

Changeling 6.0 - US Addenda

Ch.2.2.01.US, Lore

Gremayre/Chimera Lore:

Lore regarding Chimera is covered by Gremayre. Gremayre may be specialized in specific Chimera-types.

Lore Approvals (for characters not belonging such groups):

Low Approval: Autumn People, Boggan, Eshu, Nocker, Pooka, Redcap, Satyr, Sluagh, Troll, Seelie Court, Unseelie Court, Near Dreaming, Concordia (Geography, Politics, etc.)

Mid Approval: Clurichaun, Ghille Dhu, Piskie, Selkie, Sidhe, Dougal, Eiluned, Fiona, Gwydion, Liam

High Approval: Thallain, Dauntain, Denizens, Nunnehi, Merfolk, Inanimae, Scathach, Ailil, Balor, Leanhaun, Shadow Court, Far Dreaming, Deep Dreaming

Top Approval: Any Lore not listed, or falling under the procedures set forth in the Prime rules set.

Ch.2.3.03.US, Influence

Clarification: The reference to five levels is to any Influence at more than five levels, not five levels of Influence total.

Ch.2.3.05.US, Remembrance

In addition to the rules presented in **The Shining Host**, this background, at a rate of one-for-one reduces the level of the Mists effects on characters upon suffering chimerical death, upon falling into temporary Forgetting (loss of Glamour), or from forgetting events that happened in the Dreaming. Remembrance may not be used to reduce a character's "Mist Rating" by more than half (round up) in this fashion.

Ch.2.3.07.US, Title

The "Title-Treasures" that are granted in **The Shining Host Players Guide** do not have any traits unless points are invested to turn them into Treasures as per the rules presented in this Addendum.

To be the heir or relative of a Regional NPC requires *High Approval* and *Top Approval* for a National NPC.

Variant names for titles (military ranks, other cultures, etc.) are possible, but must be chosen to not cause confusion with standard title names.

Ch.2.3.08.US, Chimera

Chimera as a background is defined as a chimerical object, not a living creature. Chimerical items only **rarely** have a real-world counterpart (physical item that represents them). Chimerical items that are weapons or armor have a cost equal to the half the bonus traits those items provide (rounded up). For example, a Chimerical Great Sword would be a two-point Chimera. Storytellers are allowed to waive the cost of simple chimerical items that characters are supposed to have, or picked up through plot or role-play (rope, knife, parchment, clothing, etc.). Creating chimerical items in-play is difficult, and is best left to Nockers and craftsmen NPCs such as armorers. Chimerical items may have cosmetic powers which have no mechanics and no measurably detrimental effects on others.

Ch.2.3.09.US, Companion

The Companion background describes a chimerical creature or vehicle friendly, allied, or owned by the character. Vehicles fall under "non-sentient companions." Contact the ANST-Changeling office for guidelines for companion construction.

Characters who make use of many levels of these backgrounds run the risk of entering Bedlam.

Ch.2.3.10.US, Treasure

Treasures are chimerical items that almost *always* have a real-world counterpart (see Chimera). Some Treasures have counterparts that are identical to their Chimerical seeming (a sword that is also a real-life sword), but most have other counterparts (a smelly flannel shirt that represents a flying carpet). Characters may not create Treasures without a difficult and lengthy quest, and acquiring Treasures during play should **always** be accompanied with a Quest of some sort, the difficulty/length to be determined by the Player's Storyteller. Contact the ANST-Changeling office for guidelines for treasure construction.

Characters who make use of many levels of these backgrounds run the risk of entering Bedlam.

Ch.3.1.00.US, ARTS

Player Characters do not require a teacher for the Arts that they enter play with, but do for all others. There is no additional cost for "out-of-Kith" Arts.

Low Approval Arts: Chicanery, Dream Craft, Kryos, Legerdemain, Primal, Pyretics, Skycraft, Soothsay, Wayfare, Infusion (Nockers only), Metamorphosis (Non-Sidhe only), Sovereign (Sidhe only), Spirit Link (Nunnehi only), Inanimae Slivers (Inanimae only)

Mid Approval Arts: Contempt (Shadow Court only), Delusion (Shadow Court only), Low Approval Kithain Arts (Manikin Inanimae), *Dance of Destiny* (2nd Advanced Soothsay), *Elder Form* (2nd

Advanced Primal), *Mythic Transformation* (Advanced Metamorphosis - non-Sidhe only)
High Approval Arts: Aphrodesia, Infusion (Non-Nocker), Metamorphosis (Sidhe), Naming, Oneiromancy, Sovereign (Non-Sidhe), Contempt (Non-Shadow Court), Delusion (Non-Shadow Court), Low Approval Kithain Arts (Non-Manikin Inanimae), Geasa (Advanced Sovereign)
Top Approval Arts: Chronos, Inanimae Slivers (Non-Inanimae), Spirit Link (Non-Nunnehi), *Reweaving* (2nd Advanced Naming), *Expiation* (2nd Advanced Oneiromancy)

Ch.3.2.21.US, Primal, Elder Form

Transformed targets of this power do not gain any supernatural abilities from their new form, but they do retain the supernatural powers of their original form, though some of them may be difficult or impossible to use. As a result, creatures that are able to change their own shape through supernatural means maintain their usual restrictions for doing so (Garou, unsupervised Pooka, etc.).

