of Banality, though this can only be done at the moment the Glamour is gained
- Glamour that has been spent can be regained in several ways
 - Sleeping in a Freehold for at least 1 week allows a changeling to gain a number of Glamour points equal to the Freehold’s rating, provided the Freehold’s Guardian allows this (this also causes the character to gain Nightmare)
 - A character gains 1 point of Glamour when they suffer a Bedlam Threshold (see the Nightmare & Bedlam rules for more information)
 - Engaging in your Kith’s Revelry (unless you’re an Autumn Sidhe) grants you 1 Glamour point once per month
 - You can engage in an Epiphany (Rapture, Ravaging, Reverie, or Rhapsody) Challenge to gain points of Glamour
 - Destroying a Treasure or valuable piece of artwork releases between 1 and 10 points of Glamour
 - Consuming a piece of Dross (such as a guitar pick awarded by the Spirit of Rock ‘n’ Roll) grants 1 point of Glamour

Banality

- Banality is the chilly force of conformity that sits in direct opposition to Glamour. It both comes from and causes emptiness, stasis, despair, apathy, and a creative void
- Every being in the Autumn World, from humans to changelings, possesses at least some of the taint of Banality. It is for this reason that the ancient Sidhe and other True Fae fled from the Autumn World in ages long passed, and those who remained were forced to become changelings so their human halves could protect their fae selves from being completely destroyed by Banality
- Intensely imaginative and creative mortals with a Banality rated between 1 and 3 are called “Dreamers.” While every conscious being that sleeps dreams, Dreamers are the ones who in so doing *fuel* the Dreaming—making it more vibrant and expansive
- Most mortals will have a Banality rated between 4 (for children, fools, and idealists) and 7 (for those who have given up on their wild dreams and see the forces of despair and misery to be unbeatable facts of life)
- Beings with a Banality rating from 8 to 10 are increasingly *servants* of Banality, stamping out individuality and imagination wherever they encounter it (some unknowingly, but many with malicious intent)
- A changeling always starts with 3 dots of Banality. This represents their overall Banality rating, but (unlike Willpower or Glamour) a character can gain up to 10 temporary Banality (a.k.a. Banality points), regardless of their Banality rating!
 - A character can start with up to 2 additional dots of Banality in exchange for 2 Freebie Points per extra dot
- Banality has many unpleasant effects on changelings and can be acquired in a variety of ways (see the Banality & Glamour rules for more information)

- Encountering a Banality Trigger forces a character to attempt a Simple Test. If they win, they shake off the dulling effects of the Banality Trigger. If they tie, they gain 1 point of Banality. If they lose, they gain 2 points of Banality! In either case, they don't have to test against that same type of Trigger for a minimum of 1 hour.
- Banality Triggers include
 - Choosing to Invoke the Autumn
 - Failing to overcome a mortal's Banality while enchanting them (childlings are immune to this Trigger)
 - Willfully destroying a Treasure or other irreplaceable faerie artifact
 - Killing a changeling's chimerical self (wilders are immune to this trigger, provided the killing was part of a quest or adventure)
 - Ending a changeling's mortal life
 - Killing one of the enchanted, a mortal Dreamer, or a Kinain
 - Wielding cold iron or spending more than 1 hour near it
 - Spending a long period of time (more than 1 hour for Banality 8 or 9, more than 1 scene for Banality 10) in a place or interacting with a person possessing a very high Banality (grumps are immune to this trigger)
 - Breaking an Oath (see the Status, Positions, & Oath rules for more details)
 - Violating your character's Antithesis (see Step Eight below)
- Banality is also a growing, malignant force. When a character reaches 10 points of Banality, they are all removed, and the character gains a *dot* of Banality

- If a changeling has more Banality dots than dots of Glamour, they begin to suffer from the magical loss of memories called “The Mists”
- As this process increases, the changeling eventually forgets their fae identity and history entirely, chalking it all up to childish daydreams
- Banality points can be removed in a few ways
 - Certain Downtime Actions might remove points of Banality (see the Downtime Actions & Items rules for more information)
 - Some Arts or magics can remove points of Banality
 - When a point of Glamour is gained, a character can forgo it and instead remove a point (not dot) of Banality, though this can only be done at the moment the Glamour is gained
- Banality *dots*, on the other hand, can almost never be removed
 - Legends speak of dangerous quests a changeling can undergo to remove permanent Banality, but these always come with a great risk
 - Ask the Storyteller if you can engage in such a quest, but know that it will be neither quick nor easy

Step Six: Birthrights & Frailties, Merits & Flaws

Birthrights

- Birthrights are special abilities and enchantments granted to a changeling by their Kith
- While your fae mien might be invisible in the Autumn World (a.k.a. the “real” world), your Birthrights function in both the “real” and chimerical worlds (unless otherwise noted)
- Kiths marked with an asterisk (*) require a Perk to play (see the Perk List for more information)

- Some Birthrights are more useful between game sessions than during actual play. These are marked with an asterisk (*), meaning they grant their holders access to special Downtime Actions (see the Downtime Actions & Items rules for more information)
- In addition to the Birthrights listed below, every Kith has a certain listed activity they prefer (a “Revelry”) that allows them to gather 1 point of Glamour once each month (see the Banality & Glamour rules for more details)

- **Boggan**

- *Craftwork**: due to their enjoyment of honest work, Boggans can accomplish any task involving physical labor or craftsmanship in 1/3rd the time. They must remain unobserved by anyone other than fellow Boggans to use this Birthright. Boggans can also gain special bonuses when engaging in the Mundane Craftwork Downtime Action
- *Social Dynamics*: being unobtrusive and often underestimated, Boggans are keen observers of social power structures. All Boggans receive a free level of the Empathy Ability. Additionally, once per game session they may engage a Narrator in a Static Challenge using their Perception vs a difficulty of 5 to 15 (with 5 being a group with obvious ranks/uniforms/other visible signs of relative power and 15 being a group with a totally alien style/lingo/culture). If successful, the Boggan gains a free retest they can use on any Social Challenge against a member of that group for the rest of the game session
- *Revelry*: helping people with tedious and odious tasks, especially if the person helped doesn't know who helped them

- **Clurichaun**

- *Twinkling of an Eye:* a Clurichaun can disappear at will, instantly re-appearing somewhere in the same area but outside anyone's direct sight. This Birthright requires the user to spend a point of Glamour if they are bound, grappled, being touched by a person, or are otherwise restrained, and it doesn't function at all if they are bound with iron (cold or otherwise)
- *Fighting Words:* as they view fights as fun social interactions and excellent ice-breakers (somewhat like a mortal might look on a pick-up game of basketball), a Clurichaun knows exactly what to say to provoke a fight. First, the user must spend at least one scene observing a person or group. If used on an individual, the Clurichaun says something provocative (the target's player might have some suggestions) and spends a point of Manipulation, at which point the target can either spend a point of Willpower and storm out of the Clurichaun's present, or they lose their temper and throw a wild Brawl-based attack at the Clurichaun. If used on a group, the Clurichaun says something provocative, and the member of the group with the lowest Willpower is affected as described above (if there is a tie for lowest Willpower score, everyone in the tie is affected individually). However, in a group context, the Clurichaun can choose to spend a second point of Manipulation, in which case the target's attack is directed at another person of the user's choice in the same scene
- *Collector:* A Clurichaun character may begin play with a single collection at Value level 1 (see the Downtime Actions & Items rules document for more information). All

other characters must spend 1 Curate Action to create a collection

- *Revelry*: engaging in a brawl and taking or dealing at least 1 point of damage (usually bashing)

