

## Companion Creation Rules

Companions are the living Chimera either born of a changeling's unconscious nature or purposely created through the sculpting of Glamour. Players should consult their Storytellers as to the type of Companion they have. Players should also be aware that higher level Companions have minds and personalities of their own, which may come into conflict with the character's goals. The number of dots a character has in Chimerical Companion determines how many points he has to create a companion based on the rules for Chimera creation

- 1) Basic: You have a simple chimerical creature as a companion (10 points). Examples: A small patch of mould that bubbles obscenely on your shoulder, a small speck of light that flitters around your head, or a sock puppet named Bob that curls up to sleep in your pocket.
- 2) Minor: you have a semi-intelligent chimerical companion with language capabilities and its own personality (20 points). Examples: A small jeweled dragon with a smoking problem, a giant teddy bear with a Brooklyn accent, or a talking moon cat.
- 3) Useful: You have a chimerical companion that can speak and communicate quite well, and that has a mind of its own, often being more of a nuisance than a help (30 points). Examples: A speed demon that looks like a chimerical sports car, a talking chimerical ferret that hoards shiny objects, or a small green alien that sniffs at everything it sees.
- 4) Significant: You have a highly intelligent chimerical companion that can be of great help to you (40 points). Examples: An ancient Djinn that can affect both the Dreaming and the real world, or a dragon with a broad variety of *Redes* at its disposal.
- 5) Legendary: You have an immensely powerful, extremely intelligent companion that can work magicks far beyond the ken of most Kithain sorcerers (50 points). Examples: Any named creature of myth.

## Building Chimerical Creatures

### TRAITS

Chimerical creatures are created with these rules for use with the Companion Background. All sentient chimerical creatures have seven fundamental types of Traits: Physical, Social and Mental Attributes, Abilities, Glamour, Willpower and Health Levels. Non sentient chimerical creatures have Physical Attributes, Glamour, Willpower and Health Levels. Creatures of the Dreaming may also possess chimerical powers called *Redes*.

### ATTRIBUTE COST

All chimerical creatures are designed with Chimera points, which can be allocated among the Chimera's Attributes in almost any manner. Most Chimera from the Near Dreaming may have anywhere from 8 to 36 Chimera points. Some, however, are far more powerful. A chimera has a

trait maximum defined by the level of the background: Level 1-3 Chimera have a traits maximum equal to four times their level

### **PHYSICAL ATTRIBUTES:**

Most Chimera have quasi-physical bodies because of their rather crude Glamour construction. (Chimera with the **Dreamform** Rede are the exception). Chimera with physical forms have three Physical traits. If an attacker disperses a Chimera, but does not destroy it, the Chimera's Attributes return at the rate of one point for each Attribute per week.

**Cost:** Each Chimera point buys 3 points to allocate among a Chimera's Physical traits.

### **MENTAL ATTRIBUTES:**

All sentient Chimera have Mental Traits. Non-sentient Chimera can have Mental Traits to reflect the things they can do, and may appear intelligent. Such Chimera have limited behavioral patterns and cannot grow in knowledge or make independent decisions outside of their "original programming".

**Cost:** One Chimera point buys 3 points to allocate among the 3 Mental Attributes.

### **SOCIAL ATTRIBUTES:**

Chimera are dream-creatures and are often socially active. All sentient Chimera have Social traits. Non-sentient Chimera are not required to have social traits but may possess them. A Non-sentient Chimera may still have appearance related traits. It may even be a charismatic or convincing speaker even if it is really nothing more than an automaton.

**Cost:** Each Chimera point buys 3 traits to allocate among the Chimera's Social traits.

### **ABILITIES:**

Chimera may have any ability that can be possessed by a changeling or other creatures in the World of Darkness. If a person can dream of someone doing something, then a Chimera can do it too. For example, a sentient Chimera may be a great original artist. Chimerical Abilities do not usually exceed the human maximum of 5, but potent Chimera from the Dreaming may surpass the most talented humans in skill.

**Cost:** One Chimera point buys 3 Ability points.

### **GLAMOUR**

All Chimera have some Glamour, or they would cease to exist. Most have only a few points, while legendary creatures from the Far and Deep Dreaming may have almost limitless dream power. Chimera cannot regain Glamour when in the mundane world unless they visit a freehold,

are given it by a changeling or have the **Steal Glamour** Rede. Chimera regain One Temporary point of Glamour/hour in the Dreaming.

**Cost:** One Chimera point buys one point of Glamour.

## **WILLPOWER**

Willpower suffuses a sentient Chimera's Glamour, giving it independent purpose and direction. Sentient Chimera need Willpower to fuel certain Redes. Chimera regain Willpower at the rate of one point per day.

