



PRINCESS : THE HOPEFUL

A Storytelling Game Of Fighting Fear

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Introduction

*My name is Shoutan Himei. I'm sixteen years old, and I'm very tired.
– Sailor Nothing*

No matter how old we may be now, all of us were once young. The world was unexplored and exciting, full of possibility. What we lacked in experience and wisdom, we made up for in possibility and enthusiasm. We dreamed of fame, fortune, wealth, glory, respect. We wanted to be astronauts, cowboys, firemen, doctors, singers, rock stars, or all of the above at once. After all, we didn't know what was possible – and that meant ANYTHING was possible. We looked at the world through guileless eyes, felt it as fully and intensely as anyone ever could. When we came to a new idea, we embraced it zealously and whole-heartedly, convinced we'd found the secret that would change the world. When we loved, we were convinced it was the most passionate ever felt; when we hurt, we thought it was a tragedy the likes of which had never been seen. We were convinced that we had the whole thing figured out, that we could make everything perfect if we just had a chance, if the grown-ups would just listen. After all, we could do anything if we put our mind to it. We were fearless. We couldn't wait to grow up so we could grab life by the horns.

And as we mature, we realize the follies of our youth. We learn that our love and pain are not unique, that everyone in the world has gone through the same; this was comforting, but it was also disappointing. We found out that there are no more cowboys, that we didn't have the money or determination for medical school, that we couldn't pass the physical to be an astronaut or that becoming a famous musician is just a matter of luck and we'd probably have to get a job doing something boring, even worse, something LAME. We learned that growing up isn't about suddenly being able to do everything you ever wanted; it's mostly about learning how stupid you were when you were young. We learned from our mistakes and shook our heads, wondering how we could ever be dumb enough to make them in the first place. Our potential was replaced with reality. We found out that no, life wasn't going to be an open book for us. We become jaded, we figure out we're not that special, that the things we love aren't really the best things in the universe, that our fresh new ideas had been tried before a thousand times. Our fearlessness turned out to be recklessness, so we cast it aside. We weren't going to change the world, we were just going to live in it.

Yet even after learning this, we still long for the fire and passion of our youths. Yes, we know that we're not that special and yes, we know the things we believed were silly... but wouldn't it be nice if they weren't? The promises of our youth could never be fulfilled... but it still felt good to think they could, right?

They can. We didn't get wiser when we grew up, we just became more cynical. We weren't stupid back then, and our greatest mistake, our only mistake, was telling ourselves that we were. We stopped putting all of our selves into everything we did because we became too afraid of failing, of letting ourselves get hurt by the effort. So we told ourselves that trying was silly. We abandoned the dreams we had rather than see them fail. We gave in to our fears.

And now it's time to overcome them.

A Game Of Fighting Fear

Princess: The Hopeful is a game about the promises of our youth fulfilled, inspired by the “maho shoujo” or “magical girl” genre of Japanese anime and manga. Princes and Princesses are those who haven’t given in to that fear of inadequacy and failure. They come from a world unlike the World of Darkness, a better world, a kinder world, a just world. They come from the world we all wished we could make before we knew it was impossible – and they seek to prove us wrong. A better world wasn’t impossible, and it still isn’t. As a Princess, power isn’t a gift to you, it’s a responsibility.

You can fix problems

There’s too much we just resign ourselves to. We say, “That’s just the way it is,” and live with the pain. You don’t have to. You can do things, real things, to solve people’s problems. You don’t have to feel frustrated. You can be their white knight against the cruel world. Few people have the power to do this and the chance to see the world work the way we think it should is too tempting to pass up.

But some problems don't want to be fixed

Life is a Gordian knot. There’s not always an easy way to do things, even against apparently supernatural threats. People are complicated and confused. They will often act against their best interests without thinking. Many insist on the Status Quo because they know how to live with the Status Quo, and something new makes all of their supposed wisdom worthless.

Because doing good can be terrifying

An angel is another kind of monster. Those who do what they believe is right, relentlessly, unapologetic, frequently frightening those around them. It’s understandable – you have power and they don’t. No matter how kind you try and be, you’re taking the decision out of their hands. Not everybody will be thankful. Many will try to destroy you or chain you down. They might be right. They might be wrong. To act, you need the resolution to decide what is what and many will call that inhuman.

And sometimes the good guys can't win

You’re powerful, but you aren’t all powerful. You can’t be every where at once. You can’t account for simple bad luck. No matter how much you want to believe otherwise, you can and will fail. People will die. People will suffer. And because you’re in the thick of it, you’re going to feel their pain worse than if you stayed at home and turned on the TV. Doing the right thing can be a trial without end.

But you can't walk away. Because sometimes they do

Blissful ignorance is no longer an option. You can’t hide behind the excuse that there’s nothing you can do. And sensitive to the hearts of others, you can’t shut out their pain – or their joy. Those rare moments of beauty and happiness are what make the fight worth it. You need to protect that, because without those occasions of hope, life is not worth living. Once your eyes are open to that fact, it’s hard to shut them again.

Nothing will be the same

The world will never be the same after you. You are going to change things, even if you're too small for the cosmos to notice just yet. You're a force of chaos, shaking people from the sleep they've been in. Once you start performing your little miracles, people will take notice. Living with and for others means you can't always be discreet. You're different. You're not playing by the rules anymore. You're laying down new rules and once people understand them, they'll try and exploit them, like they did with the old rules. You are a revolutionary force.

You'll just have to find out for yourself

In the end, a world of darkness is a world of possibilities. Many of them are not pleasant – we've spent millennia creating societies of light expressly out of fear of them. Under the blanket of night lies an undiscovered country. It might be empty, waiting for you to build your own palaces. It might be flush with danger, patiently lying just out of sight. And it might be hiding the very treasures we've thought were impossible. The darkness, the shadows, the occult – it is like Pandora's Box. In it might lay evils we can't imagine. But slam the lid too fast and you lock away Hope forever.

Theme: Fighting Fear

Princess is a game about making a difference. A Princess can defeat the monster, she can win the election and start instituting reforms, she can rescue the cute boy. However to do it she's going to have to face her fears. The monster isn't a harmless creature from a Saturday morning cartoon: Death is a real possibility, serious injuries are likely, nightmares are almost inevitable. The election isn't won with a short speech about hope, it's a dirty campaign where her good name is viscosly dragged through the mud. Sometimes the hardest part about being a hero is just ignoring how embarrassing it is to stand up for what you believe in when everyone says you're wrong. A Princess can save the day, but she's probably going to have to stare down her own nightmares to do it.

Mood: Exhaustion

Sure you can solve one problem, but can you solve all of them? Can you find the energy to run for mayor, mentor the people who need it and spend all night fighting monsters? When will you sleep, and when will you have room for some desperately needed me time to think about your own problems? A Princess' magic makes her feel like every problem in the world is her personal responsibility, it's an impossible burden that will wear her mental, physical and even emotional stamina to nothing. The only way she can survive is if she can find friends to support her and allies to share the load.

How to use this Book

Information on the Nobility, and their obligations are divided into several sections

Chapter One: Noblesse Oblige provides information on the Nobility: their magic, their culture, and their world.

Chapter Two: Coronation explains how to create a Princess character and describes the innate traits of Princess.

Chapter Three: The Power of Love lists the many wonderful magics and new character traits available to a Princess.

Chapter Four: Fighting Fear lists the monsters and antagonists who oppose the Hopeful and all they stand for.

Credits

Princess: the Hopeful is a collaborative effort of posters on the RPGnet forums
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Sources and Inspiration

Maho Shoujo

Sailor Nothing

Sailor Nothing is one of the oldest deconstructions, and also reconstructions, of the magical girl genre. Sailor Nothing sets itself apart from many of the later deconstructions by showing the horror inherent in the concept of young girls fighting monsters rather than relying on some dark secret at the heart of the magical girl powers. With the focus given to mundane evils and the importance of friendship Sailor Nothing is perhaps the quintessential inspiration for Princess. It inspired us when we wrote Princess and we hope it will inspire you as well.

Mai-Otome

Mai-Otome takes the magical girl genre into places it does not normally venture: Politics. At heart Mai-Otome is about two girls (one a literal princess) forced to grow up by the harsh realities of Realpolitik, and in the process learning that being a magical girl is so much more than looking amazing. With friendship, growing up, magical girls and Realpolitik Mai-Otome serves well as an inspiration for Princess: the Hopeful.

Puella Magi Madoka Magica

As one of the most popular Maho Shoujo to be created in recent years this list cannot be complete without a mention of Puella Magi Madoka Magica. The truth at the heart of the Puella Magi makes it harder to use Madoka for inspiration but around the edges, those Puella Magi who never learn the truth, show all the struggles and heartache you might find in a Princess.

Film

Brave

A story about a rebellious princess with a difference. It shows the consequences when a princess rebels against her obligations; that alone makes it a worthwhile inspiration for Princess: the Hopeful. The themes of growing up and the importance of family only sweeten the deal.

Coraline

Coraline falls under the archetype of “girls underground” stories. This archetype provides themes for the Dreamlands and for that purpose Coraline does not disappoint. Coraline’s adventures help her to grow as a person and she returns better able to face the real world. Her antagonist also provides the quintessential inspiration for a Warden.

Peter Pan

Another girls underground story, Peter Pan (the live action film released in 2001) is a brilliant portrayal of what we fear about growing up and why we overcome those fears. It can serve as an inspiration metaphorically or more literally to show why living a utopian life in the Dreamlands isn’t always the perfect choice. Not even for Beacons who have no royal duties to call them back.

Literature

Animorphs

A story about teenagers thrust into a galactic war. Animorphs chronicles the accumulating effects of fear and paranoia on it’s protagonists. A fitting inspiration for Princess.

Lexicon

- **Acqua:** The Invocation of the Queen of Diamonds.
- **Aria:** The Invocation of the Queen of Spades.
- **Alhambra:** The last surviving city of the Kingdom, ruled by the Queen of Tears and sustained by stealing hope from the world.
- **Beacon:** A human with enough kindness and optimism to manifest a tiny fragment of the Light.
- **Belief:** A Princess’ ideals, principals, and hope that the world can be saved. Belief serves as the Integrity replacement for Princesses.
- **Bequest:** A magical item that grants the wielder access to a Charm. Only Beacons, Princesses, Shikigami, and Sworn may use a Bequest.
- **Blessed Place:** A place where a great good has taken place, people within feel uplifted and discover themselves to be more capable.
- **Calling:** The method by which a Princess attempts to help the world.

- **Cataphracto:** Rare and powerful creatures of the Darkness. Cataphracto are occasionally created when a human commits suicide, and attempt to mimic habits from that person's life. They don't really distinguish between self and other, and have an innate ability to command Darkspawn, so they often end up leading Darkspan in their activities.
- **Campaign:** A large gathering of Princesses who've come together to solve an emergency.
- **Champion:** Princesses who seek to help the world through their own physical prowess. This often means by fighting evil but other manifestations of the Calling exist.
- **Charm:** A magic spell that a Princess may learn and use.
- **Clique:** A social group of Princesses. Cliques keep an eye out for each other and help each other relax after a hard day's work. Contrast with Nakama.
- **Clubs, Queen of:** The Queen who teaches her followers to find harmony with others and the world around them.
- **Commonality:** The strength of the emotional bond between a group. A Princess may use some Charms upon an entire group, the stronger the bond the easier it is to do so.
- **Court:** The collective term for a Queen and all her followers.
- **Crawlspace:** The astral representation of a Princess' own mind and soul. A Crawlspace is always uncomfortable and hard to traverse because one use of the Crawlspace is to travel through it to the Dreamlands, and the Princess' subconscious tries to warn her away from The Trap (even though the trap is no longer functional).
- **Darkened:** A human infected by the Darkness, they may wield dark magic and risk losing their humanity. Darkened may be cured by Charms or by rebuilding their Integrity.
- **Darkness, the:** A force of despair, cruelty, decay and corruption. Little is known about what the Darkness actually is.
- **Darkspawn:** The most common minion of the Darkness. Darkspawn are animalistic and always evil. They cannot be cured, and must be slain.
- **Dethroned:** A Princess who has abandoned all hope and become a warped and twisted monster. Most Dethroned live in isolation and suffering, but occasionally they can become a terrifying danger to humans and Princesses alike. Dethroned can be redeemed with great difficulty.
- **Diamonds, Queen of:** The Queen who teaches her followers to solve problems through knowledge and reason.
- **Dreamlander:** An inhabitant of the Dreamlands. Most are a personification of something from humanity's collective unconscious. That said all sorts of other creatures have ended up settling in the Dreamlands, including the souls of most of the Kingdom's inhabitants.
- **Dreamlands:** The collective unconscious of all humanity, as perceived by Princesses.
- **Dual Identity:** An innate magical effect common to all Princesses, Dual Identity makes it exceptionally difficult to realise a Princess' mundane and transformed identities are the same person.
- **Echo:** A side effect of a Princess' Inner Light, an Echo makes her actions more noticeable and emotionally impactful, for good or ill.
- **Embassy:** The Z-Splat of Princess: the Hopeful. Princesses join an Embassy by accepting a foreign concept into their own magic, most do so because they wish to redeem that concept.
- **Enlightened, the:** Another term for a Princesses.
- **Fuoco:** The Invocation of the Queen of Swords.

- Gales: A natural feature of the Dreamlands which warps the mind and memories of anyone who stays in the Dreamlands too long. The Trap worked by keeping the inhabitants of the Kingdom in the Dreamlands long enough to be affected by the gales.
- Goalenu: A part of the Queen of Storms given temporary independence to serve her will. Goalenu are ephemeral beings, but may inhabit specially crafted bodies.
- Grace: Princesses who seek to help the world through encouragement or leadership.
- Hearts, Queen of: The Queen who teaches her followers to build and lead societies.
- Heraldry: Items and apparel that are part of a Princess' transformed identity but are merely decorative, such as clothing.
- Hopeful, the: A collective term for Princesses.
- Inner Light: The overall strength of a Princess' magic.
- Intimacy: The strength of the emotional bond between a Princess and another. A Princess may use some Charms at distance over an intimate bond, and the stronger the bond the easier it is to do so.
- Invocation: The philosophical ideals of a Queen. A Princess who acts in accordance with an Invocation may strengthen her Charms and unlocks the potential to learn new Charms that align with the Invocation.
- Kingdom, the: The nations ruled by the Queens before the fall. Commonly held to be as close to utopian as humanly possible.
- Lacrima: The Invocation of the Queen of Tears.
- Legno: The Invocation of the Queen of Clubs.
- Light, the: A force of hope and virtue responsible for the existence of Princesses. Little is known about what the Light actually is.
- Luminous Beat: One fifth of a Luminous Experience.
- Luminous Experience: A unique source of Experience available to Princesses. Princesses earn Luminous Experience through helping others.
- Mender: Princesses who seek to help the world by restoring damaged things; be it a man, a mind, or a machine.
- Mirrors, Queen of: The Queen who tells her followers to sit back and let destiny hand them victory on a silver platter.
- Mnemosyne: The most human-like minions of the Darkness. Mnemosyne favour using social acumen to corrupt or torment people. Though intelligent, they have absolutely no humanity or morality and cannot be cured, they must be slain.
- Mundane Identity: A Princess when she has not Transformed. In most regards she is little more than a mortal.
- Nakama: A social group of Princesses who support each other in both their personal lives and noble duties. Contrast with Clique.
- Noble: Another term for Princesses.
- Outer Darkness, the: Another term for The Darkness.
- Palace: A place to which a Princess feels a great emotional bond. Some Charms are more effective when used upon a Palace. Palace may also colloquially refer to anywhere a Princess lives.

- Perfected self: Another name for a Princess' transformed self.
- Phylactery: A physical item that represents a Princess' Beliefs. A Princess must use her Phylactery to transform.
- Practical Magic: A magical ability that a Princess may use even when not transformed. Each Court provides a different form of Practical Magic.
- Prince: A male Princess.
- Princess: A human touched by the Light who may transform into a perfected magical self. Only people of great virtue with a strong drive to improve the world may become Princesses, however after doing so they will reincarnate upon death and reclaim their power even without living up to the standards of their first life.
- Protectorate: Another form of Embassies. There is no metaphysical difference between Embassies and Protectorates, but they have a significant ideological difference: Where as Embassies wish to redeem, Protectorates wish to rule. Protectorates are created by the Court of Tears.
- Queen: A Princess who has mastered her magic, completed her character development, and become the beloved leader of a nation's worth of people. Queens are significantly more powerful than Princesses, and their very existence empowers an Invocation.
- Radiant: The Courts of: Clubs, Diamonds, Hearts, Spades, and Swords, as well as any member of those courts.
- Regalia: Items that form when a Princess assumes her Transformed Identity. Each piece of Regalia is linked to a specific Charm and must be used to invoke that Charm, but most Charms have no associated Regalia.
- Royal Favour: A unique benefit granted to the Court of Storms whereby the Queen of Storms will enact a Charm through one of her followers, at the cost of that follower's health and possibly their life.
- Seeker: Princesses who seek to help the world by uncovering or teaching knowledge.
- Sensitivity: The key drawback to being a Princess being sensitive to emotional shocks, which can send her magic haywire.
- Shadows: The lasting negative effects of an emotional shock, which can dampen a Princess' power and cause severe issues if they grow unchecked.
- Shikigami: A Dreamlander granted a physical body so that they may assist and advise Princesses. Most Shikigami come from a Radiant Court, but any Dreamlander can become a Shikigami.
- Storms, Queen of: The Queen who teaches her followers to destroy the Darkness without mercy or hesitation.
- Stormwrecked: A Sworn of Storms, notably Stormwrecked are usually created directly by the Queen of Storms and often act independently from Princesses.
- Spades, Queen of: The Queen who teaches her followers to live free and think outside of the box.
- Specchio: The Invocation of the Queen of Mirrors.
- Swords, Queen of: The Queen who teaches her followers to help the world through personal heroism.
- Sworn: A human bestowed power by a Princess. Sworn often serve as assistants or support to Princesses.
- Tainted Places: Areas where acts of evil have been committed. They inflict penalties upon everyone except the Darkness' minions within, and humans who suffer a Breaking Point within risk becoming Darkned. Tainted Places must be purified or destroyed.

- Tears, Queen of: The last Queen to rule a living kingdom, and who demands her subjects defend Alhambra at any cost.
- Terra: The Invocation of the Queen of Hearts.
- Tempesta: The Invocation of the Queen of Storms.
- Transformed Identity: What a Princess becomes by transforming, in this form she has greater skill, ability, and may use Charms.
- Trap, the: The Trap was a powerful illusion constructed within the Dreamlands. It trapped the five Radiant Queens and their followers for millennia. Currently the trap is barely functional.
- Troubadour: Princesses who seek to help the world through art.
- Twilight: The Courts of: Tears, Storms or Mirrors, as well as any member of those courts.
- White Rabbit: A message created by a Princess' subconscious to alert her that she should see something in the Dreamlands. Most commonly White Rabbits lead to an event in the Dreamland that portents a future event on Earth.
- Wisp: Perfectly ordinary human emotional energy, Princesses use it to fuel their magic.

Chapter 1: Noblesse Oblige

*I suppose leadership at one time meant muscles; but today it means getting along with people.
– Mahatma Gandhi*

The Light and the Dark

That's the thing about morality, it's complicated. Sages and philosophers have debated for thousands of years to answer the simplest of questions. "What is good?", "What is evil?" But is morality always so complicated? Are there not easier questions to ask? For every tough question like "Is it justified to kill one to save five?" is there not an easier question like "Is it justified to kill another for your own personal profit?"

Ask any of the Nobility and they will tell you that of course there is such a thing as objective good and evil. To the Radiant the world they inhabit makes this as clear as daylight. A Princess draws her magic from the Light. A force created by love, friendship, by effort to improve the world or just effort to help a stranger out. The Light probably isn't the absolute axis for all that is good but if it could think you could say it's making a sincere effort to reach that exalted height. For the Nobility this is enough to point at for proof that good really does exist, because what Princesses compare the Light to is the Dark.

The Dark is the Light's opposite in every way. It is a force of banal corruption; it festers where people commit acts of cruelty and inflict suffering on each other. Everything it touches is tainted with its own nature. If left unchecked it would cause an unending torrent of corruption until the Dark finally succumbed to its own nature and starved upon an empty wasteland. The scholars among the Nobility are divided upon one key question about the Dark. Its origins. Some say that it is a dreadful alien being attacking our world through humanity's cruelties for it's own sustenance. Others say that we ourselves are the Dark's true origin, our sins created it and we shall forever be haunted by our crimes until such a day as we rise above them.

The contrast between Light and Dark is something every Noble is glad for. For as much as she looks to the Light, even the Nobility live somewhere between Light and Dark. Sooner or later every Princess will have to make some tough moral choices; it comes with the job. On a bad day a Princess could find herself trapped for an unconscionable time with no clear answers. Struggling to stitch together some semblance of a moral solution to an impossible problem. On those days the existence of the Light can be the only thing reminding them that good exists and it is worth fighting for.

The Kingdom's Fall

When the Nobility speak of the Kingdom they refer to at least eight sovereign nations: Alhambra, Andarta, Aztallan, The Confederacy of Four Winds, Crystal Heril, Danann, Gonel and Wen-Mung. There are others, but their names, histories and even their existence are debated with little consensus. Each lived the ideals of the Light in their own way, guided by the Queen who ruled them. None were perfect but by all accounts they were fantastic places to live. Prosperous, just, kind and peaceful.

Yet for all its Light the Kingdom did not last forever. Even in a world of Light some things are universal, one is the necessity of compromise. A land of individual freedom must accept a lack of

organisation as its due. Each of the Queens chose what they deemed to be good and accepted the cost. In time they forgot that this was a choice of preference and believed they alone had chosen the one true way. In their own way each turned rigid and dogmatic; from this simple Vice the Darkness gained its first foothold in its eternal war against the Kingdom.

The Kingdoms rallied and drove the Darkness back to whatever terrible domain it came from as they had done countless times before but this time they were blinded by their dogma. Small traces of Taint were overlooked, festering as “inevitable drawbacks” of the Light’s civilisation. Rotting away in secret the Darkness began to grow within the heart of the Kingdom. Its attacks became more frequent, more destructive, and every time it was defeated the same growing rot remained unnoticed. In the end the Darkness broke over the Kingdom like a tidal wave, the armies were routed and the cities fell, still trying to understand how the Darkness’ presence was even possible.

Today little remains of the Kingdom. The domains of the five Radiant Queens live on in the Dreamlands, but the warping Gales make it hard to tell how accurate a portrayal those dreams are. If any true records of the Kingdom exist they would be locked away deep within Alhambra’s vaults, for of the Kingdom only Alhambra has survived to this day. Protected by it’s Queen’s formidable magic deep within the Heart of the Darkness.

The Long Night and the Dream

The Darkness cannot create, it can only corrupt. This was always its greatest weakness. Among those who were Tainted by the Darkness during the Fall were three mighty creatures known as The Red Queen, The White Queen and The Black Queen: The avatars of violence, self loathing and despair. These creatures knew the Light intimately, they knew that even as the Darkness turned upon itself the Light would ready itself to build something new and wonderful to reclaim its place.

Guided by the Darkness’ instinctive opposition to the Light the three constructed a trap deep within the Dreamlands: A mirror to reflect the Light of the world. The trap tricked the souls of the Nobility travelling towards reincarnation and drew them away from Earth. They incarnated within the Dreamlands where wonderful and elaborate illusions clouded their minds; letting them believe they lived and did their duties on Earth even while the centuries ticked away.

The Radiant call this period of history “The Long Night” and the trap that held them is simply called “The Dream”. For much of human history the Radiant hardly had any presence at all. Reincarnations have always formed the vast majority of the Nobility and with the reincarnations locked away anyone who Blossomed was most likely alone and untrained. If they were lucky a group of friends might Blossom together. They would do what they can, but standing alone there was little chance of changing the world.

Only the Twilight Queens created any form of continuity for the Nobility during the Long Night. The Lady of Alhambra kept the last survivors of the Kingdom alive. The Saraphic General inducted mortal forces to throw against the Darkness. The Queen of Mirrors searched for her True Heir. The Twilight Queens were a temptation to the Princesses who Blossomed during the Long Night, but they were a temptation because they were so vital. The only constant source of support a young Princess could turn to.

The War of Hope

In July 1969 mankind first set foot on the moon. The hope released by this single event was so great that for the briefest instant the Light shone brighter on Earth than it did in the Dreamlands. In a flash every soul trapped within knew that they were not on Earth as they believed. The five Queens mustered their armies against their jailors and shattered the machinery of their prison. Their victory was swift and brutal; after millennia of imprisonment the Kingdom was once again free.

The effects were far from instantaneous. The first reincarnated Princess to once again Blossom was in 1987 and the second was not until 1994. No one is even sure if the commoners of the Kingdom reincarnate at all but no one has turned up with accurate memories of a past life in the Kingdom so far.

Today the Nobility are still small in number but they’re growing fast with multiple Blossomings a year. At this point they are a minor force in the world but have had some noticeable successes in areas

where Princesses are common; Blossomings have shown a tendency towards geographical clustering. The first generation of Princesses have now reached middle age and many have gained positions of prestige and influence. In doing so they have caused a backlash from established power blocks, both mortal and otherwise. The Twilight Queens have also experienced a renaissance; each was active through the Long Night and were perfectly placed to take advantage of the release. New and vulnerable Princesses have been eagerly snapped up by all three Courts.

As the saying goes, we live in interesting times.

Being a Princess

Blossoming

The majority of Blossomings occur in times of great stress and change in one's life. As a consequence there are several broad age bands in which Blossoming commonly occurs. The first of these is from the mid-to-late teens as the individual establishes their own social identity and goes through the stresses of education. Such Princesses frequently (though, sadly, not always) have their parents as passive support but must turn to their peers for help with problems that stem from their duties and how it interacts with their youth and the demands that society places upon them. Not too many people are pleased with their teenage children sneaking out, and are even less pleased when they find out that the child has been going down to the area of town where the drug-dealers hang out, especially on a night when there are later reports of gang violence.

At a slightly older age there are the young adults, typically at university or just entering the workplace. In some ways they are luckier, because they have the freedom and independence they need to peruse their duties; on the other hand, many a Princess has lost her job or been forced to drop out of university due to the stresses and demands of her Calling, and unlike younger ones, they are less likely to have the same safety net of family, as many moved out to seek employment or to attend university. This also means that the issue of rent and bills starts to come up. In recent years, though, there have started to crop up the first few cases of elder Blossoming. The causes of these Blossomings appear to be diverse indeed and can be anywhere from moving to a new place, falling in love, a messy divorce, pregnancy or becoming a parent, and onsets of mental sickness. Such older individuals frequently have other responsibilities, and try hard to try to cling onto their old life.

Most Blossomings have a specific trigger, a single event that the Princess felt or came to feel symbolised all the stress and changes they were undergoing at that point in their life; and when faced with this event they chose to respond in a way that reaffirmed their ideals or identity. Many report a feeling that they could “never forgive themselves” or “never would no longer be me” if they had acted any other way. In some cases the Blossoming occurred the moment she made her decision, especially if she needs her magic there and then. In most cases the Princess instead experiences a victory rush or a whirlwind of positive emotions that grows and grows until it spills over into a Blossoming hours or days later. These trigger points are usually linked to a Princess' Calling; a Grace might inspire her friends to stand up to bullies and over the next few weeks, start to have odd dreams, or he might be beaten up while trying to rally his fellow immigrant workers against oppressive employers, and in a flare of blinding light suddenly straighten up in the garb of a knight of old.

Alhambran tales claim that the girl who would become the Queen of Tears Blossomed at her birth, and the delay in Blossomings today is merely a sign of the corruption of the world; but most Radiant Nobles dismiss this as the self-aggrandisement common to the Court of Tears and choose to believe that it has always been this way. Despite this very young Blossomings do occur, and the Nobles in question often have to face not only the close supervision of parents but even their fellow Nobles objecting to an eight year old going into battle. Many such Princesses are either “Nanohas” and show an adult maturity and intellect in their Transformed form or “Creamy” and acquire an older body when they Transform. However there are Nobles running around with magical powers, Sensitivity, and the mind and maturity of the children they are.

Many of these child Princesses lack a specific trigger event to their Blossoming. Instead they describe their Blossoming as a natural product of their growing awareness of themselves as their brains developed

and they explored the world around them. As though they already were a Princess and only needed to figure it out.

And as for the traits that prompt a Blossoming? The single most important trait is to be a reincarnation of a Princess. Once a person has achieved a Blossoming she needs fairly little to regain her powers in future lives. It is believed that most if not all Princesses regain their power every time they're reborn. The requirements to become a Onceborn are far more stringent, and far more interesting to the Enlightened. The individual must not be a creature of the Darkness - but, then again, a few spontaneous Blossomings have been noted among individuals who, of their own free will, managed to cast off the taint. Onceborn must be paragons of virtue and morality but by itself this is not enough, even the world of darkness is full of Beacons and saints, most of them will never Blossom. Onceborn are frequently idealistic or visionaries in some way, and proactive about putting their visions into practice although that does not necessarily correlate with naivety; one can be aware of the flaws of the world and still want to improve it. In the end, all that the Hopeful have been able to detect among the circumstances which granted their powers are broad trends and patterns. Almost inevitably, there will be an exception to any rule they devise.

Emotions are Magic

The first bloom of magic in a Noble is joyous, but soon she realizes the price she must pay for it. A Princess' power comes not from some exotic energy that only she can see, her powers come from her emotions. Just as a mother, upon seeing her child trapped under a car, suddenly gains the strength she needs to lift that car; a Princess can draw upon her emotions to find the strength she needs to conjure fire, to heal wounds with a wave of a magic wand, or to fly.

But just as a Princess' emotions can go forth and affect the world in ways unimaginable to mere mortals; her magic, her very nature, means that the world can always come into her heart and affect her emotions. Imagine a grown woman who's heart still flutters at every kiss as though it was her very first. Imagine a life time of fighting evil or practising medicine when every life lost hurts like the very first. And in the world of darkness for every kiss that burns with the passion of the first there are a dozen hurts that strike her exposed heart. This is the price a Princess pays. She can never form the armour around her heart that comes so easily to mortals, her own magic rips such protection open as it travels outwards. All she can do is grow strong enough to bear the weight and grow mature enough to deal with her emotions constructively.

As a Princess grows in power and magic her emotions grow even stronger. This Sensitivity can quite literally make life unbearable. Simply walking among people batters her with every hardship she sees, each and every one feels like her personal responsibility. But just as her emotions are stronger than any mortal's, strong enough to summon storms and raise palaces from the ground, a Princess can also be stronger than any mortal. Through her optimism and belief that things can get better she finds the strength to carry on. The Sensitivity that opens her heart to the suffering of the world also opens her heart to the love of friends and family, and by spending time in their company and reconnecting with what is most important a Princess restores her will to fight on. For every face that looks to her in pain and need, another looks to her in gratitude for the aid she has given.

And as for those who cannot bear the weight, their only choice is to run and hide. Stick to the quiet hours, find a nice walled palace or quiet village somewhere away from all the pain and cruelty of the world; but anyone who could easily abandon the world is unlikely to Blossom.

Transformation

From the moment she Blossoms every Princess has the ability to Transform. She is gifted with a phylactery. An icon of her nobility and a permanent reminder of her dreams and aspirations. With the simplest effort she takes those dreams and aspirations and adorns herself in her nobility. They flow through her body, transforming her into the woman she always wanted to be.

The Nobility often tell each other that Princesses don't do magic, they are magical and Transformation is the proof. In her mundane identity a Princess is barely more magical than the average man, but in her transformed identity... Ah, what a difference that is. Magic flows through her body; it is on the

level of blood or bone. Her magic makes her stronger, more charismatic, or smarter. Under magical examination a Princess can see that spells and enchantments are as much a part of her body as carbon atoms or neurotransmitters.

Even her personality is different, but usually not by much. Part of it is the just the natural result of her magic: She is more confident because she is more capable, she makes more witty remarks because she can think of them faster. Both of her two selves are fundamentally her. In her mundane self the Princess is a product of her innate nature and her life experiences. In her transformed self she is also the product of her innate nature and her life experiences, but she adds and a smoothed out average of her life experiences from all her past lives and her dreams and aspirations into the mix to create her idealised self.

The resulting Transformed Identity is still recognisable as the same person, or it would be if Princess' didn't have an innate magical defence to protect their secret identity. The personality traits she shares with the average of her past laves are emphasised and the traits which conflict are de-emphasised, the result is a Transformed self who resembles the mundane self in a specific situation. The Transformed identity of a Princess who spent her past lives as diplomats and courtiers might act like her mundane identity would act in a formal situation such as job interview; in addition to minor differences like knowing the correct way to formally address the Emperor of Japan.

It's when a Princess' current life is radically different from her past lives that a strong personality difference emerges. Because a Princess has the same innate nature in every life this usually requires a strong external factor to shape her life experiences. For example, a Princess' who's curious innate nature led her to many lives as scholars and investigators, but who spent this life growing up in a fanatical cult that crushed independent thought, will discover that she Transforms into the independent free thinker she usually is. Such Princesses can experience an identity crisis but, with time and support, they usually bring there mundane self closer to their Transformed self. After all, her Transformed self incorporates her beliefs and ideals, no matter how hard the world has tried to beat them out of her, and the more lives a Princess has experienced the closer the average of those lives comes to harmony with her innate nature. A Princess' Transformed self can be a guide, helping her become the best and truest version of herself. Some Princesses need that more than others.

Some Princesses experience personality changes from having a different biology in their two identities. Very young Princesses have been known to Transform into older bodies. In such cases her Transformed personality is more strongly affected by her past lives, as she has less current-life experiences to balance out her previous incarnations, but even then someone who knows both identities will usually recognise the Transformed identity as a person she could see the mundane identity growing into. Teenagers who transform into young adults, who's hormones have calmed down, also see that reflected in their personality. Equally common are teenage Princess' who Transform their hormones without changing their apparent age. Transgender Princesses (the proportion of Princesses who are transgender is *exactly* the same as the proportion of mortals who are transgender, a source of some speculation), also experience a personality shift as their Transformed self will have the correct biological sex and the hormones to match. As most people are born in a body of the correct sex, a transgender Princess will have had the correct body in most if not all of her past lives and her Transformed self will incorporate those experiences into her personality.

Charms and Invocations

When she is Transformed a Noble's magic doesn't just perfect her body and mind; it overflows into powers that are quite beyond mortal ken, magic in the most obvious sense. And yet, to the Noble herself these Charms are no more (and no less) magical than anything else she can do. One of the first things a Princess learns is that she does not do magic. She is magical. A Charm that lets her take on another's appearance might feel like she's an actress getting into character. A Charm that unlocks new ways of seeing doesn't feel like she's gotten a sixth or seventh sense, but that she's started to notice things she never paid attention to before. Even blatant magical effects like learning to fly don't feel that different from, say, learning to swim.

An observer might see a Princess jump to avoid a blade then throw a fireball, and conclude that the jump was mundane while the fireball was magical. Yet to the Princess they wouldn't feel that different. She chose to jump and her body reacted, she chose to throw fire and her body reacted. No speaking

in Enochian, no need to memorize arcane principles of correspondence or chant spells in her head. The observer might even be wrong; if the Princess put all her hopes and Belief into that jump it could be a more magical action than throwing fire.

So, if magic is not a skill what does it feel like to learn a new Charm? A new magical ability already exists within the Princess as raw potential, she only has to discover it. Practice it until it becomes second nature. Any of us has the potential to read a foreign language, if we practice then over time we no longer see meaningless symbols. We look at the page and see meaning. Even if that's not actually supernatural it is amazing enough that it deserves to be called magical. Learning a Charm is much the same.

A Princess might have the ability to sense ghosts but not to see them, so she practices interpreting her senses until she no longer feels a ghost as a picking on the back of her neck. The symbols are now meaningful, she sees the ghost as clear as you or me. Charms often don't come from a deliberate attempt to produce a specific effect either. A Princess comes across a new problem and tries to solve it, sometimes the solution she reaches is a new Charm: She cannot defeat a Darkspawn in combat so she returns to her Palace to practice her swordsmanship. As she experiments and tries new things she might realize that the deft twist of her wrist she just stumbled upon will slip under her opponents guard, or she might come upon a stance that sets her blade alight.

A Charm can feel like a mental trick she performs in her own head, an attitude she applies to a problem, a new physical ability that came with practice like learning to cross your middle fingers. It could feel like anything, the only constant is that there is always some emotion behind her Charm (though truth be told there's nearly always an emotion behind anything a Princess does), it's not always the same emotion behind the same Charm. Simply that, a Princess must Believe and Feel in her actions for the magic to flow. A Charm that will cause vines to burst forth and entwine her foes will only function if she wants to trap her foes on an emotional level. Which emotions she feels will flavour the Charm: the vines will be more vicious and visibly threatening against a foe she hates and wishes to entwine in battle than when she invokes the same Charm with the excitement of a tough but enjoyable practice match.

Invocations are a different matter. They come not from a Princess' innate magic but from outside, from the Queens. So long as a Queen exists, her philosophies resonate through the souls of everybody who shares her ideals. For those Princesses and Sworn with an innate connection to the Light this resonance allows her to draw upon a measure of the Queen's magic. Through their shared values she feels the reassurance of knowing a trusted authority supports her actions, and through her shared values she channels the magical power of the Queen. Both emotionally and magically the Invocation forges a stronger Charm. When we fight to save someone we love our love gives us strength, and when a Princess versed in Fuoco fights to save someone she loves the Invocation resonates with those feelings, drawing power from the Queen of Swords into her magic, making her strength all the greater.

The Dreamlands

Within her dreams a Princess travels beyond her mind and into the very soul of humanity. Within the Dreamlands the hopes and aspirations of mankind take life, they form vast cities. Beautiful vistas with all the incomprehensible forms of a dream. The Dreamlands are more than just a metaphor; they are a true world. The inhabitants have lives, hopes and dwell in functional societies. Many Princesses are surprised to discover something so ordinary amongst dreams and flights of fancy, but is it really so surprising that a Princess' dreams would form after how she sees the world? For the Princess who cares so much about friendship and community when she is awake, what else would she dream about?

Travelling to the Dreamlands offers many practical advantages to a Princess; she can find friends and mentors among the population including the Radiant Queens. Objects of power, often created and traded by Dreamlanders, can be formed into Bequests. However the Dreamlands is not just frolicking and sunshine; it contains all mankind's fears and hates as well as it's hopes and dreams; and it was once used by the Darkness to construct a trap for the souls of the Kingdom. Though the trap is broken it's creaky machinery and the remnant of the prison's old wardens still seek to imprison the Enlightened in a blissful dream.

Noble Culture

The Nobility are really good at community; in the short time since the Release a sprawling culture has grown across a network of blogs, forums and social networking sites. The Hopeful community covers more than just Princesses; Beacons and Sworn are welcome and even ordinary people can often be found on the comment threads. The online Radiant community is hardly a walled garden; it spills forth onto related subjects. Princesses can often be found bogging about and arguing in forums related to art, politics, current affairs, activism and social justice. Many blogs or forums are considered to be both hubs of the Radiant community – for the author or prominent members are Princesses – and considered to be ordinary websites by their mundane viewers – for the Princesses are still in the closet (at least under this username).

Many Princesses eagerly flock to debates about occult theory or magical phenomena, but on this subject the Nobility often retreat to their own private communities for a Princess talking about her emotional variety of magic often causes her to clash with both mortals – who eagerly latch onto occult principles (accurate or otherwise) to make up for the fact they cannot perform magic – and actual magicians – for whom occult principles form the foundation of their power – some young and naive princesses have caught the attention of experienced magicians who simply recognised the way they talk and think about magic.

Inevitably debates between so many young, passionate ideologues often descends into a morass of arguments. Since Princesses are almost invariably socially competent these arguments are, if not productive, at least good at getting Princesses to think from multiple points of view. People often wonder how Princesses, a group who live by the maxim “School, friends, royal duties, sleep, choose three” ever find the time to argue on the internet. In truth it’s common for Princesses to vanish entirely from their online community when an actual problem comes to their town; lives have even been saved because somebody decided check up why a someone stopped posting.

Perhaps the most practical use of the Princess’ online culture is when it move offline; regional meet ups are common enough and even international get together can be held in an easily reached location within the Dreamlands, such as a Queen’s domain. These events help build a Princess’ collection of emergency phone numbers and can lead to the formation of Nakamas. The internet and the Dreamlands is in fact one of the most common ways for a lone Princess to find herself a Nakama, often beginning with a message like “Looking for Nakama in San Francisco” posted on a website or left with a royal page.

Language

The Hopeful are for the most part a young culture and even the parts of it that regularly communicate don’t have any formal body to standardise language. While there is a linguistic legacy that predates the Release, three in fact: One is in the Royal Tongue (which many Princesses find cumbersome, or just annoying) another is in Alhambran (which many Radiant refuse to use on principle), the third comes from the Embassy to the Dreamlands (which is specialised and relatively obscure). Consequently the Radiant use a fast changing system of slang, memes and technical terms that vary across geographical regions and even parts of the internet. The language of the Radiant is young enough that most words can easily be traced back to their origin. The following terms are usually used by Princesses in the anglosphere, having been spread across that portion of the internet. Some of the more specific terms are unique to American Princesses.

The tradition of naming Queens after playing cards came early after Princesses searched for an alternative to the Queen’s titles in the Royal Tongue. The Queen of Diamonds suggested “The Queen of Diamonds” (as well as “The Crystal-eyed One”) as a two very rough summaries of her most important titles. One of the Princesses present at the time started referring to the other Queens with different playing cards, since none of the other Queens had made English suggestions yet (or been asked yet, this happened quite early) it stuck. There are actually several alternative card based naming schemes, most attempt to try and match the Queens to card based symbolism. Either through their invocation’s element or by trying to match their character to a feudal class. Neither are popular, partly because the symbolism doesn’t work too well, partly because if the symbolism of playing cards has any useful

magical property it's for non-Princess magic, and partly because the Queen of Diamonds prefers to be called the Queen of Diamonds. The common system is found throughout the English speaking world. Different naming schemes can be found elsewhere, but it is more common for each Queen to offer a set of unrelated rough translations into the local language.

Terms in Japanese originate from Bonnie Getsuei, an American (and complete Japanophile) who forged much of the Radiant's community in San Francisco and even provided a common entry point to the online Radiant community for English speaking princesses (presumably actual Japanese Princesses also use their native tongue).

Italian words can often trace their origin to the Queen of Heart's earliest followers in the United Kingdom (The Court of Hearts had a late start in America, as the first impressions of that court often clash with America's national ideals. Today few Princesses even remember what the fuss was about.) Influenced by Andartan culture those Princesses chose to use a romance language, and since they didn't want to use French; Princesses everywhere sprinkle their magic with Italian terms.

Greek and Latin words both share origins in the Court of Diamonds; the early Lights were the first to attempt to begin classifying and studying hopeful magic and related phenomena. This project was split between those who were more influenced by their Queen and wanted to use Greek and those who were more influenced by human academia and wanted to use Latin. The argument was never settled and various words from both languages have become part of the Princess lexicon, mostly for things a Princess can go a while without encountering as everything else was named through informal, and therefore faster, channels. Exceptionally nerdy Princesses sometimes use Greek instead of the Latin terms or Latin instead of the Greek, and Latin or Greek instead of English, Italian and Japanese terms.

The Embassy to the Dreamlands, perhaps the only lasting Radiant organisation to exist through the Long Night, tended to use names taken from people both living, Dreamlander and even fictional (note that the three are rarely distinct categories). Few of these terms are still in use.

Finally English is, obviously, the de-facto language of English speaking Princesses. Anything that did not get a catchy enough name quickly enough is likely to be in English. One unusual, and uniquely American, fact about English is that many Princesses adopt a more "royal" manner of speaking in their Transformed identity, which is to say a British accent ranging from "BBC English" to "not even The Queen lays it on that thick". Princesses who are actually from the United Kingdom usually use their natural accent, though as the British will parody anything some have been known to play up, or adopt, incomprehensible regional accents when around Americans.

Cliques

Princesses who live near to each other rarely remain strangers for long. A new Princess is often eager to meet peers who can help her master her new magical abilities and provide support in dealing with the new dangers she faces from both within and without. While tracking down a newly Blossomed Princess' mundane identity is near universally considered to be horrific behaviour beneath all but the Court of Tears, no such taboo exists against making contact with her Transformed identity so Princesses usually seek out the company of their fellow Nobles. Usually it is not much trouble for a new Princess to contact her predecessors. A large community of Princesses creates a wealth of rumours and urban legends to investigate (online or offline). It is even easier for an experienced Princess to find a newbie. In cities where there is an established Princess population there's usually more than enough people plugged into the social grapevine (or prone to prophetic dreams) to notice the waves a new Princess makes, and there's plenty of magical tricks that can be applied to finding another Princesses.

In smaller towns without an established Princess community it is still practical for the local Nobles to find each other if they all invest time and effort. But even here meetings between freshly Blossomed Nobles aren't left to chance. It is common for Princesses Blossoming apart from an established Noble community to meet a guide shortly before or after Blossoming. Earlier Princesses often met an animal that's clearly tame but not obviously owned, and is more intelligent than other beasts of its kind. But animal guides are increasingly rare in favour of living dolls or plushies. In the Hopeful community these magical teachers and companions are named Shikigami, they are the souls of prominent citizens from the Kingdom and can offer both their experience and prophetic dreams (how else could they find a Princess before she Blossoms) to their new students; and of course they introduce their students to each other.

And once a new Princess has been introduced to the community, it's only natural for her to start

making friends; as a rule Princesses are sociable and agreeable. And so, in a city with a large Princess population friendship Cliques will inevitably form.

Cliques are just what the name implies, friendship groups. They go shopping, see movies, plait each other's hair or compete in fun magic contests. There is no obligation that a Clique will work together to fulfil their duties. A Grace may find that of the local Princesses she has the most in common with a Champion and a Troubadour, they share tastes in books, balls, and boys, so even though they might disagree on politics or the most effective way to help the city they still seek each other out when there is a new film to watch or a formal dance to attend. But when it's time to work the Grace goes campaigning with people who share her Beliefs and politics, be they Nobles or mortals.

Many Cliques go out of their way to avoid "talking shop". The primary purpose of a Clique is to help Princesses de-stress and recharge after the pressures of the job by providing friends who understand what it means to be a Princess and know when to (and have the power to) force a Princess to get a good nights sleep – no ands, ifs or buts. If the two Graces in a Clique are supporting rival political parties then getting into political debates can ruin what should be a relaxing night (or it can be fun and invigorating). While Nobles usually have the social skills to avoid getting into an unwanted argument, part of those skills involve knowing when a Clique should have a rule against talking shop.

However when Princesses are reacting to a problem: Be it the Darkness, the Twilight Queens or something mundane like an earthquake, and a Princess' usual co-workers aren't sufficient a Clique is usually her first point of call for backup. Members of a Clique trust each other, know each other well enough to work well together, and of course they all have each other's phone numbers.

Nakama

Not all Princesses have the choice or the desire to distinguish between their friends and their co-workers. For these Princesses a Nakama serves as an alternative to a Clique. The word "Nakama" means a group of friends; translated into English you might say "buddies" or "gang" in the playful kids' use of the word. Among the Nobility (if they aren't Japanese) Nakama has a more restricted sense: a small group of Nobles who joined together or were thrown together (perhaps all Blossoming in the same town, or facing the same great crisis) and have become something very close to a family because of it. They share in each other's duties, lending the skills of their Callings and Courts to Nobles of different backgrounds or learning enough of another Nobles work to participate. They have compatible Beliefs, or have already negotiated a mutually beneficial compromise between their various Beliefs. Many Nakama go so far as to share their mundane identity, especially if they wish to live together to save on rent or pool their magic into creating a magically defended home.

While more city Princesses are in Cliques than Nakama in small towns and rural areas the reverse is true. If there's only one Champion in town, and she's too new to have found or trained reliable mortal monster hunters to work with, the only backup she can call upon on is the other local Princesses. A Mender is perfectly capable of learning the same battle magic as a Champion if she puts her mind to it. While a lot of Princesses swear by the importance of having a space and some Noble friends who are separated from their work life, having backup when facing down monsters or a political rival is spreading lies about you is even more important. So when needs must, Princesses can and will negotiate through their conflicting Beliefs to work together.

A Nakama can include the actual families of the Nobles, as well as their Nakama in the Japanese sense - people with no trace of magic in them, but who are intimate parts of the Nobles' mundane lives. This is especially common if the Nakama was formed in response to a common threat, as Princesses are very defensive of their loved ones and if the only way to convince someone that monsters are real and they're infesting this town is to reveal your secret; then you may as well go a bit further and bring them into the Nakama's communal home where there's usually a Princess around to keep an eye out for danger and control the magical defences.

Campaigns

Princesses may disagree with each other about how to improve the world, and even about what a better world would even look like, but in the face of an emergency they are quick to put their philosophising

and debates aside and unite behind a Campaign. Whole Nakamas, Cliques, and independent Princesses travel from all over the land to pit their combined strength against a problem.

A Campaign always starts when Princesses face a large immediate problem. In a long career a Princess might see Campaigns against large Darkspawn incursions or to rebuild after natural disasters. More complicated problems where every political ideology has it's own mutually opposing solution may draw campaigns of like minded Princesses, sometimes this require negotiations to prevent two Campaigns arriving in the same town and working at cross purposes and sometimes the negotiations fail and two campaigns do end up competing for resources and a political mandate. Most campaigns though, form around large attention grabbing problems. Princesses have a lot of responsibilities on their plate, it can take something big to call them away from home.

The concept of a Campaign is well known to the Noble community, and most begin deliberately. Princesses announce that there will be a meeting in a Queen's palace (usually the Queen of Hearts) at a certain time and see if enough people turn up. It is generally considered a bad sign if only one Noble starts trying to arrange a Campaign, if a problem doesn't convince several Nobles they need to start a campaign it is unlikely to convince a large group of Nobles they should join a campaign. Of course, this rule of thumb depends on the size of the Princess population at ground zero.

A Queen's palace not chosen just because it's a convenient meeting point, the gathered Radiant often ask the Queen to select a Campaign's leader and officers. Even Princesses with an ideological commitment to democracy, and there are a lot of them, usually agree that if a Queen can't pick a leader who's acceptable to everyone then this issue isn't the sort of direct problem suitable for a campaign and it would be better for Nobles to work on solving the issue in their own way than spend their time arguing about how to solve the issue.

A Campaign doesn't always formally end when it achieves it's aim. After working or fighting with fellow gregarious Nobility everyone is sure to have made friends and that provides a powerful incentive to keep the campaign running and give everyone a reason to stay away from their responsibilities back home a little longer. When the campaign succumbs to this temptation the leader begin expanding the Campaign's scope and a ideological commitments, after the Darkspawn are chased out the leader proposes the Campaign beings promotion political reforms to prevent new Taint forming. Once this happens Princesses who disagree with the new direction quickly depart, usually the Court of Spades leave first and serve as the proverbial canary in the coal mine. This has happened often enough that it's become a running joke among the Radiant and Campaigns that do formally disband after achieving their aims often announce their end with a bombastic speech announcing a radical expansion of their mission, followed by a prank from the Spades.

It's not unusual for a completed Campaign to leave behind a few Nakamas who do continue it's original mission with an expanded scope. And many Princesses who arrived alone go home as part of a Nakama or Clique, but it's considered a very worrying sign when a Princess insists she is still the leader after everyone's departed or tries to prevent people from leaving.

Royals at Work

Princesses may be driven by strong and often conflicting Beliefs but that never stopped humans from organising to further their goals, and the Nobility can be far more empathetic and persuasive than mortals. When Princesses need to relax and get away from their duties for an evening they turn to their Clique. When they need to pool their resources they seek out like minded Princesses with compatible Beliefs. The constant hum of online forums, socialising in the Dreamlands, and local Princess hangouts mean that Princesses searching for like-minded peers have no shortage of places to look Princesses.

But Princesses are not limited to seeking out fellow Nobles. While a Princess' virtuous nature and magical power makes her an ideal co-worker no one should discount the abilities of ordinary mortals. In fact, many Radiant consider the idea of ignoring the possibility of working side by side with mortals and insisting on working only with fellow Nobles, perhaps with mortal subordinates, is a sign that a Princess is sliding down the slippery slope towards the vanity of The Court of Mirrors. Rather than seek out a group of Princesses to form a larger organisation dedicated to a specific cause most Princesses skip re-inventing wheel by joining a mortal institution that already works in the area. Perhaps she'll meet like minded Nobles there?

Even Champions who wish to pit their mettle against the Outer Darkness and it's monsters can

find old boy's networks of police clubs who trade information and jade knives, hunting clubs with a higher purpose than sport, and all manner of mortal societies dedicated to protecting mankind from supernatural predation (admittedly as a supernatural being herself a Princess might not be welcomed with open arms, so Champions are more likely that other Callings to build their own organisations from scratch or work exclusively with Nobles and Sworn).

As a result Princesses can be found at all levels of society, though the number of public figures rumoured to be a Noble's mundane identity is *far* greater than the number of Princesses who actually are in high office. Menders are more likely to be found working in hospitals and clinics than in some enchanted shrine hidden in the inner city and publicised through rumour and word of mouth. Graces manage corporations and defend vulnerable citizens pro bono in court rooms, while Champions serve as police officers and when she sees a nest of Darkspawn she knows exactly which officers will face it alongside her. After all, Princesses consider themselves to be human, it's their society too.

Of course given the demographics of the noble community a fair number are using magic to appear older than they are or working with organisations who accept younger volunteers.

The Twilight Courts

Among the Nobility there is no agreed way to help the world. Princesses who advocate for collective solutions spar across the debating stage with Nobles who focus upon individual liberty. In laboratories Princesses push the boundaries of technology while on the other side of the university campus their peers argue for a return to the good old ways. But among the Nobility an informal understanding holds, to Princesses it's so natural and obvious that nobody gave it a name. The understanding states that even when you disagree with a fellow Radiant's idea of a better world you can still respect her as a person, and while her utopia may not be yours it is at least better than a world shrouded by the Darkness.

But this understanding only holds to the Radiant. No such benefit of the doubt is given to the Twilight Courts.

The Twilight Courts are thrice separated from the Radiant. They are separated by politics, the Radiant and Twilight courts will at best clench their teeth and swallow their distaste before teaming up against a mutual foe and at worst violently oppose each other. They are separated by magic, for the five Radiant Queens are neighbours in the Dreamlands and their Invocations demand nothing more than virtuous behaviour as each Queen defines it. The three Twilight Queens each exist alone and their Invocations take a toll upon the user's mind, body, or soul. Finally they are separated by morality, for the philosophies of the Twilight Courts directly harm innocents in a way that the Radiant Courts do not (On this point the Court of Mirrors is more complicated, and so it is sometimes held to be on the Radiant side). Thus even the most inexperienced Princess cannot help but see that there is a division between Radiant and Twilight on the deepest levels.

And though the five Radiant Queens and their Courts stand together. No such camaraderie exists amongst the Twilight Courts: The Courts of Tears and Storms have been in open war for perhaps as long as they have existed. And the harsh dogmatic outlook of those two Courts means that they are less tolerant of the Court of Mirrors than Radiant Princesses. Each Twilight Court stands in isolation or with the Radiant.

But perhaps the deepest reason for conflict between the Radiant and Twilight Courts is that for once even Nobles want to remain in conflict. Alone or among their trusted friends the Radiant admit that a part of them is tempted by the philosophies of the Twilight Courts. What Princess hasn't put her beloved sister's needs above a stranger's? Felt hatred for the Darkness' evil? Clung a little too hard to a reassuring Belief or assumed a fellow Radiant is good and virtuous when they first met just because she's Noble? And when the Radiant reject the part of them that's tempted to walk down that long road paved with good intentions they also reject their kinship to every Princess who's walked that road to the very end.

For all their light, Princesses are still human and think in very human ways.

Queens

Every Princess knows that to make the world better she must improve herself, she must rise to the challenge. And every Princess knows that if she works hard enough and holds faith in herself she can become so much better. For every Princess holds the potential to become a Queen, a woman of light and magic as far beyond a Princess as a Princess is beyond a mortal.

It is not known exactly how many Queens (or Kings) once ruled the domains of the Kingdom, of this unknown number only eight Queens still have the power to affect the world. Of this eight: Five are dead, one is living, another is presumed to be living, and one is... Transformed. Collectively the five dead Queens are known as the Radiant, for they remain loyal to the light in spirit as well as word, for centuries the Radiant Queens were trapped deep within the Dreamlands, but now their trap has fallen. From their Palaces within the Dreamlands they call out to Princesses, seeking Hopeful agents who will restore the Light upon Earth.

The Queens are the linchpins of Hopeful society in more ways than one. Each Queen is a living (or otherwise, these days) font of magic. Her Beliefs have become a coloured mirror that shines additional Light onto the world; everyone who shares her ideals can draw upon the Queen's Invocation to gain greater power or unlock new abilities that they would not otherwise have been possible. Only the most supplicant Princesses define their beliefs entirely by the Queen they follow; but all Princesses take the time to study the Queen's philosophies and draw both magic and inspiration from the principles with which they agree. For while many Princesses believe in the importance of community, none can speak on the topic with the experience and wisdom of the Queen of Hearts. Even when a Princess disagrees with a Queen or grows beyond the beliefs of her mentor as she develops, she is still likely to use the Queen's ideals and philosophies as a foundation; for the only way to see further than a giant is to stand atop her royal shoulders.

While no Queen is capable of using her full power on Earth. The five Radiant Queens are dead, the Queen of Tears will not leave Alhambra, the Queen of Storms will not abandon her battle in the Dark World, and while nobody knows what is up with the Queen of Mirrors it is generally accepted that she doesn't act directly. The Queens can still provide advice and guidance. They are people who have built and won the hearts of nations. As monarchs and rulers they were perhaps the very best in all of history; their Kingdoms may have fallen but all kingdoms fall in time, few were utopian at their apex. As mentors and teachers the Radiant Queens have more to offer than a young Princess could imagine.

Chapter 2: Coronations

Therefore I am sure that this, my Coronation, is not the symbol of a power and a splendour that are gone but a declaration of our hopes for the future, and for the years I may, by God's Grace and Mercy, be given to reign and serve you as your Queen

—Queen Elizabeth II

Creating a Princess

Step One: The Story Seed

A story seed can either be the Storyteller's pitch or created collaboratively by the group; but either way it's a good idea to have a quick outline of what kind of game you're playing before creating characters.

Is your game about inspiring your classmates in a demoralized school? Then everyone has to be a student who cares about education and has the background to place them in a poorly performing school. Is your game about a Nakama hand-picked by a Queen to track down and destroy a powerful Darkspawn hiding in the jungle? Then everyone should create a character who has useful skills for the quest and nothing to prevent them going away for a week.

The story seed doesn't have to be complex or well defined. It just needs to be enough for players to design their character's background and their character's abilities appropriately.

Some story seeds result in narrower mechanical choices. A character who wishes to turn around a failing school can be built in many different ways. However with a story seed about fighting Darkspawn characters will probably want Celestial Dance, Barrier Jacket and either Kensai or Levinbolt; and that's three of the starting five dots. When this happens the Storyteller should consider giving additional dots to the players so they can add some uniqueness to their characters.

Step Two: Character Concept

The second step is to try and distil your character down into a single concept. You want something that you can easily hold in your head, this concept will serve as the anchoring centre to your character. When you start adding details later it should be quick and straight forward to ask yourself "does this detail strengthen my character concept?"

A good character concept focuses on who your character is. Is your character's self-identity defined by her mundane side, her supernatural side, or a balance of both. Because Princesses invest so much of themselves in their work it is often hard to separate who a Princess is from what she does, but try to cut out the specifics and drill down to the core of your concept. Consider a "young politician" instead of the "student president."

Character's often change during character creation as ideas bounce around, and once play starts circumstances can change fast. It's good to have a little flexibility in your core concept.

Step Three: Fleshing it Out

Are you playing a Prince or a Princess? Does your character fight evil in a frilly sailor fuku or spandex and a cape?

Now that you have your core character concept you can add everything else: Appearance, personality, background, family, friendships and perhaps romances. In short, it's time to write your character as a character rather than a collection of attributes and a list of magical powers.

Some players can write for pages while others will prefer a few paragraphs. There's no right or wrong answer, except that it never hurts to discuss things with your group and try and make sure everyone's style fits together nicely.

Step Four: Virtues, Vice, Aspirations and Dreams

A Princess is a magical being, but she's still human. She has human wants and human needs. To complete your character assign two, yes two, Virtues and a Vice. It is recommended that Princesses do not take the *Hopeful* Virtue. Nearly every Radiant Princess demonstrates that Virtue every day of their lives, players should use Virtues as an opportunity to make their characters stand out from the stereotypical Noble and avoid taking a trait which would be redundant on top of Belief.

You should also think about what your character wishes to accomplish, which means it's time to choose her Aspirations and her Dreams. A Princess has a total of five Aspirations and Dreams, two of which must be Dreams and the remaining three can be either.

As a guideline, you should try to have at least one Aspiration or Dream that reflects upon your character's self image, and you should have at least one Aspiration or Dream that ties you directly into the story seed.

Using the examples above, a player in the game about turning around a demoralised school could consider a Dream such as "Help Harriet realise she's better than her mother says ". In one sentence you have chosen an ambition which fits the story's core themes, connected your character to two NPCs, one of whom is an antagonist for your character, and you've identified social combat as a skill to start with or explicitly start without and develop in play.

The example of a quest into the jungle might be too specific to easily create unique Aspirations; and there's nothing wrong with that.

Step Five: Add Attributes

Now is the time to define your character mechanically, starting with the most fundamental aspects. First choose which of the three categories (Mental, Physical and Social) is your character's primary, secondary and tertiary focus. Then place five dots (in addition to your starting dot in every Attribute) into your primary category, split between the three Attributes as you wish. Place four dots into your secondary focus and three into your tertiary focus.

When choosing your attributes ask yourself which will be most helpful for your character's calling in life, and then decide if she's good at them or if she relies on her magic. Starting as a competent and successful Noble or starting with lots of room to grow are both valid choices.