○ **Eshu**

- *Serendipity**: Eshu always end up in the right place at the right time. If an Eshu is lost at a crossroads (or similar intersection), they can spend a turn doing nothing but thinking, after which they know in which direction to find their intended location (this must be either a place the Eshu has some knowledge of or a specific part of an adventure they are pursuing—e.g. “the city my ex-girlfriend said she grew up in” or “the nearest one of the Deathly Hallows”). If the destination is somehow magically being hidden, the Eshu will be unable to discern the right direction to travel. An Eshu always knows which way is north and can never truly become lost without magical intervention. Even then, the Eshu can spend a point of Glamour to reorient themselves on their path
- *Talecraft**: consummate storytellers and vagabonds, Eshu are both skilled at telling tales and *living* them. All Eshu receive 1 free level each of the Empathy Ability and the Performance – Storytelling Knowledge. They also can gain special bonuses when pursuing adventure in a Quest Downtime Action
- *Revelry*: encountering and observing storytellers and performers, especially if the Eshu helped plan the performance

○ **Nocker**

- *Make it Work**: like a sort of fairytale *MacGyver*, Nockers can improvise all manner of temporary, chimerical items (even from apparently improbable materials). As long as no mortals are present, and no creatures interfere with the Nocker's work, they can spend between 5 and 15 minutes creating a chimerical item with an effective Background rating of 1 to 3 (see Step Four above). The Nocker must spend 1 point of Glamour and 5 minutes of work for each level of the Chimera Background their object would normally cost (up to a maximum of 3). When this has been done, the Nocker engages a Narrator in a Static Intelligence Challenge vs a difficulty of 7 + the level of the chimera being created, using an appropriate Crafts Knowledge for retests. The object will last for one day if it is not used in any way. If it *is* used, it lasts for a maximum of 1 hour after its first activation before breaking down forever. Note that items created in this way are (like *anything* a Nocker creates) affected by the Nocker Kith's Frailty (see below)
- *Fix-It**: Nockers can attempt to fix any object, be it mundane or magical. In fact, sometimes all it takes is a swift kick and some harsh words from a Nocker to get a recalcitrant contraption to function again. The Static Challenge (of a difficulty determined by the object's complexity and obscurity) required to fix something is made using either Manipulation (for beating and/or berating an object) or Intelligence (for more traditional methods of repair), and the Ability used to retest is Repair. If the target is a Treasure, the Nocker must spend a point

of Glamour to attempt a repair. Additionally, Nockers are able to gain special bonuses when using the Downtime Actions Mundane Craftwork or Chimerical Craftwork

- *Revelry*: tinkering with and mending things, especially things others see as irretrievably destroyed or rendered worthless

- **Piskey**

- *Nimble*: with their agile, often slender bodies, Piskies always seem to be darting about here and there. All Piskies receive 1 extra dot of Dexterity, even if this raises the Trait's total over 5
- *Blending In*: no matter where they go, Piskies look like they belong. Their skin color, hair and eye color, facial features, clothing, and accents all appear to fit in with the group with which they're spending the most time. Piskies throw the Bomb on any Challenge to seem like they fit in the general group around them. Changelings, chimera, and other supernatural creatures with special sensory powers activated can engage the Piskey in a Challenge of Perception vs Appearance to see through this illusion
- *Revelry*: achieve total immersion in a new and exciting group or witness major life events (births, deaths, rites of passage, etc.) without being noticed as an outsider

- **Pooka***

- *Shapechanging*: all Pooka have a kinship with a particular animal (chosen at character creation). Traits from this animal affect the Pooka's personality and appearance (especially their fae mien), and the Pooka can transform into the animal at will so long as they are unobserved. If they are only observed by fellow changelings, chimera,

enchanted mortals, or other supernatural beings, the transformation costs 1 point of Glamour. A Pooka cannot transform into their Birthright's animal at all when observed by unenchanted mortals. Shifting back into human form is always free, but it is subject to the same rules regarding observation. When in their animal form, a Pooka has whatever special abilities a typical specimen of that animal would possess (e.g. a hawk can fly, a bat can "see" in the dark, a fish can "breathe" underwater, etc.), and their Traits are altered to better match the form's size and characteristics

- *Confidante*: despite their strange, mercurial natures, people find it easy to trust a Pooka with their secrets. While their methods differ, every Pooka has a way to encourage others (even total strangers) to spill their guts. Once per scene, when engaged in a conversation (of at least 30 seconds) with a person, a Pooka's player can spend a level of either the Empathy or Subterfuge Ability to force a target to blurt out the true answer to a question (no matter how secret). The Pooka engages the target in a Challenge of Perception or Manipulation vs Wits. If the target loses, they must answer the Pooka's question or spend a point of Willpower to resist
- *Revelry*: play a prank or joke on some, especially someone who is self-important or haughty
- **Redcap***
 - *Dark Appetite*: Redcaps can eat anything. Full stop. Their horrific, jagged teeth are hard as metal, and their digestive systems are best left up to the imagination. If a Redcap can fit their gaping, detachable jaws around an object, they can

swallow and digest it. If they can, they can usually chew it into smaller pieces to ingest. If an object is remarkably tough (like steel or concrete) or toxic (like waste products or molten lava), the Redcap must spend a point of Glamour to digest it. In combat, a Redcap's bites do 1 extra Lethal damage. If a Redcap successfully hits a grappled target with a bite attack, they can expend a level of the Brawl Ability to attempt to sever and swallow a limb. This must be done before damage is applied. If the bite does 3 or more levels of damage after armor and other effects have been accounted for, then the limb the Redcap targeted is lost

- *Bully Browbeat:* hideous and brutal, Redcaps are the stuff of nightmares. They are so frightening, they all receive a free level of the Intimidate Ability. Furthermore, they can use that Ability on any conscious target (from unenchanted mortals to chimera to artificial intelligences to deities). Redcaps automatically gain +2 on Social Challenges to scare someone, and they also throw the Bomb in any Intimidation Challenge
- *Revelry:* taste something new for the first time or savor the horror and disgust on someone's face in reaction to you

○ **Satyr**

- *Gift of Pan:* when a Satyr indulges themselves in a passion (be it sexual, creative, or otherwise), they give themselves over to it completely. This wild abandon is so absolute that it causes those nearby to become caught up in the same passion. This Birthright cannot cause someone to take actions they don't want to—on the contrary, it simply removes all the inhibitions that hold people back from

things they secretly *do* want to do. Anyone in the same room or area as the Satyr may choose to engage in a Static Challenge of their Willpower or Banality vs the Satyr's Glamour to resist the temptation to indulge in the same passion the Satyr is experiencing. If they fail, they may spend a point of Willpower and immediately flee from the scene. Players of Satyrs should be especially careful when using this power, as it has a lot of potential to make fellow players uncomfortable. It is advisable to review the OK Check, Consent, and Conduct rules before using this Birthright