**Cost:** Three Chimera points buys one point of Willpower.

## **HEALTH LEVELS**

Chimera have a very real substance to those in, and of, the Dreaming. Kithain can destroy Chimera through "physical" chimerical means. A chimerical sword draws blood, and a chimerical fire burns Chimera and changeling alike. This damage may force changelings into their mortal Seemings, but it destroys Chimera. The penalties applied for taking damage is exactly the same as for changelings until the Chimera exceeds seven Health Levels. Once past this point the Storyteller may decide the "type" of additional Health Levels.

**Cost:** One Chimera point buys two Health levels. The limit to Health Levels is five times the Chimera's Physical Traits.

## **COMBAT**

All physical Chimera can inflict one level of damage unless they use weapons or Redes.

## **REDES, ARTS, REALMS:**

Redes do **NOT** require Realms to be used regardless of target. Keep in mind that most Redes only affect one thing, be it an external victim, or the Companion itself. Arts purchased for the Companion require Realms, just as they would for Kithain, but do not require bunks. All Cantrips cast by Companions are considered to have 2 Bunk Traits for purposes of Duration, Damage, and so on.

## **REDES**

These strange powers are displayed by many Chimera. The variety of these powers is seemingly endless; a few examples follow. A Chimera uses Glamour to power most of its Redes, but needs Willpower to affect the mundane world. Not all Chimera have Redes. A few of these Redes are unusable in Forged or Crafted Chimera. In such cases Glamour point costs are marked with an asterisk. A sentient Chimera possessing these abilities loses them if it is forged into an object.

**Chimera Point Cost:** this is the number of Chimera points that a must be spent to possess a Rede.

**Use Cost:** this is the number of Glamour points that must be spent for a Chimera to use a Rede.

### **Aggravated Damage**

Chimera may use this Rede in tandem with the Wyrd Rede to cause aggravated damage.

Chimera Point Cost: 3

Use Cost: None

### **Animate**

Use of this Rede enables the caster to move, manipulate and levitate objects at the Chimera's whim. Exactly what the caster animates is dependent on the nature of the Chimera. Chimera spawned from dreams and fantasies of death can animate corpses, while nature Chimera can animate rocks and branches. Chimera cannot use animate to affect living matter. 1 glamour point lifts 20 pounds of material for one melee round. Each point spent on increasing mass raises this amount exponentially (4 points would lift 160 pounds). *Animate* used offensively attacks with the Chimera's combat abilities is up 2 traits for every point of Temporary Glamour spent on mass. Attacks may be dodged as normal.

Chimera Point Cost: 3

Use cost: 1 glamour point + 1 (to increase mass exponentially) + 1 (to increase duration by 1 round)

### **Armor**

The Chimera may grow armor to protect its physical form. Types of armor include tough skin, metal plating, dragon scales and chitinous exoskeletons.

Chimera Point Cost: 1 per point of armor

Use Cost: None

### **Arts:**

Companions may possess powers similar to Kithain Arts. To reflect this, Companions may have Arts as Redes. Companions cannot for any reason ever have an Art that requires any approval. This means that Companions cannot ever learn Infusion, Sovereign, Metamorphosis, Chronos, Naming, any Shadow Court Arts, any Merfolk Arts, any Inanime Slivers, or any Nunnehi Arts. Companions can learn Arts piecemeal, and can thus buy an Intermediate or Advanced without having the prerequisite Arts. Chimera must also purchase realms at the cost of 2 CP per realm to be able to use the individual Art.

Chimera Point Cost: 4/6/8

Use Cost: As per the individual Art

### **Befuddle**

This power confuses its target making it difficult to perform any action. Make a Glamour challenge with difficulty equal to its target's Willpower. The target is one trait down per additional Glamour spent for as long as the Chimera remains in the victim's presence.

Chimera Point Cost: 3

Use Cost: 1 + 1 per extra trait

### **Breath**

Breath works similarly to Venom but affects all targets at range with a cone, cloud or line in front of the Chimera's "mouth" (or whatever the Chimera uses to breathe). The discharge depends upon what kind of breath weapon the Chimera possesses. For lightning the breath expels in a line. For fire the breath is a cone. Range is long for a line, medium for a cone and short for a cloud. Victims can choose to dodge line or cone attacks or to run out of range if they gain the initiative.

Chimera Point cost: 5 (3 if the breath does not cause damage such as one that causes sleep.)

Use cost: Damage from this Rede is 1 + 1 per point of Glamour the Chimera chooses to invest with a maximum of five damage. All targets receive full damage

### **Difficulty reduction:**

Certain Chimera are, by design, superior at specific tasks. A sword Forged to kill Perytons will strike more often against Perytons than against other creatures. Difficulty reduction is not a true Rede but a modifier. Every level gives the user one additional Trait in appropriate Challenges. The maximum number of levels allowable is 2.