Daddy's little Princess

The mahou shoujo genre has a long and proud tradition of child and early teen protagonists. If you wish you can combine Princess with WoD Innocents and the Princess template will function as intended if applied to a character built using the rules in Innocents. Any Charm that uses Science or Academics will use the Study skill instead (or if you prefer you can split your character's Study dots into Academics and Science upon Transformation). WoD Innocents gives characters different starting skill dots depending on their age, Innocents also suggests that Storytellers might not start all the player characters on an equal footing. When playing Princess Storytellers can give extra Transformed skill dots (which do not count towards the maximum) as a way of doing so.

Child characters are limited to three dots in Skills unless they have one of the three Prodigy Merits, this limitation does not apply to Transformed Dots and the cap on mundane Skills is increased by one at Inner Light four and five. In addition so long as a Princess has at least one relevant Transformed Dot she is considered to be an adult for all rules purposes related to that Attribute or Skill while she is Transformed. The same applies to anyone who has 6+ dots in an Attribute or Skill, including anyone under the influence of an appropriate Bless Charm. For example a Princess with a Transformed dot in Strength: Would not subtract an Adult target's Stamina from attack rolls, would use the adult strength chart, and an adult would not gain 8-Again in a Contested roll against her if Strength is part of the Princess' dice pool. A Princess' magical body is more than a match for size and leverage. (A complete list of special rules for adult-child interactions can be found in WoD Innocents p193). How this manifests is up to the player. A Princess with Transformed Composure might acquire adult emotional maturity every time she Transforms or overcome her fears through a supernaturally potent child-like sense of adventure.

With a little cunning Princesses can have access to Social Merits that are usually off limits to children. A Troubadour could earn Resources by working as an artist for commission, nobody can see that she's nine years old over e-mail and her work will likely put grown adults to shame. Similar tricks, and if necessary the occasional Appear Charm to disguise oneself as an adult could allow a Princess to acquire 4+ dots in Allies or Contacts.

All this assumes that the young Princess doesn't become an adult upon Transformation. If she does then just treat the Transformed Princess like any other grown-up.

The other characters' reaction to a Noble child should be negotiated between the group to identify the correct trade off between realism and fun. While most adults, Noble or otherwise, would not approve of children running towards danger; A Princess sitting at home and waiting until she's eighteen will not create a dramatic story. A child Princess could be treated equally to the adults for no reason except that the character wouldn't be fun to play otherwise. Alternatively the child protagonist(s) being sent home only to sneak out again and save the adults is a time honoured trope. While a mortal (or Sworn) who's constantly dragged onto his Noble kid sister's dangerous magical adventures because he's powerless to stop her could make an interesting character. Especially if the rest of the players take care to avoid acquiring magic that would overshadow his special power of being a grown-up.

Step Six: Add Skills

Skills are chosen like Attributes. Divide Mental, Physical and Social Skills into your primary, secondary and tertiary focus. You get eleven primary dots, seven secondary dots, and four tertiary dots to spend. Unlike Attributes the first dot in a skill is not free.

As with Attributes it's worth thinking about whether you wish to start off competent or if you wish for your character to begin the game dependant on her magic.

Step Seven: Add Skill Specialities

Skills are extremely broad categories, which means your choice of skills is an imperfect reflection of your character. Does three dots in Expression make her a singer or a poet? Specialities let you correct this. Each speciality is a one or two word description chosen by you that can demonstrate what fields your character specialises in. Pick three specialities for your character.

There are many simple Charms available to starting character's that can enhance a Princess' specialities. It might be worth examining them before selecting your specialities.

Step Eight: Add a Calling and a Transformed Attribute Dot

The first step in creating a Princess is to choose her Calling. A Calling is the fundamental way the individual Princess brings hope to the world, her Calling determines which Oaths are part of her Belief, what Duties she performs to regain Wisps, which Attributes are increased when she Transforms and to which three of the ten Charm families she has affinity, allowing her to purchase Charms from these families at the reduced cost.

- Champion: Defenders of the weak and helpless. (Strength or Resolve)
- Grace: Elegant and noble, the voices and diplomats of the Reborn. (Presence or Composure)
- Mender: Those who take wounded flesh and wounded hearts and make them whole. (Intelligence or Dexterity)
- Seeker: Hunters of truth, banishers of lies, revealers of the hidden. (Intelligence or Wits)
- Troubadour: Artists and exemplars who inspire greatness in others. (Presence or Dexterity)

Step Nine: Add a Queen

Once the five Radiant Queens governed their Kingdoms in the name of the light, now they are dead but their minds and souls live on in the Dreamlands. From beyond the veil of sleep the Queens mentor the Radiant, a Princess can accept a position in a Queen's court, a bond of both personal loyalty but also mystical affinity that enhances a Princess' magic.

There are five Radiant queens that a player can follow, while it is rare some Princesses choose not to join any Court. In addition there are three Twilight Queens who are not usually available to player characters.

- Clubs: The Queen of Wilds leads the coven of Princesses who seek to live in harmony with the world.
- Diamonds: The Queen of Lights leads the conclave of progressive-minded Princesses who believe in constantly adapting and refining the Kingdom's techniques.
- Hearts: The Queen among Queens leads the court of Princesses who focus on communities, and their place within society, first and foremost.

- Spades: The Queen of Knaves leads a confederacy of winking scoundrels and good-hearted rogues who believe the best application of the rules is to break them.
- Swords: The Queen of Heroines leads the company of Princesses who believe that inner strength and passion should always light the way.

Choosing a Queen

It is rare for a Princess to ever agree with her Queen on every single point, and it is almost universal for a Princess to have some affinity for the teachings of several Queens. This can make it hard for Princesses (and players) to know which Court is right for them. Should a naturalist join the court of Diamonds with her fellow women of science, or the court of Clubs with her fellow nature lovers? In all likelihood such a Princess will show her shared ideals by acquiring both the Acqua and Legno Invocations, but the player still has to decide which Queen goes on the top of the character sheet. The answer is which Queen shares her approach to making a brighter tomorrow:

- If you believe that self discovery and mutual understanding brings people together in harmony you will always be welcome in the court of Clubs.
- If you believe that clear and careful thought will lead us to a better tomorrow you'll find minds that think alike in the court of Diamonds.
- If you believe that a Princess' role is to build and lead communities into the light then you have a place in the court of Hearts.
- If you believe that the world's ills are best solved outside of any boxes then you'll fit right in at the court of Spades.
- If you believe that the world needs individual heroes led by all consuming passion then you can proudly join the court of Swords.

The Twilight Queens also have an approach:

- If you believe that the Darkness must be destroyed no matter what it takes you are ready to enlist in the armies of Storms.
- If you believe that being a Princess makes you the most important and special person in the world, and a utopia is just going to happen because you're around then consider the Queen of Mirrors.
- Finally the Queen of Tears would say that if you believe in protecting your people no matter the cost, bring them to Alhambra where they will be safe. Yet remember that of all the Queens only the Lady of Alhambra rules a kingdom that survives to this day. She asks, and offers, more than any other Queen. A Princess who believes in protecting her people no matter what should still think if she wishes to be a part of Alhambra and if not she should choose another Queen or perhaps become a Courtless Lacrima specialist.

Step Ten: Add Invocations

All Princesses draw magic from their Beliefs and hopes, but when a Princess becomes a Queen her beliefs and philosophies echo across the souls of humanity. Any Princess can feel that echo within her own soul and she can draw on it to enhance her own magic. Each Princess starts with three dots in Invocations, one of which must be placed into her Queen's favoured Invocation. Courtless Princesses have a free choice of Invocations, but they may not place all three of their dots in the same Invocation.

Step Eleven: Add Charms and Transformed Skills

In her perfected self every Princess has exceptional skill and knows Charms, special talents and magical spells that she knows how to use. A Princess starts with three Dots in Transformed Skills and nine dots in Charms, at least three dots must be for Charms in the 3 families the character's Calling has affinity for; the others may come from any family. You may take upgrades for any Charm you know; each upgrade costs 1 of your starting Charm dots. If you take an invoked Charm or upgrade, you must have the prerequisite dots in the Invocation.

To take a 2-dot Charm, you must also take a different 1-dot Charm of the same family. To take a 3-dot Charm you must take 3 dots worth of Charms in the same family, an Upgrade counts as a single dot. If the Charm has a prerequisite on an Invocation, you may treat it as part of a pseudo-family and use it to unlock access to other Charms that depend on the same Invocation.

If you wish you may also trade Charm dots for additional transformed Attributes and Skills. You may not spend your 3 affinity Charm dots in this way. Each Charm dot is worth 1 transformed Attribute dot or 3 transformed Skill dots.

Step Twelve: Add Inner Light

A Princess' magic shines out of her soul to illuminate the world. The raw power of her hopes and feelings is represented by her Inner Light. A Starting Princess has one dot in Inner Light, but she may spend five Merit dots to increase it to two, or ten Merit dots to increase it to three.

Step Thirteen: Add Wisps

Wisps are the fuel for a Princess, a measure of both raw magic and emotional energy. A Princess begins with half her starting Wisp pool, as measured by Inner Light, plus the higher of her Circle and Mandate.

Step Fourteen: Add Belief

Belief is the Integrity trait for Princesses. It measures not just how moral she is in word and deed, but also her confidence that those morals and principles can survive in the World of Darkness. A Princess begins with Belief seven.

During character creation ask yourself the following five questions. These questions will help define a Princess' moral code. These questions are not intended to identify specific compromises, though you will probably discover some, rather they are to help you create a moral framework that can be used to identify new Compromises and which can be modified as dots of Belief are lost or gained.

- *What does your character believe is wrong with the world?* As a rule Princesses are trying to improve the world, so it stands to reason that the Hopeful see the world as needing to be fixed. Why is the world in such a bad state? Is it all down to public ignorance and apathy or is it because mankind lost touch with nature? No matter how justified the means, any Princess who uses or encourages what she believes to be the world's flaws is betraying her principles.

- *What is your character's perfect world?* Ghandi apocryphally said “ be the change you want to see in the world”. What is your character's ideal world? Is it a vegan nature utopia or something more along the lines of an technological post-scarcity utopia? How would a person from such a society act? What unusual and idealistic cultural values or codes of chivalry does your Princess follow and how does her ideal utopia give context to her actions?
- *Who influenced your character's philosophy?* Did your character learn her idealism from her parents? Her wise and outrageous grandmother? A teacher? Think a little about their relationship and your mentor's personality, how do they influence your character's relationship to her ideals? If your character grew up without guidance it is perfectly acceptable to use someone from a past life.
- *What is the best argument against her Beliefs your character has ever heard?* Ultimately utopia is subjective. A life of peace and tranquillity would bore some people to tears. Every Princess is going to find people who disagree with her vision, from practical problems to ideological conflicts. Of all the people who disagreed with her, who left your character speechless with a perfect argument or irrefutable fact and how did this affect your character?
- *What does your character care about more than her Belief?* Princesses are still people, and people's moral codes are rarely proven in formal logic then rigorously applied to every situation. Would your character do anything to save her boyfriend, or perhaps herself. Most people have an instinctive wish to survive. The goal here isn't to create a hypocrite but to give depth to a character beyond pure perfection.

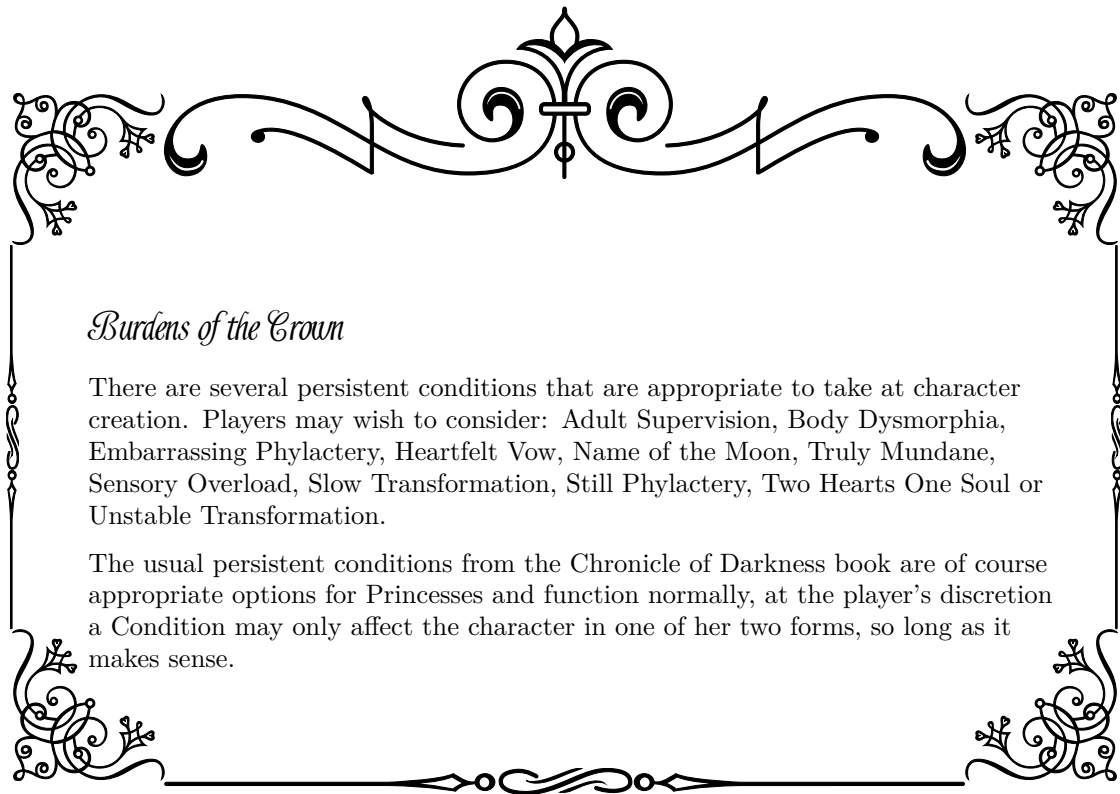
Once you have the framework of your character's belief system take a moment to think of a few specific codes she lives by. These should not be isolated rules, but flow logically from her belief system. As a rule of thumb you should have at least one rule for each dot of Belief above the forth, in addition to your Calling Oaths and obvious morals such as not committing murder.

This is only a guideline, it is expected that as you play and learn more about your character you will discover more about her Beliefs and that her Beliefs will change over time as your character is exposed to new ideas, faces moral tests, loses dots of Belief, and gains them back (so there's no point in “filling up” your beliefs with easy rules).

Beliefs can change any time it makes sense for the character but if you're likely to compromise a Belief in the near future you have to wait until after the compromise roll (or roll right now if you prefer) and work the results into the reasons your character changed her views.

Step Fifteen: Add Merits

As a supernatural being a Princess is given three merit dots to spend at character creation, for a total of ten merit dots. Her magic makes it easier to acquire resources and skills, while her shining heart wins friends and allies. Additional Merits unique to the Hopeful are presented in chapter three, additionally some Merits presented in the God Machine Chronicle are inappropriate or work differently for the Hopeful. This is discussed in more detail in Chapter Three.



Burdens of the Crown

There are several persistent conditions that are appropriate to take at character creation. Players may wish to consider: Adult Supervision, Body Dysmorphia, Embarrassing Phylactery, Heartfelt Vow, Name of the Moon, Truly Mundane, Sensory Overload, Slow Transformation, Still Phylactery, Two Hearts One Soul or Unstable Transformation.

The usual persistent conditions from the Chronicle of Darkness book are of course appropriate options for Princesses and function normally, at the player's discretion a Condition may only affect the character in one of her two forms, so long as it makes sense.

Character Advancement

Mundane Attribute	4 Experience per dot
Mundane Skill	2 Experience per dot
Transformed Attribute	3 Experience per dot
Transformed Skill	1 Experience per dot
Transformed to Mundane	1 Experience per dot
Affinity Charm	1 Experience per dot
Other Charm	1 Experience + 1 Experience per dot
Upgrade	1 Experience per Upgrade
Favoured Invocation	2 Experience per dot
Other Invocation	3 Experience per dot
Merit	1 Experience per dot
Inner Light	5 Experience per dot
Belief	2 Experience per dot
Willpower	1 Experience per dot (bought back after sacrifice)

Traits

Becoming a Princess does not just grant you magical abilities, it is a fundamental change to your state of being. Many Princesses use the phrase "Magical Girl" to emphasise this point. A Princess is not a girl who uses magic, she is magical. Magic is as much a part of her as blood and a part of her emotions as blood is a part of any human. As a Princess learns in wisdom and experience she learns to use her nature to its fullest extent, but also must face its unique drawbacks.

New Advantage: Inner Light

When a Princess' power first blossoms, it is barely the tiniest of sparks deep within a princess' soul. However, as time passes and the ancient spirit within her awakens, her power begins to shine like a roaring fire, strong enough to support great magics and bright enough to become an invisible presence in the material world.

As Inner Light increases, it not only gives a character more magical ammunition to throw around, but also represents her magic bleeding into her mental and physical self. Characters with high Inner Light can have physical prowess beyond the limits of mere humanity. Finally, high Inner Light makes a character more vulnerable to Sensitivity.

Inner Light	Ability Max	Wisps / Turn	Charm Max	Sensitivity
1	5 / 7	10 / 1	3	1 die
2	5 / 7	11 / 2	4	1 die
3	5 / 7	12 / 3	5	2 dice
4	5 / 7	13 / 4	6	2 dice
5	5 / 7	15 / 5	7	3 dice
6	6 / 8	20 / 6	8	3 dice
7	7 / 9	25 / 7	9	4 dice
8	8 / 10	30 / 8	10	4 dice
9	9 / 10	50 / 10	11	5 dice
10	10 / 10	75 / 15	12	5 dice

Ability Max: The highest a regular attribute or skill may be raised using XP. The number before the slash is the maximum level of any attribute or skill in normal form, the number after the slash is the maximum including bonus dots from Transformation.

Wisps / Turn: The maximum number of Wisps a character may have available in their pool and the maximum number they may spend in a single turn.

Charm Max: The highest level at which a Charm may be purchased. Basic Charms do not go beyond 5 dots, but a Charm's effective rating can be increased through upgrades. Inner Light caps the effective rating. The Princess may know more Upgrades to a Charm than her Charm Max, but must choose which ones to apply when she uses the Charm.

Sensitivity: The number of dice rolled when a princess's Sensitivity to suffering is triggered.

New Disadvantage: Sensitivity

Being born from a shining, empathetic, heart; A Princess is by her very nature emotionally vulnerable. Emotions strong enough to destroy Darkspawn or outrun cars flow through her, and when those emotions turn against her the consequences are debilitating at best, and in the wrong circumstances they can be outright deadly. When the Dark Cultists kill a hostage in the middle of battle the horror paralyses her and leaves her open to attack. When her sadistic teacher bullies a classmate every flinch feels like ice in her veins and she is compelled to act even though she knows she can do more good in private after class. All magic comes with a price, and this is a Princess'. She will pay it all her life, neither age nor experience will free her for her emotions only get stronger as her Inner Light grows. Any attempt to develop emotional armour is futile, her own magic breaks such walls open to let her emotions get out and affect the world.

But the Nobility don't spend their entire life one bad breakup away from spontaneous combustion. A Princess' positive emotions are just as superhumanly potent, allowing her to shoulder grief that would crush a grown man. Her eternal hope and optimism, her Belief that no matter how bad things look now

they will get better is her bulwark against doubt and heartbreak, the foundation of her emotional and magical stability.

Whenever the Princess first enters a state of significant emotional pain or turmoil she rolls a Sensitivity dicepool as defined by Inner Light. Deliberate acts of cruelty are especially shocking to an empath and add an extra die. This increases to two dice if she is intimate with the villain or victim, three dice if she performed the action herself. The Storyteller may add up to three additional dice if the act is especially heinous or emotionally shocking.

When a Noble's attention is drawn to someone else's emotional pain the effects can be worse than her own problems. Her Sensitivity means she feels she cannot help but feel their pain herself. More than that. She knows her own emotions intimately, she is experienced at handling them and she knows that when push comes to shove she knows she has magic. She can take harder blows than most people. Sympathy rolls made because of a mortal's emotional pain takes the 9again modifier, if that someone is an innocent (such as a child) the modifier rises to 8again. If a single action inflicts emotional pain upon multiple people the strongest modifier applies.

Even the Enlightened's empathy has limits. If a Princess witness a sadist in great emotional pain because she rescued his victim her empathic nature means she would sense that pain but it is so alien to her own emotional self that it's easily compartmentalised and ignored. Many Princesses describe this as like reading of someone's feelings in a book, or like feeling butterflies ten feet outside their stomach. When this happens no Sensitivity roll is required. The Storyteller is the final arbitrator of who's suffering can trigger Sensitivity.

Dramatic Failure or Failure: The Princess retains control over her emotions.

Success: The Princess is staggered. She loses her Defence and cannot act for the next turn. If she is Transformed she loses a Wisp in a random magical discharge. In addition to any other effects the Princess gains both a Dot of Shadows and the Fresh Shadows Condition. If the Storyteller and player agree, she may also take the Girl Underground Condition.

Successes/2 (rounding down) + Shadows is equal or greater than Belief: Take one of the following Conditions (overtly magical effects require her to be Transformed) or with the Storyteller's permission the player may choose or create a new one of similar severity: Abject Denial, Primal Scream, Shadow Takeover. The Condition should represent the Princess losing control over her actions, over her magic, or the consequences of the aforementioned loss of control. If an emotional shouting match will have serious consequences then a Condition representing those consequences is a valid choice. Alternatively, when it would be a serious inconvenience, the Princess may take a Beat and lose all her magic for the scene, reverting to her mundane form. In addition to any other effects the Princess gains both a Dot of Shadows and the Fresh Shadows Condition. If the Storyteller and player agree, she may also take the Girl Underground Condition.



Sensitivity and Compromises

The events that trigger Sensitivity and provoke Compromises are often one and the same. A Princess who Believes in both the power of romance and in healing the sick could face both Sensitivity and a Compromise when her boyfriend says he's leaving her because she neglects him by spending too much time at the hospital. In order to uphold one principle she must Compromise on the other.

However that same Princess would only face a Compromise if she came to that realisation herself, talked it over with her boyfriend and they mutually agreed to end their relationship in a way that let her gradually process the emotions. A Princess may not be able to build emotional armour against the shock of a breakup, but an experienced Princess can see it coming and avoid the shock.

Meanwhile an entirely different Princess who didn't Believe the power of love was integral to building a brighter future would only face Sensitivity but not Compromise after a sudden breakup.

If the same event triggers both a Compromise and a Sensitivity roll, roll for Compromise first.

New Disadvantage: Shadows

Shadows are the painful product of Sensitivity. They the if onllys, should have dones, and could have beens, that haunt a Princess. A cancerous train of thought that can grow and spread its tendrils through her mind and force it's way to the front of her thoughts at inappropriate moments; and for a women whose emotions are magic they can be as debilitating as any illness. A Princess with Shadows upon her soul not only feels sympathy for the suffering she witnesses, but internalizes them. She suffers flashbacks, at the worst moments she remembers the event that created shadows and feels her confidence fade. If she couldn't help then, why should she expect to do better now? These thoughts become self fulfilling: Because she feels lesser, her magic becomes lesser. It can too easily become the beginning of a vicious cycle: the Princess believes she cannot help, therefore her magic weakens, therefore she has trouble helping people, therefore she believes she cannot help.

It is fortunate then, that so many Princesses cultivate friendships and allies who can help them break the cycle.

Dots in Shadows impair a Princess' access to her powers in two ways. First, they are subtracted from her Transformation roll, which becomes Belief + Inner Light - Shadows. Secondly, Shadows impair a Princess' ability to recover Wisps: Her Wisp income from the Circle Merit is reduced by Shadows and all the dice pools she rolls to regain Wisps subtract 1 die for each dot in Shadows she possesses.

When a Princess gains a Shadows she also takes the Fresh Shadows condition, it is fresh in her mind and hasn't yet sunk in roots. If she finds closure before the end of the scene she may remove the dot again. After the scene ends, the dot "sticks" and can't be removed so easily. If a Princess with Shadows

fulfils her Virtue, she may remove 1 dot of Shadows in addition to regaining Willpower. If a Princess rolls an Exceptional Success on any roll to regain Wisps, she may also remove a dot of Shadows. Finally, a Princess may spend Beats to remove a dot of Shadows; the cost equals her current Shadows rating.

New Advantage: Wisps

A “Wisp” is perfectly mundane emotional energy. We all perform at our best in times of great passion, excitement, fear, or other moments of heightened emotions. For a Princess “her best” is outright supernatural. Princesses use Wisps to fuel many of their abilities, and like any human she becomes tired and drained if she runs low. The maximum amount of Wisps you can store, as well as the number you can spend in one turn, is determined by your Inner Light.

Spending Wisps

- Charm Activation: While Transformed, a Princess may spend Wisps to activate Charms; the cost of which is particular to each charm.
- Practical Magic: Whether or not she is Transformed, a Princess may spend Wisps to power Practical Magic. The abilities of which are determined by the Queen she follows.
- Holy Shield: While Transformed, a Princess may spend a Wisp to protect herself from one occurrence of damage from an external source, such as a single attack or one turn's worth of damage from an Environmental Tilt. Aggravated damage becomes lethal damage, Lethal damage becomes Bashing damage, and all but the first point of Bashing damage is negated. Only one Wisp can be spent against any single source of damage. The attack could be turned aside from a vital spot at the last second, grazing her instead of striking home, or could be visibly stopped by a shower of sparks and light.
- Quickened Transformation: A Princess may spend a Wisp to transform reflexively without rolling.

If the Princess' pool of Wisps ever falls to (10 - Belief) she gains the Condition Running on Fumes.

Regaining Wisps

- Call of Duty: A Princess normally regains Wisps by going out and making the world a better place in a way that fits with her Calling. At the end of every scene where the Princess successfully performs a task appropriate to her Calling the Storyteller may call for a roll with the same Attribute and Skill as the task (if there is more than one applicable roll use your best judgement, supernatural bonuses and penalties do not apply) penalised by Shadows and grant one Wisp per success. If the Princess upholds her duty in a way that honours her Queen's philosophy she gains one additional Wisp from the task, provided she scored at least one success.
- Inner Strength: When the chips are down and the situation is dire, a Princess can call upon her own inner reserves of determination and draw out power she didn't know she had. As an instant action, she spends a Willpower point and rolls Belief; if the roll succeeds she regains Inner Light Wisps plus one Wisp per success. An Exceptional Success grants her next roll the Rote Action modifier. This ability can only be used when the Princess is in immediate danger, such as in combat, and is not meant to be an everyday means of regaining power – a good rule of thumb is, if it doesn't matter that this action is Instant and thus takes up a character's action for the turn, it's probably not dangerous enough to work. If the Princess makes a speech asserting herself and her Beliefs she gains 9again to the roll, with the Royal Tongue she may do this as part of the same instant action.
- Circle of Light: Princesses with mundane families and friends often find that spending time with them, sharing their troubles or happiness, refreshes them for the supernatural fight. The Circle Merit represents these relationships; see that Merit for a full explanation.

- Voluntary Work: During downtime a player can say that her character spends her time fulfilling her Calling duties, in-between school, family or other commitments. The Mandate Merit represents a reliable way to perform duties without the sort of complications that typically require a scene (and use the Call of Duty rules). See that Merit for details.

An Exceptional Success on any roll to regain Wisps removes a dot of Shadows.

Modified Advantage: Dreams (Aspirations)

All people aspire to great things, it's in our nature. For the Nobility it's not in their nature, it is their nature. Her Belief in making a better world is what gives her strength, it's what powers her magic, and it can consume her every waking moment. This desire to make a better world is represented by a Princess' Dreams.

Dreams are a form of Aspirations unique to the Hopeful. In it's simplest for a Dream is an Aspiration, where the primary purpose is to help somebody else, in a manner fitting the Princess' Calling. For a Seeker getting an A+ on the science test is an Aspiration, helping your friend get an A+ is a Dream. Winning a noble prize is an Aspiration, creating a cure for cancer (if it is motivated by saving lives) is a Mender's Dream.

A Princess has a total of five Aspirations and Dreams, two of which must be Dreams and the remaining three can be either. Her Dreams provides all the same functions as an Aspiration, and provides one additional bonus. Whenever an Aspiration would provide a Beat a Dream will provide one Beat and one Luminous Beat.

New Advantage: Luminous Experience

A Princess works harder than most people, she has to if she hopes to improve the world. As a direct result she also learns faster, this advantage is represented by Luminous Experience.

Luminous Experience is earned in one of two ways. Firstly a Princess' Dreams provide Luminous Beats in addition to regular Beats, a Princess grows the fastest when she focuses on others. The second way is through Voluntary Work, when a Princess rolls an Exceptional Success to regain Wisps through volunteering she gains one Luminous Beat.

In any situation where you can only gain a finite number of Beats, track Luminous and regular Beats separately.

Five Luminous Beats form a Luminous Experience which may be spent on Inner Light, Belief (mortals with Luminous Experience may spend it on Integrity) or removing Shadows at the usual rate. Luminous Experience may also be spent upon social merits which represent the friendship and gratitude of the people the Princess helped earning that Luminous Experience.

When calculating exp costs one Luminous Experience is equivalent to one regular Experience. Luminous and regular Experience may be combined for an expensive purchase.

Modified Advantage: Belief (Integrity)

Being a Princess is not something that just happens at random, a fortunate circumstance that gives you neat-o magic powers to do whatever you want with. You are here on Earth with a purpose: to make the world a better place and bring the Light of Hope to everyone suffering. The existence of the Kingdom proves to you that it can be done, and a Princess's conviction is one of her greatest assets. It is a source of strength, it keeps her going when times are bad, and it's what fuels her magic. If her Beliefs begin to slip, as doubt creeps into her mind over her cause or ability, the Inner Light within her is beset by the darkness of the world.

Belief tracks the strength of a Princess's convictions, her belief in herself and her cause. Characters with high Belief are confident, assured, able to draw on their power more readily due to the strength of their certainty. They inspire confidence in everyone around them. Characters with low Belief are wracked with doubt and despair, losing their confidence that the world can be saved and that they have

the ability to do it, thinking larger and larger compromises must be necessary if there is any hope to win at all. At first, this is only a minor loss, and characters may believe it healthy to learn of their own limitations and view the world more realistically. As Belief continues to drop, though, all hope begins to abandon the character, her powers seem further away, across a widening gulf of gnawing doubt, and she may begin to project an aura of uncertainty and depression on those around her.

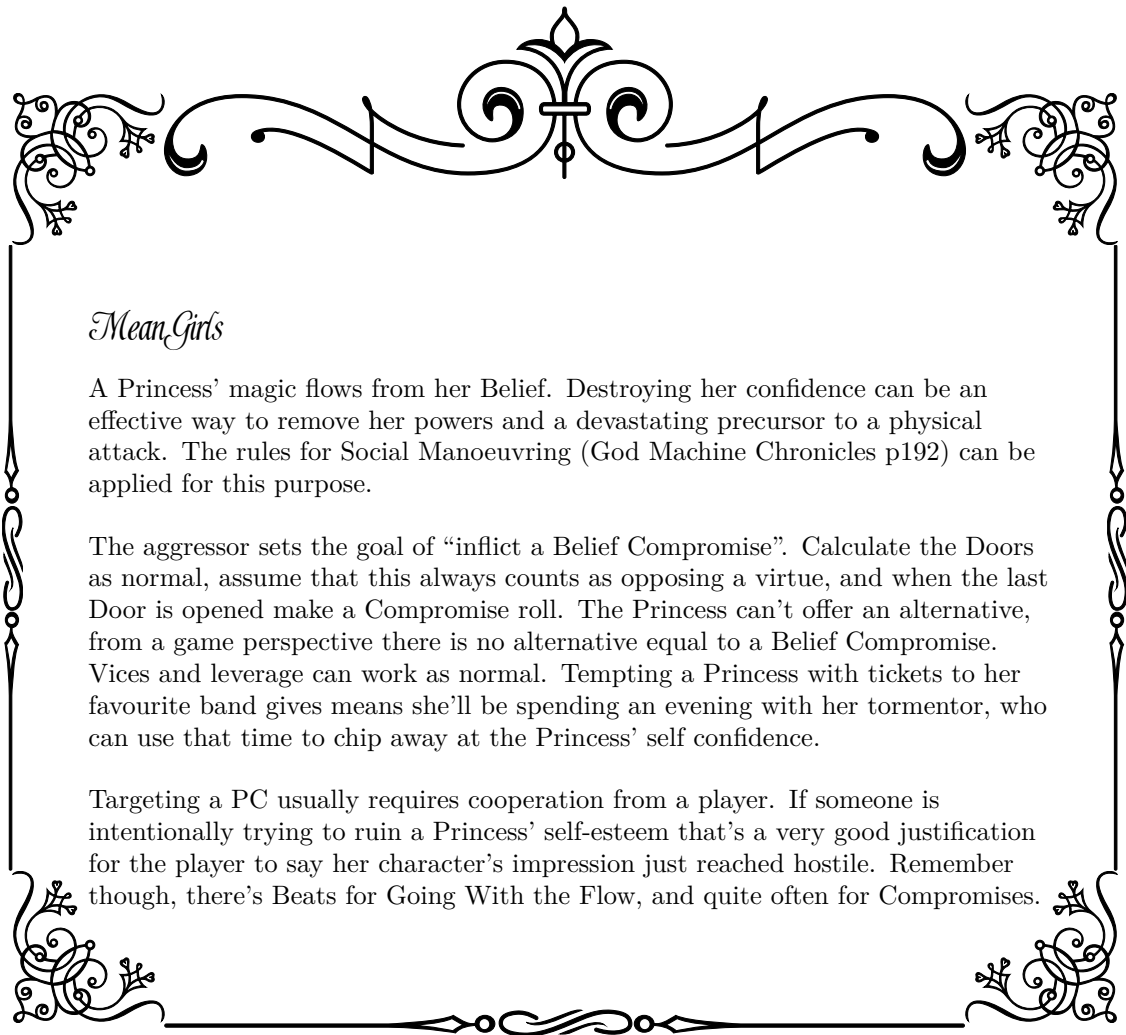
The Belief trait replaces the Integrity system from the God-Machine Chronicle. Where as Integrity represents a character collapsing under traumatic and supernatural events, Belief represents a core of inner strength and hope that allows a Princess to carry on going even while she is collapsing under trauma, duty and the burden of Sensitivity. Starting characters begin with a Belief of 7, representing idealism and confidence without being totally blinded by rose-coloured glasses.

Compromises

When a Princess loses faith in her ideals and her ability to improve the world she begins to consider strategies that she previously dismissed as unethical and unacceptable. She Compromises her principles and shakes her Belief.

As Belief measures a Princess' hope that things can get better tomorrow a failure today will not shake her Belief. So long as she has faith that if she follows her principals and redoubles her efforts then all will be right in the world her Belief remains strong. It is only when she Compromises on her moral principles, or when events force her to ask if her ideals are impractical in this darkened world and she concludes that they are, that the light of hope fades within her soul. Broadly speaking Compromises fall into one of four categories:

- The Princess violates her own principles or moral code.
- The Princess abandons a cause that matters to her or irreversibly fails to achieve it's goals. These causes include but are not limited to her Dreams.
- A friend, Nakama or loved one of the Princess is harmed because of her actions, or the Princess fails to save a loved one from a preventable harm.
- The Princess uses certain Lacrima charms, this is explained in more detail under the Lacrima Invocation in chapter four.



Mean Girls

A Princess' magic flows from her Belief. Destroying her confidence can be an effective way to remove her powers and a devastating precursor to a physical attack. The rules for Social Manoeuvring (God Machine Chronicles p192) can be applied for this purpose.

The aggressor sets the goal of "inflict a Belief Compromise". Calculate the Doors as normal, assume that this always counts as opposing a virtue, and when the last Door is opened make a Compromise roll. The Princess can't offer an alternative, from a game perspective there is no alternative equal to a Belief Compromise. Vices and leverage can work as normal. Tempting a Princess with tickets to her favourite band gives means she'll be spending an evening with her tormentor, who can use that time to chip away at the Princess' self confidence.

Targeting a PC usually requires cooperation from a player. If someone is intentionally trying to ruin a Princess' self-esteem that's a very good justification for the player to say her character's impression just reached hostile. Remember though, there's Beats for Going With the Flow, and quite often for Compromises.

Whenever the Princess Compromises her belief roll Resolve + Composure.

Dramatic Failure: The Princess' sense of hope has been damaged, she is convinced that an ideal or principal she valued is unworkable and scorns her younger self for being naive enough to believe in it. Lose a dot of Belief and choose from the following Conditions (or create a new one with Storyteller approval) as her negative emotions send her magic haywire: Shattered Confidence, Dissociation, Scars of the Past, Abdicated or Madness. Alternatively you can take Doubting or one of: Heavy Crown, Self-Doubt, or Over-compensatory Guilt as a Persistent Condition. Either way, take a Beat. For a third option, and only when it would be a serious inconvenience, loose your powers for the remainder of the scene and take one of: Heavy Crown, Self-Doubt, or Over-compensatory Guilt, and take two Beats.

Failure: The Princess' sense of hope is shaken. She is convinced that an ideal or principal she valued cannot work in this cruel world and is willing to put it aside until the world is ready. Lose a dot of Belief and choose from the following Conditions (or create a new one with Storyteller approval): Heavy Crown, Self-Doubt, or Over-compensatory Guilt. Alternatively and only when it would be a serious inconvenience, loose your powers for the remainder of the scene and take a Beat.

Success: The Princess comes through with her sense of idealism intact. She believes that she could have done things differently, better, and resolves to be more worthy of her ideals next time. Choose one of the following Conditions (or create a new one with Storyteller approval): Cracked Confidence, Heavy Crown, Self-Doubt, Sore Spot, or Over-compensatory Guilt.

Exceptional Success: The Princess' experiences taught her the value of both her principles and pragmatism, and how to best combine them in a complex world. She takes a beat and gains a point of Willpower.

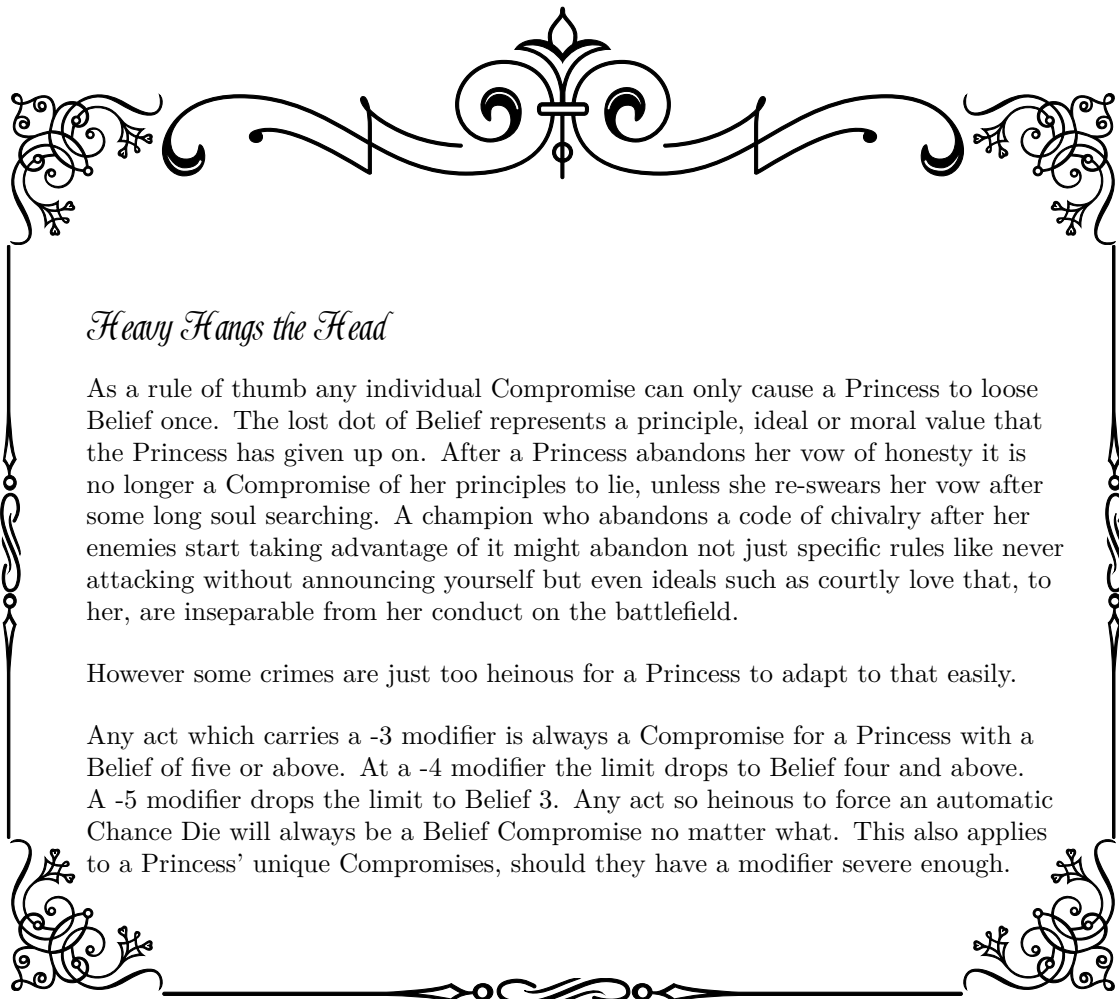
Neither Practical Magic or Charms can be used to help or hinder a Compromise roll. The following is a list of Compromises common to all Princesses with their modifiers. It is in addition to actions which go against a Princess' personal Beliefs and ideals (when the Compromise relates to crimes against another person, read it as any sentient being that is not fundamentally evil. All creatures of the Darkness excepted Darkened are fundamentally evil):

- The Princess fought for a cause until the very end but failed: +3
- One of the Princess' loved one chose to die in a heroic sacrifice: +2
- Betraying the third oath of one's calling: +1
- The Princess abandoned a cause because a more urgent cause turned up: +1
- Abandoning Family and friends: -1
- Betraying the second oath of one's calling: -1
- One of the Princess' loved ones died of preventable natural causes, including problems that are only fixable with magic: -1
- Inflicting significant hardship on another (bullying, getting expelled from school): -1
- The Princess abandoned a cause for personal reasons (blackmail, exhaustion, exam revision): -2
- Permitting the theft of light from the world: -2
- Betraying the first oath of one's calling: -3
- One of the Princess' loved one was killed by something she failed to deal with (a Darkspawn that got away, a plague she was trying to cure, she died in battle alongside the Princess): -3
- Unplanned killing (manslaughter):-3
- Killing in self defence or within the rules and customs of war (either the Geneva Conventions or an equally moral but different set of rules): -3
- One of the Princess' loved one was killed because of her connection to the Princess: -4
- The Princess abandoned a cause for personal gain (e.g. she was bribed by the oil companies): -4
- Dealing with a supernatural force anathema to humanity and the Light (the Dark, etc) to trade information or anything that does not involve direct aid: -4
- Betraying family or friends: -4
- Premeditated murder: -5
- Torture: -5
- Preventing a Blossoming: -5
- Serial murder: Automatic Chance Die.
- Rape (including magically induced "consent"): Automatic Chance Die.
- Aiding a supernatural force anathema to humanity and the Light: Automatic Chance Die.

In addition, the following facts can modify a Compromise roll but they cannot cause one directly.

- The Princess has Belief 8-10: +2
- The Princess has 4-5 dots in Circle: +2
- The Princess Compromised her Beliefs to protect a friend or loved one: +2

- The Princess gave up on a cause or ideal because she realised (justifiably) that it wasn't such a good idea: +2
- The Princess acted in accordance with her Virtue: +1
- The Princess has Belief 6-7: +1
- The Princess has 2-3 dots in Circle: +1
- The Princess follows the Queen of Mirrors: +1
- The Princess has a Condition caused by Specchio's Drawback: +1
- The Princess acted in accordance with her Vice: -1
- The Princess has Belief 3-4: -1
- The Princess has no dots in Circle: -1
- Compromising her principles allowed the Princess to achieved her goals: -2
- The Princess has Belief 1-2: -2



Bad Example

Most moral philosophies, and most Princesses, agree that acting immorally through a proxy is still acting immorally. If it is wrong to murder, then it is wrong to ask someone to murder on your behalf; and asking would be a Belief Compromise as though the Princess held the knife herself.

But even if the Princess doesn't ask directly her Belief may still be in danger. If her follower violates her principals while acting on her behalf and has a good justification to think the Princess would approve of his actions (in this case the justification is judged by a hypothetical average and reasonable man) then the Princess is forced to consider whether she has truly been championing her ideals or whether her behaviour has fallen short of the standards she expects of herself without her realising.

For example: Princess Rosa, a Champion of Hearts, ascribes to a code that says she must always attempt to resolve a conflict peacefully before using violence. Somewhere down the line she concluded that it is acceptable to use her Emotional Intuition to check how a character will react to an attempt to resolve things peacefully and if they will not respond reasonably she can save her breath and use the time she'd waste talking helping someone else. (This would be a Compromise but in this example Rosa succeeded on that Compromise roll and modified rather than abandoned her code). However Rosa's followers do not have the Emotional Intuition Merit, so when Rosa discovers that they've been following her example, only with mundane Empathy rather than supernatural intuition, she realises that she has not been exemplifying her Beliefs and must make a Compromise roll.

Storyteller's should use the Bad Example rules sparingly. It should only lead to a Compromise roll when the Princess' actions or the example she sets leads to bad behaviour that would not have otherwise happened and when the link between the Princess' behaviour and her subordinates' behaviour is clear and straight forward.

Effects of Belief

As Belief rises, the Hopeful's inherent magic glows more brightly and grows more potent. Belief is part of a Princess' dice pool when she competes in a Clash of Wills. High Belief also enhances a Princess' practical magic, increases the odds that she'll inspire people with a positive Echo and decreases the likely hood that she'll spread a negative echo.

As Belief falls, the lash of Sensitivity becomes ever more threatening. A Princess with strong Beliefs could shoulder unthinkable emotional burdens without trouble for she is supported by an iron certainty that things will get better but as her Belief cracks and Compromises the threat of her own emotions turning upon her grows ever stronger.

The Enlightened at Belief Zero

When she Blossoms the Princess feels a strength of optimism never known to those who have not touched the light. Nothing seems impossible. With hard work, dedication and conviction every problem can be solved. No one needs to suffer any more. Only the most sheltered Princess can keep such attitudes for long, belief and optimism must give way to reality. She will learn that the real problems can't be solved in an afternoon, that scars take more than a impassioned speech to heal and she will learn that she herself is limited. She does not have the time or energy to fix every single problem.

Most Princesses remain here for most of their life. They have compromised their impossible idealism in the name of practicality, yet retain a strength of conviction few can match. Some fall much further. If darkness is the absence of light, the absence of a Princess' Light is very Dark indeed.

When a Princess hits Belief 0, the anchorstone of her self is shattered. As her sense of hope, drained by so many Compromises, finally runs out her Inner Light starts to go out. She decreases her Inner Light to 0 dots, nothing more than a few fading embers. Her Phylactery shatters, suddenly age-rotted, and she forcefully de-Transforms, back to her normal identity. Without a Phylactery, she cannot Transform. Barred from the Dreamlands the Queens can offer no comfort. Even the Twilight Queens are disgusted by a Noble who falls this far, for Tears sees her as a threat to Alhambra, Storms as just another Dark creature waiting to happen, and Mirrors as a failed True Queen to be forgotten.

Many would say that this is enough of a curse; that, stripped of rank and privilege, she is left to wander the Earth. It may be. But that is not what happens. She is not merely a fallen Princess but a fallen human, little more than a shuffling husk that drifts through life; something barely recognisable as something which once championed the cause of the Light. Stripped of all drive she may just lie still until she starves, unable to see the point of eating. If she is pushed she will go about her life, she is too empty inside to say no, to say I hurt too much to do this. She is a hollow shell of a woman. Lacking

the strength to fight for what she believes in, always folding at the least pressure, unable to even cry for help.

When a Princess becomes Belief 0, the final act that broke her Beliefs inflicts the Amnesia Condition: She forgets what destroyed her Belief and far more than that; she forgets the people who were hurt by it, she forgets her own complicity or failure to prevent the act, she even forgets what it means to be a Princess. For as long as her Belief remains zero, she cannot remember or access any of her powers from the Princess template. Devoid of Belief the fallen Princess' Inner Light begins to sputter and dim, the Princess suffers from the Fading Light Condition and the Suggestible Condition, both remain until she regains a dot of Belief.

It is in this state, this borrowed time that any salvation must come, because if she can raise her Belief back up to 1 before she loses all her dots of Willpower, she can cut free of the Shadows blotting out her soul, she will die peacefully in her sleep the next night. But no Princess can reignite her Belief alone, between Amnesia and her own lack of drive the Princess is prevented from confronting the problem. Her friends must force her to remember. This is not without risks, remembering is painful for a fallen Princess. At the end of every Scene where she faces her issue, if she still has Belief 0, roll Resolve + Composure. On a failure she loses another dot of Willpower. Bonuses may be given to the roll if her friends made a good attempt to patch her together, and penalties may be applied if her enemies are forcing her to face such painful memories for their own nefarious purposes.

If her friends wish to help her they must do so before she loses her last dot of Willpower, for when her Willpower reaches zero she will simply lie down and stop moving. Nothing but the most powerful magics can save a once-Princess from this state. Trapped within, her soul struggles in one last attempt to break free. Roll Resolve + Composure – Shadows. On a Successful roll the soul manages to escape, although will likely be suffering extreme amnesia of any past lives, for it is the least sliver. It will take hard work, and probably several lives to fully recover. On a Failure the soul is trapped, helpless, replacing Fading Light with the Tainted Shell Condition. She becomes the prize in a great battle between Light and Dark: The last fading remains of her Inner Light, so close to the Darkness, cannot help but attract the attentions of the Darkness itself. In turn its attempt to gain such a prize draws the attention of Princesses due to watchful scouts or prophetic dreams.

The desires of the Dark tie into the final, and most terrible option available to a fallen Princess: Acceptance. At any moment where someone has forcefully reminded her of what she is the Belief 0 Enlightened may choose, as an Instant action, to Transform despite her lack of a Phylactery. The Princess turns towards the Dark to fill the empty void where she once held her Light. She focuses on everything that hurt her, everything that went wrong in her life and focuses on the grief and bitterness they invoke, for in her deranged state even that is better than nothingness. The mad will of a Princess in this state is a terrible thing to behold. She laughs with pure grief, she cries tears of crystal clear despair. Her feelings echo around her, calling pure Taint up from the Dark World and shaping it into twisted reflections of her own life. She even calls the Taint into her own body, fuelling her final Transformation into a being drawn from the depths of her own nightmares.

There are many reasons to do this; a desperate need to escape a helpless body, a need for power for something that they cannot do in a mortal state, a desire to get back at the world, a refusal to accept that they are losing their mind, the belief that they deserve no better in their self-disgust, the fact that their “friends” have tied them up and look like they’re trying to shoot them in the head...

And a Transformation in this manner should not be possible. In a sense, it is impossible, for no Princess could do it, never take this Last Transformation, and don the mantle of the Dethroned. But those who do so are no longer among the Enlightened, they are no longer even human. They shed their mortal forms, as Darkness rushes into the void within them which the Light once filled, and are both twisted and empowered by this blasphemous process. They wear blackened crowns on monstrous heads; they are the Dethroned.

New Trait: Transformed Abilities and Skills

Next to each Attribute and Skill on a Princess's character sheet, in addition to the five blank dots normally present, there are another set of dots in parentheses. These dots represent additional skill or attribute dots the Princess has while Transformed. While Transformed, your Transformed Attributes and Skills are automatically added to your normal Attributes and Skills; this can change Advantages such as

Speed, Willpower, Initiative and Health, so record these values for both your mundane and Transformed forms. If you take damage in Health boxes derived from transformed Stamina, you may spend Wisps to heal that damage when you return to mundane form as per the rules for Holy Shield - if you don't do so, the damage wraps around, as per usual for temporary Health. Willpower points derived from transformed Resolve and Composure can be spent only while you are transformed; however, if you have spent them, you can regain them at any time. If you have spent both mundane and transformed Willpower, you regain the mundane Willpower first. If you sacrifice a Willpower dot, you lose a transformed Willpower dot first.

Your total Transformed ability may not exceed the maximum rating for Transformed abilities as determined by your Inner Light, and you cannot have more dots in Transformed abilities than you have Belief + Inner Light; Transformed Skills only count as one third of a dot when counting against this limit. A Princess who loses Belief loses Transformed Dots and is refunded the experience spent.



Society and Skills

As a general rule a Princess who practices in her mundane body will earn mundane attributes and skills while training in her Transformed identity, in the Dreamlands or by remembering abilities from past lives will create Transformed attributes and skills. Though many Princesses seeking mundane skills prefer to train twice, it takes the same amount of time but splitting the task in two is nice.

In terms of gameplay this doesn't have much impact. If you can only justify earning a Transformed dot now but want a mundane dot you can usually fit one experience point's worth of training into the next downtime.

It's only when the Princess is constrained by external factors that she might be unable to transfer skills from her transformed identity to her mundane identity. In many parts of the world even getting access to a gun is difficult for a grown adult let alone a young girl whose parents would certainly show concern if she suddenly developed an interest in learning to shoot with no explanation. In such cases the players will have to dedicate screentime and magic to overcoming these problems.

Champion

Champions epitomize the ancient concept of a hero – those who accomplish. In the Kingdom, they were the defenders and the conquerors, the dragon slayers and the chain smashers. Their counterparts in the Reborn world value strength for altruistic reasons. They serve the weak. Moreover, they enjoy physical accomplishment for its own sake – Champions frequently sprout from athletes, those with a penchant for construction or day labor, and even brawlers. Anyone who loves to push their body to the limit or appreciates the simple need for a sturdy pair of hands makes for a grand Champion.

Given their emphasis on physique, some tend to mistake Champions as simple-minded or naturally violent. Rather, they just look for direct solutions. To them, a problem is something that needs to be done. If they can't find a physical solution, something they can flat out do, then Champions will break the situation down until they can. They cut the Gordian knot, instead of puzzling over it. If there is a weakness that stems from this tendency, it's that Champions tend to be blind to someone's more sublime pain or motivations, but it also makes them refreshingly straight-forward and realistic.

Dreams of the Kingdom

Champions dream of victories on a grand level – armies defeated single-handedly, mountains knocked down, rivers wrestled from their paths, buildings held up for days at end. Their exploits are the stuff of Gilgamesh, Hercules, and Samson. But when they dream of the Fall, they see weapons snatched from their hands, their own bodies turning sickly and weak, and dark throngs they overpower and humiliate them.

Magic

Champions have affinity to the Bless, Fight and Perfect Charm families.

Starting Champions get one transformed Attribute dot in either Strength or Resolve.

Duties

Champions regain magic whenever they perform a task for somebody who physically incapable or overwhelmed and don't have the time and/or resources they need. This can mean doing chores for an elderly neighbor, building homes for the poor, protecting a classmate from a bully, or otherwise making a sacrifice of your time and effort for someone else's benefit.

Champions can also restore their magic by protecting the innocent. Wiping out a nest of Darkspawn, defending a child from a wild animal, even walking the beat as a police officer can all fulfil a Champion's duties.

Oaths

First Oath:

I must never abandon those who need my protection. Even if someone isn't staring down a horrible creature of Darkness right now, the chance remains that they could in the future. If someone needs to be watched over, they need to be watched over, and I can't ignore that need.

Second Oath:

I shall swear myself to a code. Might is never the ends, only the means. My code shall determine when violence is acceptable, and for what reasons a sword may be drawn. I may change my code but I must always have one, and once sworn I must uphold the values and principles enshrined by my code.

Third Oath:

Weakness is not an excuse, it is a flaw. If I am aware of a threat that I cannot counter I shall train or seek allies until I can.

Quote

Be strong for the weak.

Stereotypes

- Graces: By the time you have raised an army, I will have already won the battle.
- Menders: You tend to the wounded. There will be plenty of them soon enough.
- Seekers: You want the truth? Ask a Seeker. You might not like what you hear, but you probably need to hear it.
- Troubadors: Why are you just standing there singing? Hit something!
- Vampires: We have a word for these where I come from – “targets.”
- Werewolves: Nice doggy... we're on the same side, remember?
- Mages: Don't make me come over there.
- Prometheans: I feel sorry for you, really, but you have to move on now.
- Changelings: Yes, your life sucks. Now what are you going to do about it?
- Sin-Eaters: If you narrowly escape death, but then make yourself a slave to a dead thing, you haven't really escaped death at all, have you?
- Mummies: You can't remember why you're fighting, I wouldn't want to be you. Not for all your power and immortality.
- Beasts: Spare me the bullshit. Are you going to stop hurting people or are we going to fight?
- Mad Scientists: So, could you show me how to use that thing?

- Leviathans: RUN! I'll buy you time... and goodbye.
- Hunters: You guys are crazy! How can I help?
- Mortals: My job would be a lot easier if these guys would step up, but some of them just can't. That's why I'm here.

Concepts

Knight in shining armour, firefighter, beat cop, volunteer construction worker, inspiring general, wilderness guide, old school warrior prince, swashbuckling adventurer.

Inspiration

Shoutan Himei, The Sailor Senshi, Nagisa Misumi, Buffy Summers, and the Magic Warrior archetype in general.

Grace

If we lost anything in the Fall, it was each other. People now wrap themselves in an shell of cynicism and distrust to save themselves from humiliation and risk. They carry popular opinions like armour, not with conviction. People can't save each other if they can't understand each other and they can't save themselves if they don't even know who they are.

Graces are the maidens of relivation. In ages past, they were teacher, leaders, lawmakers and judges who helped a species of almost-monkeys become a civilisation. Now they continue their duty, although muted, in the modern world. Graces force those around them to look at the people around them and confront what they find there. They are not malicious and they are not cruel – they know there can be pain, but they only want to show everybody what they can already see: the golden light that could shine in all of humanity.

Graces are people people. They like to know people, they like to hear about people, they like to be around people, and they like when people are people. Nothing pains them so much as someone denying their own humanity. Others would describe them as “intrusive” or “presumptuous” – always nosing into other people's business and offering advice when none is solicited. A Grace might be written off as naive or idealistic, for all her proselytizing about friendship. They do tend to be outspoken and emotional. They never restrain themselves from speaking what's on their mind or in their heart – and might be no strangers to embarrassment because of it.

Dreams of the Kingdom

Graces dream of fantastic journeys across the world, witnessing moments of beauty and love unique to civilizations they've never even dreamed of. On their travels they celebrate all the uniqueness and common humanity the world had to offer. They partake in enormous ceremonies to forgotten gods, and debate in enormous parliaments of wise and dedicated leaders. But as the wind turns cold and the stars fall from the sky, the people turn into silent shadows who drift about in a monochrome haze and everywhere she travels is the same unending silence.

Magic

Graces have affinity for the Bless, Connect and Govern Charm families.

Starting Graces get one transformed Attribute dot in either Presence or Composure.

Duties

Graces recover their magic whenever they convince people to act on their virtuous impulses or bring them closer to their fellow man. This covers situations such as convincing an addict to seek out help, easing the anger between antagonistic relatives, getting a classmate to study for her own sake instead of cheating, or even just helping someone act on their crush.

Graces also refresh their magic by leading societies. Turning a petition into a law, making executive decisions in a company, debating in the student council, working as a judge, or just making a convincing speech are all sacred duties to the Graces.

Oaths

First Oath:

I must never force another to do as I wish. I can persuade and inspire but blackmail, or worse, mind control betray everything the I stand for. Nothing good can come from such rotten foundations.

Second Oath:

I cannot isolate myself from the people I wish to help, how can I improve their lives if I don't even talk to them about those lives?

Third Oath:

I must be honest, not manipulative. Mine is the magic to build trust and bring people together, not the power to turn people into tools.

Quote

We can do this, together.

Stereotypes

- Champions: What will you fight for? Me perhaps?
- Menders: You can only do so much by treating the symptoms.
- Seekers: Look as much as you want, I have no skeletons in my closet.
- Troubadours: I'll lead them, you shall inspire them.
- Vampires: Explain to me again how your civilisation is anything of the sort.
- Werewolves: I might never know loyalty like you, but your pack has five. In a week I could make fifty friends.
- Mages: Their magic isolates them from their fellow man. Nothing good can come of it.
- Prometheans: You want me to teach you how to be human? Well you've come to the right person.
- Changelings: If you're not careful a faerie can turn your words on you.
- Sin-Eaters: This mythology was stolen from dragonlance, and it sounds like you wrote this code of honour while you were drunk! Is there nothing of substance to your society?
- Mummies: A leader and a servant, I would like the dichotomy. If only it wasn't so dysfunctional.
- Beasts: I've dedicated my life to helping people unlearn the lessons you teach.
- Mad Scientists: So if I get the institute to apologise for laughing at your research will you destroy the killbots? No? Do you even know what you want?!
- Leviathans: A society is it's citizens not it's leader. If you don't believe me just look at those monsters.

- Hunters: Defending yourself is admirable, but fighting outside society can lead to dark places.
- Mortals: Stop calling it cheesy when it's true. The power really is inside you if you just believe in yourselves.

Concepts

Literal princess, class president, owner of the local pub, priestess, member of parliament, mentor, activist.

Inspiration

Hinamori Amu, Madoka Kaname

Mender

All of the Nobility feel the pain of others, but Menders are those who can't bear to live with it. Their first impulse is always to treat pain, either physical or spiritual. These were the great sages and physicians of the Kingdom, who studied the science of the human conditions on levels undreamt by modern science. A good Mender is always looking around to see how she can make those around her better. Today's dark shrouded world is like a ravenous beast, they say, and it mangles us all, all the time. Without care, none of us will ever be strong enough to break out of the mire that swallows us whole. Nobody should be made to lie crippled as their dreams run on ahead of them.

Menders are typically described as either motherly or child-like – always blindly over-protective or naively concerned with the problems right before without seeing the big picture. They are natural caretakers. They easily take responsibility for those around them and are quick to worry. Often, they will display great maturity, although they are also frequently overcome by feelings of failure or helplessness when they lose a patient. A large number are pacifists, even in this dark world. Their unifying characteristics are a deep respect for life and horror in the face of suffering. The latter may sometimes be a weakness, but the best turn it into an iron resolve.

