

Changeling characters are created using **The Shining Host** and **The Shining Host Players Guide**. Players are allowed 5 freebie points at character creation. Players are only allowed to have two active characters at any time and can not have more than one character that rates in the slot 2 or 3 categories.

Certain character aspects are considered rare or more uncommon than others. Some aspects, such as certain powers or particular powers, can be unbalancing to a game. These character aspects and powers are assigned slots based off of their rarity, and your character is considered slotted by the **HIGHEST** approval slot on the sheet. There are three slots and are described as follows.

<p><b>Slot One</b> – Common. This is the catch all of most aspects of a changeling character and has no play or time restrictions on them. This slot is the only slot that does not require a background or regular play.</p>
<p><b>Slot Two</b> - Uncommon. Uncommon aspects or powers fall into this category. An uncommon slot means that this character will be shelved after six months of inactivity, and may be removed from play after one year of inactivity. This slot requires somewhat regular play and may require a background.</p>
<p><b>Slot Three</b> – Unique and Rare. Unique aspects and powers fall into this category, and a limited number of unique aspects are allowed at any time. A unique slot means that this character will be shelved after three months of inactivity, and may be removed from play after a year. This slot requires regular play and a background.</p>

### Sample Slot Requirements

The following chart can be used to reference what slot approval level would be required for each level. As this is a living document, it is subject to update and change at any time. As well, any items not listed here are still under ST discretion as to their required slot level. Some kiths and houses are restricted to the total that are allowed in play at any time. **Sidhe, as an example, are restricted to four PC Sidhe in play per every thirty players.**

Slot 1	Any item not listed below. All items are still dependant on ST approval.
Slot 2	Title x2/3 for Sidhe, Title x1/2 for Commoner Kith, All ‘Commoner Titles’, Secret Society Membership, Kith: Sidhe, Any Lore x4/5, Political Connections x4/5, Treasure x4, Summer Court House Membership for Non Sidhe, Iron Resistance, Regeneration, any Merit that recreates a kith birthright or flaw, Type: Thallain, Type: Inanimae, Type: Nunnihé, Type: Dauntain.
Slot 3	Title x4/5 for Sidhe, Title x3/4/5 for Commoner Kith, Any Lore x5, Aphrodisia, Onieromancy, Naming for Non-Sidhe, Chronos for Non-Sidhe, Sovereign for Non-Sidhe, Infusion for Non-Nockers, Type: Autumn People, Type: Prodigals, Winter Court House Membership, Any Treasure x5, Any Chimera x 5.

## Shelved verses Removed

A character that has not seen active play for a subsequent amount of time may be shelved by the ST. A shelved character loses its status as a slotted active character, and other players with waiting concepts will be given the opportunity to play a character of that slot. An IC reason will be given by the ST for why that character is unavailable (Visiting sick parents, on vacation, Etc.) and that character can not be role played until that character's player returns to game regularly and a slot is available.

If a character is inactive for a long enough period of time, that character may be removed from active play by the ST. In the instance that the character is removed from play the character is considered retired as an NPC and may be used at ST discretion. In the instance that a character leaves play by any means, including being removed, that player must then wait at least five months before having a slotted character.

## Traits and trait caps

**Listed in order of Physical/ Mental/ Social/ Willpower/ Glamour**

<b>Childer</b>	<b>Wylder</b>	<b>Grump</b>
<b>9/9/9/9/12</b>	<b>12/12/12/10/11</b>	<b>14/14/14/11/9</b>
<b>Ability cap 4</b>	<b>Ability cap 5</b>	<b>Ability cap 5</b>

## **Kith specific Merits, Flaws, and Abilities**

**Chimerical Alchemy:** This allows Nockers to compensate for the limitations of their Birthright by developing a highly specialized form of science dealing in chimerical chemical reactions. One of the biggest problems with this has always been that chemical reactions in the Dreaming have always been hard to predict as they change on a daily basis. With this ability you can create more than mechanical devices. Batteries and even transformations are possible. The difficulty of creating such things, however, varies. The deeper you go into the Dreaming, the more difficult it is to predict the changes and so the more difficult the test. Nockers guard this knowledge carefully and teaching it to a non-Nocker is a sure way of becoming disbarred.