- *Physical Prowess*: hedonism can be a hard pursuit, and Satyrs have devoted their lives to it. All Satyrs receive 1 extra dot of Stamina, even if this raises the Trait's total above 5. The powerful goat legs of a Satyr allow them to move twice as far as others in an action or turn, and a Satyr can throw the Bomb in Athletics Challenges
- *Revelry*: engage in a shared passion with someone for the first time
- **(River) Selkie***
 - *River's Grace**: while most Selkies have a deep connection to the sea, Backbeat Ballad doesn't take place near any sea. Therefore, all Selkies played in our game are a newly-emerging subtype of the Kith that call themselves "River Selkies." For all social and other considerations, River Selkies are just like typical Selkies. The only difference is that, instead of the sea, every River Selkie has a primal connection to a particular river (and its nearest lakes), chosen at character creation. When in fresh water, a River Selkie has +4 Bonus Traits in all Dexterity Challenges and

can throw the Bomb on any Athletics test that depends mostly on swimming. Additionally, when in the water of their chosen river, a River Selkie can wrap themselves in their seal coat and transform into a seal (similar to how Pooka can shift into various animals). This takes a single action, during which the changeling must be completely submerged in the water of their chosen river. If the water in question has been *taken* from that River, it must have been done so in the last 24 hours. While in their seal form, Selkies do not suffer any Perception penalties for being in water, and they can hold their breath for one hour per dot of Stamina they possess. Finally, River Selkies can gain special benefits from using the Swim Downtime Action (but they also suffer penalties if they *don't* use this action)

- *Seal's Beauty*: all Selkies possess an alluring, inherent charm. During character creation, Selkies receive their choice of 1 extra dot of Charisma or 1 extra dot of Appearance, even if this raises the Trait's total above 5
- *Revelry*: immerse yourself in your chosen river, interacting with its wildlife, currents, and human visitors (especially those with whom you establish a romance)

○ **(Arcadian) Sidhe**

- *Unearthly Beauty*: all Sidhe possess an ethereal, statuesque appearance. Sidhe receive 2 extra dots of Appearance, even if this raises the Trait's total above 5. Additionally, when a Sidhe Invokes the Wyrd (see the Banality & Glamour rules for details), their beauty becomes overpowering. Any being that sees a Sidhe Invoke the Wyrd must spend a Willpower point or simply stare in awestruck wonder at the Sidhe for 1 turn per dot of

Appearance possessed by the Sidhe. Creatures affected by this bedazzlement can still defend themselves normally from visible attacks but cannot otherwise take any actions

- *Noble Bearing*: Sidhe carry a quiet dignity at all times. Any Cantrip or other magical effect that would cause a Sidhe to look foolish automatically fails (this does not prevent a Cantrip from harming them—they just maintain their poise when this happens). Additionally, Sidhe can Throw the Bomb in any Etiquette or Politics Challenge
- *Revelry*: inspire and receive adoration and admiration from others
- **(Autumn) Sidhe***
 - *Unearthly Beauty*: works exactly like the Arcadian Sidhe Birthright of the same name
 - *Noble Bearing*: works exactly like the Arcadian Sidhe Birthright of the same name
 - *Revelry*: due to the way that mortals easily become obsessed with them, Autumn Sidhe cannot use Revelry
- **Sluagh**
 - *Squirm*: while not as gifted at shapechanging as the Pooka or Selkies, Sluagh are still able to contort their bodies with incredible ease. While they cannot alter their mass, they can contort into almost any shape given enough time (usually a span between 1 turn and 15 minutes, depending on how extreme the change is). If used to escape bonds, the Sluagh must attempt a Static Dexterity Challenge with a difficulty of 5 to 11 (with 5 being needed to slip out of handcuffs and 11 being needed to squirm out of expertly-tied ropes & chains). If used to escape confinement (usually done by worming between the bars of a cell), the

Sluagh must attempt the same type of test with a +1 difficulty. Sluagh also can throw the Bomb to slip out of a grapple. They cannot use any aspect of this Birthright when restrained or confined by cold iron

- *Sharpened Senses*: Sluagh can temporarily heighten one of their senses to replicate the most basic effect of the vampiric Discipline known as *Auspex* (see *Laws of the Night: Revised* for more information). When doing so, Sluagh automatically know if one of their senses (though not *which* sense) is being affected by a supernatural power. If they choose, the Sluagh may spend a point of Willpower and engage in a Perception Challenge (using the Kenning Ability to retest) vs the caster of the effect to pierce the illusion. If they fail, they may not attempt to penetrate this same illusion again for 24 hours. Finally, Sluagh that are heightening their senses can feel a cold shiver on their skin if a ghost is nearby. In such cases, the Sluagh may choose to spend a point of Glamour to engage in a Static Perception Challenge (using the Kenning Ability to retest) vs 9. If they succeed, they can both directly perceive and communicate with the ghost for 1 scene (though this does not guarantee that the ghost will share a language with the Sluagh or otherwise be interested in conversing with them)
- *Revelry*: discover a new hidden place or secret

○ **Troll**

- *Titan's Power*: fulfilling their duties causes a Troll's power to grow. So long as a Troll is under the effects of at least 1 sanctified Oath, they gain an additional Bruised Health Level and 1 extra dot of Strength, even if this raises the

Trait's total above 5. If a Troll is subject to at least 2 sanctified Oaths, they receive another additional Bruised Health Level and a second extra dot of Strength, even if this raises the Trait's total above 5

- *Strong of Will and Body*: few things can stand in the way of a Troll doing their duty. Any attempt to tempt, seduce, distract, or even magically compel a Troll to abandon their cause even for a moment has -4 Bonus Traits. Trolls also throw the Bomb on any Athletics or Investigation Challenge
- *Revelry*: protect and maintain your belongings and relationships, or engage in athletic competitions or battle

Frailties

- The wonderful power that can be granted from a Birthright comes with a downside. This is called a "Frailty"
- Much like Birthrights, some Frailties apply more during downtime than in actual play. Such Frailties are marked with an asterisk (*)
- Each Kith's Frailty is listed below
 - **Boggan**
 - *Call of the Needy*: being inherently helpful, Boggans are unable to resist offering aid when it is needed. If a Boggan encounters someone who is legitimately in need of help, they must spend a point of Willpower or lend assistance. This does not apply to a sworn enemy
 - **Clurichaun**
 - *Hoard**: while they don't always advertise this, all Clurichaun are obsessive collectors. Each one has a particular type of collection they enjoy adding to, organizing, cleaning, and simply staring at. A Clurichaun

must use the Curate Downtime Action every month or suffer a Banality Trigger

○ **Eshu**

- *Recklessness*: Eshu cannot resist a gamble or a dare, not if the payout might be a new story. Turning down a bet, dare, or call to adventure is a Banality Trigger for Eshu

○ **Nocker**

- *Perfect is the Enemy of Done**: though they strive for perfection in their creations, Nockers can never truly achieve it. Any item created by a Nocker by any means at all will always possess a special Negative Trait: Flawed. The nature of the Flaw is up to the Nocker's player and the Storyteller, but it must not directly interfere with the object's main function, and it must be minor. This Negative Trait can never be removed or otherwise ameliorated. Whenever a device with the Flawed Negative Trait is used in a stressful situation, the Storyteller can ask the Nocker's player for a Simple Test. If the Nocker loses, the device fails or breaks down in a spectacular fashion (usually as a direct result of the Flaw). This also affects the rewards a Nocker can gain from the Chimerical and Mundane Craftwork Downtime Actions

○ **Piskey**

- *Light Fingers*: Piskies don't really think of themselves as thieves, *per se*, but items of great value always seem to end up in their pockets. When a Piskey sees something they desire, they must spend a point of Willpower or attempt to swipe it. If the Piskey spends the Willpower point, they are able to resist the temptation to steal that particular object henceforth

○ **Pooka***

- *Untruths*: it is widely believed that Pooka never tell the truth. This isn't *entirely* accurate. Pooka can usually manage their compulsion to mislead by using sarcasm, working in lies, or exaggeration (e.g. "oh *sure* Ginny Weasley is the one who opened the Chamber of Secrets, yeah right!"). However, when they are asked a direct question, they absolutely *must* answer with a falsehood (and they are unable to use the previously mentioned tricks to make the falsehood obvious). If a Pooka wishes to answer a direct question with the unalloyed truth, they must spend 2 points of Willpower