Dreams of the Kingdom

Menders' dreams are messianic in tone. They see themselves healing the sick and the lame with a touch or consoling those who cry and comforting those who mourn. In the hospitals and temples of the Kingdom, they nurse even the most far gone patients back from the edge. As the skies darken, though, all around them rot in their living graves and beg for death in a resounding chorus deafens the would-be healers' very thoughts.

Magic

Menders have affinity for the Perfect, Restore and Shape Charm families.

Starting Menders get one transformed Attribute dot in either Intelligence or Dexterity.

Duties

Menders regain magic whenever they provide consolation, comfort, and aid. They can volunteer their time as medical facilities or to provide home care, work as part of emergency hotlines, design new treatments, be a shoulder for someone beset by loss and grief, or do any other number of things to relieve the pain of others.

A Mender can work with machines as well as people, a broken brake line can cause as much suffering as a broken rib. In the end though, it really does come back to suffering. A Mender builds and repairs machines to help people rather than for the simple joy of creation.

Oaths

First Oath:

To be a healer is a sacred trust. My patients put their bodies or mind in my care, above all else I vow to do my patients not harm and respect their autonomy. The healer's sacred duties have survived the fall of our kingdom and I am proud to uphold their traditions.

Second Oath:

When my help is needed, I will provide. Now, I don't have to be stupid about it – if I don't have the skills it is not my help they need and I shouldn't make things worse by taking on a task I'm incapable of. If a dangerous creature seeks my aid, I can take precautions to protect myself and my friends even as I administer that aid, and I don't always necessarily need to give aid in the particular manner requested or unconditionally. And it's ok to prioritize or delegate; I can't be in two places at once. But I am here because people are hurting, and to ignore people's pain is to betray my Calling.

Third Oath:

I am here to mend, not to break. I shall do no harm to another person. Even in cases of self defence or defending innocents, with my magic I can resolve the situation without hurting anybody. Of course, Darkspawn are no longer people.

Quote

First, do no harm...

Stereotypes

- Champions: Bring the wounded back here, I'll be ready.
- Graces: Stop making speeches about the stars and look at how people live in the gutter.
- Seekers: The truth isn't hidden, it's right in front of us. People need our help.
- Troubadours: Just keep their spirits up for me.
- Vampires: Incurable.
- Werewolves: You could do so much good if you'd just let me try and duplicate your cellular regeneration.
- Mages: Give me one good reason you're not curing somebody's cancer right now, just one good reason.
- Prometheans: Bringing the dead back to life... growing replacement souls... it's possible? I need to know more.
- Changelings: Why do those feathers make me think of scars?
- Sin-Eaters: I know you had one miraculous recovery, but as your doctor I must recommend you cut back on the drink, and the drugs, and the unprotected sex.

- Mummies: I could help you remember yourself, why are you only interested in the wands I make?
- Beasts: I've fixed up enough of their students to know the lessons aren't worth the cost.
- Mad Scientists: Do you want to talk about it? Of course I'm not calling you mad!
- Leviathans: I can't decide if they need healing or cutting out.
- Hunters: If you want, I'm willing to listen to why you're so hurt.
- Mortals: No this isn't going to sting, I'm better than that.

Concepts

Emergency physician, IT support, miracle working technician, anti female genital mutation or anti circumcision activist, hospice nurse, candy striper who's the hospital's real magic, doctor without borders, animal rescue, environmental clean-up technician.

Inspiration

Shamal

Seeker

The desire to know is universal human trait, embedded in the heart and soul and genetic code of every man and woman on the planet. What isn't common is the will to keep chasing after those answers when things start getting dangerous. That's what sets the Seekers apart. In their previous lives, Seekers were the detectives, scientists, and scholars of the Kingdom. Their dreams of the Kingdom are filled with colleges where the secrets of the universe are revealed and cities where no lie is uttered and not even the smallest misunderstanding is present to obscure the truth. When they dream of the Cataclysm, they see grand libraries and academies burned to the ground, and lies entwined with lies in a web of deception so deep that even the most fundamental truths are uncertain.

Seekers are a varied bunch. Many Seekers act like detectives or journalists, ferreting out crime and deception from the communities under their protection. Others resemble the scientist-heroes or adventurer-archaeologists of the pulp era, braving danger and using the secrets they discover to fight evil and better the world. Some Seekers act as stoic guardians of Things Man was Not Meant to Know, keeping forbidden knowledge out of unworthy hands. Others are stalwart enemies of lies and deceit, and those who would use them to pacify and control a population. But no matter how they approach their duty, all Seekers share the common goal of unearthing hidden secrets and more importantly, using those secrets to make the world a better place.

Seeker often prioritize mental attributes to aid them in their search for the truth. Resolve is prized by all Seekers to keep searching after the truth despite hardship or weariness. Wits, Larceny, and Investigation are prioritized by Seekers who favor classic detective work, along with Manipulation, Empathy, and Persuasion to tease the truth out of reluctant witnesses or suspects. Those who were scientists or scholars before Blossoming often possess high Intelligence. Subterfuge comes in handy when a Seeker needs to investigate things without creating suspicion.

Dreams of the Kingdom

Seekers dream of secrets and discovery. They walk within libraries beyond imagination and delve deep into forgotten temples to uncover the lore of the past. With the knowledge they uncover the people build magnificent edifices and intricate devices that amaze and bring joy to people's lives. Then, a Seeker's dreams turn to the fall, the secrets she uncovers speak only of her own failings and the failings of that she holds dear. She desperately searches libraries for answers that do not exist while the darkness creeps ever closer.

Magic

Seekers have affinity for the Appear, Govern and Learn Charm families.

Starting Seekers get one transformed Attribute dot in either Intelligence or Wits.

Duties

A Seeker regains Wisps whenever she uncovers new facts or information, and whenever she teaches another something that they do not know. A Seeker could be a scientist or explorer uncovering secrets no man has ever known. She could be a detective uncovering that which unscrupulous individuals try

hard to keep hidden. She could be a teacher passing what she knows to the next generation. Many Seekers do a both. A reporter uncovers a political scandal, then she publishes it. A Professor does exciting scientific research, then writes a paper and gives lectures on it.

Oaths

First Oath:

I must never lie for personal gain, except to avoid revealing the identity of myself or another Princess. Even if I acknowledge that telling of the supernatural is usually a bad idea, I have an obligation to the Truth and I shouldn't misuse it just to help myself. Silence is always better than a lie.

Second Oath:

It is my duty to educate. The discoveries I make must be shared with the world, unless doing so would cause more harm than good.

Third Oath:

The world is full of mysteries and they should not be left unexplored. I shall work to increase my understanding of the world every day.

Quote

The truth shall set you free.

Stereotypes

- Champions: I understand how you feel, but punching people isn't the solution.
- Graces: If only they asked any questions that actually mattered...
- Menders: I admire your dedication, but you're treating the symptoms, not the disease.
- Troubadours: Stop prattling on about art and actually do something.
- Vampires: Friggin' lying bastards hurting people and lying all over the friggin' place. I hate them.
- Werewolves: Great sources of lore if you convince them not to bite your head off.
- Mages: A riddle wrapped in a mystery inside an enigma. Nothing that secretive can be any good.
- Prometheans: Don't blame them for what they are. Who's the bigger monster, the creature or Dr. Frankenstein?
- Changelings: They're full of valuable insights. It's gaining their trust that's the chore.
- Sin-Eaters: They probably have useful information to share. If only we could get them to talk about anything but doom and gloom.
- Mummies: The truth is still there, burred beneath the sands. I could help you find it.

- Beasts: Something isn't right here. If they were created to teach lessons why are they so bad at it?
- Mad Scientists: You'd be surprised how much they know, if they ever bothered to remember there's a difference between what they know is real, what they think might be real and what they think is cool.
- Leviathans: There are some things even I don't want to know.
- Hunters: They're great in a fight, but half the time they keep shooting up what I'm looking for!
- Mortals: People have been lying to you your whole lives. I'm gonna put an end to that, just you wait and see.

Concepts

Research scientist, intrepid reporter, spiritual scholar, meddling kid, dreamlands explorer, hippie psychonaut, going to change the world from your garage, sociologist, Google-fu grand master, Nobel laureate.

Inspiration

Yuki Nagato, Sakura Kinomoto, Ms. Frizzle, Yuuno Scrya

Troubadour

Soul is not a silent, static egg that we must shelter from the outside world until the time comes for it to hatch. Troubadours know the truth – the soul is a living, breathing maelstrom and unless we open up and let it out, it can smother to death within us. And the Troubadours have the keys to let it out.

Each Troubadour is a master of some artifice – singing, dancing, painting, sculpting, baking, cracking jokes, or even just folding paper cranes. In their past lives, they were the queens of bards, storytellers and chanters, masters of divine instruments who imparted the wisdom of the ages in grand halls and shady grooves. Now their mission now is to set us free from ourselves. Art, the Troubadours teach, gives shape to things that people can't or won't express themselves. Every song or painting or performance lets the silent and unassuming realize and crystallize the beautiful internal forces they otherwise overlook. The people of the Fallen World suffer through with souls buried under the rubble of the Kingdom. The Troubadours are archaeologists of Joy.

Most people would describe Troubadours as people with their heads in the clouds. If they aren't visualizing a statue or planning a new routine or reviewing the forms of a plot, then a Troubadour is admiring the natural art of the world around her – the patterns woven out of everyday life and the people who populate it. Troubadours are vibrant, expression personalities, not shy about baring their souls. Their chosen art tends to consume their life and they want to involve as many people as they can in it. Unfortunately, they are artists first and foremost – they easily get lost in a world of symbols and frequently can't understand people's impatience with their "frivolous" hobbies.

Dreams of the Kingdom

Troubadours dream of their own artist ambitions displayed on an epic scale – murals that span cities, songs that resonate to the heavens, whole countries dancing. In these dreams, they are the conductors that make the whole world come to life with their energy and enthusiasm. The Cataclysm descends and they find themselves singers in the land of the deaf, painters in the land of the blind, clowns under the flag of melancholy, wandering a cold world as they starve in rags.

Magic

Troubadours have affinity for the Appear, Inspire and Shape Charm families.

Starting Troubadours get one transformed Attribute dot in either Presence or Dexterity.

Duties

Troubadours draw magic from the release of others' souls. Their duty encompasses providing art that inspires or consoles those who otherwise draw into themselves, encouraging and teaching those looking for a way to express themselves, and energizing those around them with their own vibrant talents.

Oaths

First Oath:

I will use my talents to inspire. My art should spur people into action, never make them ignore and accept injustice..

Second Oath:

My art will ever be for my audience. I must not become so wrapped up in my own ego that I forget the people around me. Without the mortals who need it, my art is merely a selfish exercise in solipsism.

Third Oath:

My art will be. As long as I draw breath I shall not cease creating and sharing my art to improve the world.

Quote

Let us make something beautiful.

Stereotypes

- Champions: When you can use it to aim public opinion at a threat to the community, a song is a sharper weapon than a sword.
- Graces: Laws don't make a society, art makes a society.
- Menders: You can heal their body, I can enrich their souls.
- Seekers: Do you remember your teacher's lecture on the states and their capitals? No? Do you remember that song from Animaniacs? Yeah, it's like that.
- Vampires: You dress yourselves up and act so elegant, but you're really just wearing funeral makeup.
- Werewolves: Such strong emotions, hold still. I need to get this on canvas.
- Mages: I don't understand, if you experienced a revelation like that how can you not be shouting it from the rooftops.
- Prometheans: To literally touch god through your creations...
- Changelings: They're very secretive, but you can see their pain in their art if you know how to look.
- Sin-Eaters: Such a dynamic and energetic people, pity there's no substance behind it all.
- Mummies: I admit it, I'm jealous. My works haven't stood for thousands of years.
- Beasts: I used to tell my little sister monster stories when she was naughty. I still have the books, they never knifed anyone and stole their wallet.

- Mad Scientists: I know how it feels to be inspired, but there's really no excuse for what you did.
- Leviathans: That's just horrible, and maybe just a little bit beautiful. Wait! What am I saying?!
- Hunters: You fight monsters? Without any special powers to help you out? And you win? [bites lip] Do you want my number?
- Mortals: I've got something to show you, I think you'll quite like it.

Concepts

Painter, baker, pop star, surrealist who's works contain hidden wisdom, dancer, star athlete, graffiti artist, practitioner of traditional styles.

Inspiration

Creamy Mami, Fancy Lala, Lucia Nanami, Kongou Shin, Haruhara Haruko, Jem and the Holograms, the EBA

The Queen of Clubs

AKA: The Matron of the Forests, The Mother

Followers' Epithets: Wilds, Turtles

Kingdom: Wen-Mung

In any battle your greatest foe is yourself. You must ask yourself why you fight, what can you hope to gain and is it worth the risk of what you might lose? The enemy who says you cannot back down is none other than yourself; overcome it and look at the other options. You could surrender, often it costs you nothing but an apology and some pride. You could examine yourself, what did you do that lead up to this moment. Why couldn't you live here in peace? If you can learn to live in harmony with your surroundings, isn't that a better result than whatever you could win in a fight?

You can't fix the world by yourself, but the best place to start is within.

The Queen of Clubs leads those Princesses who seek balance and harmony, they believe that a better world can be achieved if we just learned to live peacefully with each other, with the world around us, and most importantly: with ourselves.

Tales of the Kingdom

The Queen of Clubs has no palace and wears no crown. Her court travels at a slow walking pace through the forests of Wen-Mung. Wherever they rest their tired feet the trees grow to shelter her from the elements. With nothing but bare soil for a throne The Matron of the Forests welcomes her subjects. Of all the Queens she is the most intimately connected with the eternal cycle of life, death and rebirth. She allows herself to age naturally, and in her current iteration of the cycle has grown into a slightly plump middle aged woman who radiates warmth and kindness. She wears only spare clothes gifted to her by the working women of her kingdom and rejects all finery. When she speaks her words are plain but carry the wisdom and empathy of lifetimes.

A good way to describe a conversation with the Queen of Clubs is patient; protracted works too. The Matron of the Forests sees no need to hurry. She lets the Princess speak at her own pace and get to the end of her story before she replies. When presented with a tough problem she likes to work up to it, focusing first on a minor but easily solved parts of the issue. This usually includes coaching the Princess about the right attitude to a problem before fixing the problem itself; though it must be said that the Matron of the Forests sees the first as a vital part of the second.

Philosophy

The Queen of Clubs asks a question: "The world speaks to us. Have you ever stopped to listen?"

Through Harmony; Light

The world is a place of conflict. Not just the obvious conflicts where nation fights nation but also the conflicts that arise from the simple act of existing. The Queen of Clubs teaches her daughters that they and everything in existence has a nature. It is from the struggle to be true to this nature within the confines life imposes that suffering arises. Through introspection and self discovery a Princess can find a way for her nature to exist in harmony with the world and free herself from suffering.

Things Change My Dear

Harmony is not a destination, it is a way of moving with the world. Everything has a nature and change is part of that nature: Water flows, plants grow and planets dance around the stars. With great effort a Princess can maintain a harmony by opposing negative change but this is a false path. The true harmony is effortless. A state of grace where every action moves with the world and every change creates a new harmony free from discord. When the world changes the court of Clubs must move with it, and they shall become greater from the experience.

Be The World You Wish For

To the Queen of Clubs the world is the lives and actions of every living being. From this simple truth she forms her final philosophy. Harmony cannot be won through conflict for the very act that claims to create a world free from conflict becomes part of the world. To create a better world a Princess must become a teacher and a mediator who lives a life of harmony and helps others achieve the same through her example and guidance.

Duties

A Turtle's Duties are to bring things together. People certainly but that's only a small part of it: Man and nature, reason and emotion, city and countryside. The Wilds dream of a world where what were once opposing opposites are now part of a balanced whole.

Champions of Clubs help people directly. They are park rangers and wilderness guides who help people brave the dangers of the natural world so that they may see its beauty first hand. More than any other Calling it is the Champions of Clubs who earn the epithet of Turtles. In battle they favour defensive tactics and seek to gradually wear their opponents down with a minimum of harm.

Many Graces are environmentalists who seek to preserve natural world and preach the importance of living in balance with our surroundings. Other Graces are mediators without peer who work to bring conflicting parties together in a harmonious balance. The lessons of harmony are not limited to those with an external enemy. The Queen of Clubs teaches that harmony begins with inner balance and many of her Graces are teachers who help their students learn to live in harmony with themselves and the world around them.

In the Court of Clubs Menders are rarely simple healers. Under the Queen's philosophy the disease itself is often a symptom and her Menders teach their patients to live a lifestyle that avoids further sickness. The court's focus on the natural world attracts membership from vets and environmentalists who work to clean pollution. Partnerships between Menders and Graces are common, the Mender deals with the physical symptoms and the Grace teaches a way of life that removes the root cause.

Seekers delve deep into the jungle seeking new herbs, undiscovered animals or just beautiful vistas. Others travel beyond the borders of earth. They delve into the lore of the Spirit wilds, the hidden half of the natural world, and try and use the wisdom they find to shape and heal the spirit community around them. A few Seekers blur the lines between Clubs and Diamonds as they work on renewable energy and cleaner technology.

Troubadours are inspired by nature and paint magnificent scenes of the natural world, others work with nature directly as landscapers, flower arrangers or bonsai artists. A surprising number are architects and urban planners who attempt to reintegrate nature with cities in the most literal manner.

Background

Appropriately for a Court so focused on Harmony, the Wilds are often classified into two groups with little conflict or divisions between them. On the one hand you have the naturalists: Everyone from

professional park rangers and conservationists to people who really love their pets. They are drawn by Clubs' belief in harmony with the natural world and often leap for joy when they learn how Legno lets them talk to animals.

On the second hand you have the spiritualists: From gurus and philosophers to pacifistic hippies and suburbanites yearning for something with more meaning than materialism. That is not to say that every spiritual Princess is drawn to the Wilds. The Court of Clubs has its own philosophies which draws students interested in learning about harmony, balance and the quest for inner peace.

When the Court of Clubs gathers it is not rare for a laboratory biologist to talk long into the night with a self taught student of Taoism, each delighting seeing the world through eyes that on the first glance are so different from their own. The Queen herself knows that the two sides are both the inevitable result of each other and smiles every time one of her sons or daughters experiences the joy of learning so for themselves.

Signature Emotions: Harmony and Tranquilly

The Queen of Clubs teaches that harmony is the goal. To be in harmony with your community, your surroundings, and yourself is to be free from suffering. Everybody deserves nothing less. And if she is to achieve harmony a Princess must first embrace tranquillity. Through calm and inner peace a Princess can accept the world around her with all it's flaws and love it for what it is. It is through accepting the world's imperfections that she can see how to weave a harmonious whole out of imperfect parts.

Character Creation

Composure is highly desired among the Turtles to examine their own feelings while it takes considerable Resolve to always keep striving for self improvement. Wilds always put at least some effort into keeping themselves fit, meaning that Physical Attributes are at least average. Most Wilds make a point of familiarizing themselves with nature, so skills such as Survival and Animal Ken are common. Athletics come in handy during hiking, swimming, climbing, and otherwise navigating around in the wilderness (or at least the state park). Wilds who wish to convince others to embrace the natural world often pick up Persuasion and Expression, while those who have a theoretical understanding of nature often possess Science. The spiritual mindset of the court lends itself well to Academics, Wilds interested in Spirits often pick up Occult.

Socially the Court of Clubs tends to have fewer dots in Allies than Contacts. It is the way of Clubs to coexist, not control. Circle however is often staggering as the Court's focus on co-existence brings them closer to whoever is around them. It is not unknown for a Wild to count an entire community as their Circle, whether that community is an ordinary suburban neighbourhood or a commune built on principles of friendship and love seems to make little difference. The outdoor life enjoyed by many Wilds makes Physical Merits common, many are exceptionally healthy people who enjoy a Natural Immunity and a good Direction Sense is common among both wilderness explorers and hikers. Mental Merits are rarer, but a Meditative Mind and Holistic Awareness are both common in the Court of Clubs. In conversation many favour the Wisdom style.

Heraldry

In their Transformed state, Wilds tend to be more subdued than other Princesses. White, green, and blue are common colours, although occasionally red, orange and yellow make appearances for those with an autumn theme. Ivy and leaf motifs are also common, with water themes being only slightly less popular. Outfits tend toward the elegant and practical, the Wilds favour tough clothes well suited for the outdoors, but also with a sense of balance that lends grace to their appearance.

Echo

A Wilds echo tends to give people feeling of serenity. People feel calm and peaceful around the Princess, as if her mere presence somehow brings the world into greater harmony.

Practical Magic

The Queen Mother teaches her students to bend before force and redirect it, rather than stand against it and break. Once a scene, when a Wild is the target of a resisted or contested action, she may spend 1 Wisp to twist her opponent's action in her favour. Her resistance doesn't apply, or she gets no successes in the contest; but if her opponent succeeds she imposes a on her opponent or takes one herself. The Condition can be any Condition that flows naturally from the situation, if none seem suitable an improvised condition [CofD 76] can be used. As a rule of thumb the Condition should be of a similar strength to Spooked or Shaken and work to the Turtle's benefit. The Storyteller remains the final arbitrator of which Conditions are acceptable.

High Belief softens the blow from the force the Wild redirects. At Belief 8 she adds 1 to the successes her opponent needs for an exceptional success; at Belief 9 she adds 2, and at Belief 10 she adds 3.

Invocation: Legno

The Queen of Clubs teaches the principles of harmony and inner strength in the form of Legno and the Turtles find it easier to master than any other. Legno encourages a Princess to work with, not against. To find balance not overpower. To defend not attack. It also guides a Princess to seek inspiration in the natural world.

Legno applies at no cost when the target of a Princess' Charm is a living plant or wood, and when her Charm's target is a natural, non-sapient animal. It also applies without cost when a Princess intends to restore things to their natural state, to restrain the reckless and calm the fearful, to find a harmonious compromise between two positions, to protect against an attack, to prevent or calm violence without committing violence herself, to conserve and cultivate over time, and to influence without drawing attention to herself.

Those who would make use of Legno must live for harmony in all things. A Princess who attempts violence against someone not involved in combat, or who helps another to do so, may not apply the Invocation until the next sunrise. Self-defense, protecting a non-combatant, and using Charms to stop a fight without violence are unexceptionable, but if a Princess gives tactical support to an ally and the ally attacks one who has not begun to fight, she loses access to Legno just as if she had struck the blow herself.

Quote

You can't control the world, but you don't need to.

Stereotypes

- Diamonds: They seek knowledge only for the sake of knowledge. They build a future with no idea where it leads. Yet we must ask ourselves: Would we have time to contemplate without their agriculture? Would we understand the life of the butterfly without their tables of numbers? Ask them to free us from necessity, our work comes after.
- Hearts: They are living in traditions built for the world of yesteryear. Either they can hold the world back or the world can trample them underfoot. It cannot end well.

- Spades: Flexible, adaptable they can fit anywhere yet they lack the permanence to ask the same respect of the world. Somehow I don't think that matters to them.
- Swords: If you are strong enough, you can move the world, but unless you teach the world to move itself it will always return when you remove your hands.
- Tears: The world changed, until you can change with it you will suffer. I would like to help you, but only you have the power to help yourself.
- Storms: When you learn to take every blow the Darkness throws at you, then you will learn to fight without falling to hate.
- Mirrors: You claim that you shall solve every problem yourself by the virtue of your crown, but your claims of strength are to hide from a weakness within. It is an appropriate paradox, in a mirror everything is back to front.
- Vampires: We've all heard the tales, that they are creatures of pure Darkness who run away from the Light's touch. I didn't want to believe them. Then I met one.
- Werewolves: Their mission is to keep two worlds apart, ours is to bring two worlds together. But I wouldn't recommend telling them that.
- Mages: I've been watching you, I saw you drawing maps but did you notice every path you found was first found by the ants? This glade that delights you so, did you see that every moss and mushroom grows to face the centre? You can feel the Earth's power, but you cannot master it until you listen to her heart. I could teach you so much if you only had the humility to listen.
- Prometheans: I met one once. It's been the only time in my life were I was sure I had met something that couldn't belong in an harmonious world. The next time I met him, he was just a man. How could anyone overcome such a burden? I have to know.
- Changelings: You are trying to balance two natures in your heart. I would say we were alike if your other nature was not so different. Instead I offer the kiss of a Princess for luck.
- Sin-Eaters: Behind their denial of death is a clear understanding that death is a natural part of life.
- Mummies: I can think of no curse greater than an unchanging immortality.
- Beasts: They adapt to new environments by finding justifications to avoid change. Is it any wonder why they bring harm to all they touch?
- Mad-Scientists: Trying to force the world to change is bad enough. Trying to force the world to change just because you can is madness. I'd offer guidance if there wasn't a forcefield in the way.
- Leviathans: You look old, timeless, like something from the early days when the world hadn't learned there was more to life than sex and violence. I'm sorry, but we've come so far since then and until you do the same there's just no place for you here any more.
- Hunters: The only thing you can say they have in common, is that they define themselves by what they are in opposition to. They do good for the world, but they could do so much more if they found themselves first.
- Mortals: We live the world we want for them so it may come to be. It's not easy, but I believe they are worth it.

Inspiration

Nausicaä

The Queen of Diamonds

AKA: The Crystal-eyed One, Lady of Clear Water, The Philosopher Queen

Followers' Epithets: Crystals, Lights, Hope-Engineers

Kingdom: The Danann Archipelago

Contrary to popular belief, people aren't stupid. It's just that people don't think, or they don't know how to think, or they just didn't have the right facts. If you don't think, you miss all the flaws in your plans. If you don't have all the facts, you make stupid assumptions because you didn't know any better. If you don't think and don't understand the world around you, you'll put all your efforts into a plan that simply won't work. And then things go wrong. Sometimes, they go very, very wrong.

That's why thinking and knowledge and education are so important. If you know why a problem happens, you're halfway to solving it. If you think clearly, you can find that solution. And if you educate people, you give them the ability to solve their own problems. By understanding the world, and teaching others to do the same, we can find a way to make it brighter.

So. Want to help build a better future?

The Queen of Diamonds teaches that the Light of Hope is best accompanied by the twin lights of knowledge and reason. The Nobles who follow her believe that with those two lights acting as Hope's heralds, they can spread the light far and wide.

Tales of the Kingdom

From her seat in The Academy the Queen of Diamonds rules the Danann Archipelago. Upon a throne of whale ivory and pearl sits The Philosopher Queen: Regal as a glacier, six foot tall and adorned in the latest sleek future-chic fashions of her court. Here she judges the petitions and arguments of her subjects. Her replies are lengthy and explain the facts, theories and reasoning behind every decision. Every word spoken by The Lady of Clear Water is precise and rehearsed, as calm as a moonlit pond.

Those who know the Queen in private see a very different person. Barely reaching five foot stands a young woman just entering her twenties, wearing casual clothes, unkempt mousy hair and a tee shirt adorned with an obscure and highly technical joke. She even wears glasses having never bothered to fix her eyesight. Far from the regal Philosopher Queen she stumbles over her words, gushing like a bubbling brook in her excitement over the latest technical and scientific discoveries. When gifted with some unseen device or research from Earth she squees, yes squees, in delight. Among her many friends and frequent one night consorts she values nothing more than someone with whom she can share her boundless passion for learning.

The Lady of Clear Water tends to assume that the sort of Princess who pledges to the Court of Diamonds is the kind of person she can introduce to her private self; she is usually right. When talking to the Queen in her public persona it is best to speak as she does, clear, precise, with a focus on the facts and an explanation of your reasoning. In private talking to the Queen of Diamonds is like sailing down a river; her excitement leads the conversation and the Princess must choose whether to follow or fight the currents to steer the conversation in more practical directions. Some Princesses become tributaries, their own excitement joining with the Queen's to become greater than either alone; it is these Princesses most likely to win the Queen's friendship and the royal favour.

Wherever the Queen travels Plato, her ever-loyal owl, is sure to follow. To her court, and even her close friends Plato is nothing more than her pet and her idea sounding board. In truth Plato is the Queen's loyal spymaster. Among the Academy's denizens the wise owl is second only in intellectual might to the Queen herself and among the strongest magical practitioners.

Philosophy

The Queen of Diamonds has taken as her motto, "Think, then act."

Through Understanding, Triumph

Everything has a cause; everything has a purpose; nothing that happens is inexplicable. The servants of the Philosopher Queen take the duty of finding causes, purposes and explanations, and bear it with pride. The Crystals would inquire, as a rule, for the sheer love of knowledge even if no benefit could be expected. Nonetheless there usually is some practical use to the Lights' studies. When they come across a problem, the Hope-Engineers analyse it carefully, and reach as complete an understanding of it as they can; then they strike, they cut the problem off at the source and watch it drain away. Analysis is obligatory, assumptions and intuitions can be a starting point but they must be tested, since an ill-planned strategy is usually worse than none. When no problem is at hand a Light studies new frontiers to push the boundaries of knowledge or re-examines old traditions and accepted wisdom, looking for errors or outdated ideas. The more widely a Crystal has studied, the more swiftly she takes hold of a new problem and supplies its correct solution.

Guide the River's Path

A Princess can solve many problems with magic or the raw intellect of her perfected self, but even in the days of the kingdom Noble magic was finite resource. The Philosopher Queen teaches that the best solutions are those that sustain themselves. It is for this reason (among others) that the Hope-Engineers are enamoured with mortal technology. Instead of curing diseases with magic, create vaccines and medicines to banish the disease forever. But at heart any self sustaining answer will find the Queen's favour. While a Crystal could personally organise an economy, it is better to design an infrastructure that makes the economy easy for anyone to organise. Whatever problem she faces, a Crystal should look at the big picture and craft an elegant solution that will last long after her reign has ended.

Light Shines Through Clear Minds

However unusual a fact is, however much a theory encompasses, it has no power if people know nothing of it, or lack the training to understand it. So, the Hope-Engineers take the further duty of education, and of clear communication. Knowledge and knowing how to reason are invariably good, lack of either a weakness, withholding of them a dereliction of duties. A Crystal pushes everyone she has any influence over to learn, to think, to question, and to teach, and she pushes herself most of all. To the Lights the bond between teacher and student is sacred, and must never be tainted with lies or laziness.

Duties

The Lights' Duty is to use her brain. The Courtiers of Diamonds seek positions where problems can be solved with thought and intelligence alone. Sometimes it falls upon them to personally implement the solutions they conceive. Sometimes society expects them to start at the bottom and learn the ropes. But whatever situation she finds herself in, the ideal is to earn a Mandate to use her mind.

What Champions of Diamonds lack in combat power they make up for in strategic ability. As much a general as a fighter the Champions of Diamonds have the mind to plan a grand military campaign and organise the logistics of keeping her army fed and battle ready. When battle is joined her quick wits let her adapt to changing circumstances and match her foes gambit for gambit. If so many Champions of Diamonds are seen with shield and spear in hand against the Darkness, that's because so few of them

have an army to lead. While her Nakama will benefit from a well thought out plan to raid a Darkened cult, a group of five can scarcely afford to leave their Champion away from the front line.

The Graces in the Diamond Court might not be the best at managing people but they are the best at managing their kingdoms. The Grace's pen closes loopholes in the tax code, defines laws in clear and understandable terms or just balances the national budget. So long as she can keep her head above the confusing tangle of special interests and the reins of policy away from those who pander to badly thought out populism she should have no trouble running a kingdom.

Seekers of Diamonds are perhaps the purest expression of Diamond's Philosophy. They truly believe that knowledge is inherently good and only application can be evil. Deep within their ivory towers the Seekers of Diamonds study everything, from atomic physics to the Twilight Invocations. The future is built on what they discover.

If The Queen of Diamonds' Seekers are scientists, then her Menders are the engineers. A Mender of Diamonds is more likely to be found in a laboratory researching new cures and vaccines than in the hospital, helping patient after patient. Rather than fixing a broken machine, she will design a new machine free of the fault that broke the first model. The Hope Engineers can be found in research and development teams, developing technological policy, contributing to open source and running crisis response centres.

The Troubadours of Diamonds tend to dedicate their talents in a very specific direction. Their duty is simple: make learning fun! Whether they write a sci-fi epics where the plot hinges on an accurate understanding of science or whether they're the cool chemistry teacher who manages to tie every topic into a practical that ends with something blowing up. When Troubadours of Diamonds are teaching, you might not even know you're being educated.

Background

No matter what cultural or geographical background they come from, the court of Diamonds were always people who appreciated the importance of thinking things through. Access to education is not nearly as important as some might think, but whether she was educated in a first world university or self-taught in a third world slum a would be Light tends to make the most of whatever educational opportunities she had. The Hope-Engineers recruit heavily from the ranks of teacher's pets, library bookworms and self professed nerds. Professors and PhD students are rarer, most Princesses Blossom before graduation.

Despite their Queen's love of science and technology, it is not necessary for a Hope-Engineer to be (or aspire to be) a scientist or work in a technical field. The Court's welcomes anyone who believes in the value of thinking things through. Only around half the Court can be said to work directly in an academic or technical profession, which includes a large crop of librarians, teachers and other educators. Regardless of background, most of the Court sincerely believes in the potential for technology to create a better world.

Signature Emotions: Curiosity and Wonder

This world is amazing. Science, nature, history, culture, there is more to see than can ever be seen. Let others look at the world and despair, Diamonds see beauty and wonder everywhere they look; and in that beauty they see a path to a better future. In the shell of a darkling beetle is the secret to bringing water to the desert. In journals written and read by obscure mathematicians are formulas that hold the key to a fairer and more democratic electoral system. Everywhere a Light looks she sees things worth fighting for and ways to win that fight.

And if the world is so full of wonders, how could you not be curious? How could you not want to see what lies around the next bend, under the next rock, over the next page? A crystal's curiosity compels her to always look further, look deeper. The more she learns the more problem's she'll know how to solve, and the more beauty she sees the more she'll want to learn. It's a cycle as endless as the tides.

Character Creation

Intelligence and Wits are both highly prized among Crystals. Intelligence is vital for making sense of data, while Wits is valued for spotting patterns and noticing important details. Many also focus on Composure or Resolve, either to keep their heads clear and emotions under control, or to keep one's mind on the facts no matter how strong their emotions run. If a Light doesn't have Investigation, she tends to pick it up fairly quickly in their efforts to get the facts of whatever problem she's facing. Many Crystals have at least a few dots spread across Computer, Crafts, Academics, and Science. Those who seek to understand the strange things of the World of Darkness often take dots in Occult. Persuasion and Expression also are fairly common, Persuasion for convincing other to follow the plan a Light has made, and Expression for explaining and teaching. Larceny and Stealth see use in getting information that can't be obtained any other way.

Socially the Court of Diamonds favours Contacts, for the access to information it provides. Many find themselves joining scientific or engineering projects and a tight community with shared goals can easily lead to both Mandate and Allies. Those who act as ambassadors for their work typically pick up the Scientific Rhetoric conversation style. More than any other Court the Hope-Engineers enjoy access to mental Merits. Many have strange abilities such as an Edetic Memory or Common Sense granted to them by their Blossoming, others have studied all their life and have abilities like Encyclopediac knowledge to prove it. Champions of Diamonds usually have the Small Unit Tactics (honestly the only reason they don't have large unit tactics is because it's so hard to get a large unit).

Heraldry

Lights often have a scientific, technological, or futuristic feel to their heraldry. For some, their Regalia calls to mind science fiction: computer readouts built into sleeves or gloves, gadgets such as scanners, energy weapons, or palmtop computers. Many Regalia shed light in some manner. Clothing can be made from metal, plastic, or some strange material that defies categorization. The superhero look is fairly common among the Hope-Engineers, with colours tending towards white or the brighter shades of blue. Others have heraldry that call to mind professions of learning; many Lights wear glasses as part of their transformed identity or their Regalia, whether or not they normally need them. Some have long coats reminiscent of a lab coat, while others have vests, boots, and practical looking clothing suitable for explorers, archaeologists, or others who look to learn things far from a lab. No matter the style, the appearance of many Crystals features a distinct lack of anything that would be inconvenient or unwieldy a normal costume, despite the fact Princesses don't suffer any drawback from impractical garments.

Echo

A Light's Echo is like a cold splash of water, it removes the sleepiness from the corner of your eyes and makes it easier to think.

Practical Magic

The Queen of Diamonds' first lesson is "think, then act" and her Princesses are her PhD students. Through intellect and magic, a Hope Engineer's planning is a thing of beauty to behold. The player declares broad goal like "prove that GlobaBank is defrauding inner city customers" and the Princess spends at least an hour researching and planning.

At the start of any later scene that fits her goal the player may declare that the character planned out this scene. Then for the remainder of the scene the Princess may, up to Acqua times, spend a Wisp and declare that she's planned ahead and her preparations are about to pay off. For example, if the players discover a finger print lock, she may declare that she already acquired a copy of the prints. The storyteller may call for an appropriate roll depending on the difficulty of the actions, and may disallow anything that would be an entire scene in of itself. Following someone and stealing a cup with their prints

from a café could be done with a couple of rolls. Breaking into a CEO's secure mansion and stealing their prints would probably require a scene. The Princess does not need to make these rolls herself, she could delegate the actual theft to the Nakama's Knave.

The Princess may not undo anything that's already happened in the scene. If the players trigger the alarm she cannot declare that she disabled the alarms, but she could declare that she hacked the telephone line so that the alarm makes a lot of noise inside the building but won't call the police (at least, not until the security team notice the problem).

High Belief increases the number of time a Princess may declare her planning bears fruit. She may do so an additional time at Belief eight, nine and ten for a maximum of three extra uses.

Once the scene ends the Princess needs another planning session before she can use this power again.

Invocation: Acqua

The Philosopher Queen focuses the lights of knowledge and reason into the Invocation of Acqua, and the Crystals gain mastery of that Invocation more swiftly than any other. It is linked with the virtues the Crystal-eyed holds dear, such as clarity of mind, honesty in word and deed, deep understanding, and to the emotions of curiosity and wonder. It is also tied to the classical element of water, and to liquids in general. The invoked Charms and upgrades based on Acqua relate to these things and to phenomena connected to these.

Acqua applies at no cost when the target of a Princess' Charm is water or ice, or when she has spent at least one turn studying her target during the scene and nothing significant has happened to it since. It also applies without cost when a Princess intends to teach someone, to master a body of knowledge, to prove or refute a theory, to discover things previously unknown to anyone, and to carry out a strategy she has previously formulated.

The Invocation aids only those who are open and candid in all their dealings. A Princess who deceives another person in any fashion, be it simple falsehood, sophistry, or material omission, cannot apply Acqua for the rest of the scene, unless the deception is necessary to shield an innocent from harm, or to keep a secret given her in confidence. A Princess may reserve what she knows, if it isn't relevant and no one asks her to inform them, and apply Acqua; she may not, however, cause another to believe what is untrue.

Quote

Your heart can show you where you need to go, but only your head can get you there.

Stereotypes

- Clubs: You've got some good points, but I have absolutely no idea what you're trying to accomplish.
- Hearts: We can learn a lot from the past, but you can't just imitate old ways blindly and expect them to work today.
- Spades: They're excellent when it comes to making you think ... but are they *never* serious?
- Swords: When you need a grand, dramatic gesture, call for them. When you need subtlety, call for someone - anyone - else.
- Tears: Look, it's obvious. If you didn't live in that dank hole, you wouldn't need to steal the world's hope. Why don't you move out?
- Storms: The ones who let their hate and anger control them, I can deal with. They ones who are still rational, I understand and that scares me like nothing else.

- Mirrors: Someone needs to deflate their egos before they get someone killed.
- Vampires: You're a problem. I solve problems.
- Werewolves: I'll stay out of your way, try and stay out of mine.
- Mages: They're dangerous – not because they have fireballs, but because their understanding of reality is fundamentally wrong.
- Prometheans: What “are” you?
- Changelings: The more I learn, the less sense they make. Thankfully, they don't seem to be an issue.
- Sin-Eaters: They know a lot about working with the dead, but they don't seem to understand how death works.
- Mummies: It sounds like your magic was far better understood than ours. Don't let that be lost to history, teach me.
- Beasts: One of us has studied psychology, educational theory and gets informed consent. The other needs to turn themselves in to the police before I shoot them.
- Mad Scientists: They're dangerous – not because they have death rays, but because their understanding of reality is fundamentally wrong.
- Leviathans: Find wonders in the deeps, whoever said that can't have known what's really in the deeps.
- Hunters: They do study mysteries, I'll give them that. I wish they weren't so quick to shoot them.
- Mortals: If we can teach them to think, they will make the world perfect.

Inspiration

Jonas Salk, Sailor Mercury, Washu Hakubi, Watanabe Eriko

The Queen of Hearts

AKA: The Rose Bride, The Gentle Patroness, The Queen Regnant

Followers' Epithets: Jewels, Flowers (female), Gallants (male), Rocks (often derogatory)

Kingdom: Andarta

I know what you think of society, you see nothing but the people at the top having dinner with politicians and hiring expensive lawyers. A big system to keep the rich rich, and the poor poor. Read a history book some day. You will see that oppression used to be the sword, not the law. That is why I believe in our society, where you can only see how far we have left to go I see how far we've come. We are on the right path, the future will be built upon the foundations of our history.

So, can I count on your vote?

The Queen of Hearts bids her subjects to restore the Kingdom's spirit to the modern world. The followers of Hearts believe a better world has already been built on the back of principles of civilisation and by serving the people as judges, leaders and lawmakers the Flowers believe they can make it better yet.

Tales of the Kingdom

The Queen of Hearts rules the city states of the Andarta Plains from her palatial estate. Within the Queen presides over her court from a throne of red granite and gold. She is everything a Queen could be. Regal, dignified, just, kind, possessed of a gentle sense of humour and easy upon the eye. Her skin is delicately adorned with ointments and perfume. She is clad in elegant and extravagant styles drawn by the royal tailors from all across the world and history to show the reach of their lieges influence. However she presents herself she is as composed as a flawless diamond, every word and action is deliberate. When she hears the request of her petitioners her court fills with the rustle of paper as an army of clerks search through scrolls and tomes for precedent of similar problems long since solved.

It is easy for a Princess of Hearts to talk with her Queen. She can learn the protocols in advance and use their predictability for reassurance. She will call the Queen by her title, and the Queen will call the Princess with her title. It helps that the Queen of Hearts can spot nervousness or awe a mile away and deftly puts the Princess at her ease. When the Princess speaks the Queen is an active listener, guiding the Princess with short questions but never taking the conversation until it is her time. In turn she expects the same courtesy from the Princess. While the formality and protocol can make it hard for a Princess to connect with the women beneath the crown; as two crowns talking for the good of their peoples it could not be more ideal.

The Queen of Hearts is a Queen wearing a mask. She is not a woman wearing the mask of a Queen, the few people who have seen her in private all agree she is a queen through and through. No, the Gentle Patroness is a Queen with a crown for every occasion. In times of peace she is a public speaker without peer and a patron of charities and the arts. In times of uncertainty she is a diplomat, a peacemaker and a rock of stability. In times of war she is a warrior-queen, the first to charge and the last to retreat.

Among her titles is The Rose Bride. How the Queen of Hearts gave her own heart to another is a tale sung by bards throughout her kingdom. In her very first life, many many incarnations before she became a Queen, she married a young Prince. Their devotion to each other was so strong that in every life that followed the two fell in love and wed anew. Not once in any of their lives has either been unfaithful to their marriage. Though a diplomat by nature he is known as the Queen's Champion. He does not defend his' wife's life, for any foe that can threaten a Queen has nothing to fear from a Prince. He defends the Queen's honour, for in the court of Hearts it is considered proper that the stronger fighter in any duel

takes a handicap. When one is as powerful as a Queen the only possible handicap is to send a champion to fight in your place.

Philosophy

At the core of the Queen of Hearts' creed is potential for of society itself to be a force for good. She teaches her court how to unlock that potential and to fulfil their own responsibilities as part of society. All this rests on a simple foundation stone: "A crown is a symbol that must be honoured".

Authority Must Be Earned

A Princess of Hearts, by her nature and training, becomes the keeper of many people's trust; therefore she must be worthy of it, both in her own conduct and in the behaviour she tolerates. More than any other Hopeful, Flowers and Gallants are expected to hold authority and wield it responsibly. When a threat to a whole society appears, Flowers are the ones who rouse its members to action, coordinate their responses, and ensure everyone does what's needed. In ordinary times, Gallants are courteous, friendly and compassionate to all, lest they give anyone pain; but they have their burden, heavier than most, and don't allow themselves to forget it. Moreover, they must not take their position for granted. If her society rejects a Flower's rule, or deposes her from it, the fault is hers not theirs; and if they proceed to disaster that she would have avoided, her failure to gain their trust is all the more grievous.

Flourish in Community

No one can stand alone against all the Dark and survive; but people who trust each other prevail against anything evil can do. The Flowers and Gallants take it upon themselves to weave webs of trust, standing with friends and allies, obeying rulers, and guiding followers; in these webs they hope to catch the fitful gleams of Light that fall into the world and collect them into eternal beacons. Jewels seek positions of respect and authority in their community and exert their influence through the system. When they don't they build and tend new communities, write codes of law and establish customs for people who have none of their own, or have abandoned the societies they were born in. The ordered community, in which everyone has a place and no one is an exile, is the strongest possible bastion the Light can have.

Honour Tradition

Tradition is a trust – a store of wisdom laid in by past generations, to guide us in the present, and be handed on to the future. More than that, traditions are also our shared social identity. Shared traditions are what turns individual people into a community, traditions builds trust between neighbours and a willingness to work for the communal good. The Flowers and Gallants do their best to breathe life into the rules and customs of the societies they find themselves in, especially the one they're born to. They are reluctant to flout a convention, especially when they don't know the reasons for it. However, the Radiant are here to improve the world, not preserve it as it is, and when the Flowers see a Tradition they cannot condone they seek to replace it rather than remove it. The Gallants often use those Traditions they remember from past lives in the Kingdom when they need a substitute, but they can just as easily borrow something from the neighbouring culture (especially if they wish to bring them together) or formalise that awesome party their friends repeat every year.

Duties

A Flower's duties can be to build societies, to govern with grace and wisdom, to guard the traditions of the past, or even to stand vigilant at the border, but they always share one common theme. A Flower's duties revolve around people.

Champions of Hearts lead from the front, they specialise in inspiring and leading their troops. On the battlefield tactical acumen and a strong commanding voice are as important as a good sword arm. Off the battlefield a Gallant must know how to keep moral high and foster a spirit of brotherhood among her troops. If she is skilled at her tasks a Gallant's fighting prowess shows itself through every one of her companions.

Graces of Hearts are sometimes called Hearts of Hearts for the Queen and Calling fit together hand in glove. A Heart of Hearts builds societies, they lay down and exemplify the virtues people aspire to. They are both diplomats and leaders. It's a huge amount of work, but you are expected to have help from your friends.

Menders of Hearts focus on human problems. They are more likely to be counsellors and therapists than doctors or nurses. The tools of a Mender are a good common sense understanding of people, words of encouragement and a winning smile.

Seekers of Hearts seek to understand their societies from tip to toe. They can be historians unearthing long forgotten traditions, reporters and bloggers who speak about the lives of their fellows. Yet to the Gallants understanding is not for its own sake, it is for a purpose. They understand not only the unwritten rules of society, but the purpose of those rules and they use that understanding to purge corruption and fight abuses of the system in all their forms.

Troubadours of Hearts incorporate the themes and virtues of their society into their work. They honour the heroes of old and create monuments to the ideals people aspire to. But at heart their work is simple, through their art the Troubadours bind people together with a strong group identity.

Background

Even before they Blossomed the followers of Hearts often had a lot of respect for the institutions of society. They (or at least their parents) hail from backgrounds in politics or law. Others cut their teeth with the codes and institutions of the playground or come from tight knit communities whose values fit neatly into the Court of Hearts. A lot of Princesses are attracted to the court because they wish to be one of the glamorous leaders they see among the Gallants but the Court's belief that leadership is hard work and duty means few stay. However the Court of Hearts does have a number of converts from the other Courts who felt working with Mortals and building societies provided a way to work on the big picture their own Court's had lacked.

Regardless of their Background Flowers are always ok with the idea of others depending on them. Nearly all have some prior experience in being the responsible one, even if only to a younger brother or sister. While the Court doesn't exactly reject introverts or the socially unskilled it does expect them to work hard to overcome these limitations. Even the Gallants who have prior experience in taking responsibility for another have rarely held another's life in their hands, and they better start preparing for that first time.

Signature Emotions: Trust and Duty

Even the most powerful Princess with a blazing Inner Light cannot accomplish as much as a whole nation working together for their common good. Duty is the source of a Jewel's strength. By willingly subsuming herself into an ordered community where everyone knows their role and every role fits together like the stones of a magnificent castle, the Princess becomes something greater than herself.

But there can be no duty without trust. A Jewel cannot obey orders from her superiors unless she trusts their judgement and their morality. A Jewel cannot give duties to her subordinates unless she

trusts them to wield the authority she invests responsibly and competently. Duty is the stones, trust is the mortar that binds them. Separate they are worthless, but together they are what a better world is made of.

Character Creation

Flowers and Gallants try to involve themselves in the lives of people around them, so many have above average Social Attributes. Those who actively strive to lead people emphasize Presence, while those who prefer more low-key or personal means focus on Manipulation. Empathy is a vital skill in order to notice the feelings, undercurrents, and motives of the people a Gallant wishes to help. Socialize and Persuasion are common, allowing a Flower to integrate herself into a group and sway others into doing the right thing and upholding the ideals of the Kingdom (whether they know of the Kingdom or not). Politics is also a common skill, used to improve the local political situation or simply use existing bureaucracies to their own ends. Subterfuge sees occasional use, mainly to keep important information from people who would use it selfishly or to protect the identities of a Princess's allies from those who would persecute them.

Gallants who see merit in the society and political structure of the Kingdom frequently lean Academics to better understand both the society of the Kingdom and the modern world. Many old traditions generally involve art or music of one kind or another, so Expression is fairly common even for non-Troubadours. A Flower often favours Social then Mental and finally physical Attributes; Champions are the exception here, who emphasize their Physical attributes in order to fulfil their roles as protectors.

A Flower often places Social Merits over Mental Merits and Mental over Physical ones. Their ability to build and lead communities can lead to Circle, Mandate and a whole host of allies, contacts, retainers and staff. Most Flowers also master at least one conversation style, Noble Bearing is common and even Jewels who lead and cherish the traditions of anti-authoritarian or counter-culture groups have picked up some of the art through osmosis. Populist Rhetoric is also common but all styles have been seen in the Court of Hearts. The Small Unit Tactics merit is near universal for Champions of Hearts, as is merits such as Danger Sense and Inspiring to help keep the troops at maximum effectiveness.

Heraldry

Heraldry for the Nobles of Hearts strongly favours clothing in traditional styles, particularly formal dress. Elegant ball gowns and elaborate jewellery for phylacteries are very common among the Flowers, as are flowers or flower designs (roses especially) as accents, and pastels, rose-pink or -red, and shades of white. (It's not unknown for this sort of heraldry to be mistaken for a wedding dress.) Many Gallants follow the complementary mode of mens' formal wear, appearing in tuxedos, or in white tie, top hat and tails. The more practically minded (usually Champions) go back farther, and model their regalia on styles more archaic but less confining; the swashbuckling Cavalier, the wuxia hero, the knight in shining armour. These turn up on both sexes. In all cases, a Flower or Gallant is dressed well, showing off the best appearance of a high and civilized age.

Echo

A Gallant's Echo makes it easier for people to get along, it helps smooth over many of those tiny unintentional bits of rudeness that can add up to ruining your day.

Practical Magic

Through her nobility a Princess of Hearts inspires people to exceed their limitations. A Jewel has a pool of dice equal to the sum of her Social Attributes. She begins each scene with the pool empty and may fill it once per scene by Reflexively spending a Wisp.

At any point the player may reflexively take dice from her pool and add them to rolls; however she cannot enhance her own rolls, she cannot add more than Terra dice to a single roll, and the recipient must be in the process of following the Princess' instructions. For this ability instructions must be kept short and simple: "Investigate the mayor for corruption" is too broad, "distract the mayor for a bit" or "take a deep breath and tell me about the man who attacked you" is acceptable.

High Belief adds more dice to the Princess' pool. She gains two extra dice at Belief eight, nine and ten for a maximum of six extra dice.

Invocation: Terra

The principles of the Queen of Hearts find their magical expression in the Invocation of Terra, and her Flowers and Gallants learn it more easily than any other. It is bound up with the things the Queen values: mutual trust and peace, the responsible use of authority, sensitive compassion, and punctilious courtesies. It is also tied to earth and stone, especially when it has been refined and properly constructed for human service, as proud cathedrals, elegant jewellery or solid stone walls.

Terra applies at no cost when the target of a Princess' Charm is earth or stone, including all forms of gemstones; and when her target is a non-supernatural human being who gives informed consent to the Charm. It also applies without cost when a Princess intends to resolve a conflict without violence, to make someone or something beautiful, to give requested aid without expecting any return, to coordinate the efforts of several people in a project, or to help a lawful authority in their mandated duties, or if you are a lawful authority undertaking your mandated duties.

Terra requires both decorum and consideration for others. A Princess who is rude or insensitive to another person without cause, or who knowingly commits a social faux pas, cannot apply the Invocation for the rest of the scene.

Quote

We're not calling ourselves Princesses because our childhood fantasies came true. Nobility means something.

Stereotypes

- Clubs: Rough and unmannerly, but their hearts are in the right place.
- Diamonds: Those towers of abstract reasoning leave me cold. You can't keep faith with real people by a theorem.
- Spades: Yes, I suppose the mayor does deserve to have something happen to him ... why are you giggling?
- Swords: It's easy to sacrifice yourself, and easier still when you know you'll be reborn. Living every day with duty, that's hard.
- Tears: We both talk about nobility and duty. The difference is you use it as a justification, I remember what it actually means.
- Storms: At least the Swords only risk themselves ...
- Mirrors: For the Light's sake, grow up and be responsible for once.
- Vampires: Not all traditions are worth preserving.
- Werewolves: Herd? Damn right I'm part of the herd. A herd billions strong who've claimed this whole earth. Now tell me, what is your little pack going to do about that?

- Mages: You talk about Atlantis a lot but you only ever talk about its magic. What were the people like? Were the citizens content, the rulers just and the judges fair?
- Prometheans: They share a culture, even when they haven't met another of their kind. There's something we're not seeing, something important.
- Changelings: They had nothing to work with but scars and they built it into a society. Respect them for that if nothing else.
- Sin-Eaters: You don't snub death by laughing in its face. You snub death by building something that will last long after you're gone.
- Mummies: Our kingdom's have both fallen, but I'm trying to rebuild mine.
- Beasts: Teaching is a position of trust and authority. That is why we have so many rules about it, and you broke *all* of them.
- Mad Scientists: How did you convince him to turn himself in... An equation for the human mind? That can't be right, I don't believe it! I won't believe it!
- Leviathans: Every city you build eats itself alive, you can't even live with your own family, and that's why I'm not afraid of you!
- Hunters: If you claim to serve the Light then work in the light not the shadows.
- Mortals: It's their world, they just need someone to teach them that.

Inspiration

Queen Serenity, Minky Momo, Princess Celestia

The Queen of Spades

AKA: The Queen of Knaves, The Queen of Thieves

Followers' Epithets: Knaves (affectionately derogatory), Rogues (affectionately derogatory), Scoundrels (affectionately derogatory)

Kingdom: The Confederacy of Four Winds

Why does everyone think we are lazy? Being a Knave is hard work, last week I had five parties, five! That was a lot of planning, and dancing all night really tires you out. Then I spent all last night watching great stand ups and making notes. I know everyone in school's name, that took weeks of work, I had to write songs to help me remember, and then there's birthdays and everyone's favourite foods and what kind of jokes they like. After all that you have to keep yourself full of energy because any time something goes wrong people expect you to be the fast thinker or have a joke ready to take soften the blow, and you can't do that when you're tired.

But it's all worthwhile when I see my friends smile.

A lot of the world's problems aren't nearly as hard as we "know" they are. If we could just step outside the box and give ourself space to look at other ideas, space to breathe, we could accomplish so much. The Queen of Knaves leads a Confederation of Princesses who challenge common knowledge and teach people to laugh at the absurdities of the rules which define them. They do the Light's work with a quick wit, nimble hand and lateral thinking.

Tales of the Kingdom

Drifting above the mountain-side settlements that form The Confederacy of Four Winds the Queen of Spades rules from a palace carved out of the clouds themselves. Blessed with limitless energy the Queen breezes through her palace and amusements trailing courtiers and petitioners in her wake. Her regal presence comes not from her appearance but from her character. She is youthful, yet she possesses a presence that blows from her; carrying with it a sense of confidence and power, the smell of windswept desert sand, spices and the Queen's infectious laughter. Fashion at the royal court is a turbulent affair. The Queen changes her style frequently; always trying to keep one step ahead of fashions. This has memorably led to her occasionally preceding over a court of punks and ravers while dressed in ermine robes.

In conversation with her Princesses the Queen of Knaves breezes from topic to topic; she actively resists her Princess' trying to pin her down to a single topic. It's a game to her and unlike the citizens a Princess is expected to be skilled enough to play. Asking the Queen to stay focused (or worse: Get annoyed) is the fastest way to lose the game. If a Princess keeps her wits about her she may discover the Queen has answered all her questions (though not always in the order the questions were asked; and the answers may be hidden in riddles or metaphor). The Queen favours Princesses who play well, any Knave who can adopt her Queen's breezy style of casual conversation and trick the Queen of Knaves into answering a hidden question scores highly indeed.

Her enemies say that the Queen of Knaves was a rebel before her coronation and remains a rebel at heart. Her supporters and citizens ask who better to lead a nation of tricksters, scoundrels and merchants than the Queen of Thieves herself? However the weight of truth travels with these accusations. The Queen is nostalgic for her days as a rebel and frequently leaves her throne unattended to travel her kingdom as a commoner, playing pranks and jokes before departing with the winds. She's infamously responsible for about half the graffiti in her kingdom. Her supporters again retort that what she lacks as an administrator, she makes up for by being the laughing heart of her people.

Philosophy

The Queen of Spades shows that you can solve any problem with an open mind and a smile.

Find the Centre of the Problem

The Queen of Spades delights in unorthodox solutions. She has reached infamy for immediately suggesting one sentence solutions to complicated problems and insisting her followers prove it won't work or else carry it out. Many of these suggestions are obviously absurd but it doesn't matter, their purpose is not to solve the problem. By playing the devils advocate with a bad idea she forces her followers to question "obvious" assumptions and ingrained dogma and so learn the first of her Philosophies: To look beyond the obvious and the assumed, to question what the real problem is, and to act only when she has found it. If the best answers are obvious after they've been found, then they are already obvious to she who just looks in the right way.

Free as the Wind

A caged bird's music is never quite as sweet. The Queen of Spades says that Light is innate, let loose the chains and let it shine forth. A Rogue should always let her spirit soar and express herself fully, no matter what anyone might say and they should extend the same courtesy to everyone she meets. High above the clouds the Queen teaches her court how to live on their wits, their feet and beyond the reach of anyone who might chain them down.

Laughter is the Best Medicine

You can't change the past, but you can choose how you react to it. Who would prefer to cry than to laugh? To the Queen of Spades laughter really is the best medicine, and a positive attitude is just the thing to get a Princess who's feeling down out the door and fixing her problems.

Duties

Champions of Spades often rely on speed and agility in favour of raw power, if they have a weakness it's a tendency to rely on their ability to avoid a blow and consequently Knaves can't take a hit as well as some other Courts. When fighting alongside other Princesses many specialise in harassing their foes support while their allies fight the main battle. Outside of combat Champions of Spades are peerless scouts and messengers, before the spread of modern communication systems they served as a vital backbone in communication, trade and governance. Their powers of speed and flight made the knaves vital despite their carefree attitude.

Graces of Spades are not the teachers, mentors or diplomats you'd find in the other Courts. They don't want to change the way you think, a Grace of spades just wants to turn that frown upside down! The life of every party and the first onto the dance floor; everyone has a great time if there's a Grace of Spades around. Graces of Spades are often called upon by their counterparts in the other Courts, especially when they're working with large groups of mortals. It is easier to keep people's attention when they're enjoying being here but it's a double edged sword for the Knaves bring a party atmosphere that can be counterproductive when the Princess is working on serious matters.

Menders of Spades have an unusual focus, but a vital one. They heal the ills people inflict upon themselves. Closer to a teacher than a psychiatrist the Menders seek out those who've internalised harmful views of themselves; whether it's a cruel parent's insults or a demeaning cultural stereotype. They subtly and deftly they force their patents to confront their opinion again and again until they realise at last that it was no more solid than a dark cloud before the sun and vanishes in a puff of wind.

Seekers of Spades are taught to think laterally and to keep their eyes open. Often the answers to the toughest problems is just lying out in the open, just waiting to be seen by someone open minded enough to accept it. In a Nakama a Seeker of Spades is the one to come up with the plan, directing the group to unorthodox but effective solutions, they do their best work with small focused goals.

Whatever medium she uses, a Troubadour of Spades is the mistress of two arts: How to make people laugh and how to make people think. Some are out there day after day in the worst, most deprived areas showing people how to laugh despite it all. Others are renowned for art that looks at old ideas in new ways and finds fresh answers to questions that were long thought solved. The very best combine thought with laughter as peerless satirists who can have you laughing riotously at your ideological foes until you realise the jokes been on you.

Background

The free spirit of the Knaves is usually evident even before they Blossom. The Court of Spades draws its members from various countercultural groups (or as close as it can get given the young age of the average Blossoming), quite a few members were even outright criminals who Blossomed through a heroic effort to turn their life around. Even when they aren't actually members of countercultural groups would-be spades often have some of the attitude. They are the self proclaimed jokers, slackers and class clowns who fight with authority, usually for the fun of it.