### **Gematria:**

Like Chimerical Alchemy, Gematria is a Nocker science developed to compensate for the limitations of the Birthright: Chimera Creation. This chimerical science helps Nockers harness energy effects in the dreaming. This quasi-science derives its mathematical language from the ancient Cabbalistic discipline of the same name. Traditional Gematria was a Cabbalistic language that converted names to numerical value for mystical purposes. Nocker Gematria creates a flexible mathematical framework for predicting the "randomness of chimerical energies. The discipline is particularly useful when dealing with Dreaming physics, electrical phenomenon and the behavior of FUBARs. Possession of this knowledge is essential to create chimerical objects and inventions that are more than simple tools and that can operate with their own energy reserves.

### **Mining:**

This is the fine art of digging a tunnel into something. It covers skills such as actually making the hole, propping and air flow, removal of precious ores, following veins, and being about to spot a dream realm. A successful Physical test will let the miner dig 1 meter per hour per Physical trait expended. The number of tests required depends on the difficulty of substance being mined and equipment used. All tests for safety, direction, and ordinance are Mental Challenges with the difficulty modified by time, care taken and difficulty of situation. Multiple diggers can work together to dig faster, as long as they work as a team.

## **Eshu Merits**

### **Wayfarers Feet (1pt)**

The Eshu is considered to be wearing sturdy hiking boots at all times. It provides a +1 bonus to walking on difficult terrain.

### **Long Winded (2pt)**

This Eshu can run for a number of hours equal to his stamina related physical traits without fatigue, at full pace. He may walk for a number of days equal to his stamina related physical traits, without fatigue, also nonstop, with breaks for food and water.

### **Gift of Babel (2pt)**

Use the same system as Natural Linguist Merit. The Eshu gains +1 extra language for each level of linguistics in addition to the doubling effect.

### **Living Legend (5pt)**

You must have Remembrance at 3 to take this merit. You are the embodiment of a legend, made flesh. Choose a legend from the past and you resemble this person. You may recall details relating to your legendary past at ST discretion. You may call upon a free retest in social challenge with those who recognize you as the legend.

### **Eshu Flaws**

#### **Lost Horizon (3-5pt)**

You are tied to an area of land, like the Oba frailty, and are weaker when outside that land. The size of this flaw reflects the size of the area affected. A Nation would be 3pts, a Region 4pts and a Domain area 5pts. All challenges outside of the affected area are at a -4 penalty.

### **Nocker Merits**

#### **Tunnel Vision (2pt)**

You can see in absolute darkness as though it was daylight. You can also see better in situations such as fog or mist, when vision is obscured. The increase in difficulty for perception challenges in such conditions is limited to +1.

#### **Speedy Hammer (3pt)**

You gain one trait on any challenge involving building or repairing something. One to three fewer successes are required when working on large or complex projects. You gain two physical traits when mining.

#### **Work With Iron (5pt)**

Both you and your chimerical works are immune to the touch of Iron. Weapons made of Cold Iron will still do their normal damage to you but you can craft and wield Cold Iron without harm. (Mechanics & Approval: treat as the Iron Resistance merit in the Shining Host with the added note that the Nocker can craft Cold Iron.) Warning: other Nockers finding this out will treat the character with extreme suspicion.

## **Nocker Flaws**

### **Troglodyte (1-4pt)**

As a throwback to the original Goblins of old, you may be shorter or have green skin but your real problems are to do with the brightness of light above ground. It is difficult to see in any situations involving any light brighter than firelight. 1 point means that you are merely susceptible to bright light: you are 2 Traits down on all sight related challenges when in sunlight. This is reduced to 1 Trait when wearing dark glasses. At 4 points you are completely blind in any surroundings brighter than firelight, although you can see if you wear extremely dark glasses but even then you are 3 Traits down in all activities involving sight.