Chimera Point cost: three for every point of difficulty reduction, maximum of 2 levels. The modified activity must be stipulated at the time of purchase and be specific.

Use cost: none

### **Dreamform**

The Chimera is possessed of a more rarefied purer Glamour than most Chimera are. It does not have a physical form. (It is still visible however unless it has the Rede **Hide**.) Kithain must use Arts or treasures if they wish to affect it, as normal chimerical means will do no good. A Chimera with this Rede does not need to possess physical attributes but must still have Health levels. (If this Rede is purchased, the stamina limit on health levels is ignored.). This Rede is permanent unless the Chimera is exposed to high levels of Banality (if it touches an Autumn Person for example). In such instances the Chimera makes a Glamour Challenge vs. the source's banality. If the Chimera fails it loses its Dreamform and gains two Chimera points to be

distributed among its Physical traits, which it suddenly develops. The Chimera remains in this physical form as long as it remains in contact with the Banality that changed it. Another simple test must be made; on a loss the change is permanent.

Chimera Point Cost: 5

Use Cost: None

### **Dreamweaving**

This Rede works only on sleeping victims in the mundane world when deployed by Chimera in the Dreaming. Characters sleeping in the Dreaming are unaffected. Chimera not in the dreaming cannot utilize this Rede. To activate Dreamweaving the Chimera merely needs to encounter a sleeping victim and make a challenge of their Glamour vs. the victim's willpower. For the remainder of the scene the Chimera can direct the course of the victim's dream in any manner they see fit. Successive Dreamweavings on the same victim become easier over a period of time. For every two Dreamweaving attempts the victim suffers a 1 trait penalty on challenges to resist. Repeated use of this Rede causes the victim to gain no benefits from sleep. Over time the target suffers permanent loss of Willpower, insanity and death.

Chimera point cost: 4

Use cost: this Rede costs no Glamour to use. It is actually a limited form of Ravaging as the Chimera gains glamour from the victim over a period of time.

### **Enchantment**

This Rede allows a Chimera to affect non-Fae and allows them to affect it. The Chimera may interact with a human, chat amiably with them or attack them. All damage is still chimerical and the human forgets the encounter quickly. (Refer to the Mists chart). The Chimera would need the **Wyrd** Rede to affect the physical world.

Chimera Point Cost: 3

Use Cost: this Rede costs one Temporary Glamour per turn to use, or one per hour in a freehold or in the Dreaming.

### **Ensnare**

The Chimera can attempt to physically restrain its target in some manner. The ways in which Chimera do this vary widely (a spider's web, a net, sticky foam etc). An appropriate test is made, or the Ensnare is set in advance in hopes that someone will blunder into it. Ensnare has 2 physical traits and 2 points of armor for every 3 points of permanent Glamour possessed by the Chimera. Chimera with less than 3 points of permanent Glamour have an Ensnare with one physical trait and one point of armor.

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Chimera Point Cost: 2

Use Cost: 1 to capture one human sized object

### **Entrancement:**

This Rede convinces the victim that the user is their friend and that the victim should go to great lengths to help the user. The victim will not endanger themselves, but they will defend their new friend from all enemies. The user spends one Willpower trait and makes a challenge of their glamour vs. the victim's banality. The duration of the Rede's power is one scene. The Chimera can cast the Rede again but at 1 Trait penalty for each additional casting as the victim begins to get suspicious. The victim must understand the Chimera's language for this Rede to work.

Chimera point cost: 4

Use cost: 1 willpower

### **Fear**

Chimera with this Rede can cause an object to freeze in fear or retreat in stark terror. Fear persists for one to ten turns. The victim may make a static willpower challenge difficulty 6; The Rede's duration is 10 minus the permanent willpower of the victim. This fear can be generated by any number of means, some Chimera frighten their targets by their mere appearance.

Chimera Point Cost: 2

Use Cost: 1

### **Fester**

This Rede causes a victim to manifest the symptoms of a particular disease. The Storyteller decides at what rate the disease progresses, but it is often extremely fast. A disease that normally would take years to manifest may do so in hours. The chimera spends willpower when it uses this rede. A victim may cure the effects of this Rede by making a static Willpower challenge vs. 7 each night. When the victim has won more tests than the amount of willpower spent the disease is gone, although the victim must be aware of the Chimera's presence to resist (May require a static mental challenge, retesting with awareness). Primal (Heather Balm) may heal damage inflicted by this Rede but will not cure the disease.

Chimera Point Cost: 5

Use Cost: 1 per health level of damage inflicted by the disease.