Joining the Court of Clubs encourages these traits, but also softens them in its own way. Declaring war upon "The Man" is less of an issue when you can just fly away, and when you can live on magic instead of a nine to five job. Knaves are more likely to make fun of what they see as wrong in society than they are to take up arms, and when they do decide to make a change their approach is often subtle, finessed and sometimes incomprehensible to others. It is usually delivered with a smile.

Signature Emotions: Laughter and Surprise

The world is tainted by Darkness and so in this world the paths of least resistance and standard strategies will also be tainted and they will perpetuate the problems you wish to solve. Thus, say the Knaves, the best solutions will be surprising. They may be clear and logical after you've found them but at the moment of discovery you'll smack your forehead and ask how come you didn't think of this before. A true Knave must embrace surprise, both her own surprise at the moment of inspiration, and the surprise of those around her when she proposes unorthodox solutions, defies social conventions, or just lives freely in a world that's forgotten freedom.

But Surprise is a fast and fleeting emotion. Something is needed to fill the gaps between each moment of inspiration and that something is laughter. A sense of humour will keep everyone's spirits up in this shrouded world, and laughing at herself takes away the sting of embarrassment whenever an unorthodox solution attracts ridicule or turns out to be unorthodox for a good reason.

Character Creation

As befitting a Court built in individualism and independence Knaves can be incredibly varied. Most have high scores in at least two Finesse attributes: Wits to live life outside the normal systems, Manipulation to get away with it. Dexterity isn't always favoured but if it is needed it tend to be high. Skills often emphasise the free spirited lifestyle: Survival to live on your own wits, Streetwise to make a fast buck without getting tied down to a nine to five job. Many knaves mix Persuasion and Subterfuge to talk their way out of trouble.

For Merits many Rogue's dashing charm and witty nature leads to a high Circle, which compensates for how her philosophy is at odds with the responsibilities of a Mandate. Knaves often have very broad Contacts, especially Graces for she who throws great parties shall never want for friends. Physically

Fleet of Foot and Fast Reflexes come naturally to a practitioner of Aria. The Fast-Talking style is vital to get out of trouble in one peace.

Heraldry

The Heraldry of Spades is the light blues of wind, the greys of the clouds and the oranges and browns of falling autumn leaves. The Knaves tend to be very individualistic in their choice of Regalia but light breezy outfits mixed with countercultural symbols are common. So are subtle visual puns for the observant viewer.

Echo

A knave's Echo tickles like a soft breeze, it's easier to laugh and easier to let go of what hurts you when a Princess of Spades is around.

Practical Magic

Knaves are unbound by any law except their own morality and have little problem evading the consequences imposed by those try to insist otherwise. Whenever the Knave is about to get into trouble she may Reflexively spend a Wisp to automatically avoid it.

Trouble is defined broadly, she could avoid a teacher looking for an assignment she hasn't finished as easily as she could avoid a pack of roaming Darkspawn. Avoiding means that so long as the Princess focuses her full attention on the problem she will be unaffected for the remainder of the scene. So long as she continues to keep an eye out for the teacher he will not be able to find her but if she stops to gossip with friends he might sneak up on her. And of course nothing stops the teacher from waiting for the next scene and catching her in the classroom.

The methods Knaves use to stay out of trouble are varied, but this Practical Magic always favours the path of least magic and the path of least resistance (in that order). She might duck into a classroom with all the stealth of a professional spy or think up a lightning fast fib that sends the teacher away for a few moments while she makes a hasty exit but she wont avoid trouble by magically completing her essay in seconds or magically compel the teacher to let her off.

When determining the path of least resistance this power takes into account the opposing character's mundane abilities but not their magical abilities, and if this results in the Knave trying a trick her opponent has a magical counter for a Clash of Wills ensues. *Example: If that teacher was a Seeker of Diamonds who's Perception dicepool is superior to his dicepool for seeing through deception the Knave's magically enhanced instincts would direct her to spin a story only to trigger a Clash of Wills when the teacher used the Open Heart Charm.*

Once the Princess is in trouble, once the teacher begins dictating her punishment or the Darkspawn spot her and roll Initiative for combat, then it becomes too late to use this ability to escape.

A Knave may invoke this power no more than Aria times per Session. High Belief increases this limit, granting one extra use a Belief eight, nine and ten.

Invocation: Aria

The Invocation of Spades is Aria, the enviable lightness of being. It is the principle of detachment, the paradoxical unity of speed with forethought, and the laughter in the wind. Aria is taught by the Queen of Spades and her followers learn it easiest of all.

Aria applies at no cost when a Princess is blown by strong winds, is sprinting or moving at equivalent speeds under her own power, or is at risk of falling from a height; and when the target of her Charm is the air, or other gases. Aria also applies at no cost when the Princess aims to escape the consequences of her actions or help others do the same. It also applies without cost when a Princess intends to catch someone

by surprise, to make someone laugh, to cast doubts, to expose pretensions and humiliate arrogance, and to subvert formal rules of an organisation or society.

Aria will not support any assertion of authority over another person. A Princess is free to advise, to persuade, to appeal to friendship, and even to deceive (within the limits of Belief) while using Aria, but if she issues a command she cannot apply the Invocation for the rest of the scene.

Quote

Lighten up! This will be fine, and if not we'll just run for it.

Stereotypes

- Clubs: Good-natured sort, by and large - except when they're not. The little groan from a "Let's go clubbing" joke never gets old.
- Diamonds: I probably shouldn't take quite so much pleasure in pointing out when they're wrong. It's a rare enough thing that it's a treat, though.
- Hearts: The bigger you make your castles the more places there are for me to hide in. You're far too easy a target my dear.
- Swords: Halt dogooder! This is one of those bridges where you have to answer my riddles to pass.
- Tears: You might have kept part of the Kingdom alive, but you haven't made it worth living.
- Storms: They are so predictable, traps, ambushes, they just charge straight in.
- Mirrors: Those special powers, did you know they stop working if... oops! Too late!
- Vampires: They seem to be at the heart of any rotten power structure. I wonder; do they corrupt things, or are they just drawn to such things like flies to meat?
- Werewolves: Discretion is often the better part of valour when a pissed-off eight foot monster is on the prowl. But sometimes you just have to get between them and their victims to draw them off.
- Mages: Look at the puppet-masters, making society dance on strings to their tunes. Never let them catch you with scissors.
- Prometheans: Well it's like... where to begin... I don't usually have to explain what a joke is.
- Changelings: Ticksters and lawyers to a man. Don't try to beat them at their game of words and promises unless you're sure you're very good, or they'll ensnare you.
- Sin-Eaters: Partying in the face of death; you've got style! Hey, I've never tried rum before. Want to share a bottle?
- Mummies: What would happen if I woke you and commanded you to see the world and decide who you want to be?
- Beasts: Yeah, you're a troll, an internet troll. You're not scary, you're pathetic.
- Mad Scientists: Oh, don't mind us. We're just watching but um, can we like, be the beautiful lab assistants and shout "It's Alive!" or something?
- Leviathans: Um, right, yeah, living in the sky is starting to look like a good idea.
- Hunters: Why are you so serious, ok I know why you're so serious, but you'd cope better if you laughed once in a while anyway.
- Mortals: Come on everyone, smile! Fill my heart with sunshine!

Inspiration

The Doctor, Psiren (Fullmetal Alchemist), Saint Tail, Captain Jack Sparrow, Ikuto Tsukiyomi, Pinkey Pie, Aladdin.

The Queen of Swords

AKA: The Brightly Burning One, The Faithful Marshal, The Queen Errant

Followers' Epithets: Adventurers, Heroes, Martyrs

Kingdom: Aztallan

Fire, fire gets a bit of a bad name these days, but fire is really life. Almost every living thing on the planet owes its life to the sun, and we owe everything that makes life worth living to the fire inside us. Life is meaningless if we don't feel anything from it: Laughter, hope, wonder, even sadness. Without them what's the point?

I guess, what I'm trying to say is. I love you, won't you come on an adventure with me? We'll see the world, try new things and maybe get into a few scrapes on the way. Even if we get burnt, pain is part of life and I wouldn't miss it for the world.

Just as their magic lets them master the fire without, those who follow the Queen of Swords are consumed by the fire within. They are blazing heroic figures, driven by their passions. They will follow their hearts wherever it leads, even to their own deaths. The Court of Swords are called Martyrs too.

Tales of the Kingdom

In the jungles of Aztallan the Queen of Swords dwells in her capital built upon an artificial plateau atop a mighty pyramid. Here The Faithful Marshal rules from an obsidian throne and burns through the royal itinerary in bored and clipped, but supremely competent tones. She is a powerful looking woman, beneath her skin lies well-defined wiry muscles, her eyes positively smoulder with power. Outside the excitement of a crisis The Queen Errant makes little attempt to pretend she wouldn't rather be digging up new insects in the jungle; usually she appears before her court in rugged outdoor wear. The Queen of Swords is skilled at managing her image, she just usually doesn't care; but when it is required (and she always knows when it's required) she'll appear before her court dressed in anything from formal robes to full military uniform. Her household servants quickly follow suit, decorating the palace and statues of past heroes to match. Visiting Princesses are expected to dress and act with appropriate formalities until things return to normal.

The Faithful Marshal treats her Princesses with the same unpolished honesty she treats her court. Though she is never actually rude she won't hide her emotions if she feels the Princess' petition to be uninteresting or something that the Princess should have been able to solve on her own. If the Queen comes to befriend a Princess it colours her public interactions just as much as her private interactions. The Queen of Swords has the unique ability to simultaneously be running her kingdom and relaxing with her friends (or even canoodling on the throne).

Whenever the opportunity presents itself The Queen Errant leaves her throne and wanders her kingdom. Righting wrongs, doing odd jobs and exploring the jungles which she claims dominion over. She sleeps rough, or in whichever subject's house is close at hand. While her people are never quite comfortable with their Queen asking for a job, how does one give orders to his own Queen, they have at least had plenty of time to get used to her habits. When she can't get out the palace she enjoys study, gymnastics or spending time with one of her many consorts. It is said that long time residents of Aztallan can tell when the Queen falls in love anew from cities away by watching the wheels of government slowing down. Famously she will not kiss a man or woman unless she is deeply in love.

Philosophy

The Queen of Swords only ever gave one order. “Whatever you do, do it out of love”.

In the End, Only People Matter

The Queen of Swords is not one for abstract morality and long Socratic debates about what is good and what is evil. Nor is she fond of formal systems of morality, duty or obligation, referring to them as either training wheels or a crutch. To the Queen of Swords morality can be reduced to a simple idea that everyone with Light in their hearts knows intuitively: If it hurts people then it is wrong. So don't do that. Furthermore The Queen believes that if one does not hold this truth in their heart then no amount of rules or regulations can make them good, but if a person is at heart good forcing them into an inappropriate social construct can crush their light. And so she teaches her followers to do what's right regardless of the rules, and she trusts them to know what's right.

Specialisation is for Insects

A Princess of Swords should be able to: Compose a sonnet, survive a shipwreck, design an aircraft, recite the epic poems, win her true love's heart, set a bone, clean a building, cook dinner, give orders, take orders, fight like a gentleman in the arena, fight dirty in the streets. The Philosophy is a lot more complicated than just saying you should be able to do everything, rather it consists of two related ideas. The first and simpler is simply to always be broadening your horizons, try new things, learn new skills. The second, like all The Brightly Burning One's Philosophies is about people. While she has nothing against relying on another, Queen of Swords teaches that dependence must always be a matter of convenience not necessity. True dependency is a chain, it allows others to force you away from being true to yourself. That path leads away from the light.

Love Like a Flame

The Brightly Burning One teaches her followers that their passions should blaze forth from them. They should feel with every fiber of their being: hope, joy, lust, sadness, fear, friendship, and especially love. Like a flame, their passions should light the way and bring warmth to the Princess and those around her. One person cannot save the world alone, but if she blazes bright enough she just might light the way. But a Martyr must always be aware that her love is like a flame and left unattended it will consume all before dying. The Princess should always know when it is time to let go lest she consumes herself. Yet when her very heart is at stake, her passions should burn everything in her path, even herself – like a flame.

Duties

The followers of Swords are defined not so much by common duties but by a common approach to duties. They seek positions where they are free to follow their own methods and their own moral compasses rather than toe the line, and where their passion and energy can inspire those around them. Many see their duties as much about growing themselves as a person as it is about helping others and so seek to always find a new approach or a tougher challenge to stretch their limits.

Champions tend to find jobs outside of the normal social structures. They're more likely to be a private detective than a policewoman. More likely to specialise in deep sea rescue than be a fire fighter. They boast the most full time Darkspawn hunters of any Court. Champions of Swords are often trained to work independently, having the intelligence to plan, the strength to fight and the charisma to turn whoever is around them into an ally.

Graces often mentor on an individual level, seeking the maladjusted or the outcasts and helping them find where they can belong even if it's just a space within themselves. While often less versed in diplomacy than the other Courts Graces of Swords have some of the best connections to a variety of different cultures on a personal level thanks to the courts wanderlust and tendency to go adventuring. In more than a few cases they have turned someone's life around simply by encouraging them to move to a culture to which they are better suited. Graces who focus on larger scale projects are often exceptional at inspiring the public, but they usually ride off into the sunset once the immediate problem has been dealt with.

Menders are more likely to volunteer in a small African village than a major, regulated, hospital, those who work with machines often do the same working in oil rigs or digging wells, or they specialise in obscure but still important technology where their unique skills let them demand to work their way. In both cases they are likely to become experts at doing more with fewer resources.

Seekers often specialise in fields that blend academic learning with either demanding physical or social requirements. Archaeology in war torn parts of the world, private detectives knowledgeable in both forensic science and the seedy underworld, botanical trips through the Amazon rainforest or they are successors to the great and dangerous explorations of the past delving deep into the Underworld or the Shadow. More social exploits can include living with remote tribes for years or finding other cultures closer to home, no few Seekers of Swords have spent time living with dangerous criminals or supernatural predators simply to learn of their lives.

Troubadours of Swords are like a change on the wind. They breeze into town smelling of foreign and exotic ideas – if you travel enough you can be foreign and exotic everywhere. Their art challenges norms but rarely opposes them (though some do take a delight in finding and shaking up repressed societies). She isn't saying the status quo is bad, only that it isn't the only way. Most take the effort to leave behind at least a few people who'll continue in the styles she teaches.

Background

Many members of Swords were adventurers before they Blossomed, they may not have faced terrible danger or performed heroic deeds but from backpacking across Europe to teaching English in China they showed the Court's spirit of adventure and self reliance. Others tapped into a confidence they never had before their Blossoming, when you gain magical powers and a new body that's stronger and smarter than your old one confidence is a natural result. Regardless of when they discovered it, Heroes are comfortable living on their own abilities and often eager for new experiences or just to push themselves further.

Just as the Swords are the most adventurous of the Radiant, they are also the most passionate of the Radiant. Even before Blossoming they thought with their emotions, or really wished they had the confidence to do so. The court is overflowing with incurable romantics and people who are confident enough to follow their hearts into adventure, danger and whirlwind romances. While the Heroes are hardly stupid, they put little emphasis on personal safety when the alternative is an adventure.

Signature Emotion: Love

Love is not the oldest emotion, but it is the greatest of them all. Or so say the Court of Swords, for was it not with Love that nature created creatures that transcended base biological urges to survive and reproduce, creatures capable of selflessness and self sacrifice. What could be greater than that? And what better way to become a truly noble being capable of self sacrifice than finding something or someone you love?

Character Creation

For Attributes Swords favour Intelligence, Strength and Presence equally and most are skilled at combining them in unusual ways to solve unusual problems. Heroes often have one or two dots in a wide variety of Skills to be self sufficient and because of their unusual, transient lifestyles. Survival is common among members who take the title of adventurer literally, as is Streetwise to find one's way around cities from London to Hong Kong. Many Heroes know how to fight, and Persuasion is often favoured for finding allies or peaceful solutions.

For Merits the Martyrs often favour physical merits, social and even mental merits are harder to cultivate with an independent lifestyle. The Retainer Merit is surprisingly common, often representing a Sworn travelling companion. The philosophy of Swords makes it easy to form attachments. However it also teaches that one cannot live forever in another shadow so Princesses of Swords see this time as almost an apprenticeship where they teach and broaden their companion's horizons with a grand adventure before parting ways.

Heraldry

The court of Swords tends to favour blazing iconography. Reds, golds and whites are common. While it would not be accurate to call them flamboyant the Heroes wear their hearts on their sleeves. Their appearance often contains iconography that boasts of virtues they uphold and heroic deeds in their past and their Regalia radiates power.

Echo

A Hero's Echo inflames both passion and self confidence in those around her. She seems to light the path with her presence and blazing charisma.

Practical Magic

Love conquers all and a Princess of Swords can do the same. Once per scene she may spend a Wisp to automatically break through a barrier, whether she kicks down a door or finds words able to reach her love through the haze of madness.

A barrier is defined as either a physical obstruction, a Condition, or a supernatural effect which prevents the pair from communicating properly. In turn proper communication is defined as the target's ability to comprehend the Princess, process what she is saying, and then act upon it.

If there is a seemingly mundane solution the Princess will try that first (or at least she should, otherwise she risks her secret identity). If she has appropriate mundane equipment it's equipment bonus increases by Fuoco. If the Princess leaps over a barrier she adds Fuoco feet to her maximum jumping distance. Otherwise she may try to tear through it and may do so if it's Durability is less or equal to $(\text{Strength} + 1 - 5)$. If the barrier is supernatural or supernaturally reinforced a Clash of Wills ensures, if the Princess wins treat the barrier as mundane, otherwise she cannot breach it. Any damage inflicted is permanent.

Conditions or supernatural effects are merely suppressed for a short while. In time critical situations such as combat they are suppressed for $\text{Fuoco} * 2$ turns, in other situations $\text{Fuoco} * 2$ minutes. A Clash of Wills is required to deal with any supernatural influence.

High Belief makes the Princess' love shine brighter. She effectively increases her Strength and Fuoco by Belief - 7.

Invocation: *Fuoco*

The Queen of Swords raises passionate devotion into magic in the Invocation of Fuoco, and the Adventurers learn it more easily than any other. Love, heroism and sacrifice are its fuel, the noblest things the Queen Errant knows. It is equally bound to literal fire, heat and light.

Fuoco applies at no cost when the target of a Princess' Charm is a flame, on fire, or hot enough to burn; and when the target is someone or something the Princess loves. It also applies without cost when a Princess intends to aid a person she loves, to strike at enemies with her full force, to take great risks for great gains, to inspire others to heroic endeavors, and at the culmination of a major campaign.

The Invocation abandons Princesses who abandon their beloved. A Princess who betrays or otherwise injures a person she loves or has loved cannot apply Fuoco until the one she has hurt forgives her for the injury, or until a full lunar month has passed.

Several Fuoco Charms create flames out of the love one person feels for another. The nature of the love determines the colour of these flames, and the love's strength fuels their heat. Consult this table when a Princess uses these Charms:

Nature	Colour	Strength	Intensity
Love for an "idea" of a person not intimately known	Translucent	Acquaintance	1st degree (+0)
Romantic love	red/orange	Good friends	2nd degree (+1)
Parental love	Purple	Lover, close family	3rd degree (+2)
Other familial love	Blue	Total devotion	White hot (+3)
Courtly love	Gold		(+3)
Friendship love	White		(+3)
Obsession	Shifting, unnatural		
"As you wish"	Rainbow		

Quote

I have no regrets, I'm doing this because I love you.

Stereotypes

- Clubs: I think after spending so much time trying to be part of everyone else, they've forgotten who they are.
- Diamonds: Good at writing a theory, but unable to take it out of the ivory tower and into the real world.
- Hearts: Sometimes traditions and etiquette are just a crutch. If you really know who you are and what mattered to you then you wouldn't need them. Not like they do.
- Spades: Great for a laugh, I just wish they cared more deeply.
- Tears: There's no love in what they do, it's nothing but fear.
- Storms: Find something to love, then fight for it. If you do it the other way around you'll end like these girls.
- Mirrors: You're not supposed to be in love with yourself!
- Vampires: I think the reason fire hurts them so much is that it reminds them what they've lost. They really are dead, on the inside.

- Werewolves: If I was sure they wouldn't rage and splatter my intestines everywhere, I'd be their closest friend.
- Mages: I don't care how long your theory is, it's still wrong. If anything is real it's what's in your heart, not magic.
- Prometheans: See! I told you, it all comes down to the same thing. Fire and Humanity.
- Changelings: You loved something so much it let you defeat gods and escape hell. You can't give up now!
- Sin-Eaters: Keeping the flame alive in the face of death; I'd respect that, if I thought it meant anything to them.
- Mummies: I'm only sort of immortal, but at least I'm alive.
- Beasts: "If it hurts people then it is wrong." That's all they do and all they are.
- Mad Scientists: I think they are missing something. I think that they became what they are to try and find it, and they're still looking.
- Leviathans: Everyone changes other people just by being near them. If we're all like beautiful stars orbiting each other then these are black holes drawing in and giving nothing back. Pure perfect evil.
- Hunters: HEY! Why the hell are you shooting at me!? I'm on your side, here!
- Mortals: I'm going to take you on an adventure and break you out of that shell. Just you watch me.

Inspiration

Sailor Uranus, Nanoha Takamachi, Iron Man, Captain Marvel, Indiana Jones, Sayaka Miki, Aquaman (from the Batman the Brave and the Bold TV series)

Beacons

Dear Diary

I had the dream again. The one with me and Sir Rufus on a quest or the Heart of Earth that I always used to have when Alison bullied me. It made me feel much better, just like it always used to do.

Maybe I had the dream because everyone's being so mean and pretending Jane doesn't exist. I should just talk to her, if I can make it through the Swamp of Sadness I can talk to one girl no matter what anyone else tells me!

The Light of hope is far from unique to the Radiant; it belongs to all mankind. In the millennia of the Long Night mankind built civilisations and made wonders in the arts and sciences. It was regular humans who achieved the impossible and walked upon the moon, bringing a new dawn to end the Long Night. The Beacons are people whom the Light illuminates somewhat more brightly than most. Some Princesses say that in a better world everyone would be a Beacon. Some (usually the same people) say that in the Kingdom everyone was a Beacon.

A Beacon has a strong sense of hope, morality and idealism that radiates outwards. That's all it takes - there are no astrological portents during their birth or inexplicable transformative events, only a person with a heart full of hope, empathy and kindness. Their presence encourages people to make the best of themselves. The effect is subtle enough that it could be taken as nothing more than the force of personality, if a Princess' magical sight did not show that Beacons carry a tiny spark of the Light.

Most Beacons don't ever discover their supernatural potential. They live ordinary lives, and if they tend to be popular people surrounded by loyal friends or unusually sensitive to acts of cruelty that's only what you'd expect to happen when someone is extraordinarily kind and emphatic. But Beacons do have their magic and their curses. Given the chance the Outer Darkness will go out of its way to kill a Beacon, and a Beacon carrying Shadows becomes vulnerable to the trap within the Dreamlands. Fortunately, as they entered the Dreamlands far from the Radiant Courts where the Wardens were strongest, many Beacons escaped the Wardens' notice and instead discovered the strength to face problems in the waking world through their nocturnal experiences.

Princesses usually keep an eye out for Beacons. If they seem in trouble they'll offer help before the Beacon's idealism fades and her Light is crushed. There are pragmatic reasons to keep an eye on Beacons: Their light tragically makes them a target to any Dark creatures they encounter, and they are disproportionately likely to Blossom. Being ready to ease a new Princess into her role can make a world of difference. But even if that weren't so, the Hopeful would seek out Beacons anyway, just for the pleasure of their company.

The Nature of A Shining Heart

A Beacons optimistic and empathic personality gives them an Echo that functions identically to a Nobles, Beacons use Integrity in place of Belief.

Like a Princess a Beacon may have Dreams in place of Aspirations, these Dreams do not need to fit a Calling since Beacons have no Calling. A Beacon may have up to three Aspirations or Dreams, in any combination, at a time. When a Beacon acquires Luminous Experience they may spend it on Integrity, removing Shadows, and Social Merits.

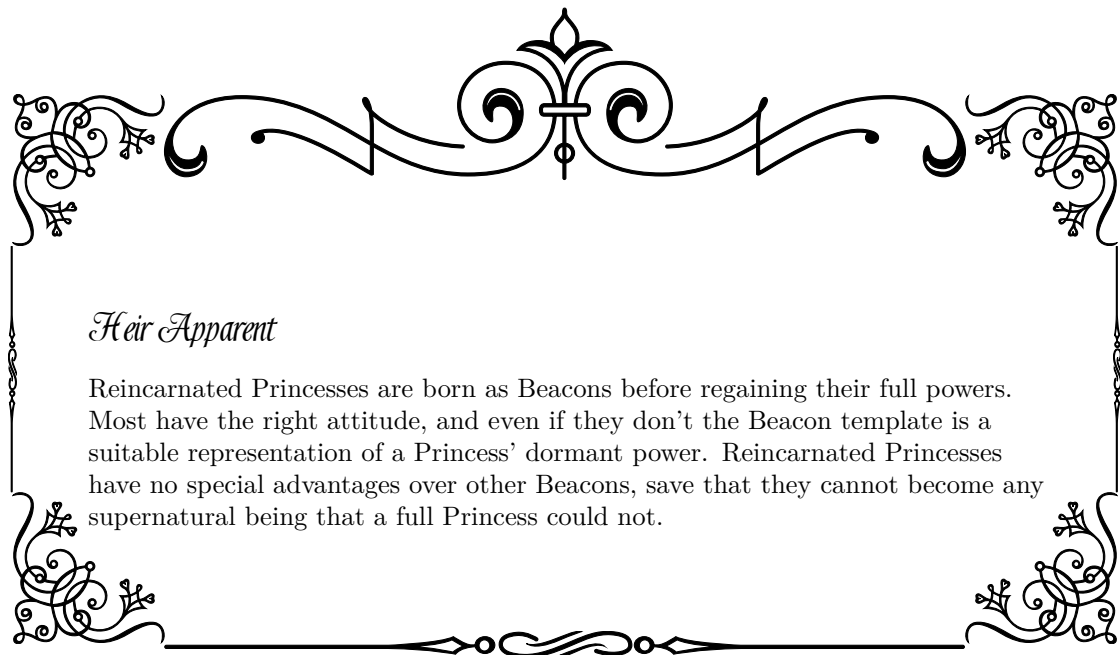
Beacons can use Bequests, they roll one die to transform a Bequest. As Beacons have no Wisps they are limited to Bequests with their own pool of Wisps or Bequests containing Charms that do not require Wisps to use.

If a Beacon has the Girl Underground Condition (or the Dream Traveller merit) they may travel to the Dreamlands. They use the same mechanics as Princesses, though they lack the ability manifest Regalia.

Because a Beacon is simply a regular person with a certain outlook on life Beacons qualify as mortal for all mechanical purposes. Supernatural powers that detect the presence of the supernatural will generally fail to notice a Beacon, unless they are especially sensitive or specialised to detect Light. Unlike an unTransformed Princess, a Beacon cannot hide the Light their excess Light by storing inside their Transformed identity.

If a Beacon loses their sense of hope and idealism their Light fades and they become an ordinary mortal, they retain any Luminous Experience they've already acquired or spent but must replace any ongoing Dreams with Aspirations. Though they may keep the original Dream as an Aspiration. If they regain their hope they regain their Beacon status, as would any Mortal who became sufficiently kind, virtuous and idealistic (and buys the Virtuous Merit if they do not have it already). There are no hard rules for when a Beacon loses the template, but it will probably involve a Breaking Point.

Finally Beacons suffer from Sensitivity, with a base of one die. Beacons use Integrity in place of Belief when calculating the effects of Sensitivity.



Character Creation

Beacons are given the Virtuous Merit for free, they may also buy the Sympathetic Merit for a single dot like Princesses. Beacons also have three free dots of Social Merits to represent the friends and connections they make by being so nice. In all other respects Beacons are created as ordinary mortals.

As an optional rule the Storyteller may allow protagonist Beacons to increase their three bonus merit dots to five dots and allow them to be spent on either social connections or supernatural abilities, be they innate abilities like Dream Traveller or Bequests. This rule is intended for Beacons who are aware of and make use of their supernatural nature, such that there are.

Sworn

Everyone thinks I should be jealous of my big sister because she's the one who can transform into a beautiful princess and has really cool magic.

But they don't understand. They're not the ones who have to help her sew her wounds closed, they don't wake up early to help her cover up scars or hold her when she cries all night. I love my sister, she's amazing and works so hard for everybody, but I wouldn't want to be her.

But I will always be there for her.

Wouldn't it be nice if everyone was a Princess? If nobody could commit cruelty without suffering from Sensitivity? If encroachment of the Darkness could be beaten back by the magic of billions? If wishes were Blossomings then everyone would be a Princess already, but the Nobility know it's no good wishing for a better world. You have to roll up your sleeves and get to work. Even if there is no way to force a Blossoming, a Princess with the Accept Fealty Charm can create a Sworn.

Even though Sworn lack the Inner Light of the Nobility they can still draw upon the Beliefs of their Queen like a Princess. A Sworn can feel his Queen's Invocation like a guiding light, it gives him a sense of hope and purpose that lets him push himself beyond human limits. That lets him perform magic.

Though a Queen's light is powerful enough to endow ordinary humans with magic it is also distant, shining from the far away Dreamlands. A Princess' Light shines from just a few feet away. For a Sworn working with a Princess they know and trust is an uplifting experience. Her Light shines upon the Sworn, filling him with hope and magic.

The Sworn fill many roles. Sometimes a Princess is impressed by a Mortal (or a Beacon) and offers them magic. This is an significant investment: not only must the Princess invest a portion of her power to create a Sworn, but she must make Bequests to provide the Sworn with Wisps and any Charms she wishes to offer. Other Sworn work closely with the Nobility. A team of Princesses who notice a gap in their skills could seek out a new member who has the mundane abilities. The powers of a Sworn and a few Bequests can provide the magical skills.

Some Princesses create Sworn for special tasks. Consider if you will a Princess who creates Bequests that grant intuitive insights into the working of legal codes and hands them out to a think tank drafting a complex new social justice law. If it works a simple investment could have an enormous long term payoff but such plans are risky. The Princess usually ends up running against one or more of the vested power groups within the World of Darkness.

Other Princesses just like to share their magic with people. Granting the powers of a Sworn to a beloved friend or family member can help another understand the Princess' new life and preserve the bond between them. It is unfortunately not that uncommon for a friend or family member to be jealous and giving them some power can help smooth things over. A Princess who worries for her loved one's safety can do worse than giving them the power to run away at superhuman speeds, or to work the magical defences around their shared home.

Among the Radiant Courts most Sworn got their position by sharing a close bond with a Princess. A friend, a family member, a rescued civilian who's gratitude blossomed into friendship and loyalty. Creating and supplying a Sworn is a big investment, and working closely with someone often means they'll learn your secret identity, so the Radiant have two good reasons to select someone they trust. Besides, when you think with your heart it often tells you to chose someone you care about.

In Alhambra Sworn have served as a vital and prestigious pillar of society. The kingdom of Tears possesses vaults filled with Bequests, some dating back to the Kingdom itself. The Queen can produce Sworn in greater numbers than a Princess (but even her capabilities isn't infinite) and the reuse of old Bequests means the Court of Tears is able to maintain a large standing force of Sworn. Alhambra's civilisation depends on Sworn, Bequests and magic much as we depend on technology.

The armies of Storms also make much use of Sworn, who seem to form spontaneously from ordinary people who hold Tempesta's fury in their hearts. These Sworn seem to be self sufficient, but lacking

Bequests their powers are limited.

The rarest kind of Sworn is an deliberate attempt to redeem someone by using Sensitivity to show them the truth of their actions. This is rare not only because creating a Sworn is a significant effort, but also because no one can become a Sworn without giving full and informed consent. Still people who believe their actions to be just may well consent to Sensitivity.

The Nature of a Loyal Companion

Sworn draw their power from their Queen. When they act in accordance with their Queen's Philosophy, they can feel their magic grow stronger. And when they act against it, their powers weaken. Every Sworn follows a Queen and may purchase that Queen's Invocation at an out of affinity rate. Sworn also have access to practical magic based on their Court, but their powers are less potent than a full Princess' (and yes, the Court of Mirrors offers no useful Practical Magic to it's Sworn).

Sworn can use Bequests, they roll one die to transform a Bequest.

Sworn may travel to the Dreamlands but (barring the Dream Traveller Merit) they require the Girl Underground Condition or a Princess to show them a Crawlspace entrance every time. Once they have seen a Crawlspace entrance they use the same mechanics as Princesses; though they lack the ability manifest Regalia.

Sworn have a Wisp pool equal to Integrity. They may regain Wisps through the Dedication Merit, alternatively any Princess of the same Court may transfer Wisps through a ritual that re-confirms the Sworn's oaths. The ritual requires a minute to perform, and the full concentration of both parties.

A Sworn may leave the Queen's service at any time, becoming mortal once again. This may be a precursor to joining another Court. Experience spent on traits inapplicable for mortals are refunded.

For mechanical purposes a Sworn qualifies as a normal mortal under an enchantment. A supernatural power that detects supernatural beings will not register a Sworn, but one that detects the presence of active supernatural effects will. Powers that detect the Light will also detect a Sworn.

Finally Sworn suffer from Sensitivity, with a base of one die. Sworn use Integrity in place of Belief to calculate the effects of Sensitivity.

Character Creation

Sworn begin play with a single dot in their Queen's Invocation. In all other respects they are created as regular mortals.

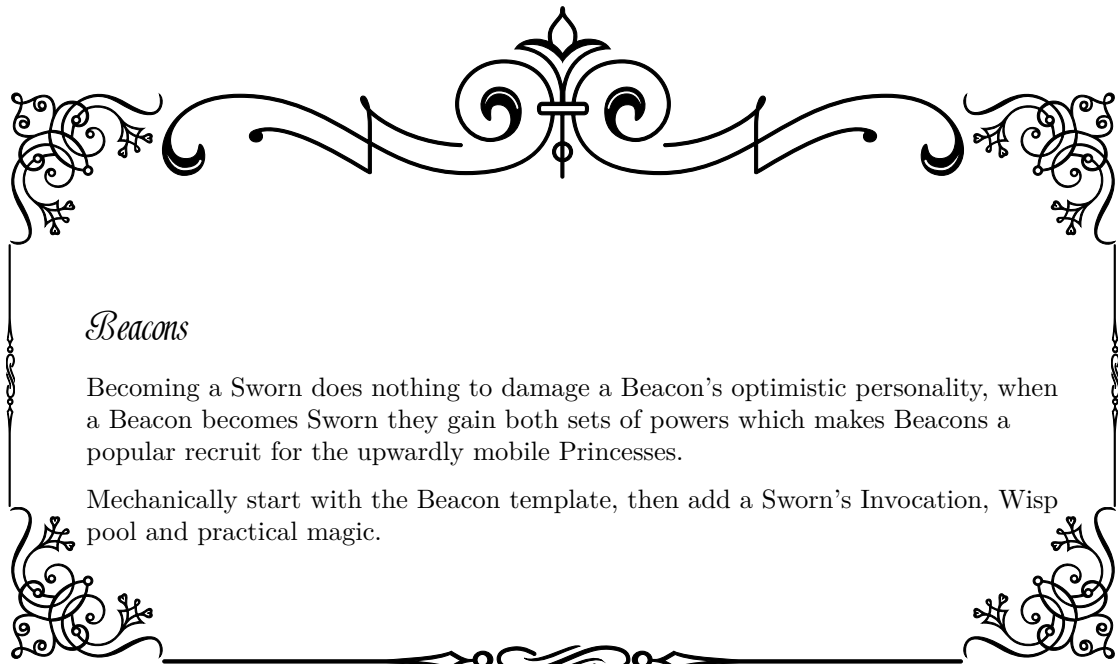
As an optional rule the Storyteller may allow protagonist Sworn to begin play with five bonus merit dots which may be spent on supernatural abilities, be they innate abilities like Dream Traveller or Bequests.

Practical Magic

Sworn use a different set of Practical Magic than Princesses:

- Clubs: The Queen of Clubs teaches her Sworn that Harmony comes from adapting to their surroundings. At any time they may spend a Wisp as an instant action to gain a Merit appropriate to their surroundings. He could acquire Danger Sense in a jungle or Scientific Rhetoric in a university but would be hard pressed to do the reverse. Merits acquired in this way cannot be supernatural in nature or represent an external asset like Allies or Resources. They will last until the end of a Session a Sworn may only create up to Legno dots of Merits at any one time.
- Diamonds: The Queen of Diamonds cannot give the power of magic to all her people, so in it's place she grants the powers of technology and intellect. A Sworn of Diamonds can spend one Wisp to add his Acqua to a single roll to create equipment. This does not include Jury Rigging but it does include abstract equipment like plans and repositories.

- Hearts: As a Princess of Hearts acquires positions of leadership and responsibility she is sure to want lieutenants that she can trust. A Sworn of Hearts may spend a Wisp to add the lower of their Status and Terra to any roll where they are acting to fulfil their duties within an organisation represented by the Status Merit.
- Spades: The Queen of Spades is an egalitarian above all else. Her Sworn are taught the same principals as her Nobles, within the limits of their magic. By spending a Wisp a Sworn of Spades may add Aria to one roll to create a false Clue or tamper with an existing Clue. They may also spend a Wisp to add Aria to an Athletics, Stealth, Streetwise or Subterfuge roll to get out of trouble but not on a roll to get into trouble. So they couldn't boost their Stealth to sneak into a secure building, but they could boost their Stealth to sneak back out again.
- Swords: Love knows no distance, and a Princess of Swords is always there to help her Sworn. By spending a Wisp a Sworn of Tears may add one third (round up) of the Transformed dicepool belonging to the Princess who Swore them in to any roll where she is the Primary Actor. This bonus is reduced by Intimacy, and though a Princess may have many loves she can still only be in so many places at once. Each trait may only assist one Sworn per turn. Naturally this power does not work if the Princess is already a Secondary Actor to the roll.
Example: A Sworn rolls Wits + Investigation and spends a wisp, adding one third of his Princess' Transformed Wits + Investigation as bonus dice. In the same turn another Sworn created by the same Princess spends a Wisp while rolling Wits + Empathy. he only adds a third of the Princess' Transformed Empathy. Both Sworn reduce the bonus dice by Intimacy to a minimum of -0.
- Tears: As the Sworn of Alhambra protect their city they in turn are protected by the Queen of Tears. A Sworn of Tears may use Holy Shield just as a Princess can.
- Storms: The Queen of Storms' transformation lets her bestow greater gifts to her followers than any other Queen. This, and her laser focus means her Sworn share the same Practical Magic as Princesses of Storms.
- Mirrors: The True Heir has no need for assistance, and her sworn may cheer her on while she takes care of any problems. Consequentially the Sworn of Mirrors have a notably inferior Practical Magic: So long as they can see the Princess who swore them in a Sworn of Mirrors may spend a Wisp to add a single die to any roll made by that Princess.



Beacons

Becoming a Sworn does nothing to damage a Beacon's optimistic personality, when a Beacon becomes Sworn they gain both sets of powers which makes Beacons a popular recruit for the upwardly mobile Princesses.

Mechanically start with the Beacon template, then add a Sworn's Invocation, Wisp pool and practical magic.

Shikigami

“This symbol seems familiar. Do you think they took it from Andarta or did my memory of Andarta come from here?”

“Maybe it’s just a coincidence. It’s a stag, lots of people put stags on their logos.”

“Mhmm. You can tell their only interest is money, the reception is marble and polished wood but the staff work in dark and cramped spaces. You should talk to their leader, it will be educational for you.”

“Don’t be silly, there’s no way they’d let me in there.”

“Of course they will, you’re royalty. Making yourself belong anywhere is an easy Charm, but if you don’t believe you have a right to talk to CEOs you’ll never convince anyone else. Just walk in there like you know where you’re going and have every right; otherwise I’ll have to eat all those sweets you think you’ve hidden in that empty shoebox.”

The Kingdoms may be fallen, the power of their mighty armies and enlightened Queens might only exist within the Dreamlands, but they still have their skills and experience.

Shikigami are Dreamlanders who have formed a symbiotic bond with a Princess. Her magic sustains the Shikigami allowing it to remain upon Earth indefinitely, in return it aids her with it’s knowledge and magic reflected from her Light.

Most Shikigami were originally inhabitants of the Kingdom. They were men and woman of learning and renown who have pledged to aid the Nobility as they once did long ago; and yes, this does mean that in theory any living person could become a Shikigami but that almost never happens.

Those Shikigami who didn’t come from the Kingdoms were just a regular Dreamlander who was persuaded to accompany a Princess to the waking world (and that the waking world exists). The real world may not add up like a mystery novel, but the astral reflection of Sherlock Holmes is still a great detective.

When the Release took place the Queens had plenty of time to prepare for the newly free souls to be born and grow until they were capable of Blossoming. Their agents scoured the Dreamlands for signs and portents and when they found omens of Nobles or future Nobles they permitted trusted advisor’s to possess animals so that they might find and offer tuition to young Princesses.

These days the loose Princess community shares the responsibility for finding freshly Blossomed Nobles and bringing them up to speed with Shikigami. Many Princesses are introduced to their Court by an experienced Princess or independent Shikigami and given a chance to meet potential candidates and choose her own full time advisor. As Nobles on Earth are able to meet their advisor in the Dreamlands there is rarely a need for Shikigami to inhabit animals. Today most Shikigami are inhabiting action figures, dolls, or plushies.

The Nature of a Cute Mentor

A Shikigami contains the mind, but not the power, of an astral being woven into a physical shell by a tapestry of Light. While in this form they gain many of the powers a Princess possesses, just so long as they remain allied to a Princess who sustains them. Shikigami who possess an animal share their mind, as sentient and experienced beings their personality is dominant but many develop powerful but harmless vices such as excessive napping, a sweet tooth or chasing pieces of string. Even Shikigami who inhabit artificial animals such as teddy bears are affected by the astral resonance of their new body, usually to similar results.

Despite their unusual body, a Shikigami is treated as a regular character with the full spread of Attributes and Skills. The Size modifiers (see page 237) remain in permanent effect for a Shikigami. Unlike an animal, who’s Attributes are designed to reflect a creature of their size, a Shikigami must pay extra and overcome the penalties if they want to pack human strength into a doll sized body.

All Shikigami have the dexterity of eight fingers and opposable thumbs in their mouth, paws, tail or whatever. If they are being observed Larcanay rolls are required to make this look like anything other than blatant magic.

Shikigami can swear themselves to a Queen. They may then learn her Invocation at an out of affinity rate and use Practical Magic as though they were a Sworn.

All Princesses have an innate ability to form a bond to a Shikigami, and much of a Shikigami's power depends upon this bond.

Shikigami are skilled travellers of the Dreamlands, they use the same rules as a Princess except that whenever the Princess' Inner Light is added to a dice roll the Shikigami instead gains a flat +3 bonus. A Shikigami's Transformation protects against the gales, just like a Princess'. So long as a Shikigami is within the Dreamlands they may sever all ties to their bodies and Dedication to the Nobility and return to being a normal Dreamlander. A unique ability of Shikigami is to see and, if invited, enter the Crawlspace of any Princess they are bonded too. They can navigate the Crawlspace as a Teamwork action and when travelling to the Dreamlands either character can be the primary actor and use their own Intimacy to the destination. This makes Shikigami uniquely qualified to help a freshly Blossomed Princesses reach the Queens.

So long as it is bound to a Princess a Shikigami can Transform, and has access to Transformed Attributes and Skills. A Shikigami's maximum dots in a Transformed Attribute or Skill, and their maximum total Transformed dots, are both defined by the highest Inner Light among all the Princesses they are bonded too.

Shikigami have a Wisp pool equal to their Integrity. Shikigami automatically gain a Wisp every time a Princess they are bound too gains a Beat from an Aspiration or Dream (Dreams grant one only Wisp, not one for each kind of Beat). Princesses can also transfer Wisps directly to their bonded Shikigami, this requires a physical contact and a minute. While touching is sufficient, petting, grooming or playing makes it easier. Without a Bond a Shikigami has no natural way to regain Wisps and must rely on somebody who knows the Charm Charge.

While Transformed a Shikigami can use Charms, however the maximum Charm rating a Shikigami can learn is limited by the highest Inner Light among the Princesses a Shikigami is bonded to. At Inner Light one a Shikigami can learn one dot charms, every two Dots of Inner Light increases this limit by one. Shikigami have no affinity for any Charm trees.

However the last and greatest ability of Shikigami is that they serve as magical relays for the Nobility. Any Princess bound to a Shikigami automatically has an Intimacy equivalent to Love to that Shikigami and every other Princess bound to her. Taken as a group they have a Commonality of Dedicated.

Character Creation

Shikigami are created as an ordinary mortal character, except that their starting Size is somewhere between 1-3. Most are animate dolls, plushies or small animals. Shikigami can buy dots of Transformed Size, one point of Transformed Size costs one Merit Dot. A Shikigami can buy enough Transformed Size to reach Size eight, and no more.

If Shikigami is a player character he starts play with one free dot of White Rabbits, as astral beings Shikigami are intimately connected to the Dreamlands. NPC Shikigami experience prophetic dreams whenever the Storyteller wishes.

Shikigami may buy physical abilities for their body as Merits. A Shikigami with wings can fly at it's usual speed for four merit dots, one with sharp teeth or claws may buy damage zero or one weapons for one or two Merit dots respectively. Physical abilities that emerge or enhance when a Shikigami Transforms should be represented by acquiring Charms.

Finally Shikigami being play with five points of Experience which they may spend upon Merits (including physical abilities), Transformed Abilities or Skills, Charms or Invocations.

Binding a Shikigami

Every Hopeful has the ability to form a bond with an inhabitant of the Dreamlands. To do this a Princess two things. The first is a Dreamlander who is willing to travel to Earth with her and who has

a Rank of 5 or less (former inhabitants of the Kingdom don't have a Rank but they all qualify except the Queens). This is usually quite easy, the Dreaming Kingdoms have institutions whose soul purpose is to match Princesses with potential Shikigami.

The second thing is a body for the Dreamlander to inhabit. Usually this means a doll or a plush toy. An animal can also be used but inanimate objects are favoured for ethical reasons. The body should resemble the Dreamlander, usually this means a thematic resonance, such as a toy fox for a shrewd and cunning Dreamlander. However if the Princess finds a Dreamlander who actually is a talking fox then naturally a toy fox will make an appropriate body regardless of his personality.

When the Princess has both a recruit and a vessel for him she must go to the Dreamlands while her sleeping body cuddles the vessel. Then the Princess can perform the rite of binding upon the Dreamlander.

Action: Extended, Inner Light + Presence (10 minutes/roll, threshold = 3x Dreamlander's Rank, 6 successes for former inhabitants of the Kingdom) *Cost:* 1 Willpower

Dramatic Failure: The Princess wakes without transforming the vessel. She can never make this Dreamlander into a Shikigami.

Failure: The Princess makes no progress. If she fails to bind the Shikigami she gains the Stuck Magic condition.

Success: The Princess makes progress. If she reaches the threshold the Dreamlander becomes a Shikigami, he takes on some of his new body's nature and in exchange gains the ability to travel between Earth and the Dreamlands at will.

Exceptional Success: The Princess makes great progress.

Suggested modifiers: the vessel is appropriate for the Dreamlander (+1 to +3), the vessel is inappropriate for the Dreamlander (-1 to -3)

A Princess may only be bound to one Shikigami at a time; The Charm Astral Companion allows the Nobility to invite Dreamlanders to Earth she may still only share the Shikigami bond with one of her companions.

If a Princess meets a Dreamlander who's visiting Earth with the aid of the Charm Astral Companion (or through some other means) she may use the above roll to create the full bond without needing to visit the Dreamlands. If the Dreamlander is already inhabiting an object or a small animal halve the required successes.

Chapter 3: The Power of Love

*I never renounce my feelings. True Love can not be taken away by anyone.
—Sailor Moon*

A Princess is still human, and she is able to use all of humanity's varied and dangerous talents to her own advantage. A Princess is also magical, and she is capable of focusing her hopes and beliefs into all sorts of unique and potent advantages.

In this chapter we present all the unique abilities possessed by the Enlightened, from the magical Charms they wield to new Merits.

Echoes

The name you choose is a promise, and the Enlightened have chosen the name "Noble." The Radiant know they are the example, they literally cannot help it, and so they have promised to be a good example. When a Noble is at her best people take notice, they are impressed and want to imitate her. When a Noble loses heart people notice and it scares them.

This is magic, but only a little bit. A Princess' Inner Light makes her every action, good or bad, shine brighter. Human empathy does the rest.

Whenever the Princess fulfils one of her Virtues roll Belief. On a success everyone who witnessed the Princess takes the Inspired condition which they may use on any roll to act in accordance with that Virtue.

However if the Princess has a clear opportunity to fulfil her Virtue and chooses not to do so she must also roll Belief. If she fails the roll then everyone nearby takes the Shaken Condition unless they Succeed on a Composure + Supernatural Advantage roll.

As a rule of thumb Echoes don't provide Princess' with any advantage over their antagonists or enemies. If a police officer forces a vigilante Champion to stand aside for the authorities he won't be Shaken by her hurt feelings. Her feelings will be more noticeable but the officer's own belief in the importance of due process is more than enough of a shield. This goes double for people who actually want the Princess to suffer, while some Princesses have witnessed their enemies having a "my god, what am I doing" moment any Princess who expects or relies on her Echo protecting her from her enemies is an idiot. If you prefer more defined rules for when a Princess' Echo can help her against her antagonists: A character who triggers a Princess' Echo by acting in accordance with their Virtue or Aspirations (or equivalents) will not be Shaken by it.

Princesses have their Echo in their mundane identity.

Transformation

The most essential expression of a Princess' power is the ability to transform. She calls on the magic she's gathered to herself and assumes the form of her "perfected self", an idealized version of herself unfettered by this world of sorrows. Although she can only maintain this immense power for a limited time, a transformed Princess is a force to be reckoned with.

The first time a Princess transforms is called her Blossoming. This is an unconscious act, usually in response to some great need or danger. After her Blossoming, a princess' Phylactery will manifest. This is the physical representation of the power sealed away inside of her, and may take the form of any small simple object. She must have her Phylactery with her later to transform. When a Princess wishes to transform, she has two options: she may either spend a Wisp or make a transformation roll. If she spends a Wisp, she transforms automatically, as a reflexive action. The transformation roll is Belief + Inner Light - Shadows.

Dramatic Failure: The Princess' Phylactery disincorporates. She must spend a Wisp and a Willpower point to resummon it, which takes a full round and requires her absolute concentration.

Failure: The Princess fails to transform and spends the full round.

Success: The Princess transforms as an instant action.

Exceptional Success: The Princess transforms as a reflexive action.

A Princess can return to her ordinary self at any time as a reflexive action. She must de-transform if she spends her last Wisp, or when she falls asleep. Also, transformation grows harder to sustain as time passes. When a Princess reaches the end of a scene transformed, or after half an hour spent transformed, she rolls Belief + Inner Light:

Dramatic Failure: The Princess returns to her mundane self and her Phylactery disincorporates. She must spend a Wisp and a Willpower point to resummon it, which takes a full round and requires her absolute concentration.

Failure: The Princess must spend a Wisp to remain transformed in the next scene, or the next half-hour, and future rolls to remain transformed take a -2 cumulative penalty until she ends a scene in her mundane self.

Success: The Princess remains transformed at no cost.

Exceptional Success: The Princess remains transformed, and need not make this check at the end of the next scene, or for a full hour.

While transformed, a Princess has full access to all of her Charms and abilities.

Phylacteries

Every Princess has a Phylactery, a physical item that symbolises exactly what being a Princess means to her. A Phylactery is also the source of a Princesses power to Transform, she must activate it, open it, apply it to herself, or at least touch it if she wishes to Transform, this limit affects anything described as a Transformation action. Many Phylacteries also Transform with the Princess, becoming larger and more ornate or becoming the Regalia linked to a Charm strongly associated with her duties (a Phylactery is simply a specialised piece of Regalia and share most of their rules). The rest remain as they are, but are incorporated into her Heraldry.

A Phylactery has a Durability equal to Inner Light and a Structure equal to Belief, typically it will have a Size of 0 - 2. If her Phylactery is destroyed or lost, the Princess can recreate or resummon it. She must spend a Wisp, a point of Willpower and concentrate for a full round.

If another was to steal a Princess' Phylactery they would be unable to use it, but they would be able to target the Princess through an unbreakable Intimacy link with a strength equivalent to love. Fortunately any technique that would cut the connection Princesses use to summon her Phylactery would, by definition, destroy it.

Dual Identity

One aspect of the Hopeful's transformation is subtle but amazingly convenient: the mundane and Transformed selves always appear to be different people. Even if the two identities look as similar as Clark Kent and Superman differences in a Princess' posture and bearing, and powerful supernatural protection, will make the very idea that they are the same person laughable. A simple perception roll never reveals a Noble's two identities are connected, nor can a simple subterfuge or empathy roll uncover the Princess' deception when she claims to have only one identity.

Learning a Princess' secret identity requires iron clad proof, such as witnessing the Princess Transform with your own eyes. If the proof is solid but not iron clad, such as finding the Princess mundane identification in her Transformed self's possession, the character may make a roll to uncover her identity there and then. Usually this is a Contested Wits + Empathy vs Manipulation + Subterfuge roll as the Princess makes her excuses.

The investigator rolls Dramatic Failure: The investigator dismisses his evidence entirely, and takes the Incredulous Condition making future attempts to identify that Princess even harder.

The Princess wins the roll: The investigator fails penetrate the Princess' dual identity. But gains a Clue that will help in future investigations.

The investigator wins the roll: The investigator he identifies the Princess correctly.

The investigator wins with an Exceptional Success: The investigator also takes the Informed Condition regarding the Princess.

If the Princess rolls an Exceptional Success downgrade her rivals result by one step: Exceptional Successes becomes Successes, Successes becomes Failures and Failures become Dramatic Failures. On the other hand if the Princess rolls a Dramatic Failure then upgrade the witness' result by one step.

If the investigator doesn't have a smoking gun the only other way to uncover the Princess' identity is to undertake a full investigation which requires at least five Clues to uncover the truth. More if the Princess has the Veiling Merit. A Princess should be careful because just as her enemies might investigate her Transformed Identity in the hope of finding out her secret, worried friends, truant officers, or a Princess' mundane enemies might instigate to find out where her mundane identity keeps disappearing off too.

If the players are investigating a Noble antagonist they can use the rules for investigations as written (Chronicle of Darkness p79). Unless they are distracted or dissuaded from continuing they will eventually succeed. The question is how long it takes and what dramatic complications they face on the way and as a result. But if the Princesses are the ones being investigated some tweaks will be needed: For player characters every Clue should be directly linked to a mistake they made on screen. If the Princess sneaks away to the bathroom just before her Transformed identity enters the room one too many times that could create a Clue. If she makes a call on her cell phone from somewhere her mundane identity has absolutely no business being but her Transformed identity is known to have visited that's a Clue. If she leaves some of her mundane identification behind while Transformed that is definitely a Clue.

Unless the players have gotten extremely careless Storyteller's should avoid having a supernatural antagonist follow the Princess back to her mundane life. Instead as the Princesses create more Clues you should show signs of the investigation progressing: People that the Princess helped in the past warn her about people asking suspicious questions. A surprising amount of vans are parked near areas the Princess is known to frequent in her Transformed identity. The Princess' mundane identity might even be interviewed as a potential witness. If nothing else makes sense one of the players could have a prophetic dream warning her that she's under investigation. This gives the players a chance to cover up their tracks, or if they can't remove the clues, at least do something to throw doubt upon them.

A careful balance must be struck. Players should not be able to play fast and loose with their secrecy identity and then cover everything up at the last moment. But at the same time friends, family, and having a mundane life are thematically important to Princess, so if the friends or connections of a Princess' mundane identity are harmed the players should *always* think "this is fair, this happened because I screwed up." That said if the players befriend a someone with supernatural traits in their mundane identity then that character will naturally remain exposed to the occult world and it's dangers. Even beacons, who cannot hide their Light like an unTransformed Princess, can find themselves targeted by the Darkness.

Storytellers could consider tracking major blunders like talking about your school while Transformed separately from minor events like regularly sneaking off to the bathroom to Transform, and using the first for serious threats and the latter as a justification to introduce low threat antagonists like snooping mortal youtube journalists for players to bamboozle or persuade. For serious threats a storyteller might consider withholding second chances if a player repeats a mistake that already caused them trouble, reducing the amount of breathing room players have to cover up old mistakes as the story progresses, or being especially harsh on mistakes made during an active investigation.

Supernatural powers that could reveal a Princess' identity are also blocked by the innate protections guarding a Noble's Dual Identities. Introducing an antagonist who's powers could discover and attack the Princess' mundane family without any mistake on her part will hardly qualify as a fair game. Any supernatural power that would outright reveal the Princess' identity will fail: Reading a Princess' mind will not reveal her secret or directly uncover Clues, though it might provide leads to investigate. Abilities that detect the presence of the supernatural, such as the Charm Reflected Light, will not detect a Princess in her mundane identity (which is unsurprising, without an external source of power like a Bequest or a Queen an unTransformed Princess only has her Echo, which is barely magical at all). Even abilities that specifically detect the presence of Light fail. An unTransformed Princess converts a little of her Light into her Echo and hides the rest safely in her Transformed self until it is time to use it.

However supernatural abilities can certainly assist in an investigation. Reading the minds of witnesses is more effective than interviewing them. Money the Princess handled in both identities could reveal a Clue under Psychometry. If a Princess covers her house with magical defences and someone else can sense that magic that is probably enough to earn a roll to identify the Princess there and then. An ability that detects the active use of magic could catch a Princess using Practical Magic.

Dual Identity and Intimacy

When targeting magic against a Princess Intimacy or similar traits such as Sympathy or True Names that connect to one of the Princess' forms does not connect to her in the other form. Even if the Princess uses the same name in both identities, there's a lot of people called John Smith and they all have a unique True Name. However if a Princess interacts with the same person in both forms her Intimacy can quickly reach parity in both identities, after all her feelings are (usually) similar in both identities. Even for those who know her secret, a Princess is still two versions of the same person rather than one person who uses a disguise. If a power is currently targeting a Princess through a Intimacy connection, Transforming automatically causes it to lose track of her.

Practical Magic

In addition to the immense power each Princess wields in her Transformed identity, the Nobility can also wield Practical Magic. A subtle magic that she can call upon in both her Identities. Which abilities a Princess possesses depends upon which Queen she follows and the details can be found under the relevant Queens.

Modified Merits

Mentor (-)

The Mentor Merit detailed in the World of Darkness Rulebook focuses on relations within mortal or supernatural society. While both of those can be of great help to a Princess, a further option is available to a lucky few Princesses: Personal mentorship from their Queen. Even though a Queen cannot leave the Dreamlands, she still has such a wealth of power and experience that she would be far beyond a five dot Mentor. However the Queens have many obligations that demand their time besides tutoring

a Princess. Therefore when applied to a Queen the Mentor Merit represents not her skill (rather than three skills, Queens can be assumed to have every skill. Even the Queen of Clubs has the raw intellect and magic to master computer programming in an hour or so if she was ever given a reason), but how much of her attention she will bestow upon the character.

As a general rule you may assume that for each Dot in Mentor you get at least one chance to talk with your Queen per Session. A chat can be just a few moments before the throne, but at high dots it can be significantly longer. After a consulting with your Queen you either gain the Advised condition or more direct clues about what you should be doing next.

When portraying the Queens the Storyteller should always remember that they have had no contact with earth for millennia and are consequently out of touch. Therefore no matter how many dots a Princess has in Mentor and no matter how important it is; the Queen of Hearts cannot reveal to her followers the innermost secrets of the Chinese political system. Instead she can teach the Princess how to discover such secrets herself.

A Princess must follow a Queen before she can place dots in Mentor in a Queen. Neither Storms nor Mirrors will serve as Mentors. A follower of The Queen of Tears cannot place more than three dots of Mentor into her Queen. The Queen of Tear's kingdom is under siege and conforms to the normal rules of time, she just does not have enough time to spare.

Zero dots: As a Princess you are always welcome to attend court, but unless you have important business your Queen will focus her attentions on those who do. When the players have an emergency they can usually get a chance to explain and some advice. The amount of time received depends on how serious the emergency is, and whether the Princess should be able to handle it or needs significant help. Remember that both of these are opinions and two Queens might see the same situation differently. The Queen of Swords considers loosing a boyfriend as roughly equivalent to a small crisis. Even her own followers often think that's taking things too far.

With one dot a Princess can usually get the occasional snatch of time whenever there is a lull in court proceedings. Enough time to talk about recent events or ask questions and get a brief bit of advice.

At three dots the Queen often has your name in the royal itinerary for time with you alone, or perhaps group sessions with your Nakama. You have the opportunity to talk at length about your progress in the war of hope and receive private tutoring. You also know what your queen is like when she has an opportunity to take off her crown, so to speak. Generally speaking a Princess with three dots of Mentor has something special about her that caught her Queen's eye. Something the Queen is especially keen to nurture. She may be the only Onceborn in the Court or have the largest following among the Queen's court. Perhaps she was someone the Queen respected in a past life or maybe the Princess works full time as one of the Queen's agents upon Earth and must report in often (This can be especially helpful for beginner players as it both justifies clear goals for the character and advice from the Storyteller).

At five dots the Princess is spending at least an hour or so with the Queen most nights, and if they don't show up the Queen may even get worried and send one of her other followers to check on the Princess. This level of attention is exceptionally rare and Characters who have five dots are either vital to the Queen's agenda or have an exceptionally strong personal connection. Perhaps the Queen believes the Princess might become a Queen herself and has dedicated herself to making sure it happens. The Princess may be the first Ambassador to a concept the Queen cares for greatly. Alternatively the Queen and Princess might have an immense personal bond of friendship, or maybe the character is the Queen's consort (though this is usually only an option for followers of Swords).

Retainer (••)

While Princesses have as much benefit from a normal human retainer as anyone else they may also seek out Beacons, accept the fealty of Sworn, or travel with Shikigami.

For a Beacon or Sworn, their magical abilities are basic add a single additional Dot to their effectiveness, and merit cost, as a Retainer, this remains true even when one person wields both the magic of a Beacon and a Sworn.