○ **Redcap***

- *Bad Attitude*: Redcaps are among the most reviled beings in either the Autumn World or the Dreaming. If something goes wrong, everyone always suspects the Redcap had something to do with it. Redcaps suffer a penalty of -2 Bonus Traits on every Social Challenge except to Intimidate someone

○ **Satyr**

- *Passion's Curse*: near-constant indulgence can wear out one's mental stability. Satyrs are prone to mood swings, fits of temper, and particularly drinking too much. Because of this, Satyrs find it hard to develop steady relationships with mortals and must spend 1 additional point of Experience when purchasing the Allies, Contacts, or Influences Backgrounds. Additionally, if a Satyr ever willingly passes up a direct temptation, they suffer a Banality Trigger

○ **(River) Selkie***

- *Seal Coat**: a Selkie's fae soul is woven directly into their magical seal coat, which means it can be lost or even destroyed. A seal coat is resistant to fire and requires a Static Strength Challenge vs difficulty 10 to damage. If a seal coat suffers 3 levels of damage in this way, the Selkie's fae soul is destroyed forever. Also, a River Selkie is dependent on their chosen waters and must take the Swim Downtime Action once a month or suffer a Banality Trigger

○ **(Arcadian) Sidhe**

- *Curse of Banality*: all other Kiths have spent centuries enduring the encroachment of Banality in the Autumn World, but Arcadian Sidhe only returned recently. Their resistance is far lower than that of their fellow Kithain. Whenever an Arcadian Sidhe gains points of Banality, the points are doubled

○ **(Autumn) Sidhe***

- *Adoration*: the splendor of the Autumn Sidhe works against them if they spend too much time building relationships with mortals. When an Autumn Sidhe directly interacts with a mortal, the mortal often becomes obsessed with the changeling, following them and perhaps even stalking them. Due to this, Autumn Sidhe must pay +1 additional Experience points to purchase levels of the Allies, Contacts, Dreamers, or Influence Backgrounds

○ **Sluagh**

- *Curse of Silence*: perhaps as a result of their love of secrets and quiet, dark places, the Sluagh can never speak louder than a whisper. Even a shriek comes out as a soft sigh. This

leads to a lot of social awkwardness, and Sluagh suffer -2 Bonus Traits in Social Challenges with anyone other than fellow Sluagh

○ **Troll**

- *Bond of Duty*: nothing matters to a Troll more than their personal honor. If a Troll breaks an Oath (or other formal contract), they immediately lose access to their *Titan's Power* Birthright and begin to sicken. The only way to resolve this is to atone for the broken promise, usually by making restitution and receiving forgiveness for the aggrieved party. Additionally, if a Troll is betrayed by someone they entered into an Oath, motley, or contract with, they must fly into a rage and attack the betrayer. The Troll can spend a point of Willpower to resist the urge to do this for 1 scene. This urge lasts for 1 week per dot of Glamour possessed by the Troll

Merits

- Merits are optional bonuses you can add to your character to represent attributes beyond what's available in the steps above
- Like weapons (see the Downtime Actions & Items rules for more details), some Merits grant Bonus Traits. Bonus Traits cannot be bid, and their only effect is to add to or subtract from your total when settling ties in relevant Challenges (e.g. Peter the Piskey has 8 Mental Traits and 2 Bonus Traits from the Merit Acute Sense: Hearing, so when he attempts to use his Perception Trait to notice Sally the Sidhe's attempt to silence her hiccups, he can declare 10 Mental Traits in the case of a tie)

- Merits can only be purchased with Freebie points (see Step Seven below), but in certain cases the Storyteller might allow you to buy a Merit with Experience points
- Physical Merits include
 - **Acute Sense:** (1 point) you have one exceptionally sharp sense (hearing, smell, taste, touch, or vision). You have +2 Bonus Traits in Challenges that depend primarily on that sense
 - **Ambidextrous:** (1 point) you are able to use both of your hands with equal skill and never suffer a penalty for using your “off” hand
 - **Double-Jointed:** (1 point) you are especially flexible. You have +2 Bonus Traits in any Challenge involving body flexibility
 - **Friendly Face:** (1 point) due to your highly approachable appearance, you have +2 Bonus Traits in Challenges involving positive interactions with a person you’re meeting for the first time. This Merit is incompatible with the Murderous Mien Merit
 - **Poison Resistance:** (1 point) you have an iron stomach and gain +3 Bonus Traits in Stamina tests to resist toxins
 - **Dexterous Toes:** (2 points) your feet have grown in such a way that you can use them to accomplish any task as though you were using your hands
 - **Granite Skin:** (2 points) your skin is covered in a layer of thin, hard stone. This grants you 3 points of Armor (see the Downtime Actions & Items rules for more information) at all times. However, you also constantly leave a trail of tiny rocks and dust as your skin flakes whenever you move, giving you -2 Bonus Traits in any Stealth Challenge
 - **Murderous Mien:** (2 points) something about your fae mien seems remarkably dangerous. In attempts to coerce or intimidate someone who can perceive your fae mien you gain +3

- Bonus Traits, but you suffer -1 Bonus Trait in positive social interactions with such people. This Merit is incompatible with the Friendly Face Merit
- **Nightsight:** (2 points) you can see normally in all forms of darkness
 - **Surreal Beauty:** (2 points) your Appearance is truly the stuff of legends—both amazing and unsettling. You have +3 Bonus Traits in Appearance Challenges that involve getting attention or winning someone over, but you have a -1 Bonus Traits in attempts to win someone's trust
 - **Increased Pain Threshold:** (3 points) you are somewhat resistant to pain and suffer wound penalties as though you had lost 1 fewer Health Levels than you actually have
 - **Perfect Balance:** (3 points) you have the balance of an acrobat, granting you +3 Bonus Traits in all tests to maintain your balance or fall safely
 - **Prehensile Tongue/Tail:** (2 or 4 points) you have an unusually dexterous tongue or tail
 - for 2 points, you have a 2-foot tongue that acts as an additional limb, capable of grasping and wielding objects, as well as slapping or poking attacks
 - for 4 points, you have a 2-foot tail similar to that of a monkey. It can perform simple Physical tasks, but it only has half your Strength (rounded normally). This tail can even wield a Melee weapon for 1 scene if you expend a level of the Melee Ability
 - **Huge Size:** (4 points) your mortal seeming is massive, at least 6'10" tall and 300lbs in weight. You are hard to overlook in public, but you gain 1 additional Bruised Health Level

- **Eidetic Taste:** (4 points) you can not only remember with perfect clarity anything you've tasted in the past, but you can also spend 1 Perception to sense the direction of the nearest source of that taste
- **Blessing of Atlas:** (5 points) you have a truly remarkable musculature. You gain an additional dot of Strength, even if this raises the Trait's total above 5
- Mental Merits include
 - **Common Sense:** (1 point) you have a large repertoire of practical, everyday knowledge. Once per game session, you can ask the Storyteller to inform you of anything you might be overlooking or a flaw in your plans
 - **Concentration:** (1 point) you have a knack for shutting the world out and focusing on your work. You can ignore penalties imposed by being distracted
 - **Introspection:** (1 point) your daily routine involves meditating on your vices and ulterior motives. Due to your insight into your own flaws, you have +2 Bonus Traits in Perception tests against changelings with whom you share a Frailty (from your same Kith) or Foible (from your same noble House)
 - **Lightning Calculator:** (1 point) you're a savant at mental arithmetic, and you gain +2 Bonus Traits in Challenges that benefit from your mathematical prowess
 - **Natural Linguist:** (2 points) you have an easier time than most at learning new languages. Your Experience cost to purchase a level of the Linguistics Knowledge is halved
- Social Merits include
 - **Calming Presence:** (1 point) your aura naturally soothes wild animals and babies. Guard dogs and wild animals will never attack you, and babies (as well as conscious beings with