### **Flight**

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The Chimera can fly under its own power. Changelings seek Chimera with this Rede for flying carpets and the like. The Chimera can fly 25 feet per turn per point of Physical Traits that it has. If the Chimera has the **Dreamform** Rede then the companion can fly at a base of 25 feet per turn.

Chimera Point Cost: 3

Use Cost: 1 per hour

### **Glamour Pact**

The Chimera can protect itself from being crafted, forged or trapped in a treasure against its will. The difficulty of any attempt to do so by changeling artisans is increased by two, and the Chimera may be even more difficult to control than the average unwilling Chimera. Changelings consider most Glamour Pact items to be “cursed”, and the Chimera in one may still use Redes that are not based on physical attributes. Chimera with Glamour Pact that are trapped in items retain their Glamour and Willpower scores. Their new forms dictate their physical characteristics. Some Chimera use this power to force an artisan to change them back into their true forms (often a difficult task). Some, however, retain their imposed forms for years, relishing their status as cursed objects. Only the greatest or most insane changeling artisans work with Chimera that possess this Rede.

Chimera Point Cost: 5

Use Cost: 1 permanent Glamour

### **Gulp**

Chimera with this power may unhinge their jaws wide enough to swallow victims. If the Chimera makes a successful bite attack then it may swallow its victim whole by winning a follow-up Physical test. Damage is automatic each turn thereafter, if the Chimera chooses to inflict it. Some Chimera may hold their victims inside just long enough to terrify them, and then spit them out again. Victims swallowed by redcap-inspired Chimera are rarely so lucky.

Chimera Point Cost: 3

Use Cost: 2

### **Healing**

The Chimera can heal its own wounds or those of others. The Chimera must have the **Wyrd** Rede to heal non-chimerical injuries.

Chimera Point Cost: 5

Use Cost: 1 point of Glamour heals one Health Level of damage

## **Hide**

This Rede allows a Chimera to become invisible to all changelings and enchanted beings. A mental challenge (retest using Kenning, difficulty 8) must be made for a changeling trying to determine the location of a Chimera using this Rede this effect lasts for the duration of a scene (up to one hour). Some Chimera can use this Rede to hide changelings or even un-enchanted beings. Using this power to hide a changeling from another character functions just as it does above. Hiding a changeling from the un-enchanted, or hiding an un-enchanted item or person requires the **Wyrd** Rede.

Chimera Point Cost: 5 for hiding self only, 7 to affect others

Use Cost; 1 plus 1 per person or item affected

## **Poof Be Gone**

This power is the ability to vanish at one place in the Dreaming and reappear in another. The exact distance is limited. But certain areas of the Dreaming are known to enhance this Rede. Being on a trod or standing in a mushroom ring, for example, somehow increases the maximum allowable distance (by 50'). A Chimera must be able to see the destination of the Rede. The user could poof anywhere in a house but they would have to see the house's exterior, and they could only poof to one of the outer rooms - not an interior room or the basement. This ability is only usable in the Dreaming, even if the Chimera possesses Wyrd.

Chimera point cost: 3

Use cost: 1 glamour

## **Possession**

The Chimera must touch the target. The Chimera must make a challenge of their willpower vs. their opponents glamour, if it succeeds it possesses the victim for one turn mental trait spent. If the target has a higher permanent Banality than the Chimera has permanent Glamour, the Chimera loses a point of Glamour for each point of the difference. This Rede works only on Kithain, unless the Chimera has the Rede Enchantment.

Chimera Point Cost: 7

Use Cost: 2 Willpower Traits

## **Scuttle**

Chimera with this Rede may move at truly amazing speeds.

Chimera Point Cost: 3

Use Cost: a Chimera may take one extra action per Glamour spent

### **Shapeshift**

A Chimera with this power may change its appearance in almost any way it desires. It may appear to grow larger or smaller. It may turn into a creature of dazzling beauty or a monstrosity from the Nightmare Realms. This image is completely illusionary, and the Chimera gains no additional abilities from this Rede. This power affects all five senses, but cannot be used to cause damage with illusionary weapons.

Chimera Point Cost: 5

Use Cost: 1 per shape change

### **Steal Glamour**

This Rede allows the Chimera to actually steal Glamour from a changeling or even another Chimera. The Chimera must make a challenge of their willpower vs. their target's Glamour; if successful it spends a number of mental Traits and gains that many points of temporary Glamour. This cannot be used to steal more glamour than the Chimera can hold.

Chimera Point Cost; 3

Use Cost: 1 Willpower

### **Transmute**

This Rede gives the ability to change a nonliving organic substance into something else, or merely to alter its composition. During the Middle Ages, mortals thought Fae were guilty of souring milk and poisoning wells, when spiteful Chimera were the true culprits.