### **Foul mouth (2pt)**

Your mouth spews forth a never-ending torrent of obscenities; even other Nockers find you tiresome. You may never hold a respectable job of any sort in human society. Most Nockers know when to shut up or can refrain from abrasive language for periods of time; those with this flaw, however, cannot. Their words are so poisonous that Basilisk Stones may shatter in their hands. The Nocker receives a permanent *Obnoxious* trait additional to their Frailty.

### **Goblin Magnet (2pt)**

Goblins really like you and want to be your pal. Things tend to explode around you. No matter how much you tell them to go away, they hang out with you all the more. They are constant trouble for you and like to piss people off. The Goblins might not necessarily want to harm or kill the PC; they are just malicious, devious, lying scum who cannot be used as contacts or allies. Please note this flaw cannot be converted to a merit or abused in this way.

### **Disbarred (2-5pt)**

One of the ultimate punishments for wayward Nockers, being Disbarred means being thrown out of the Bes Dins and having all licenses and protections annulled. Smaller offences may result in only temporary disbarment for a period of time or until the Nocker makes up for what they have done (2pt version). Sometimes in the most heinous of cases, it is permanent and they are outcast from Nocker society (5pt version).

## **Pooka Merits**

### **Good Listener (1pt)**

Even for a Pooka, you can masterfully coax others out of their shells to open up to you. You are up one trait on all Social challenges related to your birthright.

### **Calming Presence (2pt)**

Something about you has a calming effect on children and animals alike. With but a word or a glance, guard dogs won't attack unless provoked and babies will stop crying and gaze up. For common and domestic animal-affinity Pooka, this can work in their animal forms as well. You get two additional traits on all non-intimidation based social challenges when dealing with animals or children.

### **Animal Speech (3pt)**

You can talk with animals of your own affinity in their home language as easily as you would your native tongue; you are a veritable Dr. Doolittle. This can extend to related species but the further away the animal is from your affinity, the harder it is to communicate. To use this merit, you need to complete a successful static Mental Challenge against a difficulty determined by the storyteller, based upon how far removed the animal is from you in the animal kingdom.

### **Call to Friends (3pt)**

When in trouble you can call out to others of your affinity to come to you and assist when you are in trouble. Upon a successful Social Challenge the animals will come to your aid. If successful, expend a number of Social traits. One animal comes for each Social trait expended.

### **Whole Cloth (2pt)**

Instead of shedding mundane items when you transform into animal shape, with a bit of concentration you can take them with you. Spend a mental trait to accomplish this when you change.

### **Venomous Attack (5pt)**

In Animal form, if your affinity is for a venomous animal, you too have the poison and can use it in attacks. When you successfully bite your foe, your victim must win a static Physical Challenge against 6 traits every half hour or take one level of lethal damage, until the victim wins the challenge or dies. This does not affect vampires. The venom only works in your animal mien, which must be naturally venomous.

### **Pooka Flaws**

#### **Animalistic Features (1-3pt)**

Parts of your mortal seeming hark back to your animal form, be it claw-like hands, horns, fur or other. 1 pt being something minor/benign (Webbed Feet) with 3 traits being a major problem (Whiskers, Horns etc)

### **Pack Mentality (1pt)**

As a pack animal, making decisions for yourself, by yourself, is difficult; you cannot imagine life alone. You put your pack first even to the point of self-sacrifice regardless of whether you are the alpha or just a follower. If you have lost your own pack then you must expend a Willpower trait to avoid joining the first pack that you meet.

### **Natural Urge (2pt)**

Your animal urges come through strongly and these behaviors set you apart from regular social contact. Examples include licking yourself, sniffing people, or tearing right into raw meat. You must make a Willpower challenge versus 4 Traits to avoid the urges for one hour.