Shikigami who work side by side with or for a Princess can also be represented by the Retainer Merit. Since the typical Shikigami is a person of note in the Dreaming Kingdoms and has access to magic they're rarely worth less than four dots as a retainer. As a special rule a Nakama can split the cost of a Shikigami between them, after all one of a Shikigami's most useful abilities is serve as a magical relay

between all the Princesses it is bonded with. Shikigami who come and go as they please or who laze around the Princess' home and dispense advice or clues to drive the plot forward in-between binging on cakes and MMORPGs do not need to be represented by a Merit.

Sympathetic (◊)

Princesses are good, perhaps too good, at letting others get close. The Sympathetic Merit can be brought by Princesses for only one dot.

Taste (◊)

A Princess' Transformed self, and the Regalia she wears are the innermost expression of who she wishes to be. This expression is influenced by her culture, this is why Princesses in Europe who wish to be "pure" often have white as a prominent motif in their Regalia, while Princesses in much of Asia often wear white if they wish to work with ghosts. When used to study Regalia the usual questions answered the Taste Merit can be asked about the Princess herself. On an Exceptional Success gain the Informed Condition, applying to the Princess' self identity.

Drawback: Studying a person isn't quite the same as studying an object, the Princess can contest the roll with Manipulation + Subterfuge to cloud the issue. If the Princess disguises her regalia with magic the benefits of Taste are no greater than when studying the fashion of any other disguise.

Vice-Ridden

Princesses cannot take the Vice-Ridden merit. The worst examples of humanity simply don't Blossom.

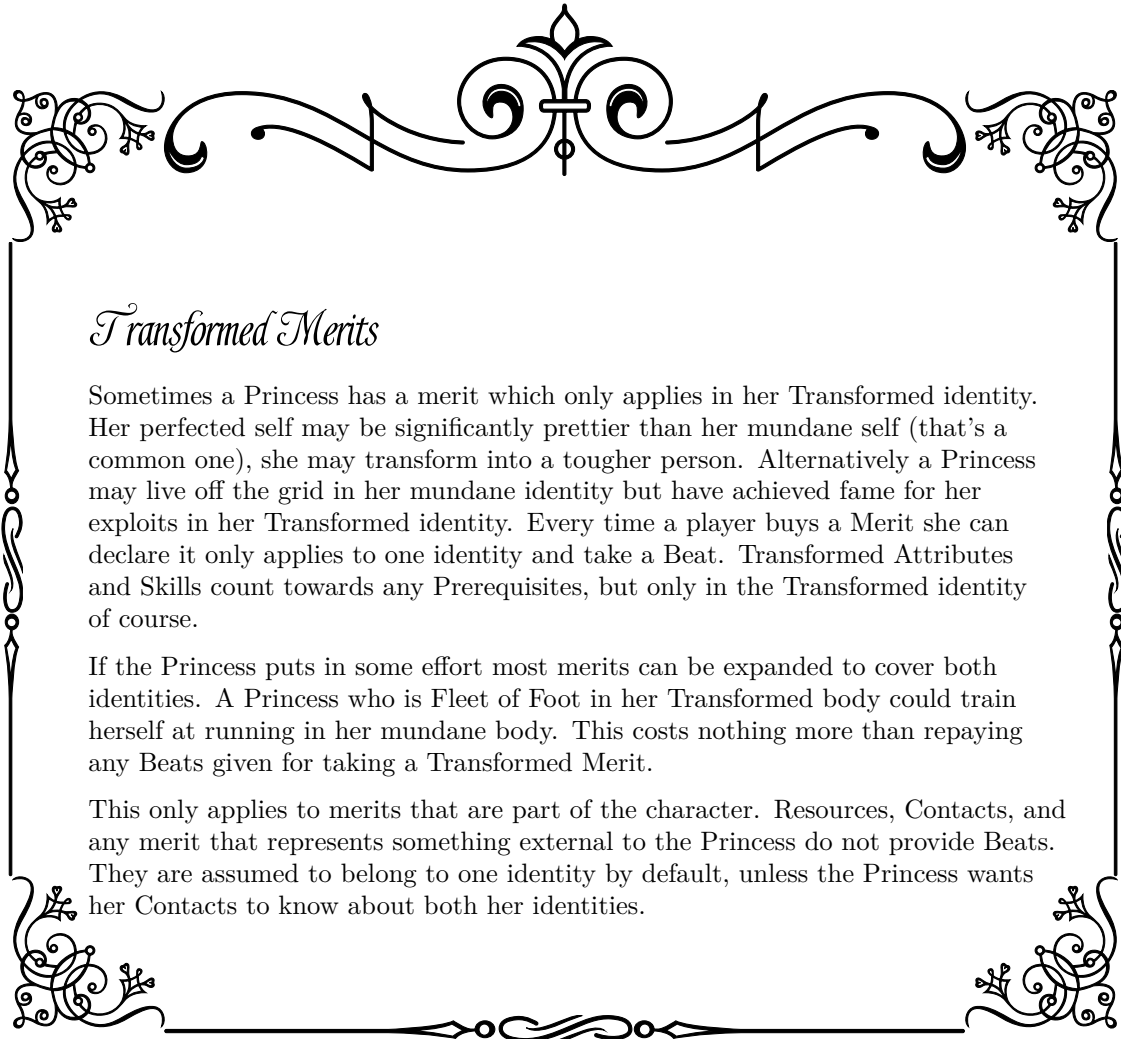
Virtuous

Being virtuous is a prerequisite for Blossoming, consequentially a second Virtue is part of the Princess template without requiring a Merit. Since a Princess already has two Virtues she may not take the Virtuous Merit.

Noble Merits

The Hopeful may buy Merits with Attribute or Skill prerequisites that they only meet when transformed. If they do so, they only gain the benefit of the Merit in question while in their transformed identity. You may convert transformed dots to mundane dots unlocks Merits with prerequisites in the mundane identity if the character's new mundane traits are high enough to support the Merit.

Below are new Merits related to the Princesses. Unless otherwise noted, all these Merits are reserved to the Hopeful.



Circle (• - ••••)

The human mind was not designed for large numbers. When the suffering of millions feels incomprehensible, you can turn to the small every day problems and triumphs of friends and family to remind yourself what you are fighting for. The Circle Merit represents healthy relationships between a Princess and her family, close friends, or mentors, who are ordinary mortals (not supernatural in any way.) The more dots a Princess has, the more or the stronger these relationships are and the healthier her social life is. Describe the people your character is intimate with when you buy dots in Circle.

Once per day a Princess with this Merit can spend an hour socialising with her Circle and regain up to (Circle * 2) - Shadows Wisps. She doesn't have to speak to every friend she has in an hour, like most people she probably has different friends or family members at different times.

Friends and family are good for more than Wisps, they also provide a support network which provides pervasive modifiers to Compromise rolls. A Princess with two dots of Circle gets +1 to all Compromise rolls, at four dots the bonus increases to +2, however a Princess with no Circle has a -1 penalty to all Compromise rolls.

Drawback: Friendships require investment, family is more forgiving but even a family relationship can grow distant. If a Princess goes a significant amount of time without socialising with her Circle she may lose dots.

Emotional Intuition (…)

People are always being told to follow their heart, and when your emotions are the source of magical powers following your heart can lead you right. Once per chapter you may ask the storyteller one of the following questions. Roll Belief, on a Success the storyteller answers truthfully. On a failure you get no answer. An Exceptional Success lets you ask a second question. If a character has been attempting to deceive the Princess they get a roll to contest any questions asked about them. Even if they are not present they can contest, the defensive roll represents any false impressions the Princess retains from past deceptions. The Storyteller should roll the target's Manipulation + Subterfuge in secret. If the target wins the answer is what they would want the Princess to think.

- How will this character react to this action?
- How does this character feel about this thing?
- How does this character feel about that person?
- What is this character hoping to achieve?
- Can I trust this character?

Iaijutsu Kensai (..)

You have learned to use Transformation itself as a weapon, manifesting your Regalia mid-motion to catch your foes by surprise. Whenever your Kensai weapon is not manifested and you Transform reflexively you may roll Wits + Brawl or Weaponry vs Wits + Brawl or Weaponry. If you win you may make an attack using your Kensai weapon that bypasses your opponent's Defence.

A character who witnesses you using Iaijutsu Kensai is immune to it for the remainder of the scene.

Onceborn (..)

Available at character creation only.

A reincarnated Princess is sure to Blossom sooner or later, and usually sooner. For anyone else the requirements are much stricter and yet you qualified. You were born with a noble heart, you lived a life that pushed you to achieve ever greater heights, and you reached the Light itself.

Your lifetime of experience means your Belief begins at 8, not 7.

Drawback: You have no experience from past lives to call upon.

Palace (.)

There is a difference between a house and a home. A Palace is not a place to live, though a Princess may live in one. A Palace is a place with such an intimate emotional connection to a Princess that her magic works better there than anywhere else. A Palace automatically has the Consecrated Condition, which lasts indefinitely just so long as the Princess' emotional connection remains strong. Any additional benefits of a Palace may be represented by Merits such as Safe Place or Gallery, or as Equipment.

Palace Veiling (. to …)

Something odd happens to some Palaces, when its mistress deliberately associates her domicile with her mundane self and avoids associating it with her Transformed self. The effects of her Dual Identity seeps into her home, preventing others from connecting it to her Transformed Identity. Each dot assigned to Palace Veiling provides a -1 penalty to any attempt to find the location of the Palace when searching

for the home of it's mistresses' Transformed Identity. Searching for her Mundane Identity's home has no penalty. Anyone inside the home suffers the same penalty to notice any evidence of the Princess' identity. This is not infallible, a -3 penalty is not enough for her to greet guests in full Regalia and though she might get away with leaving her magic wand on her desk, don't risk it.

Charms that take advantage of the Palace's innate Consecration enjoy an even greater protection as though they were protected by the Grey Masquerade Charm. Passive supernatural abilities such as the Charm Reflected Light automatically fail while active abilities such as the Charm A Magical Girls Eyes must beat you in a Clash of Wills to notice any that take advantage of your Palace's Consecrated Condition. You add your dots in Palace Veiling to the Clash of Wills.

Finally a Veiling also serves to protect those inside from hostile scrying, penalising all attempts to scry into the affected area by the dots in this Merit. This does not stack with any other Merits that penalize scrying – apply the larger penalty if a character with such a Merit scrys upon a veiled Palace.

Palace Veiling has no effect on anyone who already knows both the Princess' two identities and has connected them to each other.

Royal Tongue (.)

Prerequisite: Sworn or Hopeful. It might be possible for other supernatural creatures to find a way to mimic its effects, but that would require the active use of powers (such as the Mind Arcanum or a Majesty Devotion), and so they cannot learn the Merit.

You know how to produce the Royal Tongue. You can use it to enhance your Charms.

As languages go the Royal Tongue is unique, it is quite possibly the densest language there is. Meaning is conveyed not just by words but also tone and the placement of stresses, two different words could be completely identical except for where it's grammatically acceptable to use them. A monosyllabic prefix or suffix can completely change a word within it's conceptual space; the Royal Tongue has over a thousand words for friend, (and just as many for lover or sister or brother) each defines the exact details of the relationship and not only do they all come from the same root word, they all sound like that root word.

The hardest thing to do with the Royal Tongue is speak a straight sentence. Between the grammatical rules and the enormous amount of information in every word a simple sentence like “thank you for helping” would, if translated into English, look like two paragraphs of flowery purple prose about the inherent virtue of teamwork. When asked how such a language came about the Queen of Hearts implied that it was deliberate, the Queen of Spades burst into laughter and the Queen of Diamonds (who's fluent in, and prefers, most Earthly languages) gave a put upon sigh.

Mortals can hear the the Royal Tongue but they cannot understand it. Many Princesses swear blind that the Royal Tongue uses magic as well as sound waves as a carrier to pack even more information into each word. The cost of this is that only Princesses, Sworn and Beacons can learn to understand the Royal Tongue. Beacons can't even speak it. To anyone else it sounds like someone singing in an unknown melodic language, the emotional intent comes across clearly but the words are incomprehensible. The Royal Tongue can't be recorded either, a Princess who hears a recording of the Royal Tongue catches at best the occasional word, it sounds as though someone has removed 40% of the syllables and all the grammar. This is considerably more confusing than it would be in a normal language.

The most useful aspect of the Royal Tongue is to enhance a Princess' Charms (Though some Troubadours insist it's use in lyrics and poetry is more useful... Deep purple prose is an acquired taste). If you spend a turn speaking the Royal Tongue, declaring that you will use a Charm on a target, and forcing the qualia, the experience and feeling of what you are about to do, into the musical speech, your activation roll for the power gains the 9-again quality.

Use of the Royal Tongue is a supernatural ability, and triggers the sense of individuals with Unseen Senses related to Princesses or the Light.

Second Calling (..)

Your character feels two Callings in her Heart. Choose a second Calling for her; she may recover Wisps from that Calling just as well as first, and she may follow Draems from either Calling.

She does not gain an extra transformed Attribute dot or affinity to any Charms from her second Calling.

Drawback: Your character is bound by the Oaths of her second Calling, just as much as those of her first - both sets of Oaths are breaking points for her.

Tomoyo's Touch (•)

Your character is unusually adept at manipulating her Regalia. When a Charm that creates Regalia specifies that it's parameters may be modified by a Transformation action your character can make those modifications, as well as switch which of that Charm's Upgrades are active, as a Reflexive action without needing to spend a Wisp or make a Transformation roll. She may do this once a turn, but when she does so she may affect as many pieces of regalia as she wishes.

Troupe Magic (•)

Prerequisite: A Commonality of Dedicated.

Your character belongs to a performing Nakama who've learned to reinforce each other's magic, as well as their vocals. You may perform Inspire Charms as a Teamwork action even with secondary actors who do not know the Charm providing the secondary actors are part of your Nakama.

Unfinished Business (• - ...)

Something in your character's past life still haunts her, and when an opportunity to address the issue arises (which usually means tracking down the reincarnation of someone else involved) your character's past self may replace her current personality for a short while. Once per Session, while you are Transformed, you may elect to have your character's past self take over and peruse her goal. You get two experience points per dot of this Merit to represent the skills your presumably older and more experienced incarnation knew at the moment she died, you do not have to spend the experience the same way each time. If your past self causes a significant hardship for your present self, take a Beat.

Princesses who manifest their past self this way don't manifest all of their former self. In behaviour and attitude they are identical, but they are clearly people outside their own time. They have trouble forming emotional connections to present people or situations, which is extremely unusual for a Noble, and relate to the world as though they were just reading about it in a particularly dry history text book. They show a similar lack of concern about the fact they are dead. Only something which relates to her unfinished business or her own time can form an strong emotional reaction.

Not every Princess agrees with her past self and others simply don't have the time. Some find closure through therapy rather than a quest, and others seek inner peace through meditation or in their Crawlspace.

It is recommended that Characters with Unfinished Business also take the White Rabbits Merit as that ability makes a great way to provide clues to her Unfinished Business and find situations where you can bring out your character's past self.

If you resolve your unfinished business remove the Merit and refund it's cost.

Veiling (• - ...)

Some Hopeful's perfected selves differ so much from their mundane selves that they are excessively difficult to identify, even beyond the norm. A Princess with Veiling is one such; whenever an observer tries to connect her two identities, they subtract Veiling from all rolls, and each dot of Veiling adds an additional Clue as a requirement to uncover her identity.

If a Princess has Veiling and Anonymity the two merits have distinct roles. Anonymity makes it hard to find information about the Princess (or one of her identities). Once you have that information Veiling makes it hard to connect it to her second identity, or even realise she has two identities.

Common Merits

The following merits are available to both Princesses and mortals.

Bequest (••)

Prerequisite: Princess, Beacon, Shikigami, or Sworn

Your character possesses an object that contains a Charm bound within. This might have come from within your own soul, to be granted to another or used to boost your own powers, or might have been obtained on a quest to the Dreamlands. Some senior members of the Nobility (such that there are) make a habit of gifting trusted friends with them for, despite the cost, they can give a Princess access to powers that she might not otherwise be able to reach.

Every Bequest, like the Princesses, has two appearances: a mundane one from the vessel, and a glorious one from the Charm. And, like the Princesses, a Bequest's power can be used only when the Bequest is transformed. Transforming a Bequest is somewhat more difficult than transforming yourself; you can spend a Willpower point to do it reflexively (not a Wisp) or make a transformation roll of your Inner Light (not Belief + Inner Light.) A Bequest, once transformed, remains so for 1 scene. You need not be transformed to transform or use a Bequest, and you do not have to transform a Bequest yourself to use it.

Many permanent Charms grant bonuses to tasks falling within a Skill speciality; when one of these Charms is Bequeathed, the tasks it assists are fixed as the Bequest is made, and the character making it must have any speciality she puts into the Bequest. Anyone using the transformed Bequest as a tool gains the Charm's benefit within the speciality (or specialities) encoded in the Bequest, not on any speciality of his own. He does not get the +1 speciality bonus on actions the Bequest enhances, unless he has a relevant speciality himself.

Any of the Hopeful, whether transformed or not, may recognize a Bequest as such; she rolls her Inner Light the first time she touches it in a scene. Bequests also show up on an Unseen Sense for the Light.

Bequests based on permanent Charms apply their Charm's effect to the person holding them as long as they are transformed. Bequests based on activated Charms require the person holding them to pay the Charm's cost, and then release the Charm's effect. If a Bequest is based on an upgraded Charm, every upgrade included in the Charm applies every time the Bequest is used, and you must pay the upgrades' cost in full – a Bequest, unlike a Charm, is not flexible. If you have an Invocation that's compatible with the Bequest's Charm, you may apply it when using the Bequest, with the same effect as it would have on the Charm.

Some Bequests simply cannot be used by anyone without an Inner Light of their own (that is, Princesses and Queens); This includes Bequests that contain the Charms: Bequeath, Accept Fealty or Long May She Reign. Bequests containing an Avatar Charm cannot be used by anyone who does not have four dots in the related Invocation.

Many Bequests carry a pool of Wisps within themselves, which their holders can spend to activate them (but not for any other purpose.) The capacity of the pool is 10 Wisps. To add Wisps to the pool, the Bequest's owner has to carry out a duty while the Bequest is on her person, roughly equivalent to a duty of a Calling (and using the rules for them); the specific duty, and the dice pool the owner rolls, are fixed at the Bequest's making.

A Bequest's base Merit dot cost is equal to the level of the Charm (so, for example, Charge, a Govern 2 Charm, costs two dots), plus one dot per upgrade, plus one dot if the Bequest has a Wisp pool. For more details on Bequest creation, see the rules for the Bequeath charm.

Destiny (• -)

Your character's fate is a thread of gold in a tapestry of cloth. She may be fated to shake nations or just change her own family but in the cosmic scheme of things she matters, perhaps more than she will ever know, and the universe itself guides her actions down a fated path. You gain one point of Destiny for every dot in this Merit, spent points refresh at the start of every chapter. A point of Destiny can be spent before rolling to turn any single mundane roll into a Rote Action, or to reroll a single mundane action after you see the result of the roll, the second result stands.

When taking this Merit name your character's destiny, the storyteller may veto anything that doesn't fit the story. If your character successfully achieves her Destiny remove and refund this merit.

Drawback: Your character's success is not guaranteed. Every fate has a escape clause, a way that it might be prevented. This is the destiny's Doom. A person, object, situation or even a concept that can drag your character into a horrible fate. It either kills her, or leaves her alive and suffering. If the Princess doesn't like her destiny the Doom should be even worse. (See the Fate optional rule [CofD 177] for examples of Dooms.)

Mechanically if your Doom is active in the current scene you cannot spend points of Destiny. Beyond that it is up to the Storyteller to ensure that conflicts involving the Doom are climatic moments with high stakes for failure.

Entwined Destiny (...)

You were bound to another before you were born, and both events and your inmost will urge you towards a specific role in his life. When you take this Merit, choose the nature of your relationship with its subject – true love, rivalry, protection, loyalty, and enmity are all possible, and if none of these fit you may define your own, with the Storyteller's approval. You may also choose the subject's name and general nature, or leave that up to the Storyteller to decide. Once a scene, whenever you succeed in a significant task that plays into your destined role, you regain 1 point of Willpower. While there can be exceptions, nearly all occurrences of an Entwined Destiny are mutual, if you are destined to be somebody's rival they share an equal destiny to be your rival.

Entwined Destiny cannot directly influence an person's choices, but when you have this merit Fate will attempt to nudge you in certain ways. For example if you have an Entwined Destiny of love Fate cannot make you feel love. Instead Fate can and will create coincidences where you and your destined bump into each other in circumstances appropriate for heart to heart talks. If the destiny is natural it can also be assumed that your destined true love are compatible people, your destined ward will need a protector, or similar.

Drawback: In any scene when you have an opportunity to fulfil your destined role in dramatic action, and deliberately forgo it, you take a -2 penalty on all your actions until the scene ends. For example, if your destined rival challenges you, you must accept; if you discover your destined enemy's plot, you must oppose it; if your destined ward is in peril, you must rescue him.

Gallery (• - ...)

Humans are social creatures and Princesses even more so. A Gallery is a set up designed to help with anything from dinner parties to theatre shows. Each Gallery covers one Speciality. When performing any Expression, Persuasion or Socialise action which fits under a Gallery's speciality the Princess gets a bonus equal to the dots, so long as she inside the Gallery at the time.

Example. Princess Gwendolyn of Hearts wants the mayor to invest more in the town's cultural heritage. Gwendolyn has Gallery (• • Dinner Parties) and has invited the mayor to discuss her proposals over a meal. She gains +2 to all Persuasion rolls during the evening.

Locus of Destiny (.....)

Prerequisite: Destiny.

Your character's destiny is so potent that fate will not leave it to you alone. For every dot in Destiny you gain one free instance of the Entwined Destiny Merit, if you gain more dots of Destiny new companions or rivals will soon show up. The player and the Storyteller should work together to decide how the various other characters fit into your character's destiny. Your destined mentor or mentors could train you for the task ahead, while in a cruel twist of fate your destined rival could even be your destiny's Doom; forcing your character to overcome your fate in order to fulfil it.

Drawback: Your Destiny is especially hard to resist and with fate offering temptations even your closest companions can be surprisingly pushy or even unsympathetic if you act against your fate. At any time your character is trying to avoid their fate all characters who you have an Entwined Destiny with switch their destined role to "getting you back on track". Though they will do so in a manner that befits their personality, and thus probably their original role. When the character is once again moving towards their destiny everyone's destined role returns to normal. As always Fate cannot actually force your character's companions to turn upon you, but there is a world full of potential destined companions and Fate has a habit of picking ones who'll stick to the path.

Your character's destined companions will not intentionally push you towards your Fate's Doom. However their attempts to push you towards the destiny's conclusion may throw you into the path of the Doom. Their role is to keep you on track, regardless of whether your doom is planted right in the middle of the tracks or miles off to the side.

Lucid Dreamer (..)

Your character is aware of when she is dreaming and has the ability to act consciously within her own dreams. This is especially useful if someone else is inside your dreams, as it gives you the ability to interact with and oppose intruders. While in their own Dreams a mortal can roll an appropriate Mental Attribute + Integrity to perform any physical action imaginable. Whether that's imagining a gun and shooting an intruder with it or imagining the entire dream flooded with lava. A success is a success, dream guns and lava are equally powerful barring special circumstances.

Lucid Dreaming is common among Nobility, and even more frequent among their Transformed Selves. Maintaining awareness in the Dreamlands, a universal ability for Princesses, is not much different from remaining aware in a regular dream. When only the Transformed self is a lucid dreamer it is the Princess' Transformation within the dream, not her physical body, which applies. This means that a Princess who is attacked in her dream and instinctively transforms achieves lucidity.

While asleep a lucid dreaming Nobel uses Belief instead of Integrity, though most use their Charms instead as they are often significantly more powerful.

Mandate (• -)

Prerequisite: Princess or possession of a Bequest with a duty.

Every Calling has it's Sacred Oaths, the means by which a Princess feels is her duty to help the world. The Mandate Merit represents not an emotional connection to one's Calling, but a practical ability to fulfil it. Any Grace could take it upon herself to help the local bully apologise and make amends but she'll only come across so many bullies in a month. A Grace who works as a relationship councillor, she'll be seeing clients every day.

A Mandate, therefore, represents opportunities to help people that come along as part of a Princess' day without her having to go looking for them. A Champion could work on the police force, a Troubadour could have a popular blog where she posts poetry.

When a Princess buys the Mandate Merit, the player states how their character is in an advantaged position to make a difference. During downtime the Princess can fulfil her mandate, rolling an appropriate choice of Attribute + Skill - Shadows. Each success grants one Wisp and if the Princess' mandate is

appropriate to her Queen's Philosophies she gains a bonus Wisp providing she scored at least one Success. She may do this a number of times each day equal to her Mandate dots, each roll requires at least an hour or of work.

Drawback: A lot of Mandates are responsibilities as well as opportunities. A Mender who's parents own an animal rescue centre can leave the animals in her parent's hands while she goes of to deal with some Darkspawn. A Mender working as a Doctor at the local hospital will be in trouble if she doesn't put in her hours. Generally Mandates without responsibilities tend to be worth few dots.

The Storyteller is encouraged to see a Mandate as a way to start interesting plots, not just a time sink that keeps players from the adventure. Darkspawn victims could come into the hospital emergency ward. A police officer could assigned and interesting case, mundane or supernatural. A blogger might meet a fellow blogger who reports on supernatural events.

Regal Bearing (• to ••••, Style)

Prerequisites: Composure 3 Socialise 3.

Your character carries herself with an air of sophistication and grace. Whether she rubs shoulders with European royalty or commands respect by walking through the door of an inner city church in Sunday best there's no denying she is noble.

Figure of Authority (•) Your character was born to authority and wields it well, whenever she adds Status to the dicepool of a mundane action she gains an additional die.

Effortless Elegance (••) Your character knows every unwritten rule of manners. In a formal situation Socialise Specialities also provides their full bonus to Composure, so long at the roll is mundane and not supernatural. If the roll is Composure + Socialise the Speciality applies twice.

Stiff Upper Lip (•••) A gentleman is not a fancy suit and elocution lessons, a gentleman is a way of life and your character lives this truth. At any time you can spend a point of Willpower to lesson the effects of a Condition representing a mundane mental or emotional effect upon your character. For the remainder of the scene any dice penalties that Condition applies to Social rolls is reduced by Composure. This Merit cannot affect Conditions representing a supernatural or physical effect (such as wound penalties or intoxication).

Dry Wit (••••) Whether your character looks down her nose at the help or reminds the room that an old family name does not make a pompous buffoon into a gentleman; she does with such grace and subtlety that nobody can accuse her of impropriety without desecrating their own dignity. Any attempt to tarnish your character's reputation based on her words, but not her deeds, takes a penalty equal to her Expression. This bonus does not apply when her words provide evidence of her deeds.

Manners Maketh Man (•••••) Your character radiates authority and poise, she is a pillar of strength in times of chaos. Whenever your character begins Social Manoeuvring with a character who currently has a non-Persistent Condition representing a mundane mental or emotional effect they automatically open a number of doors equal to half their Composure, rounding up. This Merit provides no benefit when the target is suffering from Conditions representing supernatural or physical effect (such as wound penalties or intoxication).

Populist Rhetoric (• to ••••, Style)

Prerequisites: Presence 3 Manipulation 3.

Your character has been trained in making friends and influencing people. She might be a politician or a cult leader, even if she is not she sees words as tools to make people do what she wills. Such power can be used for both good or ill.

Anecdote (•) Your character brings up a heartwrenching story. Arguing against her is like arguing against little orphan Annie. Roll Presence + Expression vs Composure + Expression, on a Success your target has a -2 to social rolls against you on this topic for the rest of the scene.

Polispeek (••) Your character can talk at length while saying nothing. By spouting a never ending stream of ambiguous statements and platitudes you can dodge questions while appearing to give answers. When someone is debating against you, you may reflexively forgo your action for a turn to subtract twice

your manipulation from your opponents Persuasion or Expression rolls. This works best at stalling for time or when you can't win a debate and hope to simply minimise the scale of your loss.

Catch phrases (•••) People are naturally tribal and like a social chameleon your character can fit in anywhere by spouting catchphrases and speaking with the correct lingo. Once per scene you may spend a point of Willpower and gain a bonus equal to half her Subterfuge to all social rolls with a certain group. This cannot be done if the target group has Prerequisites your character does not meet, an adult could not join a teenager only group for example. Using this technique is not declaring loyalty to a group, in fact it's probably best to avoid doing so, but if she's good people will naturally feel more comfortable around her.

Drawback: By getting in with a group your character is placing herself outside other groups. She gains an equal penalty to those who dislike the group, for example if she creates a bonus with Republicans she'll take a penalty while talking to Democrats for the rest of the scene.

Encouragement (••••) Your character can convince people to associate what they like about themselves with herself. You try to treat all people politely, that's not because you're a good person. That's because you're a Christian/Liberal/Humanist/Feminist/Conservative. You can apply a variant of the Inspired Condition to your listeners, it may only be Resolved on actions in line with their Virtue but when it is resolved you open a door.

Rally (•••••) Your character can call play the crowd like a fiddle, alienating and isolating her opponent. Both your character and her opponent pick a social merit that gives you influence over people (Usually: Allies, Fame, Mystery Cult Initiation, or Status though others may be aloud. The people represented by that merit must be present, be they in the audience, waving placards outside or posting comments on the blog with the debate). Roll Presence + Persuasion + Merit Dots. For every (Targets Composure + Merit dots - your successes) rolls the target must spend one point of Willpower to keep going in the face of such hostility. This does not count as the target's one willpower per turn.

Example: Gwenaëlle is a columnist having a public debate about obesity with Desmond, the director of public relations in a greedy fast food chain. Gwenaëlle rolls Presence + Persuasion + her Status in the newspaper to fill her next column with catch phrases that sound a call to arms. She gains four successes. Desmond has a Composure of 3 and chooses to play his Status 4 in the corporation, getting subordinates to ghost write and give him some emotional distance. Every third roll Desmond loses a willpower as his corporate blog is hammered with aggressive comments by Gwenaëlle's supporters.

Scientific Rhetoric (• to ••••, Style)

Prerequisites: Intelligence 2, Academics or Science at 3 or at 2 with a speciality in academic methodology or practices.

For your character a debate isn't about winning or convincing others, it's about spreading the truth. Scientific Rhetoric works best against the open minded, even if your character loses the debate she learns something.

First Principles (•): Quantum nonsense, pyramid power, "I'm not a doctor but I play one on TV". People have been using scientific lingo to promote rubbish for years, to a real scientist it usually sounds ridiculous. As a reflexive action you may inflict a -1 penalty on anyone making an argument based on science or academics (the fields, not the skills). This does not work if their science is sound, assume that a speciality or three dots in a relevant skill confers immunity. Less for basic topics.

Citation (••): You don't need to prove your point, just point to someone else who has already proved it for you. You may apply the Library merit to social rolls, provided you have access to your Library and your conversation partner lets you fetch books. Internet access is worth +1, unless you have a Library of bookmarks to hand.

Just the Facts (•••): A quick tongue doesn't matter, for the facts speak for themselves. You may fall back to established facts, allowing you reroll one failed social roll per scene providing it is on a scientific or academic topic.

Burden of Proof (••••): You stand your ground and insist debate will be decided on the facts. Make a contested Manipulation + Persuasion roll (or a Presence + Expression roll when debating in front of an audience). If you win you and your opponent must use an appropriate mental skill (such as science or medicine for a debate on evolution) in place of social skills.

Scepticism (•••••): There is a reason reproducibility is one of the principles of the scientific method. After a social encounter has opened one of your Doors you can take the time to double check the other guy's claims. Is that salesman's product really the best in it's field? Make an extended research roll with a target equal to the dicepool used to the door. If you succeed that door closes again. You may only ever use this maneuver once for any door and it fails automatically if the claim you are investigating turns out to be true.

Spiritual Temperance (• to ••••, Style)

Prerequisites: Composure 3, Academics 2 or with a speciality in an appropriate school of thought.

Your character is attuned to the spiritual side of the world. She may be a Buddhist monk, a Christian monk, or simply read a lot of paperback philosophy. Her spiritual attunement helps him above the temptations of everyday life. Spiritual Temperance excels at resisting persuasion, it is least effective when directness is a virtue and against those who cannot understand it's hidden meanings.

Unclouded Eyes (•): Like the fool your character favours the simple explanation. She plays little attention to distractions or complex word games. Ironically this makes her exceptionally hard to fool, all subterfuge rolls against your character take a -1 penalty.

Cessation of desire (••): By focusing on the spiritual your character has freed herself from temptations. Mundane social rolls gain no benefit from tempting her with her vice.

Drawback: No vice means no Willpower. They player may choose for their character to indulge in their Vice but then the provider gains the usual bonuses.

Mediation (••••): Your character speaks peace to the world. So long as she gives her full attention to mediating a conversation all characters treat their impression as one level higher. As soon as your character stops the impressions return to their usual level. *Example: two people with an average impression can roll to open doors once per day, providing that each roll was made while your character is mediating.*

Drawback: Your character cannot use mediation when she wants to open a door herself.

Koan (•••••): Your charter tells a short story or gives a riddle with layers upon layers of hidden meaning and a kernel of wisdom hidden at it's core. Roll Expression + the target's Wits. On a Success the target gains the Informed Condition, however when they resolve the Condition open a door. Understanding and following your koan is another step along your path.

Inner Peace (••••••): Your character has risen above desire, she could live comfortably on nothing but rice and water. This lack of desire makes it incredibly hard to push her into anything. In any social roll where your character's only goal is to resist she may roll add Integrity (or Belief) to her dice pool.

Taint Awareness (••)

Prerequisites: Beacon, Sworn, Shikigami or Hopeful.

Your character's sensitivity to corruption from the Darkness is so finely tuned that she can perceive it from miles away. Whenever a creature of the Darkness enters our world from the Dark World, or the size or Severity of a Tainted area increases within Inner Light miles of your character (1 mile for a Beacon or Sworn) she is instantly and unambiguously aware of it. She may roll Wits + Sensitivity to acquire a sense of the direction and rough distance to the Tainted area or the place where the creature crossed over.

Some character's are especially sensitive, however these lucky or unlucky people have senses so refined that it is painful to feel an intrusion. You may, for the same Merit Dots, opt to have your character sense Taint or intrusions within Inner Light * 3 miles and gain a +3 bonus to determining the location and distance. If you do so you take the moderate version of the Sick Condition for one scene as you sense the Taint through a medium of nausea, headaches, uncomfortable periods, cramps or some other painful medium. The exception is if you are currently in your Transformed Identity, a Princess' magical body is better able to regulate supernatural senses.

White Rabbits (• -)

Prerequisites: The ability to travel to the Dreamlands.

Your Character has an especially strong connection to the Dreamlands; when she sleeps she is called to witness prophecies and portents applicable to her life and her goals. When her character sleeps for long enough to reach REM sleep, the player can declare that her character witnesses a prophecy in the Dreamlands or relieves a memory that contains relevant clues to the current story. Then, ask the Storyteller one or more yes or no questions about her character's life, surroundings, a task at hand, or the world at large. The Storyteller must answer these questions truthfully. Every Session the player may ask one question per dot in this Merit, they use all the questions at once or split them over several nights.

Mortal Merits

The following merits are only available to Mortals.

Dedication (• -)

Prerequisite: Sworn

A Princess' Light shines forth into the world and those Sworn to her service reflect that light becoming brighter themselves. Dedication represents one Princess who the Sworn respects and follows. The Merit's rating reflects the scale of that respect.

When the Sworn spends time with the Princess (or a Queen), either socialising or assisting with her duties, he may roll Empathy + Dedication once per scene or once per hour during downtime. Each success grants one Wisp, no more than Dedication Wisps can be gained in one day. If the Sworn is Dedicated to a Princess of the same court and assists her in a task that fits the court's philosophies then providing he got a single success on the roll he gains a bonus Wisp, this can take him to a maximum of Dedication + 1 Wisps per day.

A Sworn may buy this merit multiple times for Dedication to multiple Princesses. The daily limit applies to each Princess independently, however only one roll may be made per scene or hour.

Dream Travel (• or ...)

Prerequisite: Not supernatural

Your character has psychic powers, specifically he can project his mind into the Dreamlands. For the most part this uses the same rules as Princesses, spending Willpower instead of Wisps where appropriate. See the dreamlands appendix for more details.

There may be some small differences, some psychics might prefer to use meditation or concentration instead of REM sleep and so gain different situational bonuses to reaching the Dreamlands. The only significant difference is that psychics are not targeted by The Trap and so must discover their abilities unaided. A strong desire to escape regular life or a coincidence where someone with the gift decides to train themselves in lucid dreaming are the most common method.

The three dot merit allows the psychic to create a shield against the gales using the power of their mind, this provides the same protection as Regalia. The shield can take any form, from nothing at all to transforming into an astral avatar. However it looks the psychic may spend a point of Willpower to manifest their shield for the duration of a trip to the Dreamlands.

Dream travelling psychics may buy the White Rabbits merit. It is also not unknown for them to have additional psychic gifts, such gifts usually work in both Earth and the dreamlands but at the

Storyteller's discretion an exp discount may be applied if gifts that typically work in both worlds are modified to only in the Dreamlands.

Drawback: Doors allow travel both ways, your character is especially *accessible* to astral threats like Amanojaku. Hopefully he has the training or gifts to defend himself.

Secret Keeper (..)

Prerequisite: Player character

You know of a Princess' secret identity, and you've sworn above all else to honour her trust in you. When rolling to protect against any attempt to pry the secret from you, be it mundane or supernatural, you apply the Rote Action rule. This Merit may be taken multiple times to protect multiple Princesses.

Players who wish for their character to have a NPC secret keeper should invest in the True Friend Merit.

Blessed Places

HERE MEN FROM THE PLANET EARTH FIRST SET FOOT UPON THE MOON JULY
1969, A.D. WE CAME IN PEACE FOR ALL MANKIND

The classroom of an inspirational teacher. A humble yet gifted artist's studio. The best, hardest working hospital in town and the underfunded free clinic opening against the odds in the most deprived area. A truly welcoming and tolerant church. The laboratory tirelessly working on the latest disease to evolve and the library that preserves wisdom of ages gone by. These are the Blessed places, they stand on a legacy of the very best of humanity.

Anyone touched by the Light - any Beacon, Sworn or Noble - feels her heart lift when she arrives in a Blessed area, though she may not realize why. The Storyteller makes a Perception check, rolling Wits + Composure + Sensitivity - Shadows; if it succeeds the character notices the Light-touched quality of the place she enters.

Creating a Blessed Place

Blessed places are formed when attempts to improve the world are performed with true passion and great skill. This can be as general as making something beautiful simply for the sake of beauty or as specific as helping one single person. A single but extraordinary act can create a Blessed place all by itself while others are formed by gradual accumulation.

Blessed places have two attributes, their Size and the Beauty of their Blessings. The Size of a Blessed place is measured on the scale as of zero to five.

0 dots - Around the size of a person, a closet, bathtub or tiny bedroom.

1 dot - A small apartment or a cabin in the woods; 1-2 rooms

2 dots - A large apartment or small remote house; 3-4 rooms

3 dots - A converted church, warehouse or large house; 5-8 rooms

4 dots - A mansion, a clinic or a small region; 9-15 rooms

5 dots - A hospital, a neighbourhood, a large office complex; countless rooms

The Beauty of a Blessed place measures how powerful and numerous its effects are; each dot in Beauty supports one Blessing. Larger Blessed places are also more resilient; a Blessed place has a Hold track with a number of boxes equal to their Size +1. Most methods to damage the Beauty of a Blessed place marks Hold boxes. When the rightmost box is marked reduce the Beauty by one, remove one Blessing

and clear the Hold track. Blessed places recover from damage if left alone; clear 1 Hold box on each day that no Hold box is marked.

When creating a Blessed place the Storyteller should first imagine the person or people responsible. An artist motivated by his love of art? A scientist dedicated to discovery? A good Samaritan? See where their actions fall on this rough guide to how much Beauty may be created. A dot of Beauty costs 1 point; a dot of Size costs points equal to the new value of Size (1 point to raise Size from 0 to 1, 2 points to raise from 1 to 2, and so on.)

Action	0-4	5-9	10-14	15-19	20+
Selfless and genuine attempt to help others.	0*	0	0	0	0
... that inspires witnesses.	1	0*	0	0	0
... that directly improves a small town or village, or a small institution.	2	1	0*	0	0
... that directly improves a city, or a large institution.	3	2	1	0*	0
... that directly improves a country.	4	3	2	1	0*
... that directly improves the entire world.	5	4	3	2	1

0* means that a single act at that level gives no points, but repeating it many times can build up to a point eventually.

Actions that involve significant personal sacrifice count as one step downward in this table.

A Blessing can produce any one of the following list of effects. A Blessed place can grant most Blessings any number of times, within the limit of its Beauty.

- Attribute: Dice pools that include one Attribute have a +1 bonus.
- Skills: Rolls of two Skills take a +1 bonus; or, rolls of one Skill have a +2 bonus. An Attribute + Attribute dice pool, such as Perception, may be treated as one Skill.
- Specialities: Three types of tasks, each of the scope of a speciality, take a +1 bonus. These can be stacked, with one type taking +2 or +3.
- Pacifism: Characters with evil general intentions are find themselves unable to commit evil, reduce their combat dicepools by -1.
- Resistance: Characters with good general intentions are protected from supernatural powers. Increase either Resolve or Composure by (not both - pick one) when the Attribute is used to resist a power.
- Health: The Blessing aids recovery and bolsters the will to recover. Halve all healing times; this does not stack with supernatural powers that increase the rate of healing unless they are an innate ability for a supernatural creature. A Blessed place cannot have more than one of this Blessing.
- Willpower: The blessing bolsters the will to act. Characters acting with general noble intentions gain a free point of Willpower when entering the blessed place. This Willpower is spent first and vanishes upon leaving the Blessed Place. Blessed Places can only grant Willpower once per day to any person.
- Moral Fibre: Breaking Point and Compromise checks within the area take a +2 bonus if they were caused by the pursuit of a noble cause. A Blessed place cannot have more than one of this Blessing.
- Blessed Virtue: The blessing reinforces human nobility. Each time you take this Blessing chose one Virtue. Anyone within the Blessed place may fulfil that Virtue in addition to their own, but only if fulfilling the Virtue comes from a genuine goodness of heart: A judge who refuses to be threatened could fulfil blessed Righteous, but vigilante killer driven by hatred could not. As always you may only regain Willpower through Virtue once per Chapter. A Blessed place cannot have more than one Blessing of this type for each Virtue.

Sanctification

Mortals staying in a Blessed Place find good deeds easier and more rewarding. Over time this may lead to them learning to be a better person. Every time a mortal sleeps within a Blessed Place roll Beauty.

Dramatic Failure: The Mortal somehow disrupts the blessing. Mark off one of the Blessed place's Hold boxes.

Failure: Nothing happens.

Success: The character gains the Uplifted Condition with one point of Lux. If the character already has the Uplifted Condition increase it's Lux by one, up to a maximum of half Beauty (rounding up) or 5, whichever is higher.

Exceptional Success: The character gains two points of Lux, up to the normal maximum.

Beacons, Sworn and Princesses are effected in a slightly different manner.

Dramatic Failure: The Hopeful loses connection to the Blessing. For the next day they do not benefit from this Blessed Place.

Failure: Nothing happens.

Success: The player chooses to either gain Lux (as per a success for mortals) or remove Shadows: The player may immediately spend Beats to remove Shadows with a discount equal to the successes rolled. It costs a minimum of 1 Beat or Luminous Beat per dot of Shadows removed.

Exceptional Success: The player chooses to either gain two Lux or remove Shadows with a particularly large discount.

Dreamguard

Deep within the Dreamlands servants of the Darkness built a trap, a shining lure to lead Light away from the world but within a Blessed place that lure doesn't seem quite as tempting. A Character with the Girl Underground Condition will not enter the Dreamlands if they sleep in a Blessed Place. The Condition may expire without effect if they avoid the Dreamlands for long enough.

Protecting Blessed Places

Every Blessed place is a treasure, any Nakama with knowledge of one is sure to do their best to protect it. So what do they need to protect it from?

Taintings

Tainting and Blessed places cancel each other out weakening or even destroying the Beauty of a Blessed Place forever. When a Tainting is committed within Blessed Places roll Beauty - the amount of Taint created (as per the rules for Tainted Places) on a failure the Beauty decreases by the amount of Taint created; if there is any excess taint it forms a Tainted Place.

Symbolic Opposition

Every Blessed Place has cause, something beautiful people did that has left it's mark on the area. Actions which directly oppose this cause can cause the beauty to decay.

Example: Harriet is a true artist who's only motivation is to make the world a better place by creating things of beauty. Her dedication turns her studio into a small Blessed Place. If her studio passed on to another artist who saw art merely as a way to get money and prestige – going against everything Harriet believed in – then this could degrade and ultimately destroy the Beauty of her studio.

As a general rule assume that every successful roll, or successful extended action, which is directly opposed to the origin of the Beauty marks of one Hold box, but turnabout is fair play: every successful action which reinforces the ideals of the Blessed Place can clear one hold box providing it was specifically marked by Symbolic Opposition.

Physical Destruction

The power of a Blessed Place is held in the physical form: It is in the ancient stonework of a university whose scholars have added to mankind as a whole. It is in the trees of a forest where generations have found peace and strength. Destroying such things can damage a Blessed Place. If the physical place is changed enough that it is no longer recognisable as the same place, the blessings are destroyed.

Invocations

Invocations are Beliefs of the Queens. A Queen's light shines out onto the world and Princesses reflect that light to shine ever brighter. A Princess may buy up to 5 dots in an Invocation. Normally, when she activates a Charm, the Princess may apply one of the Invocations she knows to the Charm. This adds her dots in the Invocation to the dice pool for activating the Charm. In most circumstances this costs a Wisp, but each Invocation has a set of situations which reduce the cost. There is also, for each Invocation, a prohibition that a Princess should not break; if she does, she loses the right to apply that Invocation for a period of time, she may still use Charms that depend upon that Invocation as a Prerequisite.

Charms that don't require a roll to activate gain power from Invocations in other ways; for example, Barrier Jacket uses an Invocation to increase a Princess' armour. It is never possible to apply two Invocations to a single dice pool, or to stack Invocations in any other way. Some Charms, called Invoked Charms, are linked to one specific invocation. These are denoted by having dots in an Invocation, as well as a Charm family. A Princess may not learn an Invoked Charm unless she has sufficient dots in the relevant Invocation, and when using an Invoked Charm only the linked Invocation may be used to increase the Charm's potency.

Applying an Invocation is a reflexive action, and so a Princess may apply multiple Invocations within a single turn if she has the opportunity and has the Wisps needed to do so. She may apply the same Invocation as many times as she wishes.

Invoking For Willpower

Aside from adding power to Charms, an Invocation can inspire Nobles who strive to live up to its principles. What could be more encouraging than knowing a person of almost divine wisdom supports of your actions? If the Storyteller agrees that a Princess' actions during a scene reflect the ideals of an Invocation the Princess has learned, and she hasn't broken its ban, the Princess rolls her dots in that Invocation as a dice pool. (This pool cannot be modified in any way - she may not spend Willpower on it, and no magic or Condition affects it.) She may do this once per session, for each Invocation separately. She need not be transformed to use her Invocations this way.

Dramatic Failure: The Princess' recent actions feel a bit hollow; she doubts the ideals that inspired them. Until the scene ends, she may not spend Willpower on actions that reflect the Invocation.

Failure: The Princess goes on with her life.

Success: The Invocation confirms the Princess' actions. She regains one spent Willpower point.

Exceptional Success: The Invocation revives the Princess' flagging will; she regains all spent Willpower.

Choosing Your Invocations

The choice of Invocations is an important one, an Invocation shapes and empowers a Princess' magic. The easiest trap for a player to fall into is jump to thinking which Charms she wants. Invocations are not a neatly packaged source of power for any Princess' who likes the look of a certain Charm. Rather, an Invocation is the ideals and Beliefs of a Queen given form, resonating in the souls of mankind through the inherent magical nature of a Queen.

When choosing Invocations a player should think about what views and beliefs a Princess shares with a Queen. The more a Princess has in common with a Queen, the more she upholds a Queen's ideals, the brighter the Invocation shines within her. With practice (represented by spending experience) she can draw on that Invocation to enhance her magic. The Queen's philosophies can provide a yard stick. A Princess who only follows one of the Queen's philosophies is unlikely to advance beyond one or two dots in an Invocation. Agreeing with two philosophies can reach three or perhaps even four dots. A Princess who broadly agrees with and lives up to all three philosophies can with time master an invocation. (For Lacrima, a Princess is considered to uphold the philosophies if she applies similar ideals to her own friends, family or some other organisation instead of Alhambra.)

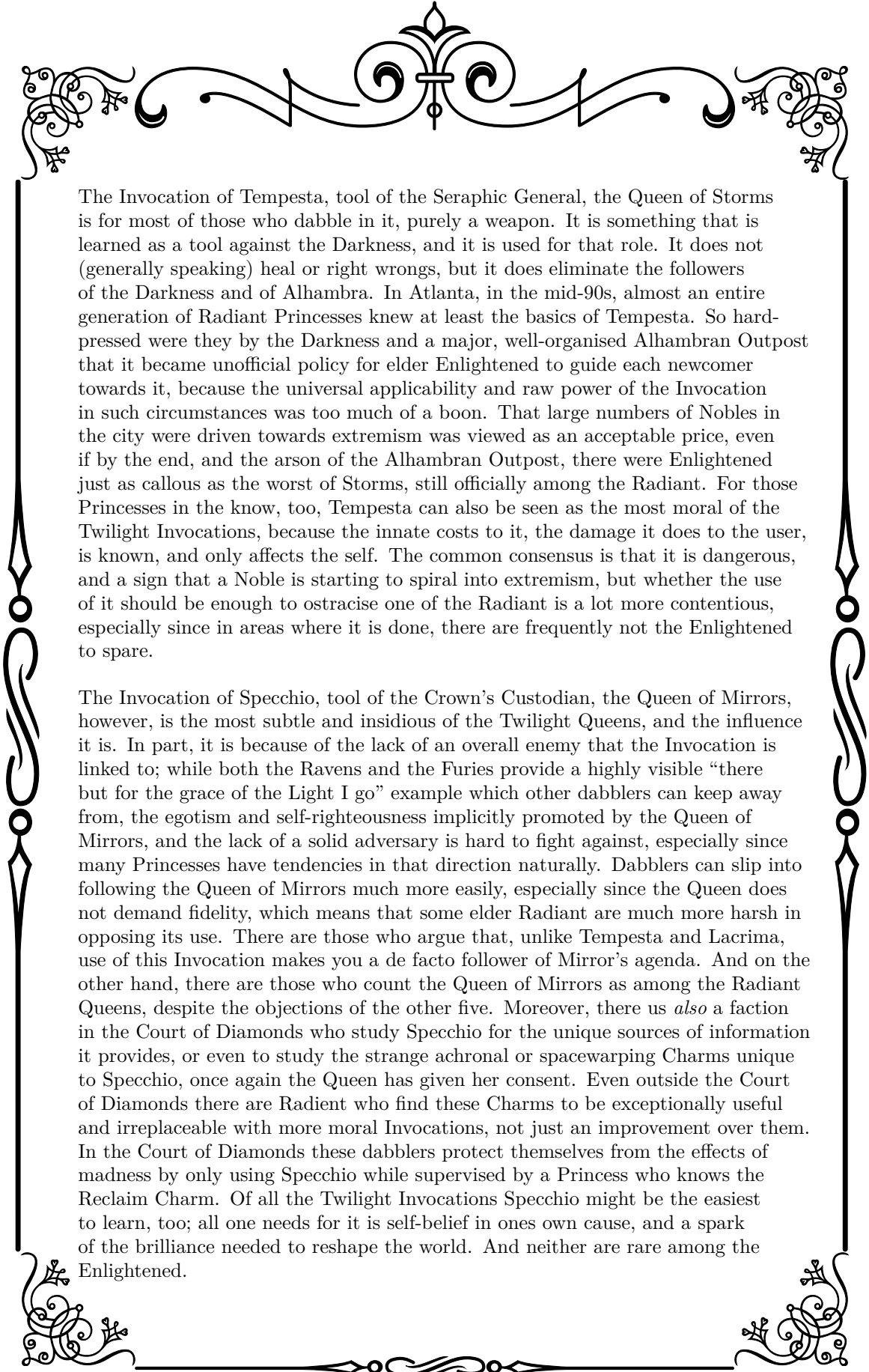
And what of the Twilight Invocations? Not every philosophical ideal of the Twilight Queen's is pure evil to be rejected by any right minded Princess. Protecting those you love or opposing the Outer Dark in all its forms are ideas commonly found among the Radiant. So what stops a Princess waking up one morning and realising she now has a Dot of Lacrima? The answer is choice. A Princess who believes in protecting those she loves can feel a connection to Lacrima deep within herself and knows she can draw power from it, but she can choose not to. The connection to an Invocation does not shape her beliefs, it is shaped by her beliefs. An Invocation she chooses not to use, or vows to stop using, cannot turn her to the dark side.



Dancing in Twilight

One of the dirtier secrets of the Radiant is the sheer number of Nobles who, at one point in their life or another, dabble in the Invocations of the Twilight Queens. Dabbling in this case can be anything up to buying two or three dots in the Invocations; more requires a strength of commitment to the ideals of the Queen which is largely incompatible with remaining a member of the Radiant (for one, one's own Queen will tend to object). The truth is that, the flaws in the Twilight Queens are ones which are within the hearts of man as a whole, and so most of the Enlightened have felt the same urges at some point in their life. Note that, however, such dabblers still consider themselves part of the Radiant, and, in the case of those who feel affinity for the Queen of Mirrors, often consider the The Child Queen to be Radiant. They still oppose the Darkness, and will fight against the loyalists of Tears and Storms. One of the greatest topic of debate in the multiple, disparate groups of the Enlightened is how to respond to people who use Twilight Invocations, and whether or not they're doing anything wrong.

The Invocation of Lacrima, tool of the Last Empress, the Queen of Tears, is an object of fear and mistrust to the vast majority of the Radiant. It is apparently evil, in a way that neither Specchio nor Tempesta are, because it's Charms are an inherent Compromise of one's Belief, and to many, it is irrevocably tainted by the fact that it has the Charms used to drain Light from the world or transform oneself into a creature of the Dark. But, nevertheless, there are those Princesses who learn it, and who do not follow the Queen of Tears. One of the fundamental things about Lacrima is that it can always be used to protect those you care about, and to a Princess who wants to do exactly that, the expediency of methods means that Lacrima can look attractive. When a friend died because you pushed your views on someone and so Legno was sealed off, the universal applicability of Lacrima for protecting your own starts to look very tempting. The dabblers are typically more experienced, and more able to justify to themselves the moral compromises involved, in part because although there are Lacrima Charms which are Belief Compromises, dabblers tend to only have access to the ones which are Compromises against very high Belief or not Compromises at all, and so there are less of an objection. Moreover, there exists a notable sub-faction of the followers of the Queen of Diamonds who specifically learn Lacrima for its use in studying the dead and the Underworld, and, aggravatingly to some others, the Queen has even given her support to the practice. Such dabblers often have a strict moral code restricting their use of the Invocations to only using it to study the dead - never to harm, and they point to the gains in knowledge that they have provided to the Radiant; their detractors point out that once the power is there, it can be hard to resist.



The Invocation of Tempesta, tool of the Seraphic General, the Queen of Storms is for most of those who dabble in it, purely a weapon. It is something that is learned as a tool against the Darkness, and it is used for that role. It does not (generally speaking) heal or right wrongs, but it does eliminate the followers of the Darkness and of Alhambra. In Atlanta, in the mid-90s, almost an entire generation of Radiant Princesses knew at least the basics of Tempesta. So hard-pressed were they by the Darkness and a major, well-organised Alhambran Outpost that it became unofficial policy for elder Enlightened to guide each newcomer towards it, because the universal applicability and raw power of the Invocation in such circumstances was too much of a boon. That large numbers of Nobles in the city were driven towards extremism was viewed as an acceptable price, even if by the end, and the arson of the Alhambran Outpost, there were Enlightened just as callous as the worst of Storms, still officially among the Radiant. For those Princesses in the know, too, Tempesta can also be seen as the most moral of the Twilight Invocations, because the innate costs to it, the damage it does to the user, is known, and only affects the self. The common consensus is that it is dangerous, and a sign that a Noble is starting to spiral into extremism, but whether the use of it should be enough to ostracise one of the Radiant is a lot more contentious, especially since in areas where it is done, there are frequently not the Enlightened to spare.

The Invocation of Specchio, tool of the Crown's Custodian, the Queen of Mirrors, however, is the most subtle and insidious of the Twilight Queens, and the influence it is. In part, it is because of the lack of an overall enemy that the Invocation is linked to; while both the Ravens and the Furies provide a highly visible "there but for the grace of the Light I go" example which other dabblers can keep away from, the egotism and self-righteousness implicitly promoted by the Queen of Mirrors, and the lack of a solid adversary is hard to fight against, especially since many Princesses have tendencies in that direction naturally. Dabblers can slip into following the Queen of Mirrors much more easily, especially since the Queen does not demand fidelity, which means that some elder Radiant are much more harsh in opposing its use. There are those who argue that, unlike Tempesta and Lacrima, use of this Invocation makes you a de facto follower of Mirror's agenda. And on the other hand, there are those who count the Queen of Mirrors as among the Radiant Queens, despite the objections of the other five. Moreover, there is also a faction in the Court of Diamonds who study Specchio for the unique sources of information it provides, or even to study the strange achronal or spacewarping Charms unique to Specchio, once again the Queen has given her consent. Even outside the Court of Diamonds there are Radiant who find these Charms to be exceptionally useful and irreplaceable with more moral Invocations, not just an improvement over them. In the Court of Diamonds these dabblers protect themselves from the effects of madness by only using Specchio while supervised by a Princess who knows the Reclaim Charm. Of all the Twilight Invocations Specchio might be the easiest to learn, too; all one needs for it is self-belief in one's own cause, and a spark of the brilliance needed to reshape the world. And neither are rare among the Enlightened.

Charms

The basic magics of the Hopeful are called Charms. Each is a unique ability available to the Nobility, some are obviously supernatural, some are subtle, but all are truly magical.

The Charms are divided into 10 trees. Each Calling has an affinity to 3 of them, learning the Charms within them more easily.

Each Charm has an Action attribute, giving the type of action using it is:

- Instant: Activating the Charm is an instant action, taking a turn. The dice pool to roll for the action is noted.
- Full turn: Activating the Charm is an instant action, but it also requires forgoing Defence in the turn you activate it.
- Reflexive: Activating the Charm is a reflexive action; it doesn't interfere with your normal action and can be done at any point in the initiative cue. A dice pool to roll is noted.
- Reactive: Activating the Charm can be done at any point in the initiative cue but it consumes your action for the turn. A dice pool to roll is noted.
- Permanent: The Charm enhances another ability. No action is required to activate it – if the proper conditions obtain, it just works. A Princess can always disable a permanent Charm if she so chooses. If no other method is presented a Transformation action will activate or deactivate any number of permanent Charms.
- (one of the above) and resisted: The Charm has a target, and you must subtract one of his traits from the dice pool.
- (one of the above) and contested: The Charm has a target, who reflexively rolls an opposed dice pool; you must roll more successes than he does for the Charm to take effect.

Other than the permanent Charms, each Charm has a duration, ending when the stated time runs out; and a cost, usually in Wisps. Powerful Charms call for Willpower points; many Charms favoured by the Queen of Storms inflict damage on their user, which resists magical healing; and using some Charms favoured by the Queen of Tears transgresses against Belief.

A Charm with a duration of “lasting” changes its target permanently in a flash of magic but the Charm itself ends immediately. Charms with an “indefinite” duration leave a continuing trace of magic on their target (often a Condition or Tilt) which other supernatural powers can detect or influence. A Charm with a duration of “concentration” needs its user's active attention, and ends if the user spends her turns action on anything but maintaining the Charm.

If a Charm is used on a person, a Princess can use it on herself Charm specifically states she cannot.

Learning Charms

Each Charm has a rating in dots, which sets the price and difficulty of learning its basic effect. While Charms need not be learned in any fixed sequence, the more advanced Charms can't be learned without practice with simpler powers. To learn a Charm at its basic level, a Princess must have a sufficient number of dots in other Charms in the same tree (counting each Upgrade as an additional dot), as defined in this table.

Charm Rating	Dots Required
1	0
2	1
3	3
4	6
5	10

Example: Before she can learn a Govern Charm rated at three dots, a Princess would have to know: Three one dot Govern Charms, a one dot and a two dot Govern Charm, two one dot Govern Charms one of which has an Upgrade, or a single Govern charm which has two Upgrades.

A Princess may also treat Invoked Charms (see below) as a pseudo tree for the purposes of learning Charms. For example: If a Princess knows three one dot Perfect Charms that each require Acqua, she is able to acquire any one, two or three dot Charm that has an Acqua prerequisite. She may not acquire an unInvoked Charm that has an Upgrade which depends upon Acqua, however if she buys an Upgrade to an unInvoked Charm that requires Acqua that counts as another dot towards learning further Acqua Charms.

A few Charms have another Charm as a prerequisite; to learn these Charms, a Princess must have learned the prerequisite Charm, as well as meeting the total dots required for its basic effect. Finally, your Inner Light limits the dots you can put in a Charm; a Princess cannot learn a Charm with more than Inner Light + 2 dots.

Upgrades

Many Charms have Upgrades which enhance the Charms effects or expand the Charm into new areas. Upgrades may have prerequisites and each Upgrade increases the effective rating of a Charm by one for the purposes of a Princess' maximum Charm rating as determined by her Inner Light. So a Princess with one dot of Inner Light could not apply an Upgrade to a three dot Charm and could only apply one Upgrade to a two dot Charm. However she could learn multiple upgrades for a two dot Charm; she would simply be limited to applying one Upgrade at a time.