At the cost of 1 Glamour point, a Chimera can cause food to spoil or vice versa.

For 3 points the Chimera can turn non-edible plant material (such as straw) into a king's feast, or they can cause an organic material to exhibit characteristics of any other related material. They can make edible mushrooms poisonous (even if they are already eaten) or turn poisonous toad legs into tasty, edible frogs legs. They can transform the finest silk into chaff or make the weakest willow as strong as oak.

For 5 points the Chimera can force radical changes upon organic materials, making wood as edible as spaghetti or giving a cotton shirt the protective qualities of wooden armor.

This Rede is usable in the mundane world, so it is not necessary to possess the Wyrd Rede. However, such alterations are never permanent as Banality eats away the power of the change. Wood chips transmuted to gold coins gradually fade back to wood, and poisonous mushrooms revert to their former state even if already eaten. In the Dreaming the change is permanent.

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Chimera who purchase this Rede must declare a “specialization” or material that this Rede is limited to transmuting.

A Chimera can have multiple specializations but must spend Glamour points for each specialization. The specializations are water, vegetables and fruits, wood, animal meat and hide, spices, fungi, fibers, beer and wine, dairy and other plants.

Chimera point cost: 3 per specialization

Use cost: 1 - 5 glamour points

### **Venom**

Chimerical venom can cause paralysis or even “death” to changelings. The victim may suffer damage, and a physical challenge vs. 8 must be made, or the victim may be paralyzed for one minute per Glamour point invested by the Chimera.

Chimera Point Cost: 3

Use Cost: Chimera usually deliver their venom in tandem with a physical attack (bite, stinger, claw, etc.). This Rede causes one additional Health Level of damage per point of Glamour that the Chimera chooses to invest with a maximum amount of 5 points of total damage. (assuming that the Chimera seeks to do harm with its venom)

### **Weaponry**

The Chimera may create physical (non-ranged) weapons from its chimerical substance. These may include swords, horns or lashing tails. If a Chimera loses its physical form, its weapon disappears with it, but the weapon may stay behind in some cases.

Chimera Point Cost: the Chimera inflicts +1 level of damage for every two Chimera points spent

Use Cost: None

### **Wyrd**

A Chimera that invokes this Rede becomes solid creature in the real world and can cause physical damage. This is one of the rarest chimerical powers.

Chimera Point Cost: 5

Use Cost: 1

### **Wyld**

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This is the catch-all Rede for Chimera. Similar to how Treasures may “Accomplish magical effects not covered by any specific Art or other power”, this Rede allows the Chimera to have a well-balanced repertoire of “powers” available to it. This can include small “Tricks” such as making rocks glow or creating a foul stench. It can also include medium-powered “Effects” such as detecting danger or illuminating a dark room. Or it can include very powerful “Feats” such as stealing another’s character’s sense of sight/hearing/smell or stealing another character’s voice or being immune to all forms of fire.

Chimera Point Cost: 1 per “Trick”, 2 per “Effect”, 4 per “Feat”

Use Cost: 1 per “Trick”, 2 per “Effect”, 3-5 per “Feat” at Storyteller discretion

### **BANES**

Banes are limitations or handicaps placed upon a Chimera. They operate in much the same manner as Flaws for characters. As with Flaws, Banes provide additional Chimera points for characters to build their Chimera or Forged/Crafted treasures. A maximum of 12 points of Banes may be taken per Chimera. Banes are meant to flesh out the details of a Chimera’s personality, not to create a chimerical war machine. Players creating Chimera and intending to use Banes should first seek Storyteller approval.

### **Enmity**

The Chimera has an intense dislike for a creature or thing. While it may not automatically attack, the Chimera severely distrusts the object of its enmity (-3 Trait penalty on all social interaction rolls with the enemy).

Bane points: 2

### **Ferocious Beast**

This bane is similar to the Riadstradh Rede, but the Chimera has no control over its frenzies. At any unexpected moment (even in relaxed, non combat situations) the Chimera could flip out. They receive + 2 Traits in combat, and the frenzy lasts 3 rounds. The Chimera does not suffer wound penalties while in this frenzy.

Bane points: 2

### **Glamour pact (clarification)**

This Rede works to a changeling’s disadvantage when placed in a chimerical object. Therefore, players who design their Forged or Crafted objects with Glamour pact may treat it as a bane instead of a Rede.

Bane points: 3 (for Forged or Crafted Chimera only)

### **Riddle-Game**

The Chimera is bound by the ancient rules of the riddle. Any riddle or puzzle inexorably draws the Chimera's attention, and they apply their full attention to its solution. They will not engage in any other activity until the riddle is solved. Further more, certain Chimera bound by this bane must ask potential opponents to solve a riddle before they engage in combat. If the opponent wins the riddle game, the Chimera must concede to his opponent's wishes or suffer 5 levels of damage to Health Levels (opponents who ignore the riddle and attack the Chimera can be engaged in combat with no fear of harm). All Chimera bound by the riddle game must first attempt to win the game before entering combat with a prospective opponent (most Chimera with this bane possess high scores in Enigmas and Mythology).