- intellects roughly equivalent to those of a human baby) in your presence simply gaze at you in fascination
- **Good Listener:** (1 point) you are a master confidante, and you gain +2 Bonus Traits in all tests to get someone to give you information
 - **Natural Leader:** (1 point) you have a magnetism others cannot ignore, and you gain +2 Bonus Traits to rally a group of people to action
 - **Your Best Advocate:** (1 point) no one is better at talking up your exploits than you are, even if you might not be telling the truth. In a Social Challenge to convince people that one of your dishonest brags is actually true, you gain +2 Bonus Traits
 - **Nature's Child:** (2 points) you are one with nature and natural beasts. You enjoy +2 Bonus Traits difficulty in Challenges related to positive interactions with animals in their natural environment, as well as tests to track them. Take care when using this Merit on animal chimera, as many are more intelligent than they seem!
 - **Voice of a Songbird:** (2 points) you have perfect pitch and can sing a cappella without missing a note or drifting off key. Whenever you attempt a Social Challenge to inspire others with speaking or singing, you gain +2 Bonus Traits
 - **Fake It:** (3 points) your ability to make false claims about your limits is so strong that it can even convince *you!* If you successfully win a Manipulation Challenge to convince someone you can accomplish something you really can't expect to pull off, you gain +2 Bonus Traits to achieve that task as long as you do it in public and immediately after boasting that you could
- Supernatural Merits include

- **Faerie Eternity:** (1 point) once you entered your Chrysalis and were introduced to changeling life, you began to age much more slowly. You only physically age about 1 year for every 10 that passes, meaning you might have been around for quite a while
- **Danger Sense:** (3 points) you cannot be surprised in combat, but you are still unable to make an attack on the turn you would have been surprised
- **Medium:** (2 points) you have a natural ability to sense the presence of ghosts, mostly through hearing them. You can reflexively make a Static Perception Challenge vs 8 to sense the presence of a ghost whenever one is around you, though you cannot perform such a test against the same ghost more than once per scene. When you have established that a ghost is in your presence, you can attempt to have a conversation with it, though there is no guarantee that the ghost will share any of your languages or wish to talk with you. Sluagh can't purchase this Merit
- **Animalistic Favor:** (3 to 5 points) you have a feature that's more appropriate for an animal than a human
 - For 3 points, you can turn your head across 360 degrees of vision like an owl. This imposes a -2 Bonus Trait penalty on Challenges to sneak up on you
 - for 4 points, your fingers and toes are covered in tiny hooks like those of a fly, allowing to you to climb sheer walls at a the speed of a slow walk or hang from ceilings (assuming the surfaces in question can support your weight)
 - for 5 points, you possess a pair of venomous fangs that cause those you successfully bite (for a total of at least 1 damage) to suffer the effects of a paralyzing toxin (Static Stamina test vs your Physical Trait total with a win fully

resisting the effects, a tie causing 3 Lethal damage over the next 3 hours, and a failure causing 1 scene of paralysis in addition to 3 Lethal damage over 3 hours)

- **Lucky:** (3 points) you are so fortunate that you can attempt a retest for which you lack the appropriate Skill as though you had it. This can only be used once per game session and once per Downtime period, for a maximum total of twice in a month.
- **Iron Resistance:** (4 points) somehow, you are partially immune to the effects of cold iron. Being exposed to or even touching cold iron causes you no discomfort (in fact, you might not even realize it *is* cold iron!), though you still suffer Banality from being in its presence for too long. Unlike most changelings, who can sense the presence of cold iron within their line of sight, you must perform a Static Perception Challenge using the Kenning Ability as your retest to realize that a metal you perceive is in fact cold iron
- **Winged:** (4 points) you have beautiful wings, be they feathered bird's wings, bat wings, or even insect wings. They are only chimerical, but if you wear clothing that binds them, you suffer -2 Bonus Traits in all Dexterity Challenges. However, these wings do allow you to glide safely downward when you fall for more than 1 round, and you can even attempt to fly for a few turns at a time by testing Stamina or Strength vs 8 to fly no more than 20 feet high at a slow walking speed for 1 scene. You can only fly when outdoors, and you cannot carry anything heavier than your typical clothing. You may only purchase this as a Merit or a Flaw, not both

Flaws

- The opposite of Merits, Flaws are optional drawbacks you can add to your character to represent features beyond what's available in the steps above
- Some Flaws impose negative amounts of Bonus Traits. Bonus Traits cannot be bid, and their only effect is to add to or subtract from your total when settling ties in relevant Challenges (e.g. Suzie the Selkie has 8 Physical Traits and -1 Bonus Traits from failing to satisfy her Addiction Flaw, so when she attempts to use her Dexterity Trait to dodge Rodney the Redcap's attempt to kick her in the shin, she can only declare 7 Physical Traits in the case of a tie)
- Every point of Flaws you take grants you an additional Freebie point to spend during character creation, up to a maximum of 12. Flaws usually cannot be removed from a character once it enters play, but if you wish to engage in a challenging story that will give you a chance to remove a Flaw, let the Storyteller know. If you are successful, you can "buy off" a Flaw for an number of Experience points equal to triple the Flaw's rating
- Physical Flaws include
 - **Weakness:** (1 to 5 points) you suffer from one or more drawbacks that affect your ability to handle Physical actions. Whenever you participate in a Physical Challenge, you suffer -1 Bonus Trait on that test for each Weakness you possess that would logically affect the outcome of the test (e.g. being Cowardly would affect your ability to exchange blows with an enemy, but it would not hamper you if you were running away). Weaknesses include:
 - **Clumsy:** you lack coordination and grace
 - **Cowardly:** you never show bravery and might even flee when you have the upper hand

- **Decrepit:** you move as though you were old and infirm
 - **Delicate:** you are frail and weak in structure
 - **Docile:** you lack physical persistence and tend to submit
 - **Flabby:** your muscles are underdeveloped
 - **Lame:** you are disabled in one or more limbs
 - **Lethargic:** you are slow and lack energy
 - **Puny:** you are weak in strength or stature
 - **Sickly:** you are feeble, and stress causes you to react as though you were seriously ill
- **Addiction:** (1 to 3 points) you are addicted to a substance and become highly uncomfortable when you cannot satisfy this addiction. If you do not satisfy your addiction in the first hour of a game session or in the preceding month's Downtime Action, you suffer a Banality Trigger and lose 1 Trait from each of your 3 main categories (Physical, Mental, and Social). The rating of this Flaw depends on how difficult the addiction is to fulfill
 - For something legal but frowned-upon (e.g. alcohol, tobacco, cough medicine, etc.), this Flaw is worth 1 point
 - For illegal but easily-obtained substances (e.g. marijuana, methamphetamine, prescription opiates, etc.), the Flaw is worth 2 points
 - The Addiction Flaw is worth 3 points if your addiction is to something particularly illegal or hard to get (e.g. cocaine, heroin, powdered rhinoceros horn, etc.)
 - **Allergic:** (1 to 4 points) you're allergic to a substance (e.g. shellfish, pollen, tree nuts, etc.), causing you to immediately react if you touch it
 - For 1 point, you get dizzy and break out in hives, giving you -2 Bonus Traits in Perception and Appearance tests