Many upgrades change the cost or duration of their Charm, add a modifier to the activation roll, or have a Drawback, or trigger Specchio's drawback. Therefore, you are not required to apply any upgrade when using a Charm. When Charms require an activation roll the Princess can choose which Upgrades to use at the point she invokes the Charm. While for Charms that are always on she can enable or disable upgrades as she desires with a Transformation action.

Invoked and General Charms

By default a Princess can learn any Charm, providing she knows enough dots in the relevant Charm family. Once she knows a Charm she may apply whichever Invocation she wishes to increase the Charm's potency.

A fair number of Charms work differently. These Charms, known as Invoked Charms, require dots in an Invocation to purchase. They can be recognised by the presence of Invocation dots along side the Charm's dots. Invoked Charms cannot be learned until the Princess has the listed dots in the linked Invocation and cannot be cast with any Invocation but their prerequisite. When using such a Charm, a Princess can apply the prerequisite Invocation to gain its bonus (if conditions permit) or she can make the activation roll without any bonus, but she may not apply any other Invocation's bonus.

A Princess who breaks an Invocation's ban may still use that Invocation's Invoked Charms. Naturally she cannot apply any Invocation for bonus dice.

There are also general Charms with upgrades that require Invocation dots – applying such an upgrade converts the Charm to an invoked one – and some invoked Charms with upgrades that require more Invocation dots than the basic Charm does. Upgrades that require different Invocations are not compatible; you may not apply both of them to the same activation of a Charm.

Charm Modifiers

Intimacy

Some Charms can be used on distant targets by taking penalties to their activation roll. If a Charm's dice pool is modified by Intimacy, the strength of the emotional connection between the Princess and her target affects the power of the Charm. Consult this table for the penalty to the activation roll:

Penalty	Strength of Connection
0	Sensory: You can see the target directly.
-2	Love or hate: The target is a longtime friend or enemy, a member of your family, a romantic lover, hurt you badly, or a prized possession.
-4	Friendship or enmity: You know the target well; or the target is something you own and care about.
-6	Compassion or dislike: You know the target slightly; or the target is an a typical item you own.
-8	Acquaintance: You have met the target briefly; or the target is an item you have held.
-10	Few feelings: You have a verbal description of the target, but nothing more.
-	Unknown: You cannot affect the target via Intimacy.

A Princess does not have to use her own emotional connection. By touching another person she may use their Intimacy instead of her own. This increases the Intimacy modifier by one step (add the intermediary's Composure as an additional penalty if they are unwilling). A Princess can also use the connection between a person and a treasured object, this increases the penalty by two steps.

If the Princess has a keepsake, a treasured object that symbolises her relationship with another (such as a love letter) this reduces the penalty by one die. If she uses somebody else's connection she can reduce the penalty by one die if she touches the that person and one of their keepsakes. The benefit does not stack with multiple keepsakes.

If a character is targeted via Intimacy and they are aware of it they may respond by using any of their own abilities that work via Intimacy at the same dicepool modifier. If a Princess witnesses someone or something else being targeted via Intimacy they may respond using the original dicepool modifier plus one or two steps as is normal for using a proxy. In essence, the character sends their magic back down the channel someone else created through Intimacy. At the Storyteller's discretion this can work with mechanics that work similarly to Intimacy, such as a Mage's Sympathy.

Commonality

Some Charms are modified by Commonality and can be applied to an entire social group at no additional cost. Commonality does not increase the range of a Charm and cannot be combined with Intimacy, so only the members of the targeted social group who are present will be affected. If such a Charm is resisted, the member of the group with the best resistance trait resists for the whole group; for a contested Charm, each member rolls to contest individually but the Storyteller may combine rolls for groups of NPCs to keep the game moving along. The difficulty of extending the Charm over a social group depends on the commitment the members have towards each other, or towards the common goal for which the group exists. Consult this table for the appropriate penalty:

Penalty	Strength of Connection
0	Individual: one person, the default.
-3	Dedicated: everyone in the group affected is mutually friends, or the group's goal takes up the majority of its members' time and thought; an established nakama, a family.
-6	Concerned: everyone in the group knows eachother, or all the members make significant sacrifices for the common goal; a new nakama, the long term employees of a small business.
-9	Interested: everyone in the group is mutually acquainted or better, or the members share an interest in the group's goal; a social club, employees of a large corporation.
-12	Casual: some members of the group have only encountered each other; the group is merely a lot of people gathered in one place, with no common interest.

Sanctuary

Several Charms affect large areas, and the effort required to invoke most of those Charms scales with the affected area. When a Charm refers to Sanctuary Size consult this table:

Rating	Sanctuary Size
X	Just enough room for one person to stand or lie down (Typically Charms using the Sanctuary keyword can't affect an area this small)
•	A small apartment or a cabin in the woods; 1-2 rooms
••	A large apartment or small remote house; 3-4 rooms
•••	A converted church, warehouse or large house; 5-8 rooms
••••	A mansion or apartment building; 9-15 rooms
•••••	A vast palatial estate, a city block, a skyscraper or a small village

Charms that use the Sanctuary keyword are typically easier to activate when the area in question is one the Princess values, and conversely are difficult to use in areas she dislikes or fears. Consult the following suggested modifiers:

- +5 Exceptionally strong memories of love and safety, such as a childhood home
- +3 Strong memories of love and safety, such as a long time friend's home
- +1 The Princess owns the property
- +1-3 The area is a Safe Place for the Princess (bonus = half the Merit dots, rounding up)
- -2 General feeling of dislike, such as a school room where the Princess was board.
- -3 The Princess has never been in the area before
- -5 Strong memories of fear or horror

Extended Actions and Charms

Charms do not exist in isolation, they are deeply tied into a Princess' hopes and beliefs. Usually a Princess' Charms are influenced by her hopes, but a particularly strenuous act of magic can have a noticeable if fleeting affect upon a Princess' emotions.

If a Princess performs a Charm or uses an Embassy Privilege as an Extended Action she may gain the following conditions, in addition to any effects of the Charm itself:

- Exceptional Success: Luminous
- Failure: Stuck Magic
- Dramatic Failure: Shaken

Teamwork Actions and Charms

Princesses are very good at working together and all Charms with an activation roll can be invoked as a Teamwork action, just so long as every participant knows the base Charm. Only the primary actor needs to spend Wisps, Willpower, or take Damage in the case of Tempesta Charms; however when invoking a Lacrima or Specchio Charm (including an Invoked Upgrade) the Invocation's Drawback applies to all participants. All participants in a teamwork action must apply the same Invocation or no Invocation at all, and secondary actors must still pay a Wisp for the Invocation unless they qualify to apply the Invocation without a cost.

The Merit Troupe Magic removes the need for secondary actors to know the base Charm, but only for Inspire Charms.

Clash of Wills

When two Princesses (or anyone with magical powers) attempt to invoke conflicting magics a Clash of Wills occurs. This could be two Hope Engineers fighting to control the same body of water, a Wild trying to magically calm a crowd while a Fury tries to whip that crowd into a murderous fury or a group of Jewels each trying to inspire people to believe in their political party.

When a Clash of Wills occurs each party makes a contesting roll to resolve the clash, the winning party's magic takes precedence. The Dicepools are as follows:

- Princess (including Ghost Princesses): Inner Light + half Belief (rounding up)
- Sworn or Beacon (with a Bequest): half Integrity (rounding up)
- Shikigami: half Integrity (rounding up)
- Dreamlanders (including Wardens but not the former inhabitants of the Kingdom): Power + Rank
- Goalenu: Power + Rank (unvessled) or Attribute + Rank (vessled)
- Creature of the Darkness: Shadows
- Dethroned: Inner Darkness

Disabling Charms

Some Charms have Upgrades that provide passive or automatic abilities. When a Princess Transforms the player may choose which Charms are in effect and a further Transformation action may be made at any time to switch which Charms are in play. This also applies to individual Upgrades.

Regalia

Some permanent Charms add equipment to the Princess' Transformed self, or give her the ability to add equipment. This gear forms the Princess' Regalia. When a Charm states that an item is part of the Regalia, it can appear on her person, ready for use, when the Princess transforms, if she wishes it to. If a Charm does not state that it creates Regalia a player may still declare that it does so, but this has no mechanical effect.

A Princess can switch any number of Regalia pieces into or out of solid existence with a Transformation action; the dice pool for this action is the same as the one for full Transformation. However, if she returns to mundane form she must dismiss all her Regalia as well. Naturally, pieces of Regalia help a Princess with her goals only when they are in existence - any bonuses they confer are lost if she sends them away.

All Regalia has a Structure equal to Belief and a Durability of Inner Light. If a piece of Regalia is destroyed or lost, the Princess can recreate or summon it while transformed; as with a dissolved phylactery, she must spend a Wisp and a Willpower point to recreate a piece of Regalia, which takes a full round and this requires her absolute concentration.

If another was to steal a Princess' regalia they would be unable or have great difficulty in using it, but they would be able to target the Princess through an unbreakable Intimacy link with a strength equivalent to love. Fortunately any technique that would cut the connection Princesses use to summon Regalia would, by definition, destroy the Regalia.

Appear

The Appear Charms change your appearance, and produce other illusions. Seekers and Troubadours have affinity for them.

Flair Emotion (Appear ◡)

Action: Instant

Cost: 1 Wisp

Dice Pool: Unrolled

Duration: Lasting

The Princess takes a Wisp's worth of emotional energy and releases it into the air. To psychic empaths, Princesses using Passion's Light, and similar abilities it shines like a flair and can be used as a signal. Usually no roll is required, the Princess spends the Wisp and barring a large distraction any empath in the area will notice, but a Composure + Empathy roll may be used to get into the right emotional state if the Nakama have agreed to use specific emotions as specific signals.

An alternative use for this Charm is to release the Wisp in close proximity to an empath, this hits like a flashbang and triggers a Presence + Empathy vs Composure + Supernatural advantage roll. If the Princess wins the roll she inflicts an appropriate Tilt for either a turn or one turn per success. The Tilt chosen depends on how the target senses emotions and the duration depends on the severity of the Tilt. A character who hears emotions might take Stunned for one turn, or Deafened for several turns.

Gray Masquerade (Appear ◡)

Action: Instant

Dice Pool: Manipulation + Empathy

Cost: 1 Wisp

Duration: 24 hours

Princesses enjoy powerful protection to keep their secret identity secret but not everyone is so lucky. Beacons cannot hide the unusual amount of Light they produce by storing it inside a Transformed self. Sworn are visibly under an enchantment. So helpful Princesses can use this Charm to disguise the signs. After all, if your goal is to give your sister the magic she needs to fly away from danger painting a target on her back defeats the purpose.

This Charm can only be used on Beacons, Sworn, or Shikigami. It is commonly known by Shikigami who travel independently to seek out Princesses to mentor.

Dramatic Failure: The Princess accidentally sends out a flair of magic, perceivable over a reasonable distance by anyone who can sense such things.

Failure: The target's supernatural nature raiment.

Success: The target takes the Masquerade Condition, any passive supernatural power which would detect their supernatural nature, such as the Charm Reflected Light, will automatically fail. Active supernatural powers, such as the Charm A Magical Girl's Eyes, must overcome a Clash of Wills against whoever invoked this Charm. If it cannot overcome the illusion the target registers as a completely normal human (or a completely normal something else in the case of Shikigami). This Charm provides no protection to active uses of power by the Charm's subject. If a Sworn activates his Practical Magic near someone with Reflected Light they will feel it as normal.

Exceptional Success: The duration lasts a whole week.

Upgrade: Close the Third Eye (Acqua ••)

By studying esoteric lore of the human mind the Princess can learn to shield a mortal psychic's signature. This changes the Dicepool to Wits + Occult, apart from that the Charm works as normal.

Upgrade: Grand Ballroom

Cost: +1 Willpower

The Princess can mask the enchantments she or another Princess created, hiding it from discovery through abilities like A Magical Girl's Eyes. She could invoke Grand Ballroom upon artwork enchanted by Living Image, a character under the effects of a Bless Charm, an inanimate object with the Held

Charm Condition, or any other magic that lingers after the invocation of a Charm, Privilege, or Edict. As with regular uses of Grey Masquerade the illusion can be penetrated through a Clash of Wills.

If the Charm the Princess wishes to hide works on a Sanctuary scale the roll becomes an Extended Action with a target number equal to twice the Sanctuary's size. If the Princess hides the Consecrated Condition then the duration extends until the end of the Consecrated Condition and it will hide all Charms that are built atop the Condition.

Upgrade: Gold Masque (Aria • •)

Cost: +2 Wisps

The Princess' ability to mask a supernatural nature grows more potent, strong enough to hide a Transformed Princess.

Light the Way (Appear •)

Action: Instant

Cost: 1 Wisp

Dice Pool: Unrolled

Duration: Inner Light or Invocation hours

The Princess can, at any time, create a soft light that banishes the thickest natural darkness. The light source can take any source the princess wishes, from a torch or a glowing halo to a simple ambient glow. She can bring the light up or douse it reflexively, and set it to shine at any intensity short of full sunlight.

The Noble can also focus the light to a bright, narrow beam into someone's eyes to inflict temporary blindness. This is a normal attack using Dexterity + Athletics, and the target's Defense applies. On a normal success the target is Blinded [CofD 281] in one eye; on an exceptional success he is Blinded in both eyes. Either way, the Tilt lasts for one turn.

Upgrade: Dazzling (Fuoco •)

The Noble can reflexively make her light burn at a constant eye-watering intensity, blinding anyone nearby who looks at her, by spending a Wisp. Anyone who can see her must succeed on a Stamina + Composure roll, penalized by the Noble's Fuoco, or be Blinded in one eye until he looks away from her, or she dims her light again, whichever comes first.

Twenty Faces (Appear •)

Action: Instant

Dice Pool: Wits + Subterfuge

Cost: 1 Wisp

Duration: 1 scene

Sometimes, the full glory of the light must be veiled, so that a Princess may walk unnoticed.

Dramatic Failure: The Princess cannot use Twenty Faces for the rest of the scene.

Failure: The Princess' appearance and raiment are unchanged.

Success: The Princess wraps herself in an illusion that conceals her Regalia; she seems to be dressed in appropriate "civilian" clothes for the area. The illusion does not alter her features - anyone who has seen her transformed self will recognize her if they meet her - but her status as a Noble is hidden. Any use of Charms dismisses the illusion. Supernatural powers that pierce illusions must beat the Princess' successes to see her true appearance.

Exceptional Success: The illusion blurs the Princess' features. People who have met her transformed before don't recognize her, unless they make a special effort to identify her (succeeding on a Wits + Investigation roll.)

Upgrade: Fashionable

The Noble can choose to stand out from the crowd rather than blending in. She may reshape her Regalia into high fashion [CofD 277] suitable for her current venue, or one she's about to attend. The equipment bonus of her new apparel is half the applied Invocation or half Inner Light (round up) to a maximum of +3.

If she stays within the general theme of her normal Regalia (colors, decoration, motifs etc.) and is recognizable as herself, the Noble may use Charms and other Regalia without resetting her clothes, but doesn't grant the benefit of appearing mundane.

Upgrade: Disguised

Cost: +1 Wisp

The Noble can change her features dramatically. By spending 1 Wisp, she may alter all aspects of her appearance - ethnicity, height, build, even sex - within the limits of her Size trait. (A Princess with the Giant Merit will always be a very tall man or woman, no matter how this Charm is used; a child Princess can look like an adult with dwarfism but cannot significantly increase her height, and a tall Princess cannot pass herself off as a child.) All mundane attempts to identify the Noble fail automatically, and supernatural powers that pierce disguises start a Clash of Wills. Applying Disguised does not give her extra protection from being mundanely detected as an outsider or impersonator. If she disguises herself in a punk outfit then attends a black tie dinner she'll still stick out as a sore thumb.

The Princess can even attempt to take on the appearance of a specific person, applying the Intimacy modifier for her connection to the person she wishes to impersonate. The Princess and her target must still have the same Size.

Upgrade: Mantle of Maturity

Prerequisite: Disguised

The Princess can change her apparent size to anywhere between five and six feet, allowing a child Princess to disguise herself as an adult. The Princess' actual size doesn't change, meaning that her real physical body will not match up to her illusionary body. People who touch her illusionary body will feel an illusionary solidity and prevent themselves from passing their hand through the illusion. However if they are moving at speed they might not be able to stop themselves pushing through the illusion and any thrown object will pass straight through the illusion. The effects of this are unique to every Princess: One Princess' illusionary body might distort like an out of tune television, another might burst into butterflies that fly around the obstruction before reforming. Regardless of the exact effect, it will always expose the illusion as supernatural.

Gone With the Wind (Appear •, Aria •)

Action: Reflexive

Dice Pool: Dexterity + Stealth vs Wits + Composure

Cost: 1 Wisp

Duration: Lasting

For a few crucial seconds the Princess becomes elusive and all eyes slide off her. This Charm may be invoked reflexively when someone is attempting to track or follow the Princess. Each subsequent attempt to use this Charm on the same person in a scene grants a cumulative +3 bonus to their Contesting roll.

Dramatic Failure: The Princess attracts attention. The target may reroll to track the Princess and takes the better result.

Failure: The Princess' appearance and raiment are unchanged.

Success: The target is suddenly dazed and cannot spot the Princess, he must scramble to find her again. All successes on his last roll are removed but he may try again the next turn, assuming the

Princess hasn't used this that time to vanish. If the Princess is attempting to pick the target's pocket, or some similar instant action, this essentially gives her a second try at a Contested roll. If the target beats her mundane roll then so long as she has a single Success she can use this Charm to erase her opponents successes and win the mundane roll.

Exceptional Success: In addition to the usual effects the Princess' first Stealth roll in the next few turns gains 8 again

A Minute of Silence

(Appear •, Lacrima •)

Action: Reflexive, unrolled or Instant,

Cost: 1 Wisp

Dice Pool: Dexterity + Stealth vs Wits + Composure

Duration: 1 scene

The Princess spends a wisp and shrouds herself in science. All attempts to locate her by listening fail automatically, though the right supernatural power may trigger a Clash of Wills. Moreover, she may spend a Wisp and roll Dexterity + Stealth vs Wits + Composure to make an object or person she touches totally silent for a number of turns to her Lacrima.

Dramatic Failure: A banshee like wail emanates from somewhere close to the Princess for a turn.

Failure: Nothing happens.

Success: The Princess inflicts the Silenced Tilt on her target.

Exceptional Success: If targeting a living being the Princess also inflicts the Shaken Tilt through the sheer wrongness of not being able to hear one's own body.

Tranquillise

(Appear •, Legno •)

Action: Instant

Cost: 1 Wisp

Dice Pool: Composure + Survival

Duration: 1 scene

The Princess wraps herself in an illusion of a peaceful glade.

Dramatic Failure: The Princess takes the Sensory Overload Condition and is considered to be in an uncomfortable environment until the scene ends.

Failure: Nothing happens.

Success: For the remainder of the scene, or until she ends the Charm, the Princess can hear nothing but a gentle stream in the distance, she smells nothing but a spring breeze, and the temperature feels cool and dry. If the environment is extreme enough to cause actual harm the Princess will still feel pain even though she feels like she is at a comfortable temperature. This Charm is usually used to remove situational penalties when trying to study, meditate, or fall asleep.

Exceptional Success: For the duration of the Charm the Princess takes the Blessing Condition and adds +2 to all meditation rolls.

Drawback: The Princess takes the Deafened tilt for the duration of the Charm, and cannot smell either.

Zephyr's Track (Appear •, Aria •)

Action: Instant

Dice Pool: Dexterity + Stealth

Cost: 1 Wisp

Duration: Scene/Lasting

The Noble floats through the world like a breeze, leaving no trace of her passing except by her own will.

Dramatic Failure: The Noble becomes clumsy, prone to slip and make noise when she wants to hide. She takes a -2 penalty on all Stealth dice pools until the scene ends.

Failure: The Noble leaves traces of herself behind her as usual.

Success: Gentle puffs of air follow the Noble, cleaning away any traces the Noble leaves in the wake of her movements. Footprints and fingerprints are brushed away; hairs and skin cells float behind her without settling; drops of sweat or blood evaporate. Any attempt to follow her trail or deduce her actions from physical evidence fails. This wind follows the Princess for one scene, but its effects are Lasting.

Exceptional Success: The Noble can choose to leave false evidence behind her that suggests a person quite unlike herself passed where she has gone.

Upgrade: Multiple

Modified by Commonalty

The breezes can clear away traces of many people at once. The Noble uses the Charm on the members of an organization she can see, using the Commonalty modifier. If she succeeds, all traces of their passing are erased.

Phantom (Appear ••)

Action: Instant

Dice Pool: Wits + Expression

Cost: 1 Wisp

Duration: 1 scene

The Princess forms a Wisp into an illusory object. The illusion affects only sight, and material objects pass through it without stopping. The Size of the image is limited to 2 + Inner Light or any applied Invocation, but within that limit she can show any image she is capable of imagining.

Dramatic Failure: The Charm fails with a burst of light and a loud crack, alerting anyone nearby who could see or hear to the Princess's presence.

Failure: No image appears.

Success: The Princess creates the image she desires, somewhere within her sensory range. The image remains until the Charm ends. The Princess may manipulate the image for no cost, for example she could make an illusory person walk around but could not turn it into an illusory car. This requires her full attention, if a roll is required the dicepool is Wits + Expression though the Storyteller may nominate a different dicepool if the situation warrants it. E.G. Wits + Subterfuge to make an illusory person deceive someone. Intelligence + Academics to create an illusory chalkboard with accurate scientific equations.

Exceptional Success: The Princess manipulates her illusion deftly. Her mundane actions to control it gain a +2 bonus.

Upgrade: Dancing

The Princess may create an image that moves without her conscious attention. When her concentration lapses, the image continues to act on the instructions she last gave it.

Upgrade: Glowing

Requires Light the Way

The Princess can make her illusions give off light, just as her Regalia does with Light the Way. As long as she is concentrating on an image, she may vary the light coming from it reflexively, independently of her personal light. If she has upgraded Light the Way, she may apply all that Charm's upgrades to the image's light as if it were her own.

Upgrade: Consecrated

The Princess may sustain a Lasting illusion with the blessing of a Consecrated area. Doing so keeps the illusion intact until the Consecrated Condition ends, but limits its movements to the area covered by the Condition.

Upgrade: Singing

The Princess may create an illusory sound, or add sound to an illusory image. A sound without an image seems to come from any point the Princess can see, which she can move while concentrating.

Upgrade: Solid

The image becomes substantial. As long as it lasts it has a degree of solidity, as well as a firmness and texture appropriate to what it depicts. However, just because it projects an image of solidity does not mean it is solid; the image shatters if force is applied to it (by kicking an illusory wall, for example) or with it (an illusory wrench won't tighten or loosen a bolt).

Upgrade: Thinking (Acqua • •)

Requires Dancing

When the Princess releases her concentration, in addition to providing the illusion with further instructions she may grant it a measure of adaptability. For each dot of Acqua she may instruct the image to recognise one condition and react in response. The illusion has mundane senses within the human range. If a roll is required the illusion has a dicepool equal to the Princess' Acqua, for an illusory watchman who sounds the alarm when someone approaches and could roll Acqua to contest stealth.

Upgrade: Multiplied (Aria • •)

Requires Dancing

The Princess may create multiple distinct images with a single Charm activation. She can make one image for each dot of her Aria; for each image beyond the first, the maximum Size of all the images is reduced by 1. The Princess can try to control more than one image at once but takes a -2 penalty to her dice pool for each image beyond the first. If she applies Singing, each image may have its own sound and images can be replaced with sounds, but the number of distinct illusions remains limited to her Aria.

Upgrade: Scented (Legno •)

The Princess may create an illusory scent, or add scent to an illusory image or sound. If the image is Solid, she can give it a taste as well. A scent without an image seems to come from a point the Princess can see, which she can move while concentrating.

Face of Lover's Alarm (Appear ••, Specchio ••)

Action: Reflexive

Dice Pool: Manipulation + Empathy vs Wits + Composure

Cost: 1 Wisp

One would not threaten a loved one, would they? And as the Queen of Mirrors teaches, the True Heir will be beloved by all. This Charm is activated in response to an attack before the target rolls and the Princess must be able to apply her Defence to the attack.

Dramatic Failure: The target sees the Noble as a perverted mockery of one they love, and gain +3 dice on their attack roll. They cannot be affected by this Charm for the remainder of the scene.

Failure: The target sees through the illusion and cannot be affected by this Charm for the remainder of the scene.

Success: The Noble's face shifts into someone the target loves and they are compelled to react appropriately, pulling their blow aside before the Princess can be hurt. The wasted attack still consumes their action for the turn. They also take the Blessing Condition and gain +3 dice to resist this Charm for the remainder of the scene.

Exceptional Success: As above, and the target takes some small Tilt. They might unbalance themselves and take Knocked Down.

Upgrade: Inviolate (Specchio • • •)

Cost: +1 Willpower

Just as the Princess shifts into someone the target loves, someone else in reach of the target's weapon takes the Princess' form. The Princess nominates another person within range of the attacker's weapon, if she wins the Contested roll the target must attack them instead.

Upgrade: Doomed (Specchio • • • •)

Cost: +1 Willpower

Does the mirror reflect the truth, or does it show things how they should be? If the individual whom the Noble mimics is present, and within the attack range of the form of weapon used to attack her, the attack is transferred to them. If the Princess wins the contested roll the target must make an attack roll against the her, subtracting her Defence as normal, but the damage goes to their loved one. In the case of a melee weapon, the target might swing wide and hit their friend; for a ranged weapon, it can be more improbable, as ricochets, arcing electrical conduits, and exploding fire extinguishers all conspire to hurt their ally. If the loved one has armour or similar protections they apply as normal.

Speaking Eyes (Appear ,, Acqua)

Action: Instant

Dice Pool: Wits + Persuasion

Cost: 1 Wisp

Duration: 1 scene

The movements of the Princess' body are saturated by meaning. She uses this Charm on a single individual who can see her.

Dramatic Failure: The Noble destroys her natural ability to communicate. All her Expression rolls take a -2 penalty for the rest of the scene.

Failure: The Noble's gestures convey no special meaning.

Success: The Noble can convey the most complicated thoughts to her target with a turn of the head, a twist of the hand, or a facial expression, as quickly as with normal speech; the target will understand her intent even if he shares no languages with her, as long as they can see her. Nobody else looking at her will understand her meaning; indeed, unless onlookers examine her carefully (succeeding on an Intelligence + Investigation roll) they won't realize that she is "saying" anything at all. The Charm does not help the Noble understand the target.

Exceptional Success: The Noble may combine her gestures with her speech. Her Expression rolls to communicate with the target gain a +2 bonus until the Charm ends.

Upgrade: Collective (Acqua • •)

Modified by Commonalty

The Princess can convey her thoughts to members of an organization that can see her, using the Commonalty modifier. Those not in the organization will not understand her gestures.

*Words on Water Writ (Appear **, Acqua *)*

Action: Instant

Dice Pool: Intelligence + Expression - Commonality

Cost: 1 Wisp

Duration: Lasting

The Princess encodes a message into a seemingly innocuous display. First she must create a physical display to contain her message, and it could be anything. She could arrange her collection of stuffed toys into a symbolic order, or write a letter with a second coded message. Then she names the recipient or recipients. She may choose one person, a group (applying a Commonality modifier), a Court or the Nobility as a whole (at -5).

Dramatic Failure: The Princess message is not hidden as well as she thinks. At some point in the future the Storyteller should introduce a problem caused by it falling into the wrong hands.

Failure: The charm fails to activate.

Success: The Princess creates a message which contains roughly as much information as one minute's worth of speech per success. Regular speech, not the Royal Tongue. When any of the intended recipients examines the object containing they immediately know it is significant. No roll is necessary to decode the message but some time and attention might be. If the object is destroyed or significantly modified or damaged the hidden message is lost. If the message falls into the hands of anyone but the intended recipient they will not be able to decrypt it without magic and a Clash of Wills.

Exceptional Success: The Princess may optionally add a duration to the magic, just encase it falls into the hands of a magical opponent.

*Summon Backup Dancers (Appear ***)*

Action: Instant

Dice Pool: Dexterity + Expression

Cost 3 Wisps

Duration: 1 scene

Sometimes a Princess just needs to wow a crowd. With this Charm a Princess can summon her own support team with a maximum of Inner Light members.

Before casting Summon Backup Dancers the Princess must declare what kind of action they're going to support. The Princess could declare singing in which case they'd be able to perform dance routines or backup vocals. The Princess could declare painting and summon a model to paint. The backup dancers primary task must involve giving some sort of performance, she cannot summon a team of stage hands and set them wiring up her stage.

Backup dancers are solid but only when performing the task they were created, an actor would be able to interact with props, and wear costumes, but would not be able to fetch a cup of coffee. A cunning Princess might still be able to use them for other roles, she might ask her trope to dance around waving their arms in front of her enemies face while she hides, or to attack foes who don't realise the backup dancers cannot hurt them. (Assume a 1 die pool on any social actions, mental and physical tasks fail automatically). If attacked a single point of Damage, even Bashing, causes a Backup dancer to vanish into a puff of ephemera appropriate to the Princess.

A Princess can only have one instance of Summon Backup Dancers active at a time.

Dramatic Failure: You summon Inner Light performers but have no control over them. They immediately run riot, while not actually harmful they can be very very annoying and are certainly inappropriate to the Princesses wishes. Think clowns, not monsters.

Failure: No Dancers appear.

Successes: The Noble creates several assistants. The crew acts as equipment for the chosen task, giving an equipment bonus equal to the Successes rolled (maximum of 5) to the Noble, or to anyone else she

tells them to help. However, they carry the Volatile Condition [CofD 102]. If the Princess performs badly her backup will follow her lead, potentially following her off a metaphorical cliff.

Exceptional Success: he crew doesn't flake out when their principal blunders. They don't carry the Volatile Condition

Goccia Astrale (•••)

Action: Instant

Dice Pool: Intelligence + Crafts

Cost: 2+ Wisps

Duration: Variable

"I can't be in two places at once!" is an all-too-common complaint from just about anyone; the Hopeful especially find it necessary to be two people at once, when mundane obligations interfere with fighting a supernatural incursion. With this Charm a Princess can partly resolve such dilemmas, by making a facsimile of her mundane self that moves and speaks, and can pass as herself if not examined too closely.

To use the Charm, the Princess must have a mass of material that she can shape barehanded, or else a quantity of fluid, of roughly Size 2. Infusing this material with Wisps, she transforms it into an Astral Droplet: an exact physical copy of herself just before her last transformation, wearing identical clothing. The Droplet has the same mundane Attributes and Skills as its creator, and access to all her memories as of the time of its creation. However, it lacks energy and imagination; it does not get 10-again on any dice pool, or any other quality that allows rerolling dice, cannot spend Willpower, and has neither Virtue nor Vice. The Droplet is also fragile - a single point of damage of any type is enough to dissolve it into the stuff it was made of and glimmers of light. Finally, the Droplet has none of the Princess' Light-derived powers, not even Practical Magic.

The Droplet's basic duration is 30 minutes for each activation success. The Princess may choose to extend the duration by spending more Wisps than the minimum of 2 - each extra Wisp doubles the time before the Droplet disintegrates, cumulatively. She cannot, however, spend more Wisps for this purpose than half her Inner Light, rounded up. She may choose the total number of Wisps spent after the activation roll, though she must spend at least 2. She may end the Charm prematurely by touching the Droplet and concentrating for a turn. A Princess cannot create a second Droplet before the first Droplet dissolves - the Charm just fails if she tries.

By default the Droplet is an automaton which follows any instruction given to it which does not pose a threat of physical harm, and otherwise stays wherever it is put; it takes no action on its own. If the material used to make it resonates with an Invocation the Princess may apply that Invocation to the Charm (Aria uses thick mist or smoke, or a strong breeze, Lacrima can use total darkness or dark shadow.) Droplets so formed have some initiative and the rudiments of a personality; in the absence of clear instructions they follow the tenets of the applied Invocation, to the extent allowed by the knowledge and abilities the Princess possesses.

Upgrade: Integrated

It's often useful to know what your double has been doing during your absence. If the Princess dissolves her Droplet prematurely by touching it and concentrating, she can recall to memory a description of the actions the Droplet took and the events it saw and heard. A roll to recall any detail of the account is at -2 in addition to any other penalties.

Upgrade: Lifelike (Specchio •••)

A Lightbringer can use that indescribable quality that makes her reflection "her reflection" instead of a simple image and use it to place mind and will into the Droplets they make. To apply Lifelike the Princess needs a reflecting surface large enough to hold an image of her upper body; she takes the hands of her image and pulls it out of the surface. The resulting Droplet is flipped left-to-right, and with the opposite dominant hand. The real difference though, is that the Droplet gains a nearly-human initiative and will; it has the Belief dots, Virtues and Vice of its creator, gets 10-again on its dice pools, can benefit from other qualities that permit rerolls, and may spend and regain Willpower (though it begins with none.) The only supernatural ability the Droplet possesses is the ability to Transform and

benefit from Transformed skills and attributes, created by Specchio it possesses the Queen of Mirror's Practical Magic. The first time the Princess creates this Droplet, its personality exactly matches her own (including any forms of madness) and aside from the physical inversion they can't be told apart.

Drawback: By invoking a Lifelike a Princess is summoning an independent being. The Droplet's personality does not vanish when its body dissolves; it returns to being her reflection, until she makes another Lifelike Droplet. At that moment it returns and inhabits the new-made body. Since the droplet is created from a reflection it sees nothing wrong with going back behind the mirror (and finds acting independently a bit weird and uncomfortable, but nobody said being a Princess or her reflection was easy). However every time the Princess invokes Lifelike there is a chance that Specchio's madness will infect her Droplet. Each time it inhabits a new body the Droplet rolls Resolve + Composure, with a -2 penalty if the Princess is suffering from Specchio induced madness. If she fails, the Droplet falls to Specchio's arrogance; she is convinced of her excellence and her right to rule, and resents the Princess taking her rightful limelight. The Droplet will do what it can to avoid returning to behind the mirror. It can lengthen the Charm's duration by spending its own Willpower; it may spend 1 point each day for this, which adds 24 hours of continued embodiment. (The Droplet cannot do this if the Resolve + Composure check succeeds.)

Just what the Droplet does is up to the Storyteller, but it should avoid Compromising the Princess' own Beliefs.

If the Princess applies Integrated and Lifelike, all her memories since the Droplet's first creation become available to it on the same terms as its are available to her after she dissolves it. Other than that, neither personality can remember what the other has done.

Wallflower (Appear ...)

Action: Instant

Dice Pool: Manipulation + Stealth

Cost: 1 Wisp

Duration: 1 scene

The Princess shies out of view entirely. She becomes both physically invisible and mentally invisible as people find themselves incapable of focusing on evidence of her activities. If she opens a door and walks through nobody will notice the door move, though they may unconsciously move to avoid being hit by the door.

Any use of Charms ends this power, as does Swords or Tears' Practical Magic. Any act of violence, or any act that could be described as "attention grabbing" such as yelling or jumping up and down while waving your arms ends the effect.

This protection extends to anyone viewing a recording or photo of the Princess that is both made and viewed during the current scene. However once the Charm ends so does her psychic invisibility, meaning that evidence of her activity will no longer be ignored. If she is caught on camera opening a door then once the Charm ends anyone reviewing the footage will see a door mysteriously open by itself.

Dramatic Failure: The Noble makes herself memorable without realizing it. She takes the Inverse Curse Condition, all Perception rolls to notice her take a +2 bonus for the rest of the scene.

Failure: Nothing happens.

Success: The Princess stops emitting any light in the visible spectrum and clouds the minds of any who might notice her regardless. She is essentially impossible to notice with mundane senses. Supernatural senses allow a Clash of Wills roll to penetrate the Princess' invisibility. A mortal who suspects the Princess is present may track her by looking for footsteps, opening doors, or other evidence of her passing. This requires an Extended Wits + Investigation roll with a target of the Princess' Composure + Stealth + Inner Light. Even with useful equipment like an infra-red camera it will take a while for the tracker to force his mind to except that heat patch is the Princess and not a glitch or passer by.

Exceptional Success: The Princess can shout and wave her arms as much as she wants. Unless she intends for someone to notice her the Charm will not end. Violence, Charms and Swords or Tear's practical magic will still end the Charm.

Upgrade: Collective

The Princess can hide an entire group by applying the Commonality modifier.

Upgrade: Veiled

Using another Charm does not automatically end this Charm, though the results of the Charm are not masked, neither are any flashes or sparkles created as a side effect.

Upgrade: Full Spectrum (Acqua • •)

The Princess' invisibility extends into the infra-red and ultra-violet spectrum. In addition the mental effects of the Charm extend to affect mundane technology, making her all but invisible to all technological means. A door that is set to issue an alarm when it is opened will remain silent unless the Princess leaves it open when the charm ends or someone else jostles it.

A Flight of Furious Fancies (Appear ..., Aria ...)

Action: Instant

Dice Pool: Wits + Subterfuge - Composure

Cost: 1 Wisp

Duration: 1 Turn

The princess conjures an host of illusionary attacks on any target she can see clearly. Their attacks can do no damage, but the target may waste their attention defending against non-existent foes.

Dramatic Failure: The swirling of the host leaves the Princess dizzy and confused. She immediately takes the Stunned Tilt [CofD 286].

Failure: No attackers appear.

Successes: The target is thoroughly distracted by the host's attacks. Each success reduces the target's Defence by two for the rest of the turn.

Exceptional Success: In addition the target takes the Stunned Tilt.

Doppelgänger Defence (Appear ..., Aria ...)

Action: Reflexive

Dice Pool: Wits + Subterfuge vs Wits + Composure

Cost: 2 Wisps, 1 Willpower

Duration: 1 Turn

At the perfect moment the princess creates an illusionary double of her ally, or herself, just as her enemy prepares to strike. If the Princess wins the contested roll her opponent targets the illusion, if she fails her enemy sees through the ruse or gets lucky.

Dramatic Failure: The Princess is unable to tell herself and the illusion apart. She immediately takes the Stunned Tilt [CofD 286].

Failure: No illusions appear.

Successes: The target is fooled by the illusion. The effects of this Charm depend on what the target was planning to do. A sword stroke is entirely wasted but throwing a grenade at the illusion might still catch the real person in the blast. If the target is using a gun capable of Autofire she could easily shoot at both to be on the safe side.

Exceptional Success: In addition the illusion persists for a moment longer. The Princess may invoke this Charm a second time before the end of the turn without paying Wisps or Willpower.

Know My Pain (Appear ..., Tempesta ..)

Action: Instant

Dice Pool: Resolve + Intimidation vs Composure + Supernatural Advantage

Cost: 2 Wisps

Duration: 1 scene

There are those who would tell you that pain is bad, and to be avoided at all costs. They are weak. Pain is a tool, just like any other. It is not only useful, but even necessary, to use it against those who would try to stop you.

Dramatic Failure: The Princess gives pain only to herself. For the rest of the scene she suffers a -1 penalty to all her actions.

Failure: The target ignores the Princess' pain.

Success: The target suffers phantom bashing damage, equal to the number of boxes with damage of any type on the Princess' Health track or his unmarked Health boxes, whichever is less. The target suffers wound penalties from this damage if it goes into the last three boxes, and must check their Stamina to remain conscious if it fills the last box, as normal. However, the damage is not real; it vanishes when the Charm ends as if it were healed, and if the target takes real bashing damage when the track is full, that damage replaces the phantom damage instead of wrapping into lethal damage. Phantom damage also has no effect if the target has no empty Health Boxes to fill. The phantom damage can also be healed magically, or mitigated as it's inflicted by targets who have that ability.

Exceptional Success: The phantom damage from the Charm is lethal. The target does not bleed out if the phantom damage incapacitates him, and real lethal damage replaces it instead of wrapping into aggravated damage.

Upgrade: Shared (Tempesta • • •)

Cost: +1 Wisp

Modified by Commonalty

The Princess may use Know My Pain on a social group, applying the Commonalty modifier; every member of the group takes phantom damage. The member with the highest Composure resists for the whole group.

Imaginary Friend (Appear ..., Aria ...)

Action: Instant, Manipulation + Subterfuge vs. Wits + Subterfuge + Supernatural Advantage

Cost: 2 Wisps

Duration: 1 scene

The Noble creates the illusion of a man or woman, especially crafted for a single person.

Dramatic Failure: The target becomes deeply suspicious of the Noble; for the rest of the scene all her Social rolls aimed at him take a -2 penalty.

Failure: The Noble fails to create the illusion.

Success: The Noble chooses a role for the illusion; the target perceives a person who behaves appropriately for that role in the present situation, according to the target's beliefs. However, if she doesn't beat the target's successes, he realizes that this person is an illusion within moments. If she does get more successes, the target will treat the imaginary person as fully real, and respond to it as to a person of the role the Noble chose. No one else - including the Noble - will see or hear the illusion; she has no control over its behaviour.

Exceptional Success: The Noble can see the illusion.

Garden of Bright Images (Appear)

Requires: Phantom

Action: Extended, Presence + Expression (1 minute/roll, threshold = Sanctuary + duration in hour).

Cost: (Sanctuary rating) Wisps

Duration: 1 or more hours

The Princess decorates her surroundings with a beautiful glamour. She chooses an area to affect and a time for the glamour to last when she starts working on the Charm.

Dramatic Failure: The Princess deceives only herself; she sees the area transformed according to her intentions, but everyone else sees it as it really is

Failure: The Princess makes no progress towards the Threshold.

Success: When the Princess reaches the threshold, the appearance of every nonliving thing in the targeted area is transformed to match a theme the Princess chooses. (For instance, “formal ballroom”, “open bazaar”, “African jungle” and “undersea grotto” are all valid themes.) Permanent fixtures are always changed; she can choose whether to change people’s possessions, but cannot affect some possessions and not others. As long as the Charm lasts, the changed objects look, sound, feel and even smell like what they appear to be; observers may make Perception rolls to spot something wrong with the illusion, but they take a penalty equal to the Princess’ successes.

Exceptional Success: If the Princess scores an Exceptional Success on her extended roll then mundane senses cannot penetrate the illusion.

Upgrade: Palatine

The Princess may take advantage of a Consecrated Condition. When she does so, the illusion covers all the Consecrated ground and lasts until the Condition expires or she dismisses the Charm; treat the duration as 0 when calculating the threshold

Bless

The Bless Charm enhances people, pushing their abilities to a peak and bringing their actions to perfection. Champions and Graces have affinity for it.

A Princess is perfectly capable of using Bless Charms upon herself, however bonuses from Bless Charms don’t contribute to Charm activation rolls, or any roll to activate a supernatural power. Exceptions to this are noted in the individual Charm’s text.

We Rely on You (Bless •)

Action: Instant, Presence + Empathy

Cost: 1 Wisp

Duration: scene

A few words of encouragement can inspire anyone to succeed despite the odds. No person may be the target of We Rely on You while they currently benefit from a previous invocation of the Charm.

Dramatic Failure: The botched magic breaks the target’s confidence in their abilities. Apply the Shaken Condition.

Failure: Nothing happens.

Success: Success grants the target the Floating Blessing Condition. It applies to all rolls except for invoking Charms (or anything equivalent) and the pool starts with one die per success.

Exceptional Success: Extra Successes are their own reward.

Each Invocation has an Upgrade to We Rely on You that strengthens the Blessing to dice per success, but also limits the blessing to a narrower set of rolls. These upgrades are as follows:

- Sea-Foam's Touch (Acqua •) - Rolls using Mental Skills or Attributes.
- Wits of Wind (Aria •) - Rolls using Finesse Attributes.
- Engine Heart (Fuoco •) - Rolls using Power Attributes.
- Steady Resolve (Legno •) - Rolls using Resistance Attributes.
- Bejewelled Visage (Terra •) - Rolls using Social Skills or Attributes.
- Count No Cost (Tempesta •) - Any attack rolls.
- Burden of Rule (Lacrima •) - Any rolls made to protect an organisation, group or person of the Princess' choosing. As a rule of thumb the roll should immediately prevent some clear form of harm like Damage or a Breaking Point. If the Princess names Alhambra this explicitly includes protecting the city's Wisp supply.
- Royal Glory (Specchio •) - Like the base Charm the bonus applies to all rolls, but a Princess can only use this upgrade upon herself.

Upgrade: Beginner's Luck

Prerequisite: Sea-Foam's Touch or Bejewelled Visage

When using either Sea-Foam's Touch or Bejewelled Visage any roll where a dice are added to a Skill ignores the Unskilled Penalty.

What's That Sound (Bless •, Aria •)

Action: Instant

Cost: 1 Wisp

Dice Pool: Wits + Composure

Duration: 1 scene

With a breath of excited air the Princess sends her target into a state of extraordinary alertness. The target gains the condition Alert.

Upgrade: Collective

Cost: +1 Wisp

The Princess may use the Charm on a social group that can see or hear her, using the Commonalty modifier.

I'm the Best! (Bless •, Specchio •)

Action: Reflexive and Resisted, Presence + Wits - Composure

Cost: 1 Wisp

Duration: 1 extended action

Others might say that they are the masters of their fields. But, simply, the Enlightened of the Queen of Mirrors know this to be false. They can't be better. This Charm can be used to enhance any contested action against an opponent who has a higher dice pool than they do.

Dramatic Failure: The Noble refuses to accept that she is the less skilled and covers her defeat with bluster and bravado. She takes the Narcissism Condition.

Failure: Nothing Happens

Success: Each success removes one dice from the target's pool, and adds one dice to the Noble's pool. The number of dice transferred is capped by the Specchio rating of the Noble; such glorious victory comes from one's own strength, after all. This may not reduce the target's pool to less than zero.

Exceptional Success: The Noble makes her victory look easy. She gains an exceptional success in the contest with 3 successes instead of 5.

Upgrade: Triumphantly (Specchio 4)

The limitation that the target must have a higher initial dice pool than the Noble is now waived. In addition, if the foe is reduced to a dice pool of zero, the Noble may reflexively spend a Willpower point to force a Dramatic Failure.

Intuitive Flash (Bless ..)

Action: Instant, Intelligence + Academics

Cost: 1 Wisp

Duration: 1 scene

The Princess opens new pathways in the target's spirit, allowing them to draw deeper from the well of their experience and expertise.

Dramatic Failure: The Noble seals off pathways, the target takes the Cursed Condition and loses a random Speciality for a scene.

Failure: Nothing Happens

Success: The target gains the Informed Condition as a Boon Condition (which means it does not grant Beats), the topic covered by the Condition is one of their Specialities. This does not create knowledge but enhances memories and allows the target to combine old information through magically enhanced intuition. After benefiting from Touch of Fortune the target cannot benefit from a second Invocation until at least once scene after they Resolve the Condition.

Exceptional Success: The Informed Condition is broader, the topic covers two Specialities.

Touch of Fortune (Bless ..)

Action: Reactive, Wits + Empathy

Cost: 1 Wisp

Duration: Duration: 1 scene

The Princess grants a blessing of good fortune to a person she can see.

Dramatic Failure: The target loses her confidence. She gains the Shaken Condition

Failure: Nothing Happens

Success: The target gains the Fortunate Tilt, blessing a number of rolls up to the activation successes. A Noble may cast Touch of Fortune at the same moment another person acts to bless that action.

Exceptional Success: The target gains the Fortunate Tilt for many rolls.

Upgrade: Well-timed

The target's good fortune comes when most needed. Before the target makes a roll, he declares whether the Charm will affect it. The number of rolls affected does not change.

Upgrade: Strong

Cost: +1 Wisp

The Princess grants a stronger blessing; the rolls affected by the Charm gain the 8-again quality.

Upgrade: Perfected

Requires Strong

Cost: +3 Wisps

The blessed actions become deceptively easy; instead of gaining 9-again the rolls affected by the Charm gain the rote quality. Strong and Perfected cannot both be applied to the same activation.

Upgrade: Touch of Misfortune (Lacrima • •)

The target takes the misfortuneate Condition, they do not gain 10-again and subtract any 1s from their Successes. Negative Successes become a Dramatic Failure.

Take Backsies (Bless ••)

Action: Reactive, Wits + Empathy

Cost: 2 Wisp

Duration: Duration: Lasting

Spotting a friend on the verge of trouble, a Princess bestows the gift of a second chance. This Charm may only be invoked immediately after another dice-roll.

Dramatic Failure: If the original roll was a Success it's downgraded to a Failure. If it was a Failure it is downgraded to a Dramatic Failure. (The Storyteller should veto any attempt to penalise a foe with this effect.)

Failure: Nothing Happens

Success: The target immediately re-rolls their last roll, the better of the two results stands.

Exceptional Success: The second roll also benefits from 9-again, or 8-again if the target already has 9-again.

Upgrade: No Chance (Lacrima • •)

The Princess invokes this charm upon her enemy. The worse result of the two rolls stands.

Tranquil Glade (Bless ••, Legno •••)

Action: Reactive, Composure + Empathy

Cost: 1 Wisp

Duration: Duration: Scene

By enveloping a friend in the calm of a peaceful forest glade the Princess protects him from mind or emotion affecting supernatural abilities.

Dramatic Failure: The Princess takes a psychic backlash and cannot add Inner Light to rolls to protect herself from mind or emotion affecting abilities.

Failure: Nothing Happens

Success: The target gains mental shield equivalent to the defensive effects of Inner Light or similar supernatural advantages. Each Success is equivalent to one dot of Inner Light. This shield cannot stack with Inner Light or other Supernatural Advantages, use the higher defence.

Exceptional Success: Extra successes are their own reward.

Upgrade: Forest Bastion (Legno • • • •)

Cost: +1 Wisp, +1 Willpower

The Princess may apply Commonality to the roll to protect multitudes.

Charms of Enhancement (Bless ..., Invocation ..)

Action: Instant

Dice pool: Variable

Cost: 2 Wisps

Duration: 1 scene

Charms of Enhancement are a set of Charms that provide the Blessing Condition adding Activation Successes, up to a maximum of the relevant Invocation, in dots to one of the target's Attributes for a scene. A character cannot benefit from two invocations of the same Charm of Enhancement at the same time, and an Attribute can never be enhanced above the (Princess' maximum Transformed Attribute + 5). The Charms are:

- **Drawn by the Moon (Acqua • •):** Roll : Intelligence + Science to enhance a Mental Attribute.
- **Wind-Borne Grace (Aria • •):** Roll Presence + Expression to enhance a Finesse Attribute.
- **Stoke the Furnace (Fuoco • •):** Roll Strength + Persuasion to enhance a Power Attribute.
- **Forest Sanctuary (Legno • •):** Roll Stamina + Survival to enhance a Resistance Attribute.
- **Crown Jewels (Terra • •):** Roll Manipulation + Persuasion to enhance a Social Attribute.
- **Sic Semper Proditor (Lacrima • •):** Roll Presence + Intimidation to apply the Cursed Condition and reduce a Social Attribute. An Attribute cannot be reduced below one.
- **Avenger's Might (Tempesta • •):** Tempesta's Charm of Enhancement does not enhance an Attribute. Instead Roll Resolve + Brawl to enhance every roll in combat.
- **Regiis Gloria (Specchio • • •):** Roll Presence + Expression and split the Successes among any Attribute. No attribute can be raised by more than Specchio dots. A Princess can only invoke Regiis Gloria upon herself, and she may enhance the benefit with another Charm of Enhancement.

Upgrade: Flexible (Invocation • • •)

The Noble may add dots to all of the target's Attributes within the Charm's purview. She distributes her successes across the Attributes; she still cannot add more than her Invocation to any one Attribute. This Upgrade must be purchased separately for each Charm of Enhancement and cannot be acquired for Regiis Gloria.

Light's Aegis (Bless ...)

Action: Instant, Presence + Resolve

Cost: 2 Wisps

Duration: 1 scene

The Princess extends a portion of her mantle over another person, granting him the power to ward off injuries. The Charm may not be used on anyone currently affected by it or anyone who has been affected by it in the current scene.

Dramatic Failure: The Princess mishandles her power and injures herself. She takes 1 resistant lethal damage.

Failure: The target is unprotected by the Charm.

Success: The target has limited access to the Princess' Holy Shield. He takes the Aegis Tilt: each activation success each creates one shield-point which is equivalent to one Wisp spent on Holy Shield:

A shield-point can be spent to downgrade Aggravated to Lethal damage, downgrade Lethal damage to Bashing damage, or negate all but the first point of Bashing damage. The Aegis may spend the same number of shield-points per turn as the caster's Wisps per turn. The Tilt stacks with the innate Holy Shield if used on a Noble; both may be used against an attack.

Exceptional Success: Extra successes are their own reward.

Lucky Escape (Bless ...)

Action: Instant, Presence + Resolve
Cost: 2 Wisps
Duration: 1 scene

The Princess places a blessing upon someone, allowing her to survive the seemingly impossible. This Charm cannot be invoked upon anyone with the Lucky Escape Tilt or who has benefited from that Tilt in the current scene.

Dramatic Failure: The Princess mishandles her power and injures herself. She takes 1 resistant lethal damage.

Failure: The target is unprotected by the Charm.

Success: The target takes the Lucky Escape Tilt. If their last health box is filled with Lethal or Aggravated damage they replace that box with bashing Damage. This happens at the start of the target's next turn.

Exceptional Success: The last two Health boxes are affected.

Upgrade: Collective

Cost: +1 Wisp

The Princess may use the Charm on a social group that can see her, using the Commonalty modifier.

Oaken Fortitude (Bless ..., Legno ◊)

Action: Instant, Strength + Medicine
Cost: 1 Wisp
Duration: 1 scene

The Princess' presence fortifies, allowing the one she blesses to endure and throw off wounds. The target gains the Temporary Health condition with one Health box per Success, this condition comes with the Healing modifier.

If the target already has Temporary Health this charm can *not* be used.

Fade Palm Strike (Bless ..., Terra ..)

Action: Instant, Presence + Expression
Cost: 2 Wisps
Duration: 1 scene

The Princess wraps a friend's hands in a magical aura that mimics jade and cuts the flesh of servants of Darkness.

Dramatic Failure: The target's arm turns into solid Jade. Take the Arm Wreck Tilt for the scene.

Failure: For a moment, the target feels spiritually cleansed.

Success: The target acquires the mystical purity of jade. His flesh has the same effects on creatures of Darkness that jade does until the Charm ends and he gains a bonus die to resist Dark magic. Jade Palm Strike cannot stack bonuses with physical jade.

Exceptional Success: The target also gains the Blessing Condition and gains +2 dice to resist any Breaking Point caused by the Darkness.

Upgrade: Armed

The target's enchanted aura spreads to his weapons. A weapon in his hands acts on Dark creatures as if made of jade. The aura comes from the target, not the weapon, so it fades from a weapon when he releases it; however, it lingers long enough for a thrown object or a bullet to hit its target.

Upgrade: Multiple

Cost: +1 Willpower

The Princess may give a jade aura to all the members of an organization in her presence, applying the Commonalty modifier.

Tendril of Nothing (Bless, Lacrima ...)

Action: Instant and resisted, Presence + Intimidation - target's Composure

Cost: 2 Wisps, 1 Willpower, Compromise at Belief 4+ with a -3 modifier

Duration: 1 scene

The void can seep into every mind. Give in, it says. Do not resist. Give up, and let your sorrows drown you.

Dramatic Failure: The Princess lets the void only into your own mind. She suffers from the Depression condition, it cannot be Resolved but fades on the next full moon.

Failure: The power does not activate.

Success: The stillness of the void settles into the heart and mind of a foe. The target gains the Condition Cursed, the affected trait is a Resistance Attribute of the Princess' choice, which is decreased by the Princess' activation successes. This Charm cannot reduce an attribute to zero dots.

If the last box on the target's Health track fills with aggravated damage, the Charm ends and the Condition is removed. When the Charm does end, the target's Attributes return to their normal values; all restored Health boxes are empty.

Exceptional Success: Such a show of force terrifies the foe, showing them the foolishness of standing up to the Princess. In addition to the other effects, he suffers from the Depression Condition until the next time he sees the sun.

Peaceable Kingdom (Bless, Legno)

Action: Instant, Intelligence + Animal Ken

Cost: 3 Wisps, 1 Willpower

Duration: 1 scene

The Queen of Clubs' avatar is guardian and teacher of the beasts. The Princess undergoes a second transformation on activating the Charm, assuming traits that suggest a large and powerful animal – typically a lion, though bear-like and eagle-like miens are known, and there are rumors of one Hopeful who evokes a dragon. The change always suggests a king or queen of beasts, and the peril and majesty of the natural world; any mortal seeing the Princess is somewhat shaken, and she gains +1 on all Intimidation rolls against them until the Charm ends.

However, the main effect of the Charm is on beasts who see it. Any natural animal that can perceive the Princess when she activates the Charm has its Intelligence raised by 1 dot, becoming sapient. Further, the animals affected gain instant fluency in her native language, and the Charm grants them the ability to speak it comprehensibly if they have any ability to vocalize at all. The Princess may use Social Skills on the animals as she would with mortals, and gains a bonus on such rolls equal to her activation

successes. When the Charm ends, the animals return to their former non-sapient state. If the Princess use the Charm twice on the same animal, it remembers everything that happened during the first use.

Until the Charm ends, the Princess gains the Invocation Lock condition keyed to Legno.

Sheltered by Her Hand (Bless, Lacrima)

Action: Instant, Resolve + Empathy, modified by Commonalty

Cost: 1 Wisp, 1 Willpower, Compromise at Belief 4+ with a -3 modifier

Duration: 1 scene

To preserve her city and her subjects is the first principle of the Queen of Tears, and those who incarnate her are able to guard their allies from all harm. A Princess uses this Charm to protect citizens of Alhambra (no other Commonality group may be used; Lacrima may not be magically linked to Alhambra, but the avatar of Alhambra's Lady certainly is).

Dramatic Failure: The Princess fails utterly to protect her allies, and is crushed. She loses a point of Willpower and cannot spend or regain Willpower for the rest of the scene. In other words, she gains the Depression Condition but automatically suffers its full effects without needing to fail in her goals first.

Failure: The Princess cannot protect her allies. The Charm fails.

Success: The Princess undergoes a second transformation that drains all the colour from her body and Regalia. All members of the target group who can see this transformation feel a breath of cold pass over them, penetrating through all clothing for a moment.

Until the Charm ends, the transformation expands and substantially modifies the Princess' Holy Shield; creating the Sheltering Hand Tilt: When anyone affected takes damage the Princess automatically protects them by spending Wisps at her usual rate for Holy Shield. If she does not have sufficient Wisps she drains the land around her, for each Wisp drained roll one die and create a point of Taint per Success.

Exceptional Success: The Princess touches the determination that has sustained the Queen of Tears in her mission. She also gains the Blessing Condition. The affected trait is Inner Strength rolls and the increase is 2. The Blessing ends when the Sheltering Hand Tilt does so.

Drawback: The Queen of Tears perpetually mourns for the lost Kingdom, and the sacrifices that must be made to sustain its remnant; her avatar bears the burden of her grief, and so also gains the Queen's Grief Tilt. At the end of every turn where she protected someone with this Charm roll Resolve + Composure:

Dramatic Failure: The princess collapses into a hysterical mess for the scene, and suffers all accumulated Depression.

Failure: The Princess takes a -1 penalty to all future Resolve + Composure rolls to maintain Sheltered by Her Hand for this scene. In addition she adds one day of Depression to her accumulated total.

Success: The Princess takes a -1 penalty to all future Resolve + Composure rolls to maintain Sheltered by Her Hand for this scene.

Exceptional Success: Nothing happens.

When the Charm ends the Princess mediately falls into Depression for the number of days accumulated during this Charm.

Until the Charm ends, the Princess gains the Invocation Lock condition keyed to Lacrima.

Connect

Connect Charms trace and use the connections between people, or make and break such connections. Only Graces have affinity for them.

Fair Welcome (Connect ◡)

Action: Instant, Manipulation + Empathy

Cost: 1 Wisp

Duration: 1 scene

Surrounded with fresh faces and unfamiliar places, the Princess adorns herself in an radiant aura of trust.

Dramatic Failure: The Charm works in reverse, making the Princess naive and awestruck by new people. She applies the Fresh Impression condition to herself, increasing her impressions of anyone she hasn't already formed an opinion about by one step.

Failure: Nothing happens.

Success: Until the Charm ends she automatically applies the Fresh Impressions Condition to anyone she interacts with for the first time as well as anyone who has spoken to the Princess before but has no opinion about her. Essentially, if the phrase "first impressions" fits then the Charm functions. The Condition increases the target's impression by one step beyond what they would naturally be.

Exceptional Success: The Princess also gains the Blessing Condition, she has a +1 to all social rolls with the affected people.

Upgrade: Second Chances

Instead of an all-encompassing aura the Princess may instead focus this Charm on one single person, even one who has met the Princess before. The activation roll is Contested by the target's Composure + Supernatural Advantage.

Upgrade: Introductions

The Princess may invoke First Impressions on someone other than herself.

Helping Hand (Connect ◡)

Action: Instant

Dice Pool: Inner Light + Empathy

Cost: 1 Wisp

Duration: Lasting

If a thing is worth doing, it's worth doing together. When the Princess assists in an instant teamwork action, she may activate this Charm instead of rolling the relevant dice pool. Each success on the activation roll becomes a bonus die for the primary actor. In effect this Charm replaces the usual dicepool for a secondary actor with Inner Light + Empathy. In an extended teamwork action The Princess can use Helping Hand multiple times, once for each roll. Any bonuses or penalties on the teamwork dice pool also apply to the charm roll, and a dramatic failure penalizes the primary actor's roll as usual.

Upgrade: Enduring

Cost: +1 Willpower

When assisting in an extended teamwork action, all the Princess' rolls are Inner Light + Empathy instead of the relevant dice pool.

Upgrade: Guided

Do not apply penalties on the teamwork dice pool to the activation roll.

Upgrade: Twinned

Cost: +1 Wisp

When the Princess activates the Charm, she also rolls the relevant dice pool, and adds successes from both that roll and the Charm. The pools are separate; any bonuses and penalties apply to both. Twinned cannot be combined with Enduring.