### **Environmental Need (3pt)**

Your animal affinity requires certain specific environmental factors nearby or else you will suffer. For example, a fish Pooka needs to be in or near water for large portions of their lives. If deprived of your environmental need for more than twenty-four hours you will weaken and begin to take wound levels at a rate of one per day until you reach incapacitated, at which point you slip into a coma until you get a taste of your environment again.

### **Animal Amnesia (4pt)**

Memories of your time in your animal form are lost to the Mists.

### **Redcap Merits**

#### **Granite Skin (2pt)**

In Fae Mien, the Redcap's skin is literally made of stone, flaking and chipping noisily with movement. Gives an extra Healthy Health levels, but all challenges to move quietly are at -2 traits.

#### **Unforgettable Taste (5pt)**

Once a Redcap has taken a bite out of something, he will always remember the taste and be able to track it down to the nearest source. If used to track an individual using any Supernatural power to hide themselves (i.e. Obfuscate etc.) then this merit counts as an intermediate power to pierce the concealment. A mental challenge must be taken if a power was used to hide, with Retests using Investigation, cancelled with the relevant Ability (Stealth if none listed). Unforgettable taste leads a redcap to the closest source of an object, and is not guaranteed to lead you to the specific target that was sampled. (A redcap that eats a chicken wing can track the closest chicken, but is not guaranteed to find the exact chicken that lost its wing.)

## **Redcap Flaws**

### **Aversion (1 - 3 pt)**

A Redcap with Aversion simply can't stomach a certain type of eaten item. The level of flaw taken indicates how common this item is: 1pt might be a common fruit while 3pt might be all vegetable matter. The Redcap must make a Challenge each time he is forced to eat an object to which the Redcap has an Aversion. When the substance is first consumed, a static Physical Challenge vs. a Difficulty of 6 traits must be won or tied, or the Redcap vomits everything in its stomach, including the adverse substance. If he passes the test, he cannot do anything but walk slowly for the next half hour. If he exerts himself in any way during that time, he must make the check again, and wait for another half hour to pass.

### **Chicken Claws (3pt)**

Your hands or feet are like those of a chicken, as told by some of the legends of old. How embarrassing! You have a one trait penalty to Trait Totals for manual dexterity for hands, or movement related Challenges with feet.

### **Stolen Tooth (3pt)**

You believe that one of your missing teeth holds the key to your soul. If your missing tooth is somehow destroyed, you will die. This means you will do ANYTHING to find it and get it back. Storyteller's discretion on whether the legend will hold true or not. You must begin play with a tooth missing.

## **Satyr Merits**

### **Voice of a Songbird (1pt)**

Your voice is pitch-perfect and carries a seductive quality with its words, making social interactions easier. You have one bonus Social trait in any situation involving speaking or singing.

### **Flexible Heart (2pt)**

Whilst you feel emotions as keenly as any other Satyr, you have the inner resolve to remain strong when others would fall apart emotionally. Once per session, you gain one willpower to be used in an emotional situation.

### **Passion (2pt)**

You have a passion as intense as the original Satyrs once had for a particular pursuit and will do all you can to follow it, excelling in its achievement, be it love, sculpture, acting or other activity. You are one trait up on all challenges related to your passion.

### **Sex Appeal (3pt)**

Something about you just oozes sexuality and you know how to make the best use of this to sway others. You are up two Social traits on seduction and persuasion challenges on members of whatever sex would be attracted to you.

### **Inspiration (4pt)**

You can play a musical instrument beyond mere notes, tugging at the heartstrings of all who listen, be it melancholy or delight, lust or resolve. Anyone hearing your song must win a Social challenge against you or act upon the emotion relayed (which can include sleep, love, and anger). They may spend a Willpower Trait to ignore this.

### **Sexual Reverie (4pt)**

When performing a Reverie with a mortal dreamer, your sexual route can do this much faster and more effectively than usual when courting. You make a static Social Challenge against a difficulty of four traits and expend a number of Social traits (Max 5). The number expended is the number of glamour that you gain. However, this cannot be used on simple pick-ups - it involves the *art* of lovemaking, not the simple sexual act, hence it is not always possible to use this merit.