Bane points: 2 if bound only when asked a riddle, 4 if the Chimera must challenge their opponents to a riddle before engaging in combat.

### **Token**

The Chimera needs to use a physical object or material to activate a particular Rede. Often the victim must touch or ingest the token to engage the Rede's effect.

Bane points: 1

### **Uncontrollable Redes**

The whimsical, unexpected nature of the Dreaming is apparent in the Chimera. At inopportune times, the Chimera's Redes activate, especially near areas of high Glamour. While these Redes do not drain the Chimera's Glamour pool, the Chimera cannot direct the Redes in any way. To possess this bane, the Chimera must have at least one Rede.

Bane points: 1 + 1 per 2 Redes the Chimera has

### **Vulnerable Spot**

The Chimera has a faintly detectable flaw in combat that a canny foe can use to their advantage should they notice it. It could be a weakness in armor or a favoring of one side over another. An opponent who searches for the flaw (they must announce that they are looking for it to test) and succeeds in a mental challenge vs. 8 detects the flaw and gains + 2 Traits to attack for the next three rounds. By spending a willpower Trait after winning the challenge the opponent may do double damage for the next round only. If they successfully strike the opponent after this, the Chimera makes a simple test. On a loss it has been mortally wounded and dies or dissipates.

Bane points: 2

### **Warding**

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The Chimera is restrained by a simple ritual, charm or token. It might be a copper nail, horseshoes over a doorway or tying red ribbons in knots. If the charm is placed over a doorway or on a threshold, the Chimera can not pass through until the charm is removed. Chimera avoid such charms and if forced to touch one, they receive a point of damage for each round of physical contact. The charm must be specified when the bane is purchased. Cold Iron cannot be used as a charm.

Bane points: 1

## Treasure Creation Rules

Power levels are increased slightly from the tabletop source, partially due to the expanded Arts levels in MET Changeling, and partially to represent the importance and power of Treasures in the MET Changeling venue. Level 3 treasures are assumed to be the most powerful type of treasure readily available to a Changeling

The most important rule in this system is that the Storyteller has the right to veto treasures that are abused, or that they feel are inappropriate for their game. They may disallow the use of certain treasures or individual powers in their game ("Glamour is unpredictable; your treasure seems to be on the fritz"), or they may simply refuse to approve a player's treasure as written. In either case, the ST is encouraged to work with the player to create a write-up for the treasure that is acceptable to all involved parties.

### Basic Info on Treasures:

Treasures are items that have been infused with powers of Glamour, either through particularly memorable acts, powerful dreams, or unusual magics. Unlike the Chimera Background, all Treasures exist in the "real world" in some form or fashion, and their basic abilities and appearance are very often the same in both mortal and chimerical realms. Any item can be a treasure; however, "classical" items (swords, armor, flags) are more common than "modern" items (guns, cars, phones), although the latter are not to be considered as being overly rare.

Most treasures come into being "accidentally", shaped by the dreams and emotions that they are exposed to, and eventually manifesting glamour related to their environment and use. A dedicated woodsman's axe may become a great tool for chopping wood, but if it was used to save the lives of his family from a pack of attacking wolves, it may instead become a great weapon for defense. It is difficult, but not impossible, to deliberately make a treasure. This task usually requires a deep understanding of the ways of glamour (Gremayrex4 and Gemtetriax3) and a great deal of work to arrange the correct circumstances.

### Treasure Creation:

A Treasure receives a certain number of Creation Points (CP), determined by the level of the treasure background (2 per level). These Creation Points can be spent on powers that the treasure possesses, or on Bonus Points (below). There are five different Power levels to correspond to the five levels of the Treasure Background available to PCs: Cosmetic Powers (1 Power Free per level of Treasure), Minor Powers (1 CP each), Medium Powers (2 CP each), Major Powers (4 CP each), and Master Powers (6 CP each).

### Treasure Max-Powers Table:

(Numbers listed below indicate the *maximum number* of each power type allowed, not the "starting" number of powers, which is indicated above)

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Treasure x	Cosmetic	Minor	Medium	Major	Master
One	3	2	1	0	0
Two	4	3	2	0	0
Three	5	4	3	1	0
Four	6	5	4	2	0
Five	7	6	5	3	1
Six	8	7	6	4	2

### Cost of Additional Powers:

Additional Cosmetic: 1/2 CP

Minor Powers: 1 CP

Medium Powers: 2 CP

Major Powers: 4 CP

Master Powers: 6 CP

### **Power Levels, Examples, Restrictions, and Important Notes:**

\* Only one power per Treasure may add extra traits to a character's challenges. No stacking or combining powers may be used to make overly powerful treasures in this way.