Laying Down The Line (Connect •)

Action: Instant, Resolve + Streetwise

Cost: 1 Wisp

Duration: One scene (Consecrated)

A Noble is a creature of divides; between Light and Dark, Transformed and mundane, Hope and despair. Drawing a line on the ground, she separates one area from another, and so becomes aware of anyone that crosses that line. Before this Charm can be used, the Noble must first make some kind of line or divide to empower, such as a chalk line drawn on tarmac, a rope thrown down, or even putting up a picket fence around a house. This is a mundane activity, unrelated to the actual use of the Charm, and these divides can be linear, or enclose an area. It can also empower pre-existing divides, such as a doorway, or a river. These divides must either measure no more than (Inner Light x 20) yards in any direction, or be in an area affected by the Consecrated Condition.

Dramatic Failure: The Princess's clumsy magic temporarily manages to scramble her memories. She gains the Lost Condition, she is no longer able to remember how place connects to place.

Failure: The Charm fails to activate, with a slightly pathetic spluttering noise.

Success: The divide is empowered, gaining the Line in the Sand Condition. She nominates certain targets and instantly knows if they cross the line (and which line, if she has more than one active). The Princess can nominate everyone, a single individual, or she may nominate a social group by adding Commonality to her roll. By default the duration one scene. If used on a permanent natural divide, such as a doorway, fence or across a bridge, the duration is increased to one day. If used on Consecrated ground the duration is until the area is no longer Consecrated.

Exceptional Success: The magic flows easily, the divide feeling natural, and so the Princess is refunded the Wisp cost for the Charm.

Suggested Modifiers: Naturally secure building (+ Safe Place). Exceptionally strong memories of love and safety, such as a childhood home or childhood holiday home (+5). Strong memories of love and safety, such as a long time friend's home (+3). The character does not have position of the owner of the land to do this (-2).

Upgrade: Illuminated

Cost: +1 Wisp

Reaching out, the Princess sketches the bounded area in her mind, painting the delineation in liquid light. She is not required to make a mundane divide, and so may encompass any area up to the limit as part of the activation Instant action, and the line may not be removed by the destruction of the mundane component.

Upgrade: Unnatural

The Princess has additional options when deciding who the lines should target. She may now choose anyone Supernatural, the Light touched (Transformed Princesses, Sworn, Beacons, Shikigami), or Creatures of the Darkness. For the purpose of this Charm "supernatural" has a minimum threshold of a Minor Template.

Upgrade: Sheltered (Lacrima •)

The Princess has additional options when deciding who the lines should target. She may now choose the Court of Storms, including Princesses, Stormwracked and Goalenu. She does not need to add Commonality to her roll.

Upgrade: Righteous (Tempesta •)

The Princess has additional options when deciding who the lines should target. She may now choose Creatures of the Dark or the Court of Tears, including Princesses, Ghost Princesses (if they are part of the Court of Tears) and Sworn. She does not need to add Commonality to her roll.

Royal Witness (Connect •)

Action: Instant

Dice Pool: Intelligence + Politics

Cost: 1+ Wisp

Duration: 1 Month per Wisp

A Princess is royalty and may be called upon to witness a contract in her official capacity. This charm may be invoked upon any written or spoken contract, but everyone with obligations must be present and consent to the Princess bearing witness. This Charm is a lot less powerful than some Princesses wish, it can only work with clear and discrete actions and stands no chance when used on something like a corporate merger.

If the Princess wishes she can invoke this Charm multiple times to ensure that all signatories to the contract uphold their obligations.

Dramatic Failure: Instead of creating a connection to the contract the Princess just gives herself a headache. She takes moderate Sick Tilt for the scene.

Failure: Nothing happens.

Success: The Princess connects herself to one signatory of the contract, and knows when the terms are fulfilled or broken, but only for clear and discrete actions. If a contract required a man to deliver a car in good repair by Saturday the Princess would know the moment he delivered the car or the deadline passed with no delivery, but she would have no clue if the car is in good repair without walking over and checking herself. If he got someone else to make the delivery she will incorrectly assume the contract was broken (he could instead sign a contract to send an employee to make the delivery).

Exceptional Success: No further benefit.

Upgrade: Guild Charter (Terra •)

Modified by Commonality

The Princess' awareness is not limited to a single person. When invoking the Charm the Princess may nominate an organisation for which the signatory has Status in and who he represents in this negotiation. If she does so she'll become aware when anyone in that organisation fulfils or breaks the terms of the agreement.

Small Providence (Connect •)

Action: Instant

Dice Pool: Manipulation + Streetwise

Cost: 1 Wisp

Duration: 1 day

The Princess (or one she helps) finds, and obtains, that one thing she was looking for, at a surprisingly low price.

Dramatic Failure: The Noble's finances are thrown into disorder. For the next week, the Availability of any equipment or services she wants counts as one dot higher.

Failure: The target gains nothing from the Charm.

Success: The target of the Charm gains one instance of the Bargain Condition applicable to any purchase. The Condition is wasted if it is not used when the Charm expires.

Exceptional Success: The target of the Charm gains two instances of the Bargain Condition. Both will end when the Charm expires

Trace the Threads (Connect ◊)

Action: Unrolled

Cost: 1 Wisp

Duration: 1 Scene or Lasting

The Princess can unerring seek out the right person and she may learn many things from an hour of polite talk. In essence she spends a Wisp to apply the Blessing Condition to herself, acquiring a dot of the Contacts Merit for a scene which she may then use using the usual rules. The Contacts must represent people who can plausibly be found in the local area.

If the Princess wishes, and has given a good impression, she may spend Experience to make the Contacts permanent.

Mantle of Authority (Connect ◊, Terra ◊)

Action: Instant and Contested

Cost: 1 Wisp

Dice Pool: Presence + Politics vs Composure + Supernatural Advantage

Duration: 1 scene

The Noble claims her authority from the Light to keep her person inviolate and her movements unrestricted. The Charm fails if the Noble or her target is engaged in combat.

Dramatic Failure: The target sees the Noble as a fraud or a lunatic, and will react accordingly.

Failure: The target sees nothing significant about the Noble's phylactery.

Success: For the rest of the scene, the target assumes the Noble has diplomatic privileges. He will not try to search her or detain her, no matter what she's been doing, though if she lacks permission to be where she is, he may escort her out. The target also will not initiate combat with the Noble unless ordered to do so by his superiors, though he will respond if she attacks.

Exceptional Success: The Charm's effect persists for a full day before it ends.

Upgrade: Collective

Modified by Commonalty

Cost: +1 Wisp

The Noble may use the Charm on members of an organization that can see or hear her, using the Commonalty modifier. The member with the highest Composure + Status (not Supernatural Advantage) Contests for the group.

Upgrade: Membership

Requires: Collective

Cost: +1 Willpower

The noble reweaves the threads that bind an organisation together to include herself. When she uses Collective on an organisation large enough to have a Status Merit she gains the Blessing Condition adding half her Terra (rounding up) in Status to an organisation. This organisation cannot be supernatural in nature (which includes any organisation that offers a supernatural Merit or Endowment as a benefit to members). In addition to Status the Princess knows how to talk and act like a member of the organisation, and if she has appropriate Charms (such as Phantom) she knows how to create accurate markers of identity. However her membership is fragile, she will need to come up with her own reasons for why nobody has met her before and if she gives people a reason to investigate her membership they will discover the truth.

Pull Together (Connect •, Terra ••)

Action: Reflexive
Dice Pool: Unrolled
Cost: 1 Wisp
Duration: 1 scene

In the face of a crisis the Princess takes charge, with a few quick commands and a hastily tied knot in the web of interpersonal connections. When the Princess uses Jury Rigging [CoD page 102] to create an organisation she may spend a Wisp before rolling. If she does so then upon a regular Success the resulting equipment is not Fragile or Volatile, however it will only last for one scene.

Sweet Fragrance (Connect •, Legno •)

Action: Instant and contested
Dice Pool: Composure + Socialize
Cost: 1 Wisp
Duration: 1 scene

The Princess releases a subtle scent into the air around her, that relaxes those who breathe it and inclines them to be friendly. She affects a circular area with a radius up to (Inner Light + Legno) yards, centred on herself.

Dramatic Failure: The scent the Princess releases is mildly offensive. She takes a -1 penalty on all Social rolls for the rest of the scene, or until she cleans herself with soap or magic.

Failure: The Princess releases no scent.

Success: Anyone within (Inner Light + Legno) yards of the Princess who cannot match her activation Successes with a Composure + Supernatural Tolerance roll gains the Trusting Condition. The Princess must roll to avoid gaining the Condition herself.

Exceptional Success: The Princess is immune to her own scent.

Upgrade: Subtle (Legno ••)

The Princess may permeate an object with her fragrance by touching it. The charm functions as normal save that the area surrounds the affected object.

Mercury's Blessing (Connect •, Acqua •)

Action: Instant
Dice Pool: Intelligence + Expression
Cost: 1 Wisp
Duration: 1 scene

With a touch of the hand and a look in the eye, the Princess may converse with anyone in the world. She touches someone to activate the Charm. With an ordinary success, she acquires a basic understanding of the one of the target's language until the Charm ends. She gains the Blessing Condition, the affected trait is a dot in the multilingual merit applied to a single language the target knows. On an Exceptional Success the Princess gets the Language Merit instead.

Upgrade: Lasting

Cost: +1 Wisp

Duration: 1 day

The Princess' magical fluency persists for a full day from the moment she gained it.

Upgrade: Overflowing (Acqua ••)

If a person speaks more than one language, the Princess can learn them all. The effects apply to one language for each success rolled, up to her Acqua.

Upgrade: Instructing (Acqua • •)

The Princess can use this Charm in reverse, granting others the ability to speak a language she knows.

Better Together (Connect ••)

Action: Instant

Cost: 1 Wisp

Dice Pool: Manipulation + Socialise vs Composure + Supernatural Advantage

Duration: Until the condition is resolved

With deft fingers the Princess weaves two people together, using each as support for the other so that they may reach greater heights. The Princess may be one of the two people. The is contested by the higher dice pool of the targets, but if everyone consents the Charm is unopposed.

Dramatic Failure: Both parties take the Fresh Impressions condition, setting their impressions one stage lower for a day.

Failure: Nothing happens.

Success: The charm takes effect, one or both of the targets, the Princess' choice, gain the Guided Condition connecting them to the other target.

Exceptional Success: In addition both parties take the Fresh Impressions condition, setting their impressions one stage higher for a day.

Shared Interests (Connect ••)

Action: Instant

Dice Pool: Presence + Socialise

Cost: 1 Wisp

Duration: One scene or one day

The Princess turns common knowledge and training into a bond among the people near her. The Princess may use this Charm on a person she can touch, when the target is in the company of at least four other people, and he and the others all have at least 2 dots in the same Skill. The Princess may not use the Charm on anyone already under its effects.

Dramatic Failure: The Princess becomes flustered and distracted when the target can see her. She takes the Nervous Condition, which resolves when she has left the target's presence for at least one scene.

Failure: Nothing happens.

Success: For the rest of the scene, the target has the benefits of the Hobbyist Clique Merit, related to the Skill he shares with the others who are present. The benefit is limited to one Skill at a time; if more than one clique can be formed around the target for different Skills, the Princess chooses a Skill as she activates the Charm. The target needs the help of at least four clique members to get the benefit; the Charm does not end if the clique disperses, but it has no effect unless five members including the target are working together.

Exceptional Success: The Charm grants its benefits to the target until the next sunrise.

The Right Word (Connect ••)

Action: Instant and contested

Dice pool: Manipulation + Persuasion vs. Composure + Supernatural Tolerance

Cost: 1 Wisp
Duration: instant

The Princess can read the hearts of those she meets, discovering what they most desire and what she can do to help them reach it. At the start of a social maneuver with a person, the Princess may activate this Charm.

Dramatic Failure: The Princess is led to believe the target has an Aspiration which is, in fact, repugnant to him. If she offers to help him achieve the spurious goal, add one Door to her social maneuver and lower the impression by one step.

Failure: The Princess learns nothing of her target's desires. The social maneuver proceeds normally.

Success: The Princess learns one of the target's current Aspirations in the course of her first attempt to open a Door. She may appeal to that Aspiration after the first attempt resolves, whether it succeeds or fails. If the target has a Dream, or any other trait similar to Aspirations, the Princess can discover it instead of an Aspiration.

Exceptional Success: The Princess learns two of the target's Aspirations (or Vocations, or similar traits) as she tries to open her first Door.

Upgrade: Convincing

Cost: +1 Wisp

The Princess knows just how to appeal to her target's wishes. When she appeals to an Aspiration revealed by the Charm during the social maneuver she used it, she opens two Doors instead of one.

*Beast Speaker (Connect **, Legno *)*

Action: Instant, Intelligence + Animal Ken

Cost: 1 Wisp

Duration: 1 scene

Beast Speaker allows a Princess to speak to any animal, and understand its replies.

Dramatic Failure: The targeted animal, and any other animal of the same species, turns hostile and will attack the Princess if it can until the Charm ends.

Failure: The animal does not understand the Princess, and behaves as it normally would.

Success: The Princess acquires the Blessing Condition, the affected trait is the Language Merit, applied to the species of animal targeted.

Exceptional Success: The Princess acquires a second Blessing Condition. The trait is social rolls with any member of the species targeted and the bonus is +2 dice.

*Flash of Brilliance (Connect **, Specchio ***)*

Action: Reflexive, Presence + Subterfuge.

Cost: 1 Wisps

Duration: Indefinite

To an Heir, mundane history and trivia often seem so... trivial. Shouldn't an Heir's magic be proof enough of their genius? This Charm enhances any action with the goal of convincing others that the Noble is well-informed about some topic.

Dramatic Failure: The Noble's action is an automatic dramatic failure. Whatever she says, the audience perceives only foolish ignorance of the topic.

Failure: The action is neither helped nor hindered.

Success: The Noble passes herself off as an expert. If her roll for the action fails, the audience perceive it as though she rolled one success; if it succeeds, they see an exceptional success. Listeners will remember hearing only the things the Noble said that were appropriate to the topic, but will believe the full speech conveyed an accuracy and understanding appropriate to the result of the roll. The Charm affects only what the audience hears; dictation, recordings, and so on capture only the actual speech, although listeners will not realize it until the Noble is done speaking.

Exceptional Success: The Noble's apparent mastery of the topic prevents anyone from challenging her claims. If her action succeeds, listeners must spend 1 Willpower to dispute anything she says on the topic for the rest of the scene.

*Hail to the Homecoming Queen (Connect **, Specchio ***)*

Action: Instant, Presence + Expression

Cost: 2 Wisps + 1 Willpower

Duration: 20 turns

With a dramatic entrance all eyes turn adoringly towards the Princess.

Dramatic Failure: The Princess draws no attention as is compelled to try harder. Take the Drama Queen Condition.

Failure: The Charm has no effect.

Success: For the next 20 turns (one minuet) every character who sees the Princess and has not yet seen the Princess this scene, and who's Composure is lower than her activation Successes takes the Swooned Condition. If they have not been resolved the Conditions fade at the end of the scene.

Exceptional Success: Extra Successes are their own reward.

*You're Only in Trouble if you Get Caught (Connect **, Aria ***)*

Action: Instant, Intelligence + Composure

Cost: 1 Willpower

Duration: Lasting

Sometimes, one must learn to lose, to give up, and, to put it bluntly, to run away. By using magic taught by the Queen of Thieves a Knave may escape from her past, and those who would use it to track her down with magic.

Each success on the activation roll reduces your Intimacy to a chosen subject by one degree per success. If this reduces the connection below Few Feelings, it breaks altogether.

The effects are permanent, but the connection can reform quickly if the Princess does not avoid contact with whoever she has left behind. Her actual feelings remain unchanged.

Upgrade: Partners in Crime (Aria •••••)

Cost: + 1 Wisp

You can use the Charm on another person you can speak to. The target must give their consent for such a thing to occur.

Upgrade: Band of Thieves (Aria •••••)

Requires: Partners in Crime

Cost: + 2 Wisps

You can use the Charm on a social group you can speak to, extracting yourself from a Commonalty group. If combined with Partners in Crime the Princess can extract multiple people at no additional cost.

Cherish (Connect ...)

Action: Instant and resisted, Wits + Empathy - target's Composure

Cost: 1 Wisp

Duration: One Charm or Inner Light days

A person she's met, a place she's been – these fix themselves in a Princess' heart. The Princess uses this Charm on a target within sight, to grant herself temporary Intimacy to it.

Dramatic Failure: The Princess cannot use any Charm through an Intimate connection to the target until she sees it again.

Failure: The Charm has no effect.

Success: The Princess and her target gain the Entwined condition, linked to each other. For every Success the Link Strength is one step stronger than her natural Intimacy, to a minimum of Love. The Condition ends when a Charm is invoked across the new connection.

Exceptional Success: The connection lasts for several Charms, though it frays each time the Princess uses it. The first Charm she uses has an Intimacy modifier of 0, the second has one of -2, the third -4, and so forth until she returns to the original level of Intimacy.

Note that the Intimacy made by Cherish works both ways; if the target has a power that exploits Intimacy, he can send that power through the connection the Princess made.

Upgrade: Durable

Cost: +1 Wisp

Using Charms no longer ends the Entwined condition, it lasts for Inner Light days and no longer.

Leading the Way (Connect ...)

Action: Instant, Presence + Persuasion

Cost: 1 Wisp

Duration: Until the condition is resolved

We put a lot of ourselves into our leaders. We trust them, we follow them, we even base parts of our identity on which leader we follow. A Princesses can work with the connections between people and their leaders, bringing herself closer to the people she serves.

Dramatic Failure: The Princess shakes her confidence in her goals. Take the Self-Doubt Condition.

Failure: Nothing happens.

Success or Exceptional Success: Choose one Dream of Aspiration and mark it with the Guiding Light Condition. When you fulfil it everyone who helped you do so in the current Session takes a Beat, Princesses who help you fulfil a Dream also gain a Luminous Beat.

An Introduction (Connect ...)

Action: Instant, Manipulation + Empathy

Cost: 2 Wisps

A Princess' true power comes from the lives she has touched, so sometimes it's important to touch the right person. The Princess invokes this Charm to meet someone. She defines up to one characteristic per dot of Inner Light or any applied Invocation. A characteristic can be trait (e.g. an Attribute, Skill or Merit) or something less quantifiable like having a sunny disposition.

Dramatic Failure: The Princess learns how to find someone who satisfies all her requirements; however, if she meets him, the storyteller should inflict some hardship upon her.

Failure: Nothing happens.

Success: The Princess twists fate ensuring that portents and omens will guide her to someone who satisfies all her requirements. If she follows the signs (the Storyteller provides signs) she meets the person in question.

Exceptional Success: In addition, she will meet the person in favourable circumstances and create an initial impression one step higher than she naturally would have.

Upgrade: Proxy

Cost: +1 Wisp

The Princess can act as an intermediary. She may use the Charm on a person she can touch. The Charm affects the target exactly as it would if he activated it himself, except that the Princess sees the signs and must tell them to the target.

Upgrade: Meet Cute (Specchio • • •)

When the Princess follows the signs and meets the person she seeks, both immediately take the Swooned Condition.

Whispers from Afar (Connect ...)

Action: Instant, Wits + Socialize, modified by Intimacy

Cost: 2 Wisps

Duration: 1 scene

What need is there of speech between you and those you love? A Princess uses this Charm to communicate with another person; if he is not present, the Intimacy modifier applies. If the target has Wisps, he can share the activation cost; both the Princess and the target spend 1 Wisp, and the target does so reflexively.

Dramatic Failure: For the duration, the Princess imagines the voice of her target is speaking to her; what it says is what she generally expects him to say, but it chooses the most distracting moments to speak. She takes a -2 penalty on all Wits-based rolls.

Failure: The Charm has no effect.

Success: The Princess can speak directly to the mind of her target, without using her voice, and the target can reply the same way. The Charm conveys only sounds that the Princess and the target could actually speak; so, for example, if one thinks in a language the other doesn't know, he hears the words but cannot understand them. On the other hand, anything said is heard as clearly as if the two of them stood together in a quiet room. The first time someone is the target of this Charm, he must roll Resolve + Composure to learn how to speak through the link (and, possibly, to persuade himself that he isn't imagining the voice in his head.)

Exceptional Success: In addition, by concentrating the Princess and the target can share a memory. The one who has the memory makes a memory roll (see p. 44 of the nWoD core book) to recall it; whatever she recalls passes over the link, and the other makes a memory roll to retain the information. This takes an instant action from both characters.

Upgrade: Party

Cost: +1 Wisp

The Princess applies the Commonality modifier to create a channel of voiceless speech among several people. She can speak to any or all of the targets' minds, and they can speak to her and each other in the same way.

Upgrade: Borrowing (Aria • •)

The Charm's link between minds carries sensations. Anyone in the link can make a Perception roll at a -2 penalty to borrow the senses of another person in the link for a brief moment, seeing what the other sees and hearing what she hears in that moment.

Ivory Gate (Connect ...)

Action: Instant, Manipulation + Socialize

Cost: 2 Wisps

Duration: 1 night

The Princess binds her mind to another; when they next fall asleep they will share their dreams. The Charm grants both the gift of lucid dreaming for the night and clear memories the morning after. To open an Ivory Gate a Princess needs permission from the target, and the pair must sleep close enough to touch.

A lesser known use of this Charm is that it interacts with Crawlspace. Normally the only way into another person's Crawlspace is to travel through the Dreamlands, but while two people are connected by an Invocation of Ivory Gate they may see the entrance to each others Crawlspace. Only the owner of the Crawlspace may unlock it, but they may lead others through. Every traveller must pay 1 Wisp or one Willpower.

The other, even more obscure, use of Ivory Gates is to invoke it on oneself. This seems to be a waste of good Wisps, but while she is within her own Crawlspace and under the effects of a self-applied Invocation of this Charm, she will be able to navigate from her Crawlspace into a regular dream (and yes, she can bring others too but they don't benefit from lucidity or clear memories unless Ivory Gate is invoked upon them). An expensive but effective cure for insomnia or a fun night of lucid dreaming.

Upgrade: Distant

Modify the roll by Intimacy

The Princess can share her dreams from any distance. She still requires permission, but a simple phone-call or arranging in advance is sufficient.

Upgrade: Dream of Me (Specchio • •)

The Princess no longer needs permission to enter another's dreams, and can even open an Ivory Gate without giving the gift of lucid dreaming to the other party. This Upgrade can also be used to invade somebody's dream from the Dreamlands and even allow a full invasion of another person's dreamscape (see Amanojaku in Chapter four for more details on how to access a person's dream from the Dreamlands, and how to invade a dreamscape), doing so requires that the Princess navigates through the Crawlspace into the target's dream. They may not detour or use the Crawlspace in any way except as a path into the Dreams, this Charm simply doesn't have the power.

Defhumanization (Connect ..., Specchio)

Action: Instant

Cost: 1 Wisp

Dice Pool: Presence + Socialise, vs Composure + Supernatural Advantage

Duration: Scene

To those at the apex of Specchio's solipsism they alone are a real person. Everyone else is a secondary character. Their lives contain the details relevant to the Heir's story and nothing else; and by enchanting the connections between an individual, a group, and society's perceptions of that group she can protect herself from any inconvenient reality.

Before invoking this charm the Princess must name an archetype that the target could be identified with. She could turn an ordinary family man who happens to work as a software engineer into a walking talking stereotype of a star trek obsessed socially outcast computer geek, but she couldn't turn him into a corporate raiding wolf of Wall Street banker.

Dramatic Failure: The Princess' solipsism reaches a fever pitch. She automatically rolls a dramatic failure for the Specchio backlash on this charm

Failure: Nothing happens.

Success: The target takes the Stereotypical condition. Their Vice becomes acting as expected, they need to spend a point of willpower to act against their archetype, and they take the Open Condition to Spirits or Dreamlanders who align with their archetype

Exceptional Success: The duration increases to two scenes.

Upgrade: Group Identity

The Princess can invoke this Charm on a group, applying Commonality to her roll. The highest dice pool among her targets contests the roll for the entire group. The Princess must choose the same archetype for the entire group and any members who cannot be linked to the archetype are exempted from the Charm's effects.

Up in Smoke (Connect ..., Aria ...)

Action: Instant

Cost: 1 Wisp

Dice Pool: Dexterity + Larceny, modified by Intimacy

Duration: Lasting

The Noble summons and banishes objects in puffs of colored smoke. She can move an object of Size up to her successes between her current location and a place she knows of; the Sympathy modifier applies to the other place, not to the object, so she can't summon an object that's been moved since she last saw it. Also, to send an object somewhere the Noble has to be carrying it, and when she takes an object it ends up in her hands; the Charm can't be used on anything the Noble can't lift.

Upgrade: Shuffled

Cost: +1 Wisp

The Princess can take an object from one distant place and send it to another with one activation. Apply the worse of the Intimacy modifiers for the two locations.

Hymn to Orpheus (Connect ..., Legno ..)

Action: Instant and resisted, Presence + Expression - targets' Composure

Cost: 2 Wisps

Duration: concentration

In the myths, the songs of Orpheus were so beautiful that all the natural world came to hear them. The Princess can, in a small way, emulate him. When she has a natural animal within sight, she sings or plays music pleasing to it, and all the animals of the same species who hear the song gather together to listen. The Charm ensures that the music can be heard anywhere within 100 times her successes in yards; natural acoustics may carry the song further, at the Storyteller's discretion. (Note that while only animals of the same kind as the target are certain to come, anyone and anything with ears can follow the music if they like.) Once they arrive, the summoned animals will stand or lie near the Princess, quietly listening, as long as she performs; when she stops, the Charm ends and the beasts revert to their normal behavior in the following turn.

Upgrade: Calling (Legno • • •)

The Princess may perform for an animal that is not within sight, provided she knows it well. Apply the Intimacy modifier to the chosen target; animals of that species will come to hear her.

Font of Truth (Connect ∙∙, Acqua ∙)

Action: Instant

Cost: 1 Wisp

Dice Pool: Intelligence + Expression - Commonality

Duration: scene

A student of Acqua must tell the truth, but mere honesty doesn't convince everyone. The Noble can clothe the truths she speaks with magic that makes her honesty clear to all. She may invoke this Charm on a person or a social group by applying Commonality.

Dramatic Failure: The Noble achieves the opposite of her intent: those who hear her assume she lies. She takes the Cursed Condition and suffers a -2 penalty on Social rolls to communicate or persuade people for the rest of the scene, and may not use the Charm again until then.

Failure: The Noble's words are as convincing as usual, no more and no less.

Success: The Princess smooths out her social connections, removing obstructions and letting all see hear her intent clearly. Any mundane attempt by the target determine if she is telling the truth (as she understands it) becomes an automatic Exceptional Success.

Exceptional Success: The Noble's honesty begets trust. The target takes the Fresh Impressions Condition and sets the Impressions one level higher than they would otherwise be.

Drawback: If the Princess is dishonest her targets will have little trouble seeing through her lies.

Ferryman's Shroud (Connect ∙∙, Lacrima ∙)

Action: Instant, Composure + Athletics

Cost: 2 Wisps, Compromise at Belief 7+ with no modifier

Duration: instant

The Queen of Tears has deemed that all Princesses are entitled to the freedom of her city. To use this Charm, the Princess must be in complete darkness; light bright enough to see by, from any source, makes the Charm fail.

Dramatic Failure: The Noble touches the Dark World through her magic instead of Alhambra. The Compromise roll for the Charm takes a -2 penalty, and the Noble cannot use the Charm again for one full day..

Failure: The Noble stays where she is.

Success: : The darkness the Noble stands in thickens to an utter negation of light for an instant; then the ground vanishes and she falls, splashing into the black salt lake of Alhambra. The Charm is generally considerate enough to drop her near a shore, where she can reach dry land in a single turn. It doesn't, however, have to leave her in a specific place within the city; she may have to walk an hour or two to reach the district she wanted.

Exceptional Success: The Noble appears in Alhambra, at the nearest shore to the place she wants to be.

The Charm will not take anyone back from Alhambra - the Queen of Tears does not wish anyone to leave her who has not proven their fidelity to the true Kingdom

As an incidental benefit, those who learn this Charm can light lamps in Alhambra as its citizens do... it's not clear why.

Upgrade: Driven

Cost: +1 Wisp/every 5 points of Size above 5

The Princess can drive a vehicle into Alhambra, carrying along all its contents. She takes a penalty on the activation roll of -2 for 5 points of the vehicle's Size exceeding 5; that is, a Size 10 vehicle takes

a -2 penalty, a Size 15 vehicle takes -4, and so on. As with the basic effect, the vehicle must be in darkness to travel, and will arrive over water; most Hopeful using this Charm travel in boats.

If she rolls a dramatic failure, the Princess cannot use the Charm for one full day.

Upgrade: Returning (Lacrima • • •)

The Princess may use the Charm to travel from Alhambra to a place she knows well; apply the Intimacy modifier for the destination. As with the basic Charm, the upgrade only works in complete darkness (and in Alhambra that carries risk; see the rules in that section.) On the other hand, activating the Charm to leave Alhambra is not a sin against Belief at any level.

The followers of Tears only teach this Charm to people who have proven their loyalty to Alhambra, but nothing other than the Lacrima Prerequisite and the risk of retaliation prevents anyone else from learning the Charm.

Mirror Walk (Connect •••, Specchio ••)

Action: Instant, Dexterity + Athletics, modified by Intimacy

Cost: 3 Wisps

Duration: Instant

A simple trick but a very useful one. The Princess targets two mirrors before stepping into one and out the other. Both mirrors must be large enough for her to fit through. Intimacy is measured to place the Princess wishes to arrive at, if it has no Mirrors large enough to squeeze out of the Charm automatically fails and the Princess knows why. If it has more than one suitable mirror than the Princess can choose to rive at any mirror she knows about. The Intimacy modifier applies to the place the Princess wishes to arrive at, but she must know the exact location of the mirror she is to arrive at.

The Charm cannot cross between realms. This may not be used to gain either egress or entrance to Alhambra, nor may it be used to exit or leave the hisil of the shapeshifters, the twisted thorn-world of the fae-folk, or any other such hidden place. However, should a Princess find herself in any of these alternate worlds, it may be used for transit within them if such a thing is possible within the alien dimension.

Dramatic Failure: The Princess enters the mirror, but gets lost. She rolls Wits + Composure each turn after using the Charm; when she succeeds, she emerges from the mirror she left. If the mirror is shatters in the interim she emerges somewhere nearby.

Failure: Nothing happens.

Success: The Princess transports herself to the target mirror.

Exceptional Success: When the Princess emerges, she may immediately move up to her Speed, even if she had to move to reach the mirror she left.

Upgrade: Leading

Cost: +1 Wisp per additional person

With this Upgrade the Princess can now lead others through mirrors. Each extra person or 5 Size points of equipment beyond what she can carry costs an additional Wisp.

Upgrade: Seeking (Specchio • • •)

With this Upgrade the Princess can use her Intimacy modifier to a person or object instead of a place. She will arrive at the nearest appropriate mirror, assuming there is one in Inner Light x50 yards;

Upgrade: Writ of Passage

The Princess learns how to combine her magical mirrors with complementary magic to travel beyond the world. If she knows a Charm, Edict or Privilege that allows access to another world, or she works with someone who does, then she may use Mirror Walk and travel to a mirror in that world, Intimacy permitting. Doing so requires that the activation cost of the other power be paid in full. She may also use Writ of Passage to return from other worlds –though some worlds are infamous for being easier to enter than to escape.

The ability Enter Darkness, known to all creatures of the Darkness can be used to walk to a Mirror in the Dark World. Ferryman's Shroud cannot be used to enter Alhambra, the city's defences are strict about what may enter. Realms without physical substance, such as the Dreamlands, are never valid destinations for Mirror Walk.

Charms of Entwined Destiny (Connect ..., Invocation ...)

Action: Extended, Manipulation + Empathy (30 minutes/roll, threshold = Princess' Willpower), modified by Intimacy

Cost: 2 Wisps, 1 Willpower

Duration: 1 month

In a lengthy ceremony, invoking all she knows of him, the Princess weaves the thread of her fate into another's, becoming an exemplar in his life of one of the Queens. Each Queen teaches a different version of this Charm, with her favored Invocation as a prerequisite; these versions must be learned as separate Charms.

Unlike natural Entwined Destinies there is no guarantee that the people involved are suited for new connection with each other. Even if the target actively resists the effects of selfish or incompetent uses of this Charm can be seriously unethical, harmful and just all round messy. Likewise, unlike natural Entwined Destinies the Princess doesn't automatically modify the subject of the Charm's fate. When Fate itself wants to bring two people together it has no reason not to work both ends. When a Princess uses magic to twist fate she finds it's easier to work on her own.

Dramatic Failure: The Princess cannot use the Charm on the target for 1 month, and suffers a -2 penalty to all Social rolls involving him during that period.

Failure: The Princess makes no progress. If she does not reach the threshold, she cannot use the Charm on the target again for 1 week.

Success: The Princess makes progress. When she reaches the threshold, the target gains the Blessing Condition. The Blessing creates the Entwined Destiny Merit, with the appropriate relationship and the target of the Princess' choice.

Exceptional Success: The Princess makes great progress tying her destiny to the target's.

The five versions of the Charm each confer a different form of Entwined Destiny:

- Better Living Through Education (Acqua) - Mentor. The Princess gains Willpower when she has taught the target something important, and takes penalties if she passes up an opportunity to educate.
- Manic Pixie Dust (Aria) - Gadfly. The Princess gains Willpower when she exposes the target to unusual situations (for him) or alters the pattern of his life in a benign fashion, and takes penalties if she ignores a chance to do so. Doing the target permanent or serious harm does not fall under the Destiny.
- Red String of Fate (Fouco) - Lover. The Princess gains Willpower when she has furthered the target's love for her, and takes penalties if she misses a chance to do so. The love in question need not be erotic or marital, but it must involve mutual affection and trust.
- Under Ursa's Star (Legno) - Guardian. The Princess gains Willpower when she rescues the target from harm, and takes penalties if he is harmed when she is present.
- Great Expectations (Terra) - Sponsor. The Princess gains Willpower when her target's social standing improves, and takes penalties if she lets a chance to help him rise go by.

Upgrade: Proxy (Invocation ••••)

The Princess can weave the thread of another person's life. The threshold for doing so is the Willpower of the person being given an Entwined Destiny, and the Intimacy modifier is either the Princess'

connection to that person, or to the Destiny's subject, whichever is worse. If either person being given a Destiny is not willing to accept the role the Charm gives him, the Princess suffers the effects of a dramatic failure towards him.

Upgrade: Mutual (Fouco • • • •) Requires Red String of Fate

Cost: +1 Willpower

When the Princess casts Red String of Fate both herself and her beloved gain an Entwined Destiny of lovers to each other. The two destinies are the natural compliment such as motherly love to daughterly love, or romantic love to romantic love. If the target does not give informed consent the Princess suffers a Dramatic Failure.

Upgrade: Taut

Cost: +1 Wisp

The thread that ties the Princess to her target pulls them together. The Princess and her target gain the Entwined condition. The strength of the link is equivalent to an Intimate connection of Love, regardless of the connection they had before. When the Charm ends their Intimacy returns to its natural level.

The Old Allegiance (Connect •••, Lacrima ••)

Action: Extended, Presence + Intimidation (30 minutes/roll, threshold = target's Willpower), modified by Sympathy

Cost: 2 Wisps, 1 Willpower

Duration: 1 month

It is right and proper, the Last Empress teaches, for the Nobility to reward those who serve the Light, and punish those who refuse to serve. In a lengthy ceremony, invoking all she knows of him, the Princess weaves the thread of another person's fate, calling him to assist her in her labors.

Dramatic Failure: The Princess cannot use the Charm on the target for 1 month, and suffers a -2 penalty to all Social rolls involving him during that period.

Failure: The Princess makes no progress. If she does not reach the threshold, she cannot use the Charm on the target again for 1 week.

Success: The Princess makes progress. When she reaches the threshold, the target's fate makes him a loyal servant of an organisation of the Princess' choice, until the Charm ends. The target gains Willpower when his actions serve the organisation's goals, and suffers penalties when he flouts them, or ignores them to serve another goal. Most Ravens use this Charm to instill loyalty to Alhambra.

Exceptional Success: The Princess makes great progress weaving the target's destiny.

Unlike the Radiant Queens' Charms of Entwined Destiny, it is perfectly possible to use The Old Allegiance on an unwilling target. It is however a Belief compromise to do so, the modifier is at -3 (note that this isn't Lacrima's Drawback, it's just very unethical). Further degeneration checks may be called for if the Princess takes advantage of people she has woven a destiny for. As a general rule, it doesn't count as consent if they're only saying it as a result of an artificial destiny.

Upgrade: Collective (Lacrima • • • •)

Cost: +1 Willpower

The Princess may bind all of a social group to her goals at once. When she reaches the threshold, all the members of the target group who see her are affected. The Charm is modified by Commonalty of the target group, instead of by Sympathy.

Ultimate Fidelity (Connect ..., Tempesta ...)

Action: Extended, Resolve + Composure (1 minute/roll, threshold = 11 - Belief)

Cost: 1 Willpower dot

Duration: indefinite

The original Sworn Guard and the One-Who-Became-Storms swore this oath when they stood before the gates of the last city of the Kingdom, alone against the hordes of the Darkness. And they retain it. The Alhambrans know nothing of it; why would those treacherous curs know anything about loyalty or devotion? This was an oath of the Army of the Kingdom, not the soft weaklings who betrayed it from within.

When using the Charm, the Princess declares a Cause. This may be anything that can be described in a sentence or so, consisting of an end-goal that is important to her. For example, "Kill the six-fingered man who killed my father" is a valid target, while "Buy some milk from the shops" is almost certainly not. The Princess repeats these words over and over again, drumming them until they become all-consuming. The Charm is complete when the scars blossom across her chest, spelling out the Cause for all who would see. Whenever the Princess advances the Cause; finding a list of men with six fingers, finding which one he is, finding where he lives, watching his routines, breaking into his house, she gains one Willpower. At most one Willpower per scene.

In addition, the Princess cannot be dissuaded; she doubles her appropriate Resistance Attribute against any attempts, whether mundane or supernatural, to prevent her from fulfilling the Cause. This covers things like torture, which would double Stamina, just as much as Composure might be used against magical mind-control or mundane persuasions. However, the Cause consumes those who have willingly sworn it. When faced with a choice between advancing or fulfilling the Cause, or taking another action, the Princess rolls Resolve + Composure. If she succeeds, she may perform the other action; otherwise she must continue with the Cause, and ignore the other situation, even if it would seem to be more important to an objective observer.

Once the Cause has been accomplished, the Princess regains the Willpower dot lost when swearing to it. If it becomes impossible to attain the Cause for any reason (say, the six-fingered man dies before they can get their revenge), not only does she not regain the Willpower dot, she must roll Resolve + Composure, with each success inflicting one point of resistant aggravated damage, as her soul seeks redemption in coruscating flames that erupt from her mouth and burn at the tongue that swore an oath it could not uphold.

Upgrade: Proxy (Tempesta 4)

Cost: 2 Wisps from you, 1 Willpower dot from the target

The Princess may use the Charm to seal another person to a Cause they willingly swore to. The target is affected as if he had cast it himself.

Standing on a Pedestal (Connect ..., Specchio ...)

Action: Extended, Presence + Persuasion (30 minutes/roll, threshold = target's Willpower), modified by Intimacy

Cost: 2 Wisps, 1 Willpower

Duration: 1 month

In a lengthy ceremony, invoking all she knows of him, the Princess weaves the thread of another person's fate into hers, giving him opportunities to prove himself worthy of her.

Dramatic Failure: The Princess gains the Yandere Condition focused on the target.

Failure: The Princess makes no progress. If she does not reach the threshold, she cannot use the Charm on the target again for 1 week.

Success: The Princess makes progress. the target gains the Blessing Condition. The affected trait is the Entwined Destiny Merit.

Exceptional Success: The Princess makes great progress tying her destiny to the target's.

The target's Entwined Destiny makes him a seeker for the Princess' approval; she can choose what kind of favor he is destined to seek. He may be a romantic suitor, and fulfil the destiny when he earns a sign of her affections. He may seek her social favor, and fulfil the destiny when she compliments him on his apparel, or invites him to a party. He may even seek her intellectual favor, and fulfil the destiny when she publicly approves of an idea he had. The general rule is that the target gains Willpower when the Princess chooses to bestow a sign of her approval upon him, and suffers penalties when he refuses an opportunity to seek the Princess' favor. He does not suffer penalties when he makes a genuine attempt to win her favour, regardless of how the Princess reacts.

Unlike the Radiant Queens' Charms of Entwined Destiny, it is perfectly possible to use Standing on a Pedestal on an unwilling target. It is however a Belief Compromise with a -3 penalty to do so (it is not a compromise to use it against targets who give informed consent). Further degeneration checks may be called for if the Princess takes advantage of people she has woven a destiny for. As a general rule, it doesn't count as consent if they're only saying it as a result of an artificial destiny.

Upgrade: Collective (Specchio ••••)

Cost: +1 Willpower

The Princess may bind many favor-seekers to herself at once, if they are all present. The Charm is modified by Commonalty of the target group, which must include the Princess, instead of by Intimacy.

Upgrade: Taut

Cost: +1 Wisp

The thread that ties the Princess to her target pulls them together. The Princess and her target gain the Entwined condition. The strength of the link is equivalent to an Intimate connection of Love, regardless of the connection they had before. When the Charm ends their Intimacy returns to its natural level.

If the Princess applies Collective and Taut, she gains the Interwoven condition becomes a member of the target group for the purposes of Commonalty Charms, instead of improving her Intimacy with any of them. The link strength is whatever the group members have with eachother.

Becoming the Fulcrum (Connect ••••, Aria ••••)

Action: Instant, Wits + Investigation

Cost: 3 Wisps, 1 Willpower

Duration: 1 scene

With a gust of air the Princess' eyes see open to strange sights. As Spades' avatar she see how everything fits together and how those connections can be exploited with the slightest touch to make great change. She gains the Living Fulcrum Condition. The Princess may make mundane instant actions (they must use a Finesse Attribute) and record the Successes. At any time she may reflexively apply the recorded successes as a bonus or penalty to any roll for someone she can see - the sticky cake she threw onto the ceiling falls of and lands on the Brat just as she was starting to brag.

The Princess may store a one roll per Aria and she may modify any number of rolls per turn, but she may only apply one modifier to any given roll.

While the Princess wears the mantle of Spades she is permanently surrounded by gusts of wind. It smells of exotic lands and is as elegant and chaotic as the Queen herself. The Princess also gains the Invocation Lock Condition keyed to Aria.

Call for Aid (Connect ••••)

Action: Instant

Action: 3 Wisp, 1 Willpower dot

Dice Pool: Presence + Persuasion

Duration: Lasting

The Princess reaches across time to send out a call for aid and bends fate to guide her allies swiftly to her side. She rolls Presence + Persuasion.

Dramatic Failure: The Princess feels a sudden crushing sense of abandonment and the shock forces her to make a Sensitivity roll.

Failure: The Princess cannot reach her allies. The Charm fails.

Success: After invoking this Charm the Princess may immediately begin making rolls to ask Allies for help, and may roll once for every instance of the Allies Merit. The messages sent travel back in time, and fate ensures that the aid provided will arrive within the current Scene or at a designated future Scene. That warrior lodge of Darkspawn hunters the Princess met in the uncharted heart of the Amazon rainforest? Turns out they knew a shaman who can arrange transportation through the spirit world and they'll show up in the heart of London ready to fight. The chef you saved from bankruptcy? Well an army marches on it's stomach. This Charm cannot do the impossible, but it is very powerful magic and can accomplish the improbable.

As with all uses of the Allies merit the Princess will be expected to be there for her allies in turn. Especially if they had to go far out of their way.

Exceptional Success: When rolling to summon allies the Princess applies 8again.

Wearing a Heavy Crown (Connect, Terra)

Action: Instant

Cost: 1 Wisp, 1 Willpower

Dice Pool: Presence + Persuasion, modified by Commonalty

Duration: 1 scene

To be the Queen of Hearts' avatar is to become the leader people need, the leader the people may one day deserve. The Princess assumes that role and leads any who will follow to greatness. This Charm is used on members of a social group who are willing to work at the Princess' direction, or towards a goal that she has set. She can let others come up with plans (what leader doesn't have advisers?) but the final decision of what the members do must rest on her shoulders alone.

Dramatic Failure: The Princess proves herself unworthy of leadership and may not use Terra again for 11 - Belief days.

Failure: The Princess cannot claim a crown. The Charm fails.

Success: The Princess undergoes a second transformation; a heavy crown appears upon her brow. All members of the target group gain the Light's Unity condition, the maximum is equal to the Princess' activation successes. Also, when the targeted people or a subset of them are working as a team to carry out the Noble's plans, each secondary actor adds dice equal to the number of actors on the team or the Noble's activation successes (whichever is less) to the dice they contribute to the primary actor's roll. (For example, in a team of 3, the 2 secondary actors can contribute up to 3 dice, for a total of 6, beyond the dice from their rolls.)

The Princesses leadership also motivates her followers to stand together in the face of adversity, they also get the Blessing Condition. The affected trait is Resolve, when it is used to resist being dissuaded from following the Princess' plan. The Blessing increases their Resolve to the same dots as the Princess' Presence (if they have a higher Resolve than the Princess' Presence they get no blessing).

Exceptional Success: Everyone blessed by this Charm also gains a free point of Willpower

Drawback: The Princess gains the Burden of Leadership Condition: She gains 8again on Sensitivity rolls when someone blessed by this Charm is hurt attempting to follow her orders or does something shocking in the process of following the Princess' leadership. In addition, if anyone blessed by this Charm causes her to face a Belief compromise through setting a Bad Example, she does not halve or double the perpetrator's modifier when making her own Compromise roll.

She also gains the Invocation Lock condition keyed to Terra.

Fight

The Fight Charms enhance a Princess' ability to fight. Only Champions have affinity for them.

Empty Hand (Fight ◌)

Action: Permanent

Many of the Hopeful have weapons in their Regalia, but some prefer to master control over the ability to inflict harm. She may apply an Invocation to rolls to start grappling, to her maneuvers within a grapple, and to rolls to touch an opponent without hurting him.

Upgrade: Binding

Cost: +1 Wisp.

The Princess is never without a way to harmless restrain her foes for she can manifest the necessary equipment by spending a Wisp; it has a Durability equal to her Inner Light or any applied Invocation. She must still roll like normal to tie her target up.

Upgrade: Crushing

While grappling, the Princess delivers immense force in her grasp. She may do either lethal or bashing damage to her opponent, once she has a hold on him.

Upgrade: Grasping

Stacks, up to 3

Whenever the Princess may apply an Invocation because of the Charm, she always adds a +1 equipment bonus for each time she takes this upgrade.

Upgrade: Penetrating (Acqua ••)

The Princess knows how to put opponents out of action quickly. When she applies Acqua to a grappling roll, and does damage to her opponent, she rolls dice equal to the damage done. If she gets any successes, her opponent must roll his Stamina; if he fails this roll, he is frozen for turns equal to the damage done.

Upgrade: Disarming (Aria ••)

While grappling, the Princess can maneuver objects on her person or her opponent's with startling speed. When she applies Aria, she draws and attacks with a weapon on her person with a single roll; if her opponent holds a weapon, she may take it from him and attack with a single roll, or take it and throw it away, or pocket it.

Upgrade: Blistering (Fuoco ••)

During a grapple, the Princess' skin and clothes grow hot to the touch. In each turn that she applies Fuoco, her opponent automatically takes 1 bashing damage, in addition to any results of maneuvers that turn.

Upgrade: Entrancing (Legno ••)

The Princess' opponents, if once they touch her, find it strangely hard to do anything that would really injure her. During a grapple, in any turn the Princess applies Legno, any roll her opponent makes that would damage her, either barehanded or with a weapon, is penalized by her Legno.

Upgrade: Unbroken (Terra ••)

The Princess stands unmoved, and her hold is almost impossible to escape. During a grapple, in any turn that she applies Terra, any roll her opponent makes to break the grapple or to render her prone is penalized by her Terra.

Upgrade: Draining (Lacrima ••)

The Princess' mein unsettles anyone who comes too close. During a grapple, in any turn that she applies Lacrima, her opponent must roll Resolve + Composure. If he fails, he cannot do anything that turn but try to break the grapple, unless he spends 1 Willpower.

Upgrade: Shove Nerds Into Lockers (Specchio • •)

The Princess puts those beneath her back into their place with all the strength of an ogre. When she starts grappling or makes a maneuver within a grapple she may reflexively spend a Wisp to increase her dicepool by the higher of her target's Intelligence or Academics.

Hold the Door (Fight •)

Action: Reflexive

Cost: 1 Wisp

Dice Pool: Unrolled

Duration: Concentration

The Princess throws herself against a door, holding it fast with her own body and magic. For as long as she devotes herself to holding the door shut it's Durability increases by her Stamina.

Kensai (Fight •)

Action: Permanent

A melee weapon becomes part of the Princess' Regalia, manifesting her courage and belief. Initially the weapon's Damage is 3 but when she attacks the Princess may apply an Invocation to add Damage or additional dice to her pool, this stacks with any damage from Upgrades. The damage can be either Bashing or Lethal and the Princess can swap between them with a Transformation action. The princess may also apply an Invocation to boost the weapon's accuracy, adding the Invocation's dots directly to her attack Dicepool (boosting her weapon counts as the Princess boosting herself, so she may always apply Specchio at a reduced Wisp cost). A Princess may wait until after the dice are rolled then boost her accuracy or damage, once it is clear where her powers are most needed. If Princesses fight each other with Kensai the Princess with the lowest initiative decides where to apply Invocations first. She may not apply the same Invocation to both Damage and Accuracy in a single turn but she may apply two different Invocations to gain both benefits unless she is using an Invoked Upgrade, which would limit her to only applying the linked invocation.

The Princess chooses either Brawl or Weaponry as the Skill for using her weapon when she learns the Charm. The weapon always has a Size between 1 and 4. For anyone but the Princess, the Initiative penalty and the minimum Strength needed to use the weapon equals 3 + the Princess' Inner Light. For the Princess herself, both are 0 – as an extension of her beliefs, the weapon obeys her desires as well as her own hands.

Upgrade: Accurate

Stacks, up to 3

The Princess wields her weapon with supernatural skill. Each time the Princess takes this upgrade, she gains 1 bonus die when attacking with her weapon.

Upgrade: Cleave The Princess strikes with a strength or speed that defies physics, hitting multiple targets. She may spend a Wisp to use the Autofire rules and attack with a medium burst. All her targets must be within striking distance.

Upgrade: Clinging The Princess' weapon helps her grapple her foes. Most weapons with this upgrade resemble gloves or whips, but some Princess have more unusual ways of binding their foes like pinning their shadow with a sword or weakening their control over their muscles with a boink to the head.

With this upgrade a Princess can apply an Invocation to add dice to all mundane grappling rolls so long as she is holding her Kensai weapon. If she attempts to do damage while grappling she can also apply an Invocation to increase her Damage.

Upgrade: Durable

The Princess' weapon becomes nearly impossible to break. Add her Inner Light to the weapon's Durability.

Upgrade: Sword Beam

The Princess' weapon can strike at range using her usual dice pool. It costs one Wisp, the weapon range is (20/40/80), and she must apply any Invocations before rolling. Princesses who learn this Upgrade are usually skilled Kensai specialists looking for a quick edge when they get into a corner. Generalist Champions usually practice with both Kensai and Levinbolt, which sometimes also results in sword beams.

Upgrade: Precise (Acqua • •)

The Princess places her strokes with marvelous accuracy. If she applies Acqua, she may ignore up to her Acqua in penalties from aiming at a specified target (see pp. 203 in the GMC) on top of the Invocation bonus.

Upgrade: Swift (Aria • •)

The Princess strikes quick as a flash, her weapon seems to disappear and reappear inside her opponent's flesh. If the Princess applies Aria to an attack, she gains Armour Piercing equal to her weapon's Damage + Aria, however this significantly reduces her weapon's power reducing her weapon's damage to zero. She does gain one bonus die for any point of Armour Piercing above her opponents Armour rating.

Upgrade: Burning (Fuoco • •)

The Princess' weapon erupts into flame. If she applies Fuoco to an attack, it gains the 9-again quality and if the target is as flammable as dry wood it will likely catch fire.

Upgrade: Knockout (Terra • •)

Strikes with the Princess' weapon have the force of avalanches. If the Princess applies Terra to an attack, the attack gains the Stun quality: the target's Size is halved for the purpose of applying the Stunned Tilt (GMC 212)

Upgrade: Soothing (Legno • •)

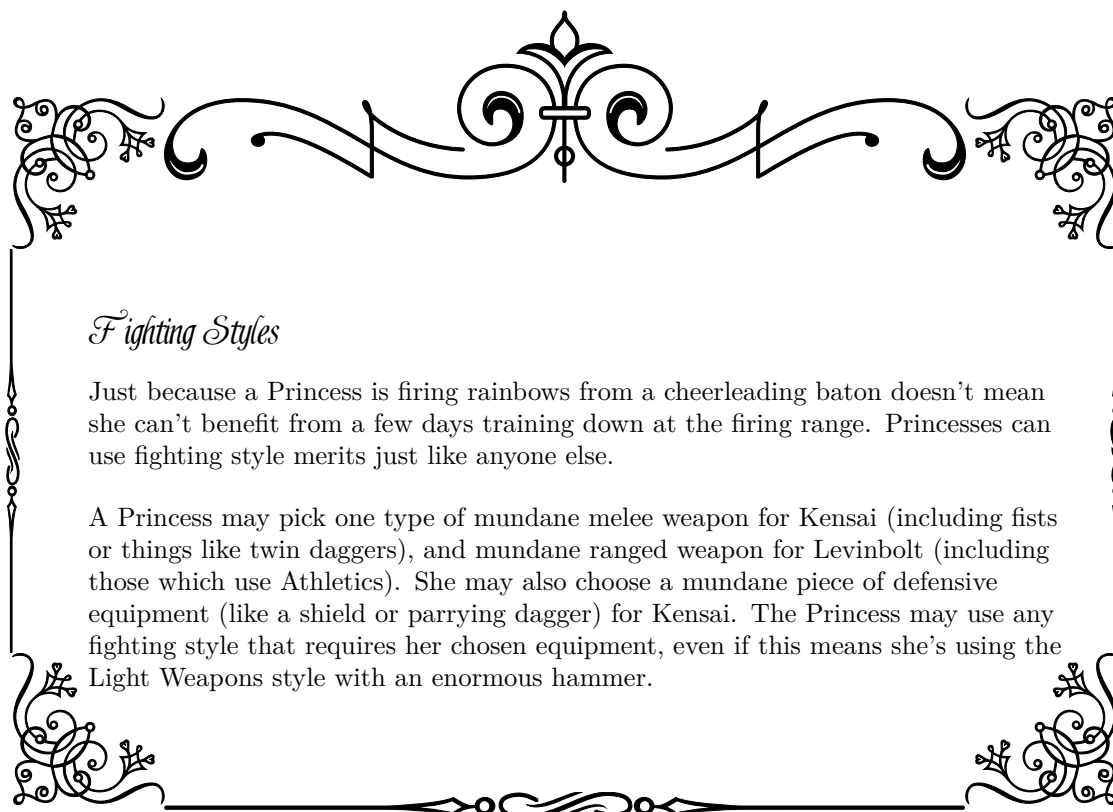
If the Princess applies Legno to an attack, and a target takes damage from it, a dose of an opiate enters his bloodstream, and he must roll his Stamina + Resolve - the Princess' Legno. If he fails, he suffers the Drugged Tilt. The magic ensures there are no after effects and no possibility of an allergic reaction.

Upgrade: Draining (Lacrima • •)

The Princess' weapon draws shadows to itself, unsettling anyone with the bad luck to touch it. If she applies Lacrima to an attack, and the target takes damage from the attack, he must roll Resolve + Composure, and loses 1 point of Willpower if he fails. Using this upgrade is a Compromise at Belief 6+ with a -1 modifier.

Upgrade: Berserk (Tempesta • •)

The Princess' weapon's blows come so furiously that they catch their targets by surprise. If she makes an all-out attack with the weapon and applies Tempesta to the attack, she doesn't get the normal +2 bonus; instead she subtracts her Defence from the target's Defence (to a minimum of zero). If they are enhancing their defence through Supernatural means, a Clash of Wills ensues.



Fighting Styles

Just because a Princess is firing rainbows from a cheerleading baton doesn't mean she can't benefit from a few days training down at the firing range. Princesses can use fighting style merits just like anyone else.

A Princess may pick one type of mundane melee weapon for Kensai (including fists or things like twin daggers), and mundane ranged weapon for Levinbolt (including those which use Athletics). She may also choose a mundane piece of defensive equipment (like a shield or parrying dagger) for Kensai. The Princess may use any fighting style that requires her chosen equipment, even if this means she's using the Light Weapons style with an enormous hammer.

Javelot (Fight •)

Action: Permanent

A thrown weapon becomes part of the Princess' Regalia, delivering the her will to harm from afar. Compared to Levinbolt Javelot lacks raw damaging power but presents a verity of useful tactical options. It can appear as nearly anything: A deck of playing cards, shuriken, seeds that grow into weapons during flight. Regardless of the weapon's form it is an aerodynamic weapon and the Princess uses the Athletics skill to throw it. Initially the weapon's Damage is 1 but this may be increased with Upgrades. When the Princess attacks she may apply an Invocation to increase her accuracy, but not her weapon's Damage. Invocations must be applied before dice are rolled.

The weapon's damage can be either Bashing or Lethal and the Princess can swap between them with a Transformation action. The weapon always has a Size between 1 and 4. For anyone but the Princess, the Initiative penalty and the minimum Strength needed to use the weapon both equal three + the Princess' Inner Light For the Princess herself, both are 0 - as an extension of her will, the weapon obeys her desires as well as her own hands. Generally a Javelot cannot be caught by anyone except the Princess, or a character with enough Armour to catch the knife by the blade as it were.

Upgrade: Accurate

Stacks, up to 3

The Princess wields her weapon with supernatural skill. Each time the Princess takes this upgrade, she gains 1 bonus die when attacking with her weapon.

Upgrade: Damaging

Stacks, up to 2

Each time the Princess takes this upgrade, she adds 1 to her weapon's Damage.

Upgrade: Spread

Stacks, up to 2 times

The Princess weapon comes in bulk, or bounces between her foes. She may spend a Wisp to perform a short burst of autofire. With two purchases spending 1 Wisp allows the Noble to fire three short bursts or one medium burst.

Upgrade: Breaking (Aria • •)

The Princess' weapon strikes the most vulnerable points. For the purposes of calculating whether an attack Inflicts a Tilt it's Damage is considered to be Aria points higher.

Upgrade: Beacon (Acqua • •)

The Princess' weapon remains in her target and glows like a beacon. The next mundane attack (including Kensai, Levinbolt, and Javelot) takes a bonus equal to the lower of her Successes and her dots in Acqua. After Acqua turns the bonus is wasted.

Upgrade: Revealing (Legno • •)

The Princess' weapon remains in her target and beings to telegraph it's attack, warning anyone nearby of his intentions. The target's next action which directly harms someone takes a penalty equal to the lower of the Princess' Successes and her dots in Legno. After the target's next action, regardless of what action he takes, the effect ends.

Upgrade: Draining (Lacrima • •)

The weapon drains the will of the target if it strikes home. If the Princess applies Lacrima to an attack, and the target takes damage, he also loses 1 point of Willpower. Using this upgrade is a Compromise at Belief 5+ with a -2 modifier.

Upgrade: Trickshot (Specchio • •)

The Princess's throws her weapon in an impossible shot. She might aim over her shoulder with a mirror, ricochet the blade several times to her target or curve a boomerang around several corners. She ignores up to her Specchio in penalties for long range, called shots, concealment and other similar modifiers.

Levinbolt (Fight •)

Action: Permanent

A ranged weapon becomes part of the Princess' Regalia, delivering the her will to harm from afar. It can appear as nearly anything: wizards' staves, futuristic pistols, wands of ice. Even weapons that shouldn't function at long range, such as arbitrarily long spears and thrown daggers that fly like a rifle shot can function as a Levinbolt. Regardless of the weapon's form, the Princess uses the Firearms Skill to attack with the weapon. Initially the weapon's Damage is 2 but when she attacks the Princess may apply an Invocation to add Damage or to boost her weapon's accuracy, adding her dots in the Invocation to her dice pool, this stacks with any damage or bonus dice from Upgrades. Invocations must be applied before dice are rolled. The princess may not apply an Invocation to both Damage and accuracy in a single turn, she may apply two different Invocations to gain both benefits unless she is using an Invoked Upgrade.

The weapon's range is (20/40/80) * Inner Light in yards. The damage can be either Bashing or Lethal and the Princess can swap between them with a Transformation action. The weapon always has a Size between 1 and 4 but for rules purposes it is treated as size one; A Princess' magical weapon is never unwieldy in close quarters. For anyone but the Princess, the Initiative penalty and the minimum Strength needed to use the weapon both equal three + the Princess' Inner Light For the Princess herself, both are 0. As an extension of her emotions, the weapon obeys her desires as well as her own hands.

Normally attacking with her Levinbolt weapon requires no Wisps, but a Princess can spend a Wisp to make a short burst of Autofire.

Upgrade: Accurate

Stacks, up to 3

The Princess wields her weapon with supernatural skill. Each time the Princess takes this upgrade, she gains 1 bonus die when attacking with her weapon.

Upgrade: Damaging

When the Princess takes this upgrade she adds 1 to her weapon's Damage.

Upgrade: Long

Stacks, up to 3

Each acquisition of this upgrade doubles the range.

Upgrade: Spread

Stacks, up to 2 times

The Noble's weapon allows automatic fire. With one purchase, spending 1 Wisp allows the Noble to fire three short bursts or one medium burst. A second purchase lets her fire short bursts at no cost, and spending a Wisp lets her fire two medium bursts or one long burst. As with mundane firearms, one turn of covering fire is equivalent to one medium burst.

Upgrade: Boiling (Acqua • •)

In addition to taking damage from the weapon's shot, a target is pushed away. If the Princess applies Acqua to an attack, for each success, the target must succeed on a Stamina + Athletics - Acqua roll or move half the Princess' Speed away from her, unless pushed into an obstacle. Targets that hit an obstacle are crushed against it, and take extra bashing damage. Roll 1 die for each success, minus 1 for each step of Speed/2 the target moved before impact (rounding up); the target takes 1 bashing damage for each success on this roll.