- For 2 points, you swell up uncomfortably, gaining -2 Bonus Traits in all Physical tests
- For 3 points, you are incapacitated until you receive treatment
- The 4-point level of this Flaw is identical to the 3-point level, except that the substance you're allergic to is commonly found where the game session is usually set (e.g. plastic, wood, common fabrics, etc.)
- **Asthma:** (1 point) your lungs have trouble supplying you with enough oxygen. After any turn in which you attempt a Physical Challenge with a difficulty higher than 5, you must make a Simple Test. If you do not win or tie this test, you must spend the next turn wheezing and catching your breath (though you can choose to defend yourself from an attack by willingly extending the wheezing by another round)
- **Dull Sense:** (1 point) one of your main senses (hearing, sight, smell, taste, or touch) is deficient, meaning you have a -2 Bonus Traits in Challenges relying on that sense
- **Too Human:** (2 points) somehow, your human appearance intrudes on your fae mien. This makes fellow changelings view you with distrust, and you suffer -4 Bonus Traits in positive Social Challenges vs other changelings until you do something in their presence that definitively proves your fae nature
- **Monstrous:** (3 points) something about your Appearance is truly disturbing, rendering you unable to attempt Appearance Challenges other than intimidation. Redcaps can't purchase this Flaw
- **Lame:** (3 points) your legs are injured or otherwise prevented from working effectively. You suffer a -4 Bonus Traits in Physical

Challenges involving movement, and your movement speed is halved

- **Absent Sense:** (4 or 6 points) one of your senses does not function at all
 - For 4 points, you completely lack the sense of hearing and automatically fail any test that depends on it
 - If the absent sense is sight instead of hearing, this Flaw is worth 6 points
- Mental Flaws include
 - **Ineptitude:** (1 to 5 points) you suffer from one or more drawbacks that affect your ability to handle Mental actions. Whenever you participate in a Mental Challenge, you suffer -1 Bonus Trait on that test for each Ineptitude you possess that would logically affect the outcome of the test (e.g. being Oblivious would affect your ability to spot a hidden enemy, but it would not hamper you if you were trying to remember a secret you learned long ago). Ineptitudes include:
 - **Forgetful:** you have trouble remembering even important things
 - **Gullible:** you are easily deceived or fooled
 - **Ignorant:** you are either misinformed or totally unaware of a lot of common knowledge
 - **Indecisive:** you are prone to overthinking and apathy, finding it difficult to choose a course of action
 - **Oblivious:** you are unaware or unmindful of your surroundings
 - **Predictable:** you lack originality or cleverness
 - **Shortsighted:** you lack foresight and are unable to look beyond the surface of things

- **Submissive:** you have no backbone and relent under most pressure
- **Violent:** you suffer from an extreme lack of self-control and are mentally unstable
- **Witless:** you process information very slowly and are slow to act
- **Impatient:** (1 point) you hate waiting around. The first time in a given game session that you're asked to wait instead of acting, you must spend a point of Willpower or run off to act on your own
- **Nightmares:** (1 point) you have terrible nightmares when you sleep. You suffer -1 Bonus Traits in all tests involving your Primary Trait Category for the entire session. Spend a point of Willpower to ignore this penalty for one scene or one hour, whichever is greater
- **Curiosity:** (2 points) you have trouble resisting the urge to poke your nose in where it doesn't belong. Any time you encounter evidence that something is hidden from you (e.g. a locked door, a sealed chest, or a missing period in a security camera's footage), you must spend a Willpower point to resist the urge to immediately investigate
- **Phobia:** (2 or 4 points) you suffer from an irrational fear of something (e.g. clowns, heights, enclosed spaces, etc.)
 - For 2 points, when you are exposed to the source of your phobia, you must spend a point of Willpower or flee the area in terror. If you're unable to flee, you collapse into a quivering heap and cannot take any actions other than self-defense for the remainder of the scene
 - For 4 points, you react to the mere *mention* of the source of your phobia as though it were present

- **Short Fuse:** (2 points) you're quick to lose your temper or resort to violence. Any time you or a close friend are directly insulted, you must spend a point of Willpower to avoid flying into a violent rage
- **Soft-Hearted:** (2 points) you can't stand to watch others suffer, meaning you object to any situation that involves causing someone physical pain, and you must spend a point of Willpower to avoid leaving a scene in which harm is being done to others
- **Vengeful:** (2 points) you are on a quest to get revenge for some past harm, and whenever you're confronted with an opportunity to injure or undermine the target of your vengeance, you must spend a point of Willpower to resist the urge to drop everything and do so
- **Weak-Willed:** (3 points) you are highly susceptible to mind-altering magic and emotional manipulation. You have -4 Bonus Traits when attempting to resist mind-altering magic or Social Challenges involving the Leadership or Intimidation Abilities
- Social Flaws include
 - **Defect:** (1 to 5 points) you suffer from one or more drawbacks that affect your ability to handle Social actions. Whenever you participate in a Social Challenge, you suffer -1 Bonus Trait on that test for each Defect you possess that would logically affect the outcome of the test (e.g. being Oblivious would affect your ability to spot a hidden enemy, but it would not hamper you if you were trying to remember a secret you learned long ago). Defects include:

- **Bestial:** you have visible animalistic features such as clawlike fingernails or body hair thick enough to seem like fur
 - **Callous:** you are so unfeeling that it makes others instinctively uncomfortable around you
 - **Condescending:** you are unable to hide your contempt for others, who you feel are all beneath you
 - **Dull:** you are boring and uninteresting
 - **Feral:** you are so primitive that you lack social skills and inadvertently violate unspoken rules constantly
 - **Naïve:** you are not worldly or savvy, and this is clear to those who might take advantage of you
 - **Obnoxious:** you are annoying in behavior or speech, and it's a chore to be around you
 - **Repugnant:** your appearance is hideous and disgusting
 - **Shy:** you are timid, bashful, and painfully reserved
 - **Tactless:** you blurt out inappropriate things and have trouble filtering your words
 - **Untrustworthy:** justifiably or not, you are regarded as dishonest or unreliable
- **Dangerous Mentor:** (1 point) your mentor has become lost to Bedlam, and their madness has tainted your reputation. You have the Negative Status Trait: Dangerous Mentor
 - **Dark Secret:** (1 point) you have a secret that, if uncovered, would ruin your reputation or make you a lot of enemies
 - **Enemy:** (1 to 5 points) you are pursued by a sworn enemy who wants to destroy you at every turn. The rating of this Flaw is determined by the Storyteller based on the power level of your foe (with 1 being an enemy significantly less powerful than you and 5 being an enemy significantly *more* powerful than you)

- **Intolerance:** (2 points) you have an unreasoning dislike of a certain group of beings. This must be a group determined by the rules of *Changeling: the Dreaming*—not a race, religion, gender, or other real-life group. Appropriate examples might be members of a certain Kith, Court, or House, or perhaps practitioners of a certain form of fae magic. You have -4 Bonus Traits in all Social Challenges involving this group
- **Foul Mouth:** (2 points) common among Nockers, this Flaw makes it impossible for you to say more than a sentence or two without cursing, saddling you with -2 Bonus Traits in all Charisma tests
- **Possessive:** (2 points) you greedily hold onto all your belongings and never willingly share them with others. If someone touches or asks to use something that belongs to you, you must spend a point of Willpower to avoid lashing out verbally and/or petulantly refusing
- Supernatural Flaws include
 - **Changeling's Eyes:** (1 point) your eyes are a striking, impossible color (e.g. neon green, yellow, or blood red), marking you as somewhat inhuman to others
 - **Cursed:** (1 to 5 points) you have been burdened with a powerful magical jinx, possibly through the Soothsay Art. This curse prevents you from or compels you into taking some sort of action. If you violate these terms, you suffer a serious penalty. The rating of this Flaw is based on both the severity of the penalty and the likelihood that the compulsion/prevention will come up during play. An example of a 1-point Curse might be that you can never reveal a secret you heard, or this betrayal will come back to haunt you that same day. An example of a 5-point

