

Scaled EXP System

To represent an appropriate growth curve, we use a sliding scale EXP system. The system works with a cap for the maximum amount of EXP a character could receive in one months time. Most months a PC will not achieve max EXP, however if EXP is received that goes over your monthly cap then that EXP may not be gained that month. This excess EXP does not carry over to the following month, and is unfortunately lost.

Character has less than 80 EXP	Max of 8 EXP a month
Character has between 80 and 140 EXP	Max of 6 EXP a month
Character has between 140 and 180 EXP	Max of 4 EXP a month
Character has between 180 and up	Max of 2 EXP a month

As well, EXP that has not been spent does not carry over to a new PC in the instance of character death.

Cantrips with the intent to maim or kill

Any cantrip being used for banal reasons, which includes attempted maim or kill, are immediately one bunk trait down. Any cantrips that cause a situation where a target is threatened by death by being in its state must throw a simple test immediately and at the beginning of every following turn. If the target of the cantrip wins or ties the simple test, the art fades that turn and they may then take an action the following turn.

Example: Redcap Evil McNarsty casts elder form on a pooka to turn that pooka into a muffin. That pooka, Rapoc Rapo, doesn't want to be eaten. The redcap bites the muffin, doing one aggravated damage to Rapoc Rapo in muffin form. Rapoc Rapo then throws a simple test and wins the challenge, therefore the elder form he was the target of fades away and he can attempt to flee next turn.

Bunking system

We utilize the jester bunking system with some slight variances.

1. Routine use of the same bunk divides the bunks effectiveness in half.
2. Double bunking may only occur in an epic situation by ST approval.
3. Only one cantrip may be hung on a target at a time using the time realm.
4. Double bunks require time, and may not be done on one turn.
5. Double bunking results in a bedlam warning.

Realms

The appropriate realm is required to be declared at the time of casting. Players are not allowed to ask what level of a realm is appropriate to effect an object, and must be able to name the realm appropriately. In the instance that the wrong realm is named, the cantrip fails after the appropriate traits, costs, and retests are used. The person casting is not informed why their cantrip failed, merely that it has.

In the instance of the time realm, a cantrip occurs exactly when the amount of time realm used passes. In the instance that time 5 is being used, the caster has an option of declaring a “triggerred event” where in the cantrip will occur when that event happens up to one month in time from the casting. This casting happens at the first occurrence of the triggered event and if not triggered by the end of the month, it goes off one month from the casting time.

Dragon’s Ire

Characters in bedlam that invoke the dragon’s ire are allowed a static challenge for every permanent glamour they have, and gain a number of extra ire successes equal to the number of successes they have. These ire traits may be used as retests on any challenge, and give an additional number of traits equal to remaining ire uses. At the end of the scene, the character enters the next stage of bedlam, or is devoured by a cataclysmic blast in the case of characters that are already in the third stage of bedlam. Dragon’s Ire never lasts longer than one scene

Changelings who witness a bedlam-embraced character invoking the dragon’s ire may enter bedlam if they were close to doing so already (Storyteller’s discretion). To call upon the Dragons Ire, one must have at least three levels of gremayre or remembrance.

Oaths

The gaining of Traits from Oaths may exceed listed maximums, but these are always the first Traits spent. Taking the same Oath multiple times (even in different situations) does not grant cumulative positive effects.

Breaking Oaths is considered to be one of the more heinous crimes a Changeling can commit, and storytellers are encouraged to see this aspect of the venue through as best as they can.

Freeholds

The number of Glamour Traits that characters can "use" or "absorb" that the Holding generates each week is equal to the number of Traits invested in this Background. The Glamour is distributed as the Storyteller sees fit, though the "controlling" character's desires should be considered when making this determination. For example a three point freehold can produce 3 glamour a week, 3 dross a week, or heal 3 levels of damage a week (or any variation there of).

A freehold will produce Dross each week equal to its rating, which will "appear" in a treasure- or store-room within the freehold, as long as the Glamour-supply has not been "tapped out".

Ability Specializations

Ability specialties work differently than in Dark Epics. When a character has five levels in an ability, that person can then purchase a specialized version of that ability as if it were its own ability set. This specialized ability may be used as a second retest on an appropriate challenge; however only one of these retests may be used. As an example, someone who has taken "Greymare 5" may take a specialty in "Chimera Lore" or "Post Shattering History"; as well a person could take "Enigmas 5" with a specialty in "Crossword Puzzles". Lastly, a character may have up to five specialties per ability... however each of these specialties require extensive training and may require teachers.

The Dreaming

The reality for the fae is divided into the following layers.

Autumn world - The place where normal people and the prodigals live, this is where a fae spends most of their time. While a fae can still see where the dream overlaps the autumn world in some places, everyone else can not. Here cantrips that effect the autumn world require a glamour to cast unless they are effecting a chimerical target (like a chimera that noone else can see).