### **Gut Instincts (5pt)**

Animal instincts come in many varieties and you have inherited the acting-before-thinking that can often save your life before you are even consciously aware you are in danger. You cannot be surprised. In cases where you are not surprised you may call for a pre-emptive action, akin to *Alacrity*.

### **Satyr Flaws**

#### **Swarthy (1pt)**

Satyrs are hairy but you really are hirsute, even for a goat. Beards are simply too much effort to keep away but at least you won't go bald. This only really affects the Fae seeming. Satyrs with this flaw are down one trait on all appearance related Social Challenges.

#### **Broken Voice (2pt)**

Despite your firm belief that you have a voice to charm the birds from the trees, everyone and everything else seems to feel and respond otherwise when you open your mouth. Babies cry, milk curdles, and you will be pelted offstage at any attempt at vocal performance. You are down two traits on all Social Challenges related to speaking.

### **Wishy-Washy Ways (3pt)**

Unlike other Satyrs who can and do make snap decisions on the spur of the moment, you are incredibly indecisive and can never seem to make up your mind. You have to spend a Willpower Trait when you need to make an important decision. Otherwise you can't decide what to do.

### **Procrastination (3pt)**

So much for any sort of duty or commitment... You take the flitting heat of the moment lifestyle to new extremes, being as unreliable as a chocolate fireguard to friends and oath mates alike when something more fun comes up. You have to spend a Willpower Trait whenever you have to choose between duty and fun.

### **Parfum de Goat (4pt)**

You smell like a goat, plain and simple. Regardless of how much you wash, what perfumes you wear, or any other scent-masking activities you try, you still stink. Although you've grown used to it, this puts off everyone around you except other Satyrs. You are down four social traits in all situations involving kith other than Satyrs.

### **Issues (4pt)**

Your neuroses and idiosyncrasies have reached whole new dictionaries of definition. Your usual lines of following the free ways of the Satyrs are lies to mask your inner fears. The fact is you simply can't be that way and have to keep your true emotions bottled up. You have to spend a Willpower Trait to assert yourself and express your needs and desires.

### **Sexual Hang-ups (2pt)**

Sex repels you for a myriad of reasons. You are just simply not interested in getting it on with others to the point of literally running away if cornered. Even if you do find a caring enough partner, you are never sure if they are making fun of you, and if your friends ever found out, they might even try to cure you - with disastrous consequences. This flaw is purely for role-playing purposes.

### **Sluagh Merits**

#### **Night sight (3pt)**

Sluagh normally have trouble with varying lighting but one with this merit does not, seeing well in all levels of illumination and barely pausing when the lights are suddenly turned on. The Sluagh has no penalties for mundane darkness.

### **Prehensile Tongue (3pt)**

Unpleasant to look at and even less pleasant to be struck by it, a Sluagh's prehensile tongue is effectively another 2ft long limb to be utilized. A character slapped with the tongue must make a static Physical Challenge vs. 6 traits to avoid being overcome with disgust for a turn. To pick something up with the tongue requires a static Physical Challenge vs. 7 traits.

### **Friend to Spiders (4pt)**

You can talk to, and are friends with spiders. You may have spiders perform small tasks for you with a successful Social Challenge.

### **Fly Fingers (4pt)**

Like flies, you can climb on walls and ceilings. This requires no challenge, but you can be pulled off with a successful Physical Challenge.

### **Dead Friends (4pt)**

You can speak and call upon Wraiths for assistance. You may have two Wraith Retainers for each point of allies taken with this Merit.

### **Puddle (5pt)**

Harking back to the old days when Sluagh could change and shift their forms, one with this merit can still collapse into a disturbing puddle of liquid goo to go places not normally accessible. To become a puddle requires a static Physical Challenge vs. 6 traits, moving requires one vs. 7 traits, and resuming your normal form needs another one vs. 7 traits. Failure means you may not try again for 5 minutes.