- Curse might be that you'll be struck blind if you sleep in the same house more than once
- **Slipped Seeming:** (1 to 5 points) the opposite of the Too Human Flaw, this Flaw causes some aspects of your fae mien to affect your mortal appearance. The rating is based on the severity of the change in your appearance as well as the likelihood that it will cause you inconvenience. A 1-point example might be a Troll whose human form has a bluish tint to their skin, while a 5-point example might be a Satyr who has goat horns growing from their head
 - **Echoes:** (2 to 5 points) some of the traditional superstitions about faerie kin are true about you
 - For 2 points, a mortal can make themselves immune to your Cantrips by tossing salt over their shoulder or carrying a piece of bread in their pocket. Also, any mortal that knows your full name can make 3 requests of you, and you must obey them
 - For 3 points, you cannot enter a person's home without an invitation from them, religious symbols (and mortals wearing them openly) cannot be affected by your Cantrips, and the ringing of church bells will deafen you for 1 hour
 - For 4 points, you cannot use Cantrips on a mortal that possesses a 4-leaf clover, you may not cross running water in nature, and you must spend a Willpower point when you see a religious symbol or flee from it
 - For 5 points, circular groups of mushrooms will sprout from the ground near any place you dwell for more than a month, the Mists no longer hide your powers, mortals wearing their coats inside-out are invisible to you, and you

cannot enter holy ground without spending a point of Willpower

- **Winged:** (2 points) you have beautiful wings, be they feathered bird's wings, bat wings, or even insect wings. They are only chimerical, but if you wear clothing that binds them, you suffer from -2 Bonus Traits in all Dexterity Challenges. You may only purchase this as a Merit or a Flaw, not both
- **Cleared Mists:** (3 points) for some reason, the Mists don't obscure the memories of those who see your supernatural abilities
- **Haunted:** (3 points) a malicious ghost haunts you, and it uses its strange abilities to undermine or harm you at least once every day
- **Iron Allergy:** (3 to 5 points) you are extra sensitive to the presence of cold iron
 - For 3 points, even touching cold iron wounds you as though it were red hot (1 Health Level of chimerical damage per turn of contact)
 - For 4 points, you suffer from the effects above, but you also suffer 1 Health Level of real damage per 3 turns of contact with cold iron
 - For 5 points, you suffer the damage of the previous levels if you are simply within 1 foot of cold iron
- **Sidhe's Curse:** (5 points) much like the Arcadian Sidhe, you are less resistant to the scourge of Banality than other changelings. Every time you gain points of Banality, the points are doubled. Arcadian Sidhe can't take this Flaw

Step Seven: Freebie & Experience Points

Freebie Points

- Freebie points are used during character creation to customize your character beyond what the previous rules allow
- No character may have more than 27 Freebie points
- Every character starts with 15 Freebie points
- You can earn up to 12 more Freebie points by taking Flaws
- You can earn 2-4 Freebie points by adding 1-2 dots of Banality to your character
- You can earn 2-4 Freebie points by adding 1-2 dots of Imbalance to your character
- All Freebie points must be spent before a character is completed (any remainders are lost forever)
- The costs to purchase various stats with Freebie points are listed below

Item Being Purchased	Freebie Point Cost
Backgrounds	1 point per level
Skills	1 point per level
Realms	2 points per dot
Traits	2 points per dot
Glamour	3 points per dot
Willpower	3 points per dot
Arts	4 points per dot
Merits	Merit's rating in points

Experience Points

- Experience points are used to improve your character, representing their growth and increased understanding of the world
- Experience points are earned during play in various ways
 - 1 point is awarded for showing up for at least half the game session
 - 1 point is awarded for wearing a costume to depict your character
 - 1 point is awarded to the player with the best costume, voted on by players at the end of the session
 - 1 point may be awarded by the Staff for standout role-play or driving the plot
 - 1 to 2 points may be earned by performing Downtime Actions (see the Downtime Action & Items rules for details)
 - Every player starts the game with 4 “XP Votes,” which they can award to another player of their choice during the game for any reason
 - XP Votes you receive from other players are worth 0.25 Experience points apiece
 - You must give out *all* 4 of your own XP Votes to receive any benefit from Votes you were given
 - You may only give 1 XP Vote to a given player during a single game session
- The costs to purchase various stats with Experience points are listed below
- Each character gains 10 Experience points after their first game session to ensure they remain on-par with the average amount of Experience among existing characters in the game

Item Being Purchased	Experience Point Cost
Backgrounds*	New level x2
Skills	New level x1

Realms	New level x2
Traits	New level x1
Glamour	New level x3
Willpower	New level x3
Arts	New level x2
Merits*	Merit's rating x3
Remove Flaw*	Flaw's rating x3
Remove Imbalance*	3 points

Step Eight: Threshold & Antithesis

- When it comes to methods for gathering Glamour from mortal Dreamers, most changeling prefer either Ravaging or Reverie (see the Banality & Glamour rules for more information)
 - Ravaging, more often used by Unseelie changelings, is also known as “the Path of Theft,” since it involves grasping the Glamour in a mortal and ripping it out of them—though repeated uses on a specific mortal might cause them lasting psychological harm
 - Reverie, more often used by Seelie changelings, is also known as “the Path of Inspiration,” as it requires a changeling to cultivate a relationship with a Dreamer in the hopes of spurring them to greater artistic achievements—though this is both more difficult and slower than Ravaging
- When you create your character, you may choose a preference for Ravaging, allowing you to select a particular method (a.k.a. a “Ravaging Threshold”) you like to use when extracting Glamour. When you Ravage a Dreamer in a manner aligned with your

Threshold, you gain +1 Glamour from any successful attempt. Such Thresholds include

- **Exhaust Creativity:** through criticism and exploitation, you belittle an artist's sense of self-worth
 - **Destroy Hope:** through mockery and a refusal to offer aid, you encourage a mortal to despair
 - **Destroy Love:** through manipulation and deceit, you prevent a mortal from building romantic relationships
 - **Create Anger:** through antagonism and insults, you spur a mortal into acts of violence
 - **Break Trust:** through betrayal and fraud, you cause a mortal to lose the ability to trust others
 - **Exploit Dependence:** through temptation and flattery, you cause a mortal to become dependent upon you
 - **Destroy Illusions:** through harshness and cynicism, you rob a mortal of their innocent views
- When you create your character, you may choose a preference for Reverie, allowing you to select a particular method (a.k.a. a "Musing Threshold") you like to use when extracting Glamour. When you "play the Muse" for a Dreamer in a manner aligned with your Threshold, you gain +1 Glamour from any successful attempt. Such Thresholds include
 - **Inspire Creativity:** through encouragement and teamwork, you help a mortal create new things
 - **Create Hope:** through novel solutions and aid, you help a mortal shake off despair
 - **Create Love:** through matchmaking and suggestions, you cause one or more mortals to enter romantic relationships
 - **Create Calm:** through wisdom and guidance, you teach a mortal to practice self-reflection