Near Dreaming - The first place where a fae no longer sees the autumn world side of things, the near dreaming is where reality fades away. To enter the near dreaming you must enter through rifts, portals, trods, or via entrances to freeholds. Cantrips here do not cost glamour, unless otherwise specified, and the autumn world does not exist to most here.

Mid Dreaming - Where the laws of reality lessen even more, and patches of the dream deviate so far from known reality that long forgotten fae, and many chimera, choose to live here. This is the place where the autumn world has never seen, nor may it ever see again. Chimerical death here is permanent.

Far Dreaming - Here dreams are primal essence, and fae begin to change. Traveling to the far dreaming is dangerous and often takes months and years to return from. This is the place where ancient enemies and forgotten dreams stay. Most don't know of the far Dreaming's existence. Chimerical death here is permanent.

Deep Dreaming - None has traveled to the deep and returned that is known of. The deep is where the dream begins, ends, and merges with other realms. Some say that the way to the land of the dead and past the umbra exists beyond the deep. Others say you're a fool for even thinking about going there. Most do not know the deep dream exists.

Banality

This chart describes some of the ways a Changeling can gain Banality. Since Banality is a nebulous concept and what some see as banal can be a source of glamour for others, storytellers are strongly encouraged to keep an open mind about what is and is not a source of Banality based on the circumstances of the action, and on the character-concepts of those characters who might be applicable.

Active Banality

Defending against a Cantrip with Banality: 2 Temporary Banality Trait

Actively denying the Dreaming (per instance): 3 Temporary Banality Trait

Using a Dauntain power: 2 Temporary Banality Traits

Destruction of the Dreaming

Destroying a treasure: 3 Temporary Banality Trait

Killing a Kithain chimerically: 2 Temporary Banality Trait

Killing a Kithain mortally: 8 Temporary Banality Traits

Destroying a freehold (per level destroyed): 10 Temporary Banality Traits

Dying Chimerically: 5 Temporary Banality Traits

Cold Iron

Being struck by Cold Iron (per hit): 1 Temporary Banality Trait

Contact with or Possession of Cold Iron (per scene): 1 Temporary Banality Trait

Killing a Kithain with Cold Iron: 1 **Permanent** Banality Trait

Locational (Time spent in areas that...)

Banality more than Kithain's Glamour (per scene): 1 Temporary Banality Trait

Banality twice as much as Kithain's Glamour: 2 Temporary Banality Traits

Banality Rating of Nine (per scene): 3 Temporary Banality Traits

Banality Rating of Ten (per scene): 4 Temporary Banality Traits

Cold Iron

Cold Iron is iron that has been "cold forged" by hand, and as such, can only be formed into very crude tools. As a material it is brittle, prone to rust, and has great difficulty holding an edge or point. *Cold Iron* weapons and tools are usually limited in form to clubs, crude daggers, crowbars, hammers, or poor-quality swords (that do not stand up to use for very long) and have a tendency to break under duress. As *Cold Iron* is harmful to Changelings because of its intrinsically non-supernatural nature, using supernatural effects to enhance it in any way automatically fail.

Health Levels

At the time of the MET: Shining Host book release, the WoD universe was in second edition. As a third edition was never released, the core book was never updated to 3rd edition health levels. We are currently using the 3rd edition 9 health level system which is 2 healthy levels, 3 bruised levels, 2 wounded levels, 1 incapacitated, and 1 mortally wounded. At mortally wounded a character must make static stamina related challenges to not bleed out to death if the wounds have been aggravated or lethal damage.

Forum RP Rules

- 1) All yelling is done in **BOLD**
- 2) All actions and descriptions are done in italics.
- 3) All whispering needs to be done in small font.
- 4) All posts should have Day/Time at the end of the subject line.
- 5) When you leave a scene, describe yourself as leaving.
- 6) If you're in a scene, please respond as quickly as you can.
- 7) Colors are reserved for STs attempting to portray a few NPCs talking in the same scene. Different colors associate to different NPCs.
- 8) Please inform players if you are going to be unavailable for prolonged periods of time in the OOC area.
- 9) Any scene that could or is resulting in possible drastic changes to your characters RP will have the word **LOCKED** written by one of the STs as a post. This means that this scene could result in either chops or effects that change your further RP. If this occurs, you may not start another scene until this scene is finished.
- 10) In the instance that a player is in a scene and adds information or changes RP based on actions or information that was learned later that play **MAY NOT** use this information in a current scene. Doing so will result in XP deductions, and possible further actions.
- 11) When posting, you may not post how other characters or NPCs in the area react. Reaction resides in the sole ownership of either the player whose PC is being effected or the STs.
- 12) In the instance of necessary challenges occurring within the forums, which is discouraged, the STs will use their best judgment in regards to what the outcome of these challenges are. We do not accept 'proxys', and reserve the right to narrate up to and including character death.