### **Sluagh Flaws**

#### **Gregarious (1pt)**

Sluagh are not sociable with other Kithain and do not trust those of the kith that are. A Sluagh with this flaw is seen as an outsider, perhaps even blabbing secrets when they shouldn't. This puts you at minus two traits in social occasions involving other Sluagh.

#### **Short Attention Span (2pt)**

It takes time and patience to sift the useful information from the chaff and to do one's research. A Sluagh lacking this patience is a poor researcher. She often leaves people hanging with unfinished tasks she loses interest in, and is treated like a child by other Sluagh. For any extended challenges or tasks that take more than one sitting, a Willpower test vs. 4 traits has to be won.

### **Loudmouth (3pt)**

Loudmouthed Sluagh just can't help blabbing away their secrets, making them pariah to the kith and targets for information-extracting by other kithain. When in a social situation with at least one other person, the Sluagh must succeed on a Willpower Test vs. 6 traits to avoid spilling some big secret they know.

### **Hag-ridden (4pt)**

Sluagh interact with Wraiths from time to time but those with this flaw have done something to anger one in particular. This one follows the Sluagh relentlessly, making its life as hellish as possible until it has destroyed the unfortunate Sluagh, who can rarely do anything about it, being the only one who can see/hear it most of the time. The Wraith is ST-narrated and use of the Oblivion MET book is highly recommended.

### **Knows Too Much (5pt)**

The greatest secret of the Sluagh, that they are the final Fae incarnation and beyond lies only oblivion, is known to some Sluagh and has warped their outlook on life so completely, they live in a permanent state of despair. You must win a simple test to do anything major (ST discretion) or fall to your depression.

### **Troll Merits**

#### **Loyal Heart (2pt)**

Your devotion to Oaths is almost religious; nothing can stop you in your pursuit and when your resolve is low, you are bolstered by your devotion to your duty. You gain two traits on all challenges pertaining to your oath. You may not spend any Willpower traits in situations relating to the breaking of your oaths.

#### **Increased Pain Threshold (3pt)**

Pain can be shrugged off and ignored to keep going in battle or other situations. You suffer the wound penalty of the level one above that which you are on (If Wounded, you are considered Bruised). You are not incapable of action until death.

#### **Stone Skin (3pt)**

Harking back to the days when Trolls were the mountains, a Troll with this merit seems made of stone: stockier, heavier and more resilient to damage. You gain another Healthy Health Level.

### **Nature Linked (3pt)**

The legendary connection between the Troll kith and the wilds holds strong and manifests as an affinity for living in nature. You gain two traits on all non-combat challenges in natural surroundings. This includes parks in cities, but not the cities themselves.

### **Troll Flaws**

#### **Nature Bound (2pt)**

The reverse aspect of the Troll's affinity to the natural world can manifest as a required bond. Outside of natural surroundings, a Troll is out of their setting. You are down one trait in all challenges when in unnatural settings. For purposes of this flaw, cities, wastelands and the like may not be considered natural.

#### **Shrinking Violet (2pt)**

Taking Troll stoicism and terseness to new levels, some Trolls are simply ill at ease with those who do not understand them and as a consequence, feel uncomfortable around those not of their kith. You are down two traits in all social challenges when you are not primarily among trolls.

#### **Yearning Soul (2pt)**

Desperate for love, a Troll with a Yearning Soul will seek to find it and will become obsessed with the concept, pining like a puppy when away and doing everything they can to impress the object of their affections. This is purely a roleplaying quirk and has no direct mechanics, though at ST discretion there may be penalties for distraction or when not pursuing love.

#### **Blighted Face (3pt)**

Like one of the monstrous giants of legend, a Blighted Troll is hideous and terrifying to behold. You are down two traits on all social challenges, except with those who know you extremely well (ST Discretion). This flaw affects both Seemings.

#### **Arcadian/Ancient Oath (2-5pt)**

The Mists have obscured an important Oath taken in the character's past incarnations. The level of the Oath and severity of punishment for failure determines the level of the flaw.