- **Foster Trust:** through sharing and hospitality, you help a mortal learn to trust others again
- **Help Those in Need:** through charity and heroism, you save mortals from their inner (or outer) demons
- **Foster Dreams:** through optimism and whimsy, you push a mortal to follow their fantasies
- Choosing a Ravaging or Musing Threshold is optional, so you can choose to leave this part of your character sheet blank for now
- Your Threshold can also be changed between game sessions, but a year and a day must pass before the next time you change your Threshold
- You may only have one Musing or Ravaging Threshold at a time

Antithesis

- In addition to the usual Banality Triggers, every changeling has a personal Trigger that profoundly violates their very nature. This is chosen by the player when the character is created, and it often has some relationship to the changeling's Kith. If a character violates their Antithesis, they must engage in a Simple Test. If they win, they gain 1 point of Banality. If they tie, they gain 2 points of Banality. If they lose, they gain 3 points! Examples of Antitheses include
 - Interfering with the play of children
 - Breaking an object of great beauty (mundane or magical)
 - Wearing a suit and tie on your mortal body
 - Giving someone a false compliment
 - Encouraging someone to pursue a "stable" career instead of their dreams
 - Promoting standardized tests over creative education
 - Shaming a youth for their bold style
 - Breaking up a romantic relationship
 - Deliberately hurting a small animal

- Filling out more than a page of paperwork
- Trying to convince someone that the fae aren't real
- Saying "it's only a dream"
- Calling the authorities on someone for being too loud
- Following a strict "bedtime"
- Covering up evidence of an interesting crime
- Attempting to disprove a conspiracy theory
- Forcing a child to labor for money
- Tattling on a thief
- Saluting a symbol of authority (e.g. a flag)
- Calling yourself by your full mortal name
- Vandalizing a Freehold
- Hiding or closing a Trod
- Using drugs to have a dreamless sleep
- Failing to laugh when someone breaks wind

Step Nine: Spark of Life

Concept

Now that you have completed the mechanical aspects of the character creation process, take some time to review the most important aspects of your character's identity. Start with the concept—what kind of character is your changeling? What role do they tend to play in a story? How do they dress? How do they talk? What sort of nervous tics or habitual gestures do they make?

Motivations

- What is your character good at?
- What are they bad at?

- What do they fear?
- How do they avoid it?
- What do they want?
- How do they expect to get it?

Survey

If you fill out a character survey (available at www.backbeatballad.com or on our Discord server), your character can gain bonus Experience!

Health Levels

- All characters start with 7 real and 7 chimerical Health Levels
 - In both cases, they Health Levels are **Bruised, Hurt, Injured, Wounded, Mauled, Crippled, and Incapacitated**
- Chimerical damage is caused by chimera, chimerical Cantrips, and other effects that exist solely within the Dreaming
- All other damage is real
- Damage marked with a forward slash (/) is Bashing (typically from blunt force and other painful but not immediately life-threatening types of harm)
 - If a character takes more levels of Bashing damage than they have remaining unmarked Health Levels, they convert 1 point of Bashing damage to 1 point of Lethal damage (starting at the top) for every point of damage that “overflows”
- Damage marked with an X is Lethal (typically from cutting, stabbing, or other sources that can be immediately life-threatening)
 - If a character takes a level of Lethal or Aggravated damage when they have no more Health Levels to mark off, the character dies

- Damage marked with an asterisk (*) is Aggravated (typically from magical or very intense fires, cold iron, and other mystically-enhanced damage)
 - If a character takes a level of Lethal or Aggravated damage when they have no more Health Levels to mark off, the character dies
 - If a character “dies” from chimerical damage, their fae soul becomes dormant, and the character temporarily becomes a mundane human. They fall unconscious immediately and suffer the full effects of the Mists when they awaken (though this also renders them immune to chimerical effects and penalties from chimerical wounds). They also must perform a Simple Test. On a win, they gain 1 point of Banality. On a tie, they gain 2. On a loss, they gain 3 points of Banality!
 - If a character is killed by real damage, their human body dies forever, and their fae soul moves on to find a new reincarnation. If the last wound they suffered was caused by cold iron, their fae soul dies forever, as well!
- A character that has suffered damage accrues certain cumulative penalties to reflect the pain and loss of bodily control their wounds are inflicting

Wound Level	Penalty
Bruised	none
Hurt	must bid +1 Trait in tests
Injured	must bid +1 Trait in tests
Wounded	lose all ties
Mauled	lose all ties
Crippled	can't initiate Physical tests
Incapacitated	unconscious for 10 minutes

- Changelings heal real damage quite slowly, and they require medical attention to begin healing if they have reached the Mauled Health Level

Health Level	Bashing	Lethal
Bruised	1 hour	1 day
Hurt	1 hour	3 days
Injured	1 hour	1 week
Wounded	1 hour	1 month
Mauled	3 hours	3 months
Crippled	6 hours	3 months
Incapacitated	12 hours	5 months

- Changelings heal chimerical damage more quickly

Health Level	Bashing	Lethal
Bruised	30 minutes	6 hours
Hurt	30 minutes	12 hours
Injured	1 hour	1 day
Wounded	1 hour	3 days
Mauled	1 hour	5 days
Crippled	3 hours	1 week
Incapacitated	6 hours	3 weeks

- In both cases, changelings heal at an increased rate when they rest in a Freehold (though extended rests in Freeholds can lead to Bedlam). In a Freehold (or the Dreaming), real damage heals at the rate of chimerical damage, and chimerical damage heals in $\frac{1}{2}$ the usual time required
- Note that Aggravated damage always heals at the rate of real damage, and it can only be accelerated to a rate of 1 level per day by any means

Ch-Ch-Ch-Ch-Change Log

3/8/22

- Added “of one’s Court” to the end of the sentence beginning with “**Note:** a special use...” in the description of the Title Background

4/19/22

- Updated to reflect that the Pooka Kith now requires a Perk to play

4/21/22

- Added Financial Influence (which was omitted by oversight) to the Backgrounds section

7/9/22

- Removed a reference to a non-existent Downtime Action from the Satyr Birthrights

8/4/22

- Removed all Negative Traits
- Updated references to Arts, Realms, and Cantrips to reflect the newly-simplified casting system
- Altered the Holdings Background to cost double

8/31/22

- Added all former Negative Traits to the Flaws Weakness, Ineptitude, and Defect
- As there is already a Flaw called “Impatient,” replaced that Ineptitude with “Indecisive”
- Updated Banality and Imbalance sections to reflect the ability to start with additional dots of these Tempers in exchange for more Freebie points

- Added a Simple Test for a Bedlam Threshold for spending Willpower when you have Imbalance
- Capped Freebie points at 27, Flaws at 12
- Added an Experience cost to removing dots of Imbalance
- Changed the term “Flaw” to “Foible” when referring to the drawback imposed by joining a given Noble House

3/1/23

- Added Affinity Realms back to Kiths and Realms sections, updated rules to give a free dot in these during character creation
- Updated the examples in the Chimera Background

11/19/23

- Added note to Abilities section about dual-wield and specialization rules
- Updated the number of times the Lucky Merit can be used
- Added note to the Realms section indicating you cannot use Glamour to “cheat” dots of the two modifier Realms
- Added note to the Houses section indicating the Hoi Polloi will be phased-out in a future update
- Removed the Chronos Art
- Added ruling that a changeling can only heal one level of Aggravated damage per day by any means
- Updated Nightmares Flaw to add -1 Bonus Traits to Primary Trait category
- Added note that new characters now gain 10 Experience points after their first game session

2/19/24

- Added prolonged proximity to cold iron to the list of Banality Triggers

3/14/24

- Added note that Murderous Mien and Friendly Face cannot be taken by the same character