Attribute traits and other benefits gained through the transformation should be limited to two attribute traits / health levels / etc per bunk trait used in the casting of this Art. Storytellers may impose negative traits or restrictions on a form as they see fit (within reason), but should not lower health levels of the form below normal maximum for the target. The size of the form changed into is limited by the amount of the Scene realm the character has. It is encouraged that players work with their Storyteller in advance to develop the effects of likely forms, so as to avoid confusion and delays during play. As with other powers, the final decision as to the mechanics of the new form is up to the Storyteller.

As the attempted destruction of living characters carries a degree of Banality, this power is less effective when used to change a target into another form to make it easier to destroy them (a Fae into a glass vase or a Vampire into a lawn chair). Whenever a target is transformed against their will, and takes any levels of damage, they may spend a Willpower trait and retest the Cantrip to return to their original form.

Ch.3.2.2.US, Soothsay

Any visions seen as a part of a "seeing" power (Omen, Tattletale, Augury, etc.) may only be seen by the character who uses the Art. Other characters may "see" only if a Telepathy-equivalent is used, or through creative applications of the Chicanery Art (Fuddle to make movement in a mirror or a TV appear as the vision appears, or Phantom Shadows to make the vision "play out" in front of the characters).

Ch.3.3.00.US, Realms

One Realm may be used per Cantrip cast, and with the exception of Scene, other Realms may be added for one Glamour Trait per Realm. The US will be using the Realm Retest optional rule as presented in Changeling 6.0.

Fae Realm

Fae 4 *Elusive Gallain* is the Realm for Nunnehi, Denizens, Thallain, and Inanimae. For one of these above characters to affect themselves, they use Fae 1 *Hearty Commoner* or Fae 2 *Lofty Noble* as is appropriate. To affect other Fae, Fae 4 *Elusive Gallain* is required.

Scene Realm

Use the following chart instead of the levels presented in **The Shining Host**.

Scene x1: 25 sq. ft (person spinning with arms outstretched, space for 4-6 people).

Scene x2: 200 sq. ft (small Ryder truck).

Scene x3: 750 sq. ft (an entire supermarket aisle, a floor of an office building).

Scene x4: 2000 sq. ft (medium-sized house).

Scene x5: 50000 sq. ft (half mile of 2-lane road, a battlefield).

Adding the Scene Realm to a Cantrip does not cost Glamour, unlike the Time Realm.

Ch.4.0.08.US, Kingdoms

In the United States, Kingdoms are broken down as follows:

North East Region - Kingdom of Apples

East Central Region - Kingdom of the Rolling Hills

South East Region - Kingdom of Willows (all except FL), Kingdom of White Sands (FL only)

South Central Region - Kingdom of the Burning Sun

Great Lakes Region - Kingdom of Shimmering Waters

North Central Region - Kingdom of Grass

North West Region - Kingdom of Storms

South West Region - Kingdom of Pacifica

Ch.4.0.09.US, Travel in the Dreaming

No special approval is required for characters to enter and traverse the Near Dreaming, approval from the RST office is required prior to a journey into the Far Dreaming, and approval from the NST office is required for journeys into the Deep Dreaming.

Ch.4.1.01.US, Status (Change from Player's Guide)

Characters may loan status to another temporarily, but no more than one status may be gained in this manner. Noble Status can only be used or held by characters who have Title. Commoners with Title receive one *less* status trait than Sidhe with the same Title. Commoner Status may only be used or held by characters who do not have Title. A character who is a Duke or higher may, once per month, "honor"

a character with one status trait for some great deed, but no character may hold more than one status trait in this fashion. This status counts as neither Commoner nor Noble status, and functions anywhere within the lands it was awarded.

Commoner Status is a function of local public opinion. A group of Commoners who wish to bestow Commoner Status to an individual must show proof of a Fae's worth (or lack of worth for removing status) and must have the support of at least 3 Fae for each point of status the honored Fae has prior to the award. The bestowing group need not actually be gathered together, but must all actively support the change of status. The group may be composed of commoners or nobles, but at least 2/3 of the group must be commoners to effect commoner status.

Commoner Status does not function outside of the home kingdom it was awarded in, and even in the home kingdom it may be ignored in the same manner as Noble Status. Just as disrespecting a highly-regarded Noble can get a character punished, banished, Gaesed, or pained in other ways, doing so to a well-loved commoner should earn the offender many enemies in "low places". If a character accepts another character's Commoner Status, that status may be used following the same rules as Noble Status. No character may have more than four Commoner Status, and no Kinain may hold more than two.

Ch.4.1.02.US, Retainers/Retinue

Non-standard Retainer positions such as Quartermaster, Master of Horse, Marshall of Arms, Standard-Bearer, etc. may be used, but they must tie (relate) to a Retainer position that exists in the **Shining Host Players Guide**, including Investment cost and powers.

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