\* Powers that add extra damage (or armor, or healing) may only be bought (or “Stacked” on the Treasure) up to three times per Treasure. Any “added damage” power always deals the same type as the basic damage dealt by the Treasure (A playing card would be bashing, a sword lethal, a flaming brand aggravated).

\* An "Emulate any Basic/Intermediate/Advanced Art/Gift/Discipline" power may not be used to emulate an effect that is listed as another higher-costing type of treasure power (Rituals count as their equivalent level of Discipline or Gift). Emulated powers that affect others may be only used with the “caster’s” realms..

\* You cannot stack damaging treasures on top of another or on top of other items. As with any weapon, you can only utilize the damaging effects of one item. Gloves that have the power “does one level of damage” do not “stack” with normal fist attacks to do two levels of damage, just like when using a dagger (held in a fist) to do two levels of damage. Using such weapon combinations only bestows the damage “result” of one of the combined items, at the player’s

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option (using two Treasure-swords may give extra benefits, but the damage may only be dealt from one of them, for example).

**COSMETIC** - A Cosmetic power functions exactly like it sounds, cosmetically. No "effects", bonuses, or retests may be gained, but these powers function to enhance the story-aspect of the Treasure.

**MINOR** - A Minor power is primarily a "convenience" power, and will rarely be capable of grand story. This does not, however, mean these powers are useless. A Minor Power may:

- \* Emulate a Basic Art/Gift/Discipline, once per Game Session, rated at One Bunk Trait.
- \* Give a +1 Bonus for trait comparisons in Challenges with a Limited Purpose (+1 for challenges when parrying, or +1 for Intimidation challenges, for example).
- \* Remove 1 Negative Trait from the treasure (such as removing a "short" trait from a knife).
- \* Do one level of damage (only available for items that do not normally do any damage,).
- \* Heal one level of Bashing damage.
- \* Provide one level of armor (only available for items that do not normally provide any armor.)
- \* Create a supernatural "effect" (glowing rocks, jackets that never get dirty, a salt shaker that can produce any seasoning, etc).

**MEDIUM** - A Medium power is the most common power a Treasure should have, and all are "useful" to some degree. Medium powers can provide benefits that aid a player in overcoming common obstacles, or can be advantageous in a fight. A Medium Power may:

- \* Emulate any Basic Art/Gift/Discipline, Three per Game Session, rated at One Bunk Trait.
- \* Emulate any Intermediate Art/Gift/Discipline, once per Game Session, rated at One Bunk Trait
- \* Bestow One Retest per Game Session (Boots that give a free "Dodge" Retest, for example).
- \* Give a +2 Bonus for trait comparisons Challenges with a Limited Purpose (a spear that gives +2 when being used against dragons, for example).
- \* Give a +1 Bonus to one Attribute Category for trait comparisons (A Crown that bestows an extra "Alluring" Social Traits).
- \* Bestow one Negative Trait to a target/opponent for certain challenges.
- \* Do Aggravated damage.

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- \* Have a “Heightened Senses” power (one sense only) that may be used at will.
- \* Heal one level of Lethal damage, or two levels of Bashing damage.
- \* Do a second level of damage (only available for weapons that otherwise does one level of damage).
- \* Provide a second level of armor (only available for armor that otherwise provides one level of protection.)
- \* Provide a third level of armor (only available for armor that otherwise provides two levels of protection).
- \* Accomplish Supernatural effects that are very out of the ordinary (a small bag that can hold 1000 cubic ft. of items, a wallet that produce up to \$50 in bills that disappear after 1 hour,).

**MAJOR** - Major Powers are very potent, and are usually the powerhouse of a Treasure's arsenal, able to overcome large obstacles or turn the tide of a battle. A Major power may:

- \* Emulate any Basic Art/Gift/Discipline, Five per Game Session, rated at Three Bunk Traits.
- \* Emulate any Intermediate Art/Gift/Discipline, Three per Game, rated at One Bunk Trait.
- \* Emulate any Advanced Art/Gift/Discipline, once per Game Session, rated at One Bunk Trait.
- \* Heal one level of Aggravated damage, two Lethal damage, or four Bashing damage.
- \* Give a +3 Bonus for trait comparisons Challenges with a Limited Purpose.
- \* Give a +2 Bonus for trait comparisons one Attribute
- \* Bestow two Negative Traits to a target/opponent for certain challenges.
- \* Do a third level of damage (for weapons that do two levels of damage already).
- \* Provide a fourth level of armor (only available for armor that otherwise provides three levels of protection.)
- \* Accomplish major magical effects not covered by any specific Art or other power. For example; a wand that steals the target's voice for a set duration, a cloak that protects the wearer from all non-supernatural forms of fire, a book that can contain the contents of any book in the Library of Congress, etc).

**MASTER** - Master Powers are associated with the stuff of legends - Caliburn, Excalibur, the Triumph Casque of Sorrows, etc. Master-level powers are rare, and are primarily reserved for cannon NPC's and cannon items. A Master Power may:

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- \* Emulate any Basic Art/Gift/Discipline, Five per Game Session, rated at Five Bunk Traits.
- \* Emulate any Intermediate Art/Gift/Discipline, Five per Game Session at Three Bunk Traits.
- \* Emulate any Advanced Art/Gift/Discipline, Three per Game Session, rated at One Bunk Trait.
- \* Emulate any Superior (higher than Advanced) Art/Gift/Discipline, Once per Game Session, rated at One Bunk Trait.
- \* Heal two levels of Aggravated damage, four Lethal damage, or All levels of Bashing damage.
- \* Give a +4 Bonus for trait comparisons Challenges with a Limited Purpose.
- \* Give a +3 Bonus for trait comparisons one Attribute Category.
- \* Provide a fifth level of armor (only available for armor that otherwise provides four levels of protection; i.e. treasure armor with the major armor power.)

### **Tempers:**

Treasures may have up to two Tempers, or drawbacks. Total bonus points from Tempers may not exceed 2 CP. Most Tempers are associated with an individual power, but sometimes can be all-encompassing. Any Temper not listed below, or that generates more than 2 CP, requires High Approval. Standard Tempers include:

- \* Spend Extra Traits to accomplish a power (Physical, Social, Mental) - 1/2 CP per 1 spent (Limit 1 CP). Example - A Mace that can deal extra damage by becoming electrified could require the character to spend 2 Physical Traits to make this effect happen.
- \* Spend Extra Glamour/Willpower to accomplish a power - 1 CP per 1 Spent (Limit 2 CP). Example - A Crystal Ball that requires an expenditure of Glamour in order to emulate the Soothsay: Tattletale Art.
- \* Make an Additional Test - 1 CP for a "Win or Tie a Simple Test", 2 CP for a Static or a Contested Challenge. Example - A sword that deals one extra level of damage after the character wins or ties a simple test, following a successful "first hit".
- \* (Extra) Negative Traits - 1/2 CP per 1 Negative (Limit 1 CP). Example, a Shield that emulates the Fortitude: Personal Armor Discipline, but has the additional negative traits of "Heavy" and "Clumsy" above and beyond any normal negatives.
- \* User takes damage from use - 1/2 CP per Level of Lethal Damage (Limit 1 CP), 1 CP per Level of Aggravated Damage (Limit 2 CP). Example, a glove that allows a "Lay on Hands" power that drains the wearer of life to use a healing effect.

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- \* Less “effective” armor or weapon - 1 point per level of damage/protection removed (Limit 2 CP). Only available for weapons or armor, this temper means that it does less damage normally, or protects from less damage. Example: a pacifist knight’s symbolic weapon may be a broadsword that does one or less damage on a hit but that has powers related to radiating peacefulness or the like. A masochistic knight’s plate mail armor may likewise provide less protection, but help in other ways.
- \* A Malevolent Intelligence inherent to the Treasure on a limited - 1 CP.
- \* A Malevolent Intelligence inherent to the Treasure on a large scale - 2 CP.
- \* A Minor Curse or Limitation upon the owner of the Treasure (example: wielder breaks out in itchy hives whenever he uses the treasure, a sword whose powers can only be used to affect Unseelie, or an item only usable at night) - 1 CP
- \* A Major Curse or Limitation upon the owner of the Treasure -2 CP
- \* An Effect limited to "Chimerical Only" (no "Autumn World" or "Wyrd" effects of treasure's power) - 1 CP.

### **Bonus Effects:**

Bonus Effects may be bought with unspent CP, or from CP provided by Tempers. No Bonus Effect listed below may be “bought” more than **once** per power it is being placed upon. Bonus Effects may be used in the following fashion at the cost of 1 CP per:

- Increase the number of Retests per Session for a Retest Power (from 1 up to 5 extra)
- Increase the amount of "Bonus to Challenges for a limited purpose" (from 1 up to 5 additional challenges)
- Increase the number of times per Session an emulated Art/Gift/Discipline may be used (up to 5 times extra a session)
- Increase the Bunk Level of an emulated Art/Gift/Discipline (from 1 Up to an additional 5 bunk traits)