Upgrade: Freezing (Aria • •)

The weapon's shot guides itself around obstacles and penetrates protective clothing. If the Princess applies Aria to an attack, she gains Armour Piercing equal to her weapon's Damage + Aria, however this significantly reduces her weapon's power reducing her weapon's damage to zero. She does gain one bonus die for any point of Armour Piercing above her opponents Armour rating.

Upgrade: Burning (Fuoco • •)

The Princess' weapon erupts into flame. If she applies Fuoco to an attack, it gains the 9-again quality and if the target is as flammable as dry wood it will likely catch fire.

Upgrade: Soothing (Legno • •)

If the Princess applies Legno to an attack, and a target takes damage from it, a dose of an opiate enters his bloodstream, and he must roll his Stamina + Resolve - the Princess' Legno. If he fails, he suffers the Drugged Tilt. The magic ensures there are no after effects and no possibility of an allergic reaction.

Upgrade: Quaking (Terra • •) If the Princess applies Terra to an attack, the earth bucks under the target's feet as the weapon's shot strikes him. In addition to taking damage, the target must succeed on a reflexive roll of Dexterity + Athletics, penalized by -1 per success, or take the Knocked Down Tilt.

Upgrade: Dimming (Lacrima • •)

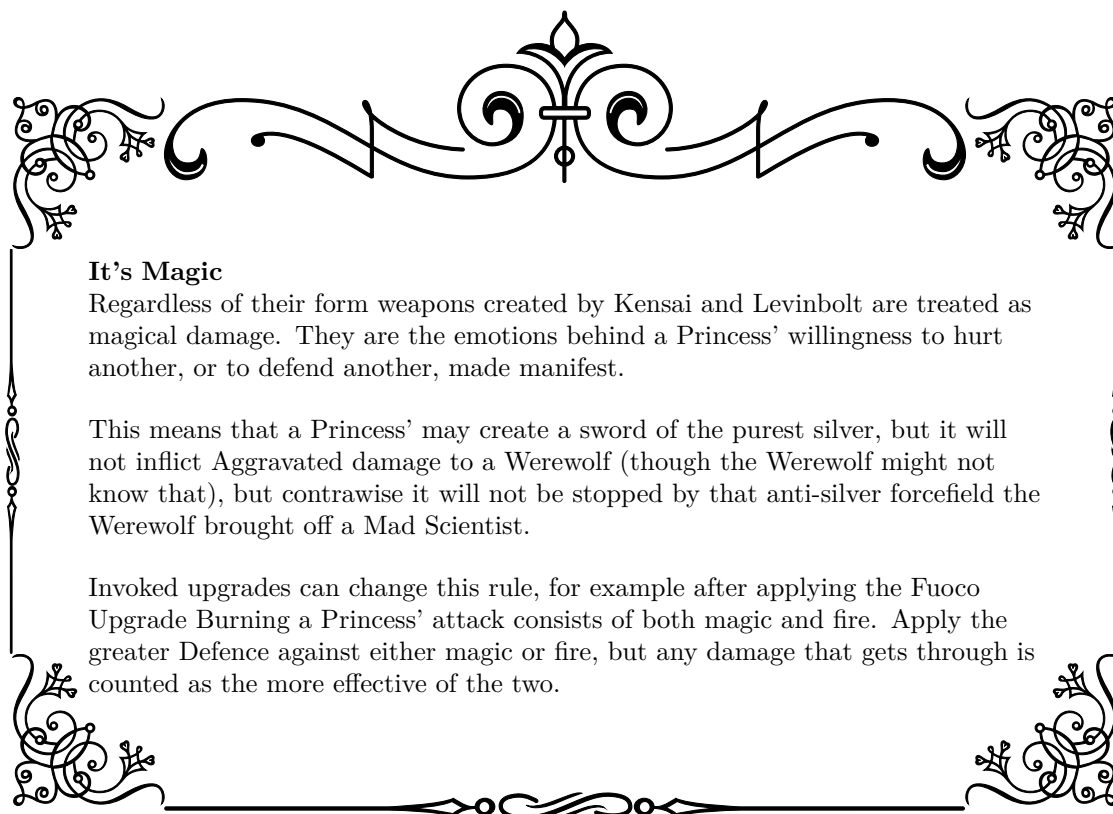
The weapon's shot assaults the will of the target if it strikes home. If the attack hits a target with a Wisp pool (not including Bequests) they lose one Wisp. Using this upgrade is a Compromise at Belief 6+ with a -1 modifier.

Upgrade: Irradiating (Tempesta • •)

The Princess may increase the Damage of the weapon's shot by inflicting resistant damage on herself. 1 level of bashing damage gives a +1 bonus, and 1 level of lethal damage gives a +3 bonus. The Princess chooses whether to take bashing or lethal damage for each attack.

Upgrade: Trickshot (Specchio • •)

The Princess's weapon fires a bolt of pure light in an impossible shot. She might aim over her shoulder with a mirror, ricochet the bolt several times to her target or shoot a target 100 foot away from the hip. She ignores up to her Specchio in penalties for long range, called shots, concealment and other similar modifiers.



It's Magic

Regardless of their form weapons created by Kensai and Levinbolt are treated as magical damage. They are the emotions behind a Princess' willingness to hurt another, or to defend another, made manifest.

This means that a Princess' may create a sword of the purest silver, but it will not inflict Aggravated damage to a Werewolf (though the Werewolf might not know that), but contrawise it will not be stopped by that anti-silver forcefield the Werewolf brought off a Mad Scientist.

Invoked upgrades can change this rule, for example after applying the Fuoco Upgrade Burning a Princess' attack consists of both magic and fire. Apply the greater Defence against either magic or fire, but any damage that gets through is counted as the more effective of the two.

Courteous Parry (Fight •, Terra •)

Action: Permanent

A smile and pleasant voice disarms a Princess' attackers, or a calculated remark at the right moment throws them off-balance. When the Princess takes a Dodge action, she may choose to roll Manipulation + Persuasion or Intimidation instead of rolling double her defence. Unfortunately, social acumen doesn't do anything to inhuman foes; against an animal, a spirit and similar beings the Princess' Defence remains at its base value, even when she dodges.

Upgrade: Instinctive

Using social talent to evade injury becomes almost a reflex. When the Princess transforms, she may choose to use her Manipulation + Persuasion or Intimidation instead of Wits, Dexterity and Athletics when calculating Defence, again this only applies against attackers with a basically human mind. The drawback, as before, is that against inhuman attackers she has no Defence without dodging. She may return to normal Defence with a transformation action.

Scholar at Arms (Fight •, Acqua •)

Action: Permanent

The Princess is a master of all weapons and never takes a penalty to using an unusual weapon she's never encountered before. If she finds an antiquated mortar and black powder in a museum she'll be measuring charges and finding ranges like a professional in no time.

Lighting Charge (Fight •, Aria •)

Action: Reflexive, unrolled

Cost: 1 Wisp
Duration: 1 Turn

The Princess charges into battle with the speed of lightning, she may spend a Wisp to make a charge action (CoD, p92) without sacrificing her Defence.

Shield Wall (Fight .., Terra .)

Action: Reactive, Special dicepool
Cost: 1 Wisp
Duration: 1 Turn

The Princess stands firm as a rock, and holds the line together. She spends one Wisp and uses her action to activate the Charm for a turn, from that point onwards she forms the lynchpin of her team's defence. When one of her companions within Inner Light yards is attacked she may shout a warning, direct a fighter to their ally's aid or parry the blow herself.

To do this the Princess nominates a defender who must also be within Inner Light yards (the Princess herself may be either the target of an attack or the defender but no one person can serve both rolls) and rolls her Presence + the defender's Brawl or Weaponry.

Dramatic Failure: The Noble's clumsy move exposes her to attack without helping her ally. Her Defence takes a -2 penalty during the current turn.

Failure: The Noble's parry is not effective.

Success: Each activation success reduces the damage from the attack on its target by 1, to a minimum of 0.

Exceptional Success: The Noble's parry confounds the attack so much that its target doesn't notice it. The ally's Defence is not reduced by the countered attack.

The Damage from any single attack can only be reduced from Shield Wall once, even if (especially if) multiple Princesses are trying to direct the defensive line.

Drawback: The defender loses a point of Defence for the remainder of the turn, as though they too had been attacked. If they have sacrificed their defence this turn they cannot serve as a defender.

Strike False (Fight ..)

Requires: Kensai or Levinbolt
Action: Instant, Dexterity + Brawl, Firearms or Weaponry.
Cost: 1 Wisp
Duration: 1 scene

The Princess' weapon becomes a phantom, creating the appearance of danger without inflicting actual harm.

Dramatic Failure: The Princess' attacks are real, but she is convinced they are not, and does not realise otherwise until the Charm ends

Failure: The Princess' attacks remain unchanged.

Success: The Princess' Regalia weaponry inflicts phantom damage The target suffers wound penalties from this damage and risks unconsciousness if it fills the last box, as normal. However, the damage is not real; it vanishes when the Charm ends as if it were healed, and if the target takes real damage when the track is full, that damage replaces the phantom damage instead of wrapping over. Phantom damage also has no effect if the target has no empty Health Boxes to fill. The phantom damage can also be healed magically, or mitigated as it's inflicted by targets who have that ability. Phantom damages is removed at the end of the charm's duration, and the Princess may reflexively end the

Charm; restoring the lethal capacity of her weaponry and removing any phantom damage she has caused.

Exceptional Success: The Princess may choose whether to inflict normal or phantom damage for each attack.

Upgrade: Suggestive

Cost: +2 Wisps

Any Charm the Princess casts that inflicts damage inflicts phantom damage instead of normal damage.

You Might Hurt Yourself (Fight ..)

Requires: Kensai

Action: Reactive and Contested, Dexterity + Brawl or Weaponry vs Defence.

Cost: 1 Wisp

Duration: Lasting

People ought to know better than to swing heavy or sharp objects around. When a foe close enough to attack has a tool or weapon in hand, and is about to use it (on herself or anyone else) the Noble activates this Charm. She must have both hands free but may reflexively drop anything she is holding to invoke this Charm.

Dramatic Failure: The Noble leaves herself wide open to her target. If he attacks her in the next turn, she cannot apply Defense.

Failure: The Noble misses her catch.

Success: The Noble takes hold of the target's equipment and pulls it away, just before he does whatever he meant to do. The object moves to her possession.

Exceptional Success: The Noble's theft is so well timed that the target actually tries to carry out his intention without the necessary tool. He gets the Stunned Tilt [CofD 286].

Upgrade: Confiscating (Acqua •••)

Weapons and technology yield to the rule of the Philosopher Queen. In a fluid movement, the Princess pulls her enemy's weapon into her grasp and may make an action using it in the same turn

Upgrade: Replacing (Aria •••)

The Princess places new equipment into her target's hand as deftly as she removes the old. If the new equipment is similar (such as replacing a gun with another gun loaded with blanks) the target will attempt their original action using the new equipment. If the equipment is significantly different (such as replacing a gun with a chicken drumstick) the target will only attempt to use it on an Exceptional Success. This upgrade can be used outside of combat, and also allows the Princess to use Larceny instead of Brawl or Weaponry.

Fluid Defence (Fight .., Acqua ◌)

Action: Instant

Cost: 1 Wisp

Dice Pool: Unrolled

Duration: 1 turn

Like flowing water the Princess redirects energy instead of opposing it. She may give up her turn to turn her Defence into Soak at a 1:1 ratio. Soak downgrades Aggravated damage to Lethal, and Lethal to Bashing, apply Armour before Soak and apply Soak before Holy Shield. Bashing damage is not affected by Soak.

Soak only applies when Defence would apply, a Princess can no more position her body fast enough to diffuse the energy of an oncoming bullet than she could move it fast enough to dodge a bullet. At least, not without Celestial Grace and Danmaku Dance.

*Safety in Stillness (Fight **, Legno *)*

Action: Instant

Cost: 1 Wisp

Dice Pool: Composure + Brawl

Duration: 1 scene

The Princess stands unperturbed by the assaults of many foes. After activating the Charm, her Defense is not reduced until she has taken (1 + her successes) attacks in a turn.

*Seraphic Fury (Fight **, Tempesta **)*

Action: Reflexive

Cost: 1 resistant lethal damage

Duration: 1 turn

The Princess channels fire and fury through her veins into the flesh of an enemy of the Light. Her weapon seeks the heart and severs arteries. She may activate the Charm when she attacks a creature of the Darkness or a follower of Tears, before making the roll. If the attack hits the creature, it does aggravated damage. Seraphic Fury may enhance Kensai, Levinbolt or any mundane weapon.

Upgrade: Discretionary (Tempesta ••••)

The Princess judges for herself who the Light's enemies are. She may use the Charm when attacking anyone - her enemy need not be a creature of the Darkness.

*Guardian Angel (Fight **, Fuoco *)*

Action: Reactive, Strength + Presence

Cost: 1 Wisp

Duration: successes in turns or 1 scene

A true Heroine gladly risks her life to save another from harm. The Princess uses this Charm on someone she can see; she cannot use it on herself, someone who is already using it, or anyone with a Supernatural Advantage equal or greater to her Inner Light - 2.

Dramatic Failure: The Princess is struck by dizziness and loses strength, as if suffering a high fever. She takes the moderate form of the Sick Tilt (GMC p. 212). The fever fades if the Princess rests long enough to reduce the penalty to 0.

Failure: Nothing happens.

Success: Everyone who can see both the Princess and the target realizes that she has put him under her protection; those who wish to harm him must first defeat her. For turns equal to the activation successes, any character who attacks the target cannot apply Defense against an attack from the Princess until their next action.

Exceptional Success: The Princess' protection lasts for the rest of the scene.

Upgrade: Everyone's Angel (Fuoco 2)

Cost: +1 Wisp

The Princess offers her protection to members of a group that she can see, applying the Commonalty modifier for that group; while the Charm lasts, anyone who attacks a member of that group loses his Defense against the Princess until his next action.

*Contest of Champions (Fight **, Fuoco **)*

Action: Reflexive, Presence + Intimidation vs Composure + Supernatural Advantage

Cost: 1 Wisp

Duration: One fight

In the midst of battle the Champion challenges her counterpart to single combat, drawing her foe away from weaker targets.

Dramatic Failure: The Princess loses all Defense against the target for one turn.

Failure or the Princess loses the roll: Nothing happens.

Success and the Princess wins the roll: The Princess and her target both gain +1 Defence against all attackers other than each other. In addition, if either chooses to do anything other than attack the other in single combat, or perform some other action suited for single combat, she loses all defence against her opponent for the turn and ends the charm.

Exceptional Success and the Princess wins the roll: As above, and the Princess immediately gains a point of Willpower. If she chooses she may reflexively spend this point to make an Inner Strength roll.

Upgrade: Arena of the Gods

Cost: +1 Wisp

When the Princess and her opponent close into melee range a ring of fire springs up around them. This ring has a radius of 10 feet, and though the flames are only three foot tall they will burn anyone up to ten feet in the air. If there is insufficient space the arena will shrink to accommodate its limitations, and it will never form if anyone but the Princess and her opponent would be inside the ring. It may, however, start small and grow out, pushing others away to give the champions room.

The flames have the size of a bonfire and the heat of a bunsen burner (WoD core p180), and can be treated as normal flames except that they never ignite anything else and cannot be extinguished by non-magical means.

Drawback: Obviously enough, by invoking this Charm the Princess has cut off her escape with a big wall of fire. This can be mitigated with charms like Barrier Jacket, but in a formal dual it is considered cheating to exit the arena.

Upgrade: Radiant Victory Cost: +1 Wisp

With the enemy's champion defeated and their own champion claiming a heroic victory the fighters are rallied and ready to turn the tide. They can add the winner's Presence to their next roll. This requires some storyteller judgement, as defeating an obviously inferior foe will not inspire anyone.

Drawback: If your opponent wins they gain the bonus.

*Spite Strike (Fight **, Tempesta *)*

Action: Reflexive, Dexterity + Intimidation

Cost: 1 Wisp

Duration: Reflexive

None may strike a Fury without reprisal. The Princess is attacked, she may forgo her Defence and activate Spite Strike. If she takes damage from the attack, she may retaliate against her attacker by rolling her normal dicepool + the amount of damage received, the type of damage done is the type of damage the Princess receives. The Princess must actually take damage – if she mitigates any of it by spending Wisps, or if the attacker fails to inflict any damage, the Charm fails.

Befriending (Fight .., Specchio ..)

Action: Reflexive, unrolled

Cost: 1 Wisp

The Queen of Mirrors wants everyone to get along, in service to the True Queen. Isn't that nice? Sadly, violence is sometimes necessary, but violence should always serve a higher cause, and bind people together. If a character is defeated in combat by the Princess this Charm can be used to apply the Fresh Impressions Condition to the target, no cost or roll is required. For one week the Condition sets their Impressions to Good. Some storyteller discretion may be needed to define defeated.

This power does not work upon Creatures of the Darkness, not even Darkened. At the Storyteller's discretion other fundamentally evil beings may also be immune.

Upgrade: Slap, Slap, Kiss

Cost: +1 Wisp

Prove yourself superior, the Heirs say, and those you defeat must admire you. The Princess may spend 1 Wisp when she bests a foe to give him the Swooned Condition in addition to Befriending's usual effects.

Cauterising (Fight .., Tempesta ...)

Action: Instant, unrolled

Cost: 2 Wisps 1 Willpower

Duration: 1 scene

For the remainder of the scene any damage the Princess inflicts upon a Creature of the Darkness is Resistant. Despite what the Furies believe about the Court of Tears, this Charm only affects monsters that actually are of the Darkness (though that would include a Princess who temporarily transformed herself into one through Lacrima magic).

The exception to this Charm is that it cannot enhance attacks caused by or reinforced by other Invocations. If the Princess applies any Invocation but Tempesta or uses a non-Tempesta Invoked Charm the damage can be healed like normal.

One Woman Warband (Fight .., Specchio ...)

Action: Reactive, unrolled

Cost: 1 Wisp

Duration: 1 turn

What's more impressive than flamboyantly taking down an opponent without a scratch? Flamboyantly taking down ten opponents. When this Charm is activated the Noble's Defence is reduced to twice her Specchio (if her Defence is already less than this, it's unchanged.) However, when facing multiple attackers, every attack after the first increases her Defence by 1 rather than decreasing it. She may improve Defence with Willpower as normal.

Upgrade: Countered

At the end of the turn the Princess may make one counter attack with a dicepool equal to the number of people who attacked her this turn. If her target attacked her and missed this turn she gains a bonus die.

Willow's Wisdom (Fight .., Legno ..)

Action: Reflexive, Stamina + Brawl or Weaponry vs Dexterity + Athletics

Cost: 2 Wisps
Duration: Lasting

Whenever a melee attack against the Princess misses her, the turtle can turn her foes own momentum against them.

Dramatic Failure: The Princess takes the Knocked Down Tilt.

Failure: The Princess' maneuver amounts to nothing.

Success or Exceptional Success and the Princess wins the roll: The Princess' target takes the Knocked Down Tilt.

Load Cartridge (Fight ...)

Requires Kensai or Levinbolt
Action: Instant, Unrolled
Cost: 2 Wisps
Duration: 1 Scene

The World of Darkness is full of strange and weird monsters, and sometimes a Princess' magic isn't the right tool for the job. By taking a sample, at least the size of a bullet, of any mundane physical material the Princess may load it into her Levinbolt or Kensai weapon. For the remainder of the scene attacks with the enhanced weapon count as both the loaded material and magic and should be treated appropriately when compared to a supernatural (or natural) weakness and when up against defences that protect against specific materials. If Princess applies an Invoked Upgrade to her attack, the attack counts as magical, the loaded material, and the Invocation's element all at once.

Any Transformation action that modifies the Princess' weapon will end this charm early.

Drawback: The sample of material is consumed.

Flash Step (Fight ..., Aria ...)

Action: Reactive, Wits + Athletics
Cost: 1 Wisp
Duration: Lasting

The Princess dodges her foe's attack so swiftly that, by the time it lands, she's somewhere else. She may activate Flash Step whenever she can Dodge an attack but may not use it more than Aria times in a single scene.

Dramatic Failure: The Noble trips over her own feet. She loses Defence against the attack she was avoiding.

Failure: The Noble stays put, and defends against the incoming attack normally.

Success: The Noble moves up to her Speed times (1 + activation successes) in yards; if this takes her out of the attacker's reach, the attack misses. On her next action, anyone she attacks is surprised and must equal or exceed her activation successes on a Wits + Composure roll to apply Defence against her.

Exceptional Success: The Noble moves in the blink of an eye. On her next action, Defence does not apply against her attack.

Refutation in Arms (Fight ..., Acqua ..)

Action: Instant and Contested
Cost: 1 Wisp

Dice Pool: Wits + Athletics, Brawl, Firearms, or Weaponry vs target's Wits + Athletics, Brawl, Firearms or Weaponry

Duration: 1 scene

The attacks of a fighter fall into patterns, and the Princess can read those patterns. The Princess may activate this Charm against any opponent she has attacked or who has attacked her in the last turn. The dicepool depends on which weapons are in use at the point the Charm was Invoked, so a Princess with an enchanted rifle fighting a Darkspawn with teeth and claws will roll her Firearms and her opponent will roll it's Brawl.

Dramatic Failure: The Princess misreads her foe. For the rest of the scene, all her attacks on this opponent take a -1 penalty, and she cannot use Refutation in Arms again.

Failure: The Princess learns nothing from her foe's movements.

Success: The Princess gets the Blessing Tilt; all her attacks on this opponent gain a +1 bonus until the Charm ends. In addition every turn she spends fighting that opponent increases the bonus by one die, up to a maximum of Acqua times two.

Exceptional Success: As above but the bonus starts at +2.

For the purposes of this Charm "fighting an opponent" is defined as attacking that opponent, using a Charm upon that opponent, taking an action designed to prevent the opponent's action from succeeding, or assisting one of her allies in doing any of the aforementioned actions.

The designated opponent must be the primary target of the Princesses action. If one Darkspawn plans to use a trick which removes Defence so that the Princesses designated target can attack a defenceless foe; then preventing the first Darkspawn's action will not qualify. The Princess can still do so but it will not change her calculative bonus.

A Princess can gain a bonus from this Charm against only one target at a time; if she uses it again before the scene ends, the first use of the Charm ends immediately.

*Tangling Vine (Fight ***, Legno **)*

Requires: Empty Hand

Action: Special

Cost: 1 Wisp

Duration: concentration

A net of brambles, grasping vines, iron hard cloth, or some other magic forms in the Noble's hands, and she throws it at a target [CofD 90]; the net is not aerodynamic. If she succeeds, she entangles the target in the net, and the brambles grapple him [CofD 89-90]. The Noble may spend her action in the next and subsequent rounds maintaining the grapple, and may use any move except Take Cover or Restrain. If the target Breaks Free, or the Noble takes any action other than maintaining the grapple, the Charm ends. Essentially the Princess rolls to throw a net using the usual rules, and if she succeeded she may use the mundane grappling rules at a distance.

If the Princess has the Charm Binding she may invoke it at any distance if she applies the Immobilized tilt through grappling vine, and if the target is already Immobilized she may create the net, throw the net and invoke Binding all in one turn. In Essence she uses Binding to make her net last until the target breaks free.

Upgrade: Thorny

The net grows sharp thorns; it may inflict lethal damage in the grapple.

Upgrade: Wide

Stacks, up to 3 times

Cost: +0-2 Wisps

The net is broad enough to ensnare more than one person. Use the autofire rules [CofD 90]. The first purchase gives the net the bonus of a short burst. The second purchase adds 1 Wisp to the cost, and

allows the equivalent of a medium burst. The third purchase adds 2 Wisps to the cost, and allows the equivalent of a long burst. The Noble must use the same move on everyone caught in the net; if a move doesn't apply to a target, it's wasted.

Salted Wounds (Fight ●●, Lacrima ●●)

Action: Instant, Resolve + Medicine
Cost: 2 Wisps, Compromise at Belief 5+ with a -2 modifier
Duration: See text

The Raven imbues her weapon with salty despair and resignation, when she next attacks the curse sinks into the wounds and takes hold. When the Princess next strikes a target she gains the Inverse Curse Tilt, which penalises any attempts to heal the victim (by herself or others). The penalty is equal to the amount of Lethal or Aggravated damage the Princess inflicts, after reductions, and lasts for one scene. Healing the damage does not end the Curse, though specialised Charms such as Unweaving can do so.

Demilitirization (Fight ●●●, Legno ●●)

Action: Instant, Composure + Expression
Cost: 3 Wisps, 1 Willpower
Duration: 1 scene

The greatest victory is the battle won without violence, and magic is good at sharing victory with all. By calling upon the Matron of the Forests a Princess can snatch the weapons from her foes hands, but she cannot do it without taking violence from her friends as well.

This Charm spreads the Anti-War Zone tilt to the surrounding environment, applying a penalty to all combat rolls equal to the successes rolled.

Nova Strike (Fight ●●●●, Fuoco ●●●)

Requires: Levinbolt
Action: Instant, Strength + Firearms
Cost: 2 Wisps
Duration: instant

The Princess conjures a ball that explodes in a gout of consuming fire. The ball is an aerodynamic object of Size 1, and is thrown normally for such objects; when it hits, it explodes with a blast area equal to the Princess' Inner Light and a Damage equal to her successes. The explosive is also an incendiary – anything damaged by it ignites, and while the direct explosive damage is bashing, damage from fires set by it is lethal. All such fires are mundane, though the explosive is not. The Princess may hold the ball up to her Fuoco in turns, after which it explodes wherever it is.

Strength of Heart –An optional rule

Most role playing games, including Chronicle of Darkness, take a realistic view on combat where characters bring a certain amount of resources —health, willpower, ammunition, —into a battle which gets used up as the fight progresses. In fiction most magical girls start a battle with a base level of magical power and get stronger over time as the stress of battle forces them to tap into reserves of emotional strength they never knew they had. This optional rule recreates that paradigm.

A Princess begins always starts a battle with a single effective dot of Inner Light which increases over the course of a battle to a maximum of the dots on her character sheet. She increases Inner Light by one at the end of a round where any of the following occurs:

- She takes a point of Lethal or Aggravated damage (not counting points downgraded by Holy Shield or similar) or a Tilt.
- She witnesses an Noble or Sworn ally receive an injury that prevents her from continuing to fight.
- She witnesses a mortal ally who is a significant character in the story receive an injury that prevents him from continuing to fight.
- She witnesses a non-combatant face a significant risk of serious harm.
- She successfully regains Wisps through the Inner Strength mechanic.
- A new significant threat, like a second wave of Darkspawn, enters play.
- She makes a speech. With the Royal Tongue Merit this takes an Instant action.

If the Princess has permanently active Charms with more Upgrades than she can have active at her current Inner Light she reflexively activates new Upgrades as her Inner Light increases. If she enters battle with a partially full pool of Wisps then she accesses them at the earliest possible Inner Light. For example a Princess with Inner Light three and 11/12 Wisps will start at an effective Inner Light one and can access ten of those Wisps. When she takes a point of lethal damage her effective Inner Light rises by one and she can access all eleven Wisps.

Antagonist Princesses may be exempt from this rule, to ensure that a powerful opponent cannot be quickly and easily overwhelmed by weaker but more numerous player characters without ever reaching the heights of Inner Light that make her into a threat.

With a little thought it should be easy to adapt this mechanic to other risky situations, like rescuing people from a burning building. However you should not feel obligated to ensure it applies to all Callings equally, or even all fights.

Strength of Ten (Fight, Terra ...)

Action: Instant, Presence + Expression

Cost: 2 Wisps, 1 Willpower

Duration: 1 turn

Blows delivered by the Princess' friends become steps in a great dance, and her strike against a foe is its culmination. The Charm may be activated only during combat. For each activation success, add the successes rolled for a mundane action by one character on the Noble's side of the fight as a bonus to her dice pool in the next turn, provided that her action that turn is a standard attack (an attack using Kensai or Levinbolt counts). If the Princess does anything other than attack a foe as her next action, she gains no benefit from the Charm. She must choose whether an eligible action is part of the attack before the player for that character rolls. If a character rolls a dramatic failure on an action that's part of the attack, the Princess takes a -4 penalty to her dice pool.

The Finest Hour, the Last Hour (Fight, Tempesta)

Action: Instant, Resolve + Composure

Cost: 3 Wisps, 1 Willpower, 1 Resistant Aggravated Damage

Duration: 1 scene

The Princess draws upon the dedication and resolve the Seraphic General displayed during the fall, and recreates her own lesser version of that courage to become Storms' avatar.

Dramatic Failure: The Princess is overcome with a feeling of utter futility and defeatism. She loses all Willpower and must flee all combat for the scene. She is considered to have broken Tempesta's ban.

Failure: The Princess cannot focus.

Success: The Princess enters a combat trance, a tranquil fury, or even a screaming hysteria. In this state she is one of the most powerful and terrible combatants known to the Radiant. She gains the Seraphic Fury Tilt: Any damage she inflicts is Aggravated, she gains temporary health equal to her Inner Light + Resolve and every time she kills someone she believes to be in league with either the Darkness or the Court of Tears she completely refreshes her Willpower and gains a single box of temporary Health. There is no upper limit to her maximum health, in extreme cases a Fury could continue fighting long after her body has been utterly destroyed (she would resemble an unusually solid Goalenu at this point).

Exceptional Success: The Princess develops such a strong aura of violence and power that her foes flee at the very sight of her. She also gains the Terrifying tilt, the people affected are Mortals (including minor templates like Sworn and Darkened) and Darkspawn.

Drawback: Once this Charm is active the Princess must fight to the death - she simply cannot conceive of not fighting for as long as one foe remains standing. The Princess also gains the Invocation Lock condition keyed to Tempesta.

Govern

The Govern Charms control supernatural powers and those who possess them. Graces and Seekers have affinity for them.

Consecrate (Govern ◊)

Action: Extended - teamwork, Presence + Expression (10 minutes/roll, threshold = variable)

Cost: 3 Wisps

Duration: special

The Princess blesses the ground she stands on, and dedicates it temporarily to her Queen and the Light. By using this Charm a Princess applies the Consecrated condition to the area until the Charm ends. Many Charms, distinguished as such in their description are more durable or effective when invoked upon consecrated groups. The Princess needs to cleanse and purify every part of the area she wishes to sanctify; this can be as simple as giving it a thorough spring cleaning, or it can be an elaborate rite for casting out evil spirits, depending on the Princess' cultural background. However, if she applies an Invocation, the method of purification invokes the relevant Queen and must use symbols appropriate for her.

Consecrating a large area is naturally harder than a small one, Consecrate is a Sanctuary based Charm.

Dramatic Failure: The Princess ruins the area's blessing - all her accumulated successes are lost, and if the area has the Consecrated condition immediately loses it. No one can use Consecrate there for a full month.

Failure: The Princess makes no progress, but may continue her efforts.

Success: The Princess progresses in her work. When she reaches the threshold, the area gains the Consecrated condition and retains it for 1 day. The Princess may continue working to extend the Charm's duration:

- 2 * Sanctuary Size = 1 day
- 4 * Sanctuary Size = 1 week
- 6 * Sanctuary Size = 1 month
- 8 * Sanctuary Size = 1 year
- 10 * Sanctuary Size = indefinite

Exceptional Success: The Princess makes great progress.

If an area is already Consecrated, Consecrate will not take effect until the Princess reaches enough successes to exceed the remaining duration of the previous Consecration. (For instance, if an area will be Consecrated for five days, the Princess must reach enough successes for a week's duration, after which the area will be Consecrated for a week.) If any part of an area is Tainted, the Charm automatically fails. Consecrate ends if the area suffers major alterations or damage, or someone manages to bring Taint into it.

If the Princess has access to gems created by the Charm Enduring Beauty she can use them to empower Consecrated ground, extending the duration of the protection. A gem worth Resources three increases the duration by one step (so 2 * the area's size successes creates a duration of 1 week). A gem worth Resources five increases the duration by two steps. It takes five gems worth Resources one to increase the duration by one step. Multiple gems may be combined for a greater effect but the required successes can never drop below 2 * the area's size. Naturally the duration cannot be increased past indefinite.

Gems used to empower Consecrated Ground must be reworked into part of the ground, becoming beautiful statues, stained glass windows or other features. This happens as part of the Charm. They must be displayed prominently but can be protected by any anti-theft measure that doesn't spoil their beauty. If even one of these reworked gems is removed from the Consecrated ground the Charm ends. Once the gems are transformed happens they can never again be used to enhance magic, however they are still beautiful and may be worth money as works of art, and they can still be used to return beauty to whomever it was taken from.

Making use of Consecrated ground that is built on stolen beauty is a Belief Compromise, unless there is good evidence to suggest that the beauty was taken consensually. There is no modifier for the Compromise roll.

Upgrade: Purifying

The Princess may apply the Consecrated condition on top of Taint. The Taint will always overcome this Charm given enough time, but it can allow the Princess some vital breathing space. Invoke Consecrate like normal, but increase the required Successes by the Taint's Severity then:

- The Taints' Curses go dormant.
- The Taint will not attempt to Corrupt nor will it affect characters with sensitivity.
- The Taint no longer provides access to and from the Dark World.
- The Taint remains vulnerable to any technique that might purify it.

However once per day reduce the Princesses Successes by the Taint's Severity. When her Successes are reduced to zero or when the duration expires, as measured by her unmodified Successes, the Consecrated condition ends and the normal effects of Taint return. The Princess may invoke Consecrate again to add additional Successes, but this only delays the inevitable.

Purifying only protects against the existing Taint, new Taint will end the effects.

Upgrade: Bastion

Several charms have special benefits when cast upon Consecrated ground. When Consecrate is invoked with Bastion another benefit is added: Charms that benefit from the Consecrated condition are immune to being dispelled (such as by the Charm Unweaving) for as long as the condition remains.

It is important to note that Consecrate itself can be dispelled and this Upgrade offers no protection against that.

Reflected Light (Govern ◌)

Action: Permanent

The Princess gains the benefits of the Unseen Sense merit for all supernatural phenomena within 10 x Inner Light yards. Any being with a Rank or Supernatural Advantage trait will trigger her sense upon stepping within Inner Light x 10 yards of the Princess, and any active use of their powers will trigger her sense again. A Mortal with Supernatural Merits or a template that doesn't grant a Supernatural Advantage (such as Sworn) will not trigger her sense, but active use of their abilities will do so.

The Princess may roll Wits + Empathy reflexively when her sense is triggered, and may apply an Invocation to this roll. If she sensed something of the Light or the Darkness, success identifies the power as of the Light or the Darkness. For other powers the Princess must learn about the nature of the power through research or investigation. So if a Princess felt a power belonging to a Vampire she could tell that it was the same kind of power as every other use of a Vampire's power she previously felt. But she would not know that all these powers belonged to Vampires without investigating.

If the character using the power has the ability to conceal itself from supernatural detection, then the Princess must overcome that concealment as per the usual rules.

Upgrade: Sensitive

Double the range of the Princess' Unseen Sense, to 20 x Inner Light yards.

Upgrade: Light-attuned

The Princess recognizes individual powers springing directly from the Light; when she rolls to identify a Charm, she learns the exact Charm along with any Upgrades and which Invocation, if any, was applied.

Upgrade: Dark-attuned (Tempesta ◌)

The Princess recognizes individual powers springing directly from the Darkness; when she rolls to identify an Umbra or Caligo, she learns the specific power, not just "power from the Darkness". If the Storyteller rules that other supernatural entities draw powers from the Darkness; the Princess can identify any such powers.

Dreaming Sight (Govern ◌)

Action: Reflexive

Cost: 1 Wisp

Dicepool: Unrolled

Duration: 1 Scene

The Princess can see into Twilight to perceive natives of the Dreamlands who have escaped to the waking world, along with similar phenomena like astrally projecting psychics. With a Successful Perception roll she can notice Manifestation Conditions related to a Dreamlanders in her vicinity (If playing a crossover with Mage: the Awakened, remember that native Dreamlander is the Nobility's term for Goetica). Physical objects still block her sight, so a Dreamlander can hide behind - or inside - such objects to evade her.

Upgrade: Granted

By touching the eyes of another the Princess may bestow the benefits of this Charm upon them with an Instant Action.

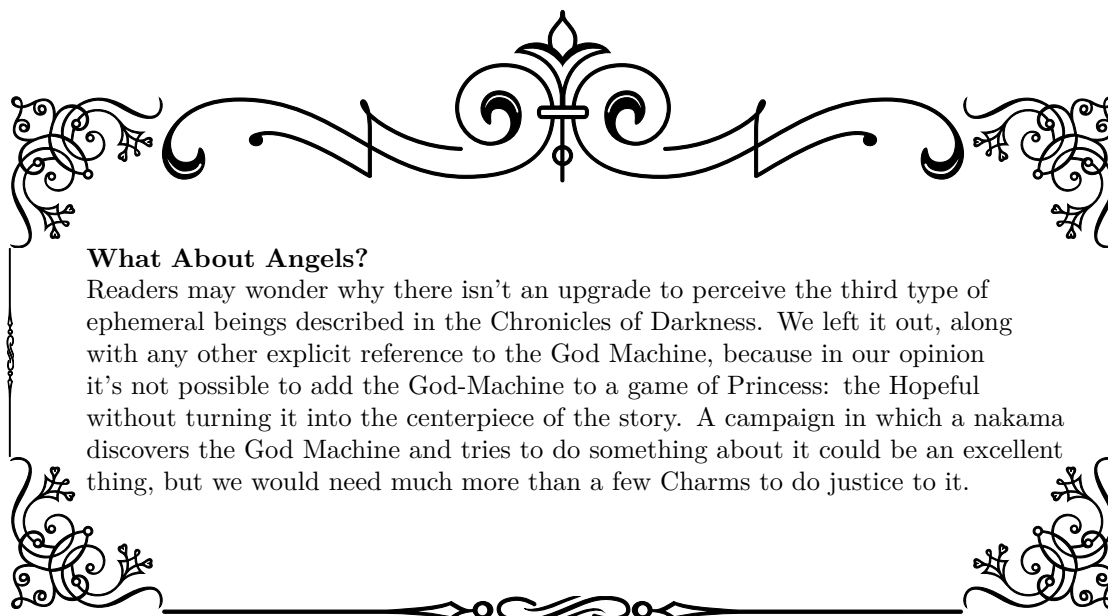
Upgrade: Touching

By spending an additional Wisp, the Princess shifts her flesh partly into Twilight, allowing her to touch or attack Dreamlanders, and they her, until the Charm ends. All of her regalia (including weapons and armour) are carried into this state with her, as are the effects of Charms. If the Princess has Spirit Sight or Second Sight she may choose any combination of Dreamlanders, Spirits or Ghosts (along with their related phenomina) to apply Touching too when she activates the Charm.

Upgrade: Spirit Sight (Legno •) One of the Wilds may attune herself to the presence of spirits. The Princess sees spirits in Twilight Form, and can make Perception rolls to notice Manifestation Conditions related to a spirit, or the presence of a locus [GMC 220] and related phenomena.

Upgrade: Second Sight (Lacrima •)

A follower of Tears can part the veil and see into the great beyond. If she applies Lacrima instead of spending a Wisp, the Princess sees ghosts in Twilight Form and structures made of ghostly ephemera, and can make Perception rolls to notice Manifestation Conditions related to a ghost, a ghost's Anchor or an Avernian Gate [GMC 226] and related phenomena and related phenomena.



Study Inheritance (Govern •)

Action: Extended, Intelligence + Empathy (5 minutes/roll, threshold = Bequest's Merit rating)

The mysteries of the Kingdom's relics can be unveiled. The Princess uses this Charm on a transformed Bequest; when she reaches the threshold, she discovers what Charm the Bequest is based on, the cost of activating it, whether it carries a pool of Wisps, if it is empowered, and the duty one must carry out to refill the pool.

Charge (Govern ..)

Action: Instant, unrolled

Cost: none

Duration: Lasting

The Princess may transfer some of her own Wisps to to another. She and the target must be physically near to each other, as a rule of thumb they need to be within shouting distance, and the Princess must be able to create an emotional reaction, no matter how small. Once both conditions are satisfied the Princess wills her magic to travel and it does so, in a glowing, sparkling bolt of energy, filling the target's emotional reaction with magical power.

The Princess can also transfer Wisps into an object, providing it has a Wisp Pool. This is harder, and requires the Princess to touch the target object.

Transferring a Wisp through Charge counts as spending a Wisp when measuring against a Princess' Wisp per turn limit, and she cannot give more Wisps than the target can hold.

Upgrade: Accepted

The Princess may take Wisps from other people, if they are willing to give them. If the target consents, the Princess may use this charm in reverse to draw wisps into herself. Inanimate objects like Bequests are obviously unable to give consent to anything.

Upgrade: Distant

Cost: 1 Wisp

The Princess may use the Charm on people who are not present. She spends a Wisp and rolls Presence + Empathy - Intimacy, and may apply an Invocation to the roll. If she succeeds she creates a magical link through which she can transfer Wisps, this link lasts for a scene. If the Princess has Accepted, she can take Wisps through this link as well.

Upgrade: Sweet Dreams

The Princess can convert between Wisps and Astral Essence at a 1:1 ratio, in either direction, she may also use Charge and all it's Upgrades on a Dreamlander. Princesses cannot store Essence - she must converted Wisps into Essence before offering it to a Dreamlander, and transform any Essence received into Wisps.

As there are an awful lot of Dreamlanders with Essence pools and loyalty to a Queen and her Court the Storyteller should be careful not to let the Dreamlands become an infinite source of free Wisps. Running low on Wisps is one of the ways Princess: the Hopeful can give mechanical left to the Mood of Exhaustion. But at the same time, when it's dramatically appropriate one good night's sleep recharging the player characters can be a big part of portraying exhaustion. Use your judgement and everything should be fine.

Upgrade: Stolen (Lacrima • •)

Requires Accepted

Cost: Compromise at Belief 4+ with a -3 modifier

The Princess can take Wisps from unconsenting people. She must roll Presence + Intimidation - Composure and cannot Transfer more Wisps per turn than her Successes. Stolen cannot be combined with Distant

Upgrade: In Memoriam (Lacrima • •)

The Princess can convert between Wisps and Ghostly Essence at a 2:1 ratio, in either direction, she may also use Charge and all it's Upgrades on a Ghost. Princesses cannot store Essence - she must

converted Wisps into Essence before offering it to a ghost, and transform any Essence received into Wisps.

Upgrade: Significance (Legno • •)

The Princess can convert between Wisps and Spiritual Essence at a 2:1 ratio, in either direction, she may also use Charge and all it's Upgrades on a Spirit. Princesses cannot store Essence - she must converted Wisps into Essence before offering it to a Spirit, and transform any Essence received into Wisps.

Gold Abhors Ebon (Govern ••)

Action: Instant and contested, Presence + Intimidation vs. Resolve + supernatural advantage

Cost: 1 Wisp

Duration: 1 scene

Invoking the Light's authority, the Princess drives off a being of the Darkness. If the Princess wins the contest, the target becomes irrationally afraid of her for the duration; gaining the Terrified Tilt.

Upgrade: Ruling

Inhuman monsters must acknowledge the Princess' authority. She may use the Charm on non-human supernatural beings, such as ghosts and spirits.

Upgrade: Majestic

Prerequisite: Ruling

Cost: +1 Willpower

All those with power bow to the Light. The Princess may use the Charm on humans with supernatural powers that aren't derived from the Light. This includes anyone with a major or minor template, and anyone with powers they would lose if they gained a template, except for Beacons, Sworn and Hopeful.

Upgrade: Fearsome (Lacrima • •)

Cost: Compromise at Belief 6+ with a -1 modifier

The Queen of Tears claims the right to rule all the world, mortals, Nobles and supernaturals alike. The Princess may use the Charm on humans without supernatural powers, and on Beacons, Sworn and other Princesses.

Light over All (Govern ••)

Action: Permanent

Mortals may not be magical, but they can use magic. Some forms of magic used by mortals are impossible for a Princess to perform, others are rendered obsolete, and then there are some types of magic that Princesses find come even easier after they Blossom.

On the whole Princesses aren't that great at working with or against Ephemeral Beings (Dreamlanders excepted). The noble magic that affects such beings tends to be basic, with only obscure Embassies mastering anything substantial. Ghosts are easier to work with but to learn Charms that affect Ghosts she would have to first become a practitioner of Lacrima, even though Lacrima's Ghost Charms do not compromise Belief few among the Radiant are willing to take that step.

So if Princesses want to deal with an Ephemeral Being they'll either call the Embassy, or they'll turn to the same tricks that mortals use (see GMC p230). It is fortunate then, that a Princess' own magic can reinforce mortal techniques, with Light over All she can apply an Invocation to the rolls.

In addition, the following dice bonuses and penalties apply, based on the entity:

- +3: The entity was never human, and is anathema to humanity (Some creatures of the Darkness)
- +1: The entity was never human, but is not anathema to humanity; or was human, but thinks nothing like a human (most Spirits and Dreamlanders, some ancient Ghosts)

- +1: The Princess is cleansing a Tainted Place
- -1: The entity was once human, and still thinks in somewhat human ways (Ghosts, some Dreamlanders)
- -3: The entity is human, and thinks like a human

Upgrade: Blood Magic (Tempesta •)

During any roll where Light over All applies, the Princess may take a point of resistant bashing damage to add +3 to one roll.

Seed of Light (Govern ••)

Action: Extended, Dexterity + Expression ((20 - Willpower) minutes/roll, threshold = 3 * seeds made)

Cost: 1 Willpower, 1+ Wisps (special)

The Light exists within the world, within the hearts of all men. However, with will and effort, the Hopeful may calcify Wisps into gem-sized, imperishable Seeds, proof against the ravages of chance. Each Wisp spent on the Charm forms a separate Seed. The Princess does not have to decide how many Seeds to calcify beforehand; after spending the Willpower, she starts to concentrate on her pool of Wisps. Each three successes accumulated allows the Princess to transform one Wisp into a Seed, and she may roll a number of times equal to her dice pool, or until she runs out of Wisps. Extra successes are wasted

The shape of a Seed is a profound expression of its creator's soul, and is heavily influenced by the Invocation (if any) applied in its making. (Applying Legno, for instance, often creates Seeds in the form of living, unchanging flowers.) Any character examining a Seed, if they make a Wits + Occult roll, can recognize a Seed as coming from the same hand as one they've seen before (Invocations are usually clear without a roll).

To recover the Wisp from a Seed, a character must bring it into contact with their phylactery, and spend a minute in concentration. No actions may be performed while doing this, and the character is at -3 to all Wits-based rolls, so deep is their focus. The Seed glows, and becomes incohesive, melting into their soul, and adding the Wisp to their pool. If the character's Wisp pool is full, the Seed vaporizes and releases the Wisp into the air, where it dissipates.

As tiny fragments of solidified Light, Seeds are incredibly alluring to creatures of the Darkness. Any character with the Darkened template can consume Seeds to regain Willpower, gaining one point of Willpower per Seed eaten. The Darkened can smell out Seeds kept in quantity - they gain a cumulative +1 bonus to all Perception rolls to notice a person carrying Seeds for each Seed above the carrier's Composure, and tend to aim first at opponents carrying the most Seeds. Moreover, any location where large numbers of Seeds are stored can be noticed for miles. For this reason, Alhambran outposts tend to either be very heavily protected, or to try to move their ill gotten gains back to their rain-soaked city as fast as possible. And for the same reason, servants of the Queen of Storms have been known to use captured Seeds as Darkspawn bait.

Upgrade: Bereaved (Lacrima •••)

The production of Seeds by Alhambrans occurs on an industrial scale. Reduce the time per roll to once per turn.

As a side effect of applying this Upgrade, the character removes the unique traces of their identity from the Seeds they make. Instead, the Seed forms as one of the seals of the Kingdom, the crown of the Queen of Tears prominent on it. The production of such a Seed is frequently used as a test of identity by an Alhambran outpost sent a new Noble, and documents and packages sent between groups are sealed with wax imprinted with this mark. This leaves unmistakable magical traces, which a character with Lacrima 1 or higher, or the ability to see auras, can detect with a Wits + Occult roll, making forging the seal harder.

Upgrade: Militant (Tempesta •• or Fuoco •••)

One cannot simply wait for the Light to diffuse into one's soul! All of existence is a war against the Darkness, and no soldier of the Seraphic General should be caught without her arms! When creating

the Seed, the Noble may choose to make it release its energy quickly. If Tempesta was applied, the Wisp can be recovered from the Seed as a reflexive action, at a cost of 1 resistant Bashing damage, with no more than skin contact with the Seed. There is no limit to how many Seeds can be tapped in this way per round, beyond the limits of one's well-being.

The followers of the Queen of Swords are less rash, but no less aware of the dangers of the world. By applying Fuoco, they create Seeds that release their Wisp as an instant action.

Safety in Mortality (Govern ..)

Action: Full turn, Resolve + Intimidation

Cost: 1 Wisp

Duration: 1 scene, (Consecrated)

A Princess is as much a being of mortality as she is of the Light. Just as the Transformation allows her to switch between these worlds she may push these changes outwards, creating a safe space through which magic cannot enter. The Charm is used on an enclosed space, such as a building or a fenced park - if the Princess needs to protect an area that isn't enclosed, she must mark its border somehow, by (for instance) drawing a chalk line or throwing down a rope. The area must not extend more than (Inner Light x 20) yards in any direction, unless the area is Consecrated.

Dramatic Failure: The Princess makes herself vulnerable to others' magic. Any supernatural power that is normally resisted, when used on her, gets a +1 bonus on its activation roll for 1 day.

Failure: The area gains no protection.

Success: The Princess applies the Warded condition to the target area for one scene; any attempt to direct magic from outside to inside the protected space triggers a Clash of Wills against the Princess' Clash of Wills dicepool at the point this Charm was invoked, and the Princess is aware of any such attempts. If this Charm was invoked as a teamwork action the Primary Actor's Clash of Wills dicepool is used, but all participants are aware of any attempts to breach the Wards. If the enclosed space has the Consecrated Condition, the Charm lasts until the area is no longer Consecrated and the Warded Condition extends to cover the complete Consecrated are.

Exceptional Success: The Charm's protection lasts for a full day.

Light's Riposte (Govern .., Fuoco .)

Action: Reactive and resisted, Wits + Occult - target's Stamina

Cost: 1 Wisp

Duration: instant

Those who cast hostile magics at the Princess shall suffer for their temerity. When she is the target of a supernatural effect that she recognizes as such, she may activate the Charm. For each success rolled, the magic's user takes 1 bashing damage. This may be done only once per effect.

Upgrade: Lethal (Fuoco • •)

Cost: +1 Wisp

The Princess' rebuke grows harsher; for each success rolled, the target takes 1 lethal damage.

A Magical Girl's Eyes (Govern ...)

Requires: Reflected Light

Cost: 1 Wisp

Action: Reflexive, Unrolled

Duration: 1 Scene

In her Transformed identity a Princess is an inherently magical being. Her shining heart is comprised of both muscle tissue and solid magic, her fingers are made of flesh and clever little enchantments, her eyes, those are magic too. By spending a Wisp the Princess can see (or smell, or taste or somehow sense) magic. This includes both magical beings, magical items or places, and the presence of lasting magical enchantments. This sense extends as far as she can see with her eyes and can be enhanced with binoculars, a telescope or remote vision Charms, but not over a television or camera.

By rolling Intelligence + Empathy (for a Princess' magic), Science (for a mad scientist's work), or Occult (for anything else) the Princess can also determine what kind of magic she is looking at. She may apply an Invocation to this roll. However the Princess cannot see in any detail. At best she might get something like "it looks angry" when looking at a werewolf or a werewolf's spell. If the Princess sees the same kind of magic again she can recognise the similarity; to the normal limits of her memory. If the Princess learns that the angry looking person is a werewolf she can conclude that all the other people or enchantments with the same angry look are also werewolves or their creations.

If she is looking at an active magic effect or magical item she can determine its purpose to a similar level of detail, such as "protect this building". If the Princess has the Reflected Light upgrades Light Attuned or Dark Attuned she gains their benefits when using Magical Girl's Eyes, if she has Study Inheritance then she only needs to look at a Bequest to learn it's particulars. As with all uses of vision this power is less effective over distance, as a rule of thumb the Princess's ability to analyse magic fades with distance at the same rate as her ability to recognise faces.

This Charm provides no ability to see into Twilight, though if the Princess has some other means of seeing into Twilight it will apply to it's full extent upon the residents of that plane. If the enchantment itself is constructed to be hidden from poking and prying, or if the enchantment conceals things such as by making them invisible the Princess may roll a Clash of Wills to overcome such deceptions.

Astral Companion (Govern ...)

Action: Extended, Inner Light + Presence (10 minutes/roll, threshold = 3x Dreamlander's Rank or Inner Light)

Cost: 1 Wisp

Duration: 1 day or Presence days.

Every Princess can bind herself to a Shikigami, but some Princesses know other ways to invite Dreamlanders to Earth. A Princess with this Charm travels to the Dreamlands and brings a willing Dreamlander back to the threshold of waking, where it can be activated - a task quite similar to binding one's Shikigami, though the Charm does not require a vessel (or allow for one).

Dramatic Failure: The Princess wakes without bringing the Dreamlander with her; she cannot use the Charm on him again.

Failure: The Princess makes no progress. If she stops rolling before reaching the threshold number, she wakes without bringing the Dreamlander with her.

Success: The Princess makes progress. When she reaches the threshold number, she wakes, and brings the Dreamlander with her in an immaterial state. The Dreamlander gains the Fettered Condition, it is tied to the Princess. When the Charm expires the Dreamlander does not have to worry about Influences or Manifestations, lingering magic means that it can spend one Essence to renew the Condition for another day or travel through the Princess' Crawlspace to return home.

Exceptional Success: The Princess makes great progress. The Dreamlander's stay in the waking world is prolonged; the Charm lasts for Princess' Presence in days.

When summoned to waking life by this Charm, Dreamlanders' powers are somewhat limited. See the Appendix on the Dreamlands for full rules governing Dreamlanders.

Upgrade: Vesseled

Cost: +1 Willpower

The Princess can bind Dreamlanders into physical vessels, allowing them to affect the physical world without worrying about Manifestations for the duration of the Charm. Mechanically this can be treated as a Shikigami without a bond to any Princess (unless they acquire one later of course). At the cost of a Willpower Dot the Shikigami binding can be made to last Indefinitely, allowing the Shikigami to remain on Earth without a Noble's support or the need to use Manifestations upon a living being. Shikigami who receive this boon may travel too and from the Dreamlands in their sleep and may form and break the Shikigami bond with Nobles without risking their new body.

Upgrade: Dreaming Exile (Specchio • •)

Cost: +1 Wisp and 1 Willpower

The Noble can bind a Dreamlander into the body of a human. In essence she grants the Dreamlander one use of the Greater Possession Manifestation (identical to Possession, save that it's duration is indefinite) on a target of her choosing. This allows the Dreamlander to bypass the need for any Manifestation Conditions.

If the Princess is in the Dreamlands she can use this to give herself (or another Dreaming Princess) access to the Greater Possession Manifestation, but she will need to use the Charm Ivory Gate along with Dream of Me to target a physical body while in the Dreamlands. In short, she must use the same methods as an Amanojaku.

Bequeath (Govern ...)

Action: Extended, Inner Light + Crafts (10 minutes/roll, threshold = 3x Bequest's Merit rating)

Cost: 1 Wisp/roll, 1 Willpower point or 1 Willpower Dot, potentially one Charm.

Duration: Session or Indefinite

The Princess binds the form of a Charm into a physical vessel, creating a new Bequest. Before a Princess can invoke Bequeath she needs to acquire an item of power by undertaking a quest through her Crawlspace or the Dreamlands. When she has found the form in the Dreamlands, and has a suitable vessel with her sleeping body, she carries the form into her Crawlspace, and standing at the threshold between wakefulness and dreams begins casting Bequeath.

If the Princess spends a Willpower point the Bequest will last for a Session, however if she spends a full Willpower Dot then Bequest lasts Indefinitely.

Bequeath cannot be used by Sworn or Beacons even if it itself is crafted into a Bequest. The production of new tools for the Radiant is limited by the Willpower of it's Nobility.

Dramatic Failure: The Princess wakes without transforming the vessel. She can never make the target Charm into a Bequest.

Failure: The Princess makes no progress.

Success: The Princess makes progress. If she reaches the threshold, the Charm merges with and transforms the vessel, becoming a new Bequest. If the Princess took the Charm from her Crawlspace she loses access to it for the duration of the Charm. If the duration is Indefinite she immediately regains any experience spent upon the Charm and can learn it again by re-training herself in the Charm, she may also use some of that exp to immediately buy back the Willpower dot.

Exceptional Success: The Princess makes great progress.

Suggested modifiers: vessel resembles the Charm's form (+1 to +3), vessel significantly unlike the Charm's form (-1 to -3)

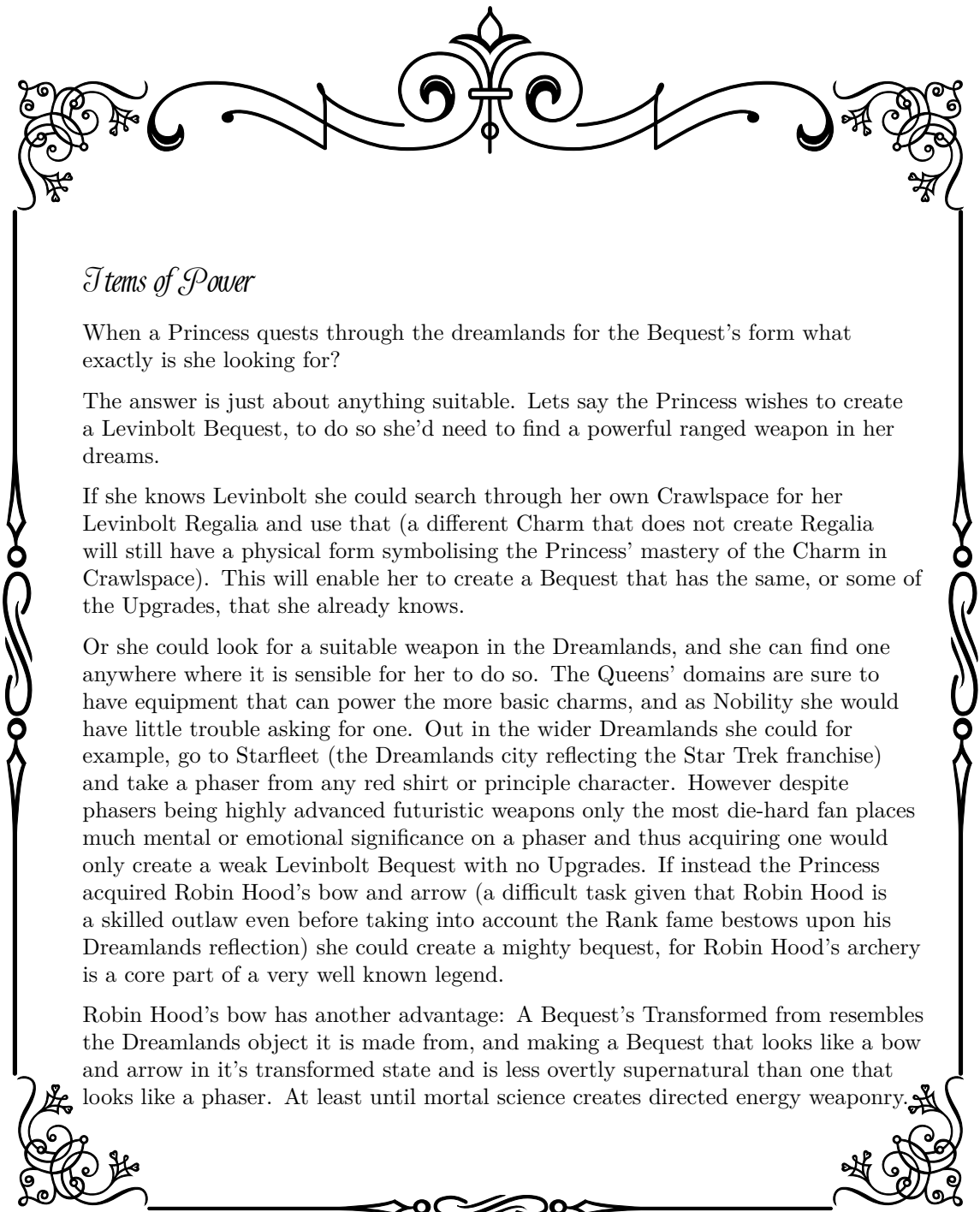
When creating a Bequest a Chosen can embed a gem created by Enduring Beauty as a source of power. If she does so the Bequest has an equipment bonus to its activation roll equal to the Resources value of the gem she used. She may trade two points of the equipment bonus to allow the Bequest to generate 1 Wisp per day into it's own pool. The Charm Study Inheritance will reveal the details of a Bequest's Empowerment but anyone with experience of Bequests will have little trouble figuring it out.

By pressing an Empowered Bequest to the forehead of the gem's original owner, the owner's beauty may be restored; doing this destroys the Bequest beyond repair.

The question that haunts many Nobles is whether using such tools is an endorsement of their creation. Knowingly using an Empowered Bequest, unless the Princess has reason to believe the Gem at its heart was created consensually, is a Belief compromise. There is no modifier to the roll.

Upgrade: Charged

The new Bequest carries a pool of 10 Wisps, which is initially empty. The Princess must define a duty the Bequest's owner can fulfill to fill its pool. Note that this adds a dot to the Bequest's Merit rating, raising the threshold.



Items of Power

When a Princess quests through the dreamlands for the Bequest's form what exactly is she looking for?

The answer is just about anything suitable. Lets say the Princess wishes to create a Levinbolt Bequest, to do so she'd need to find a powerful ranged weapon in her dreams.

If she knows Levinbolt she could search through her own Crawlspace for her Levinbolt Regalia and use that (a different Charm that does not create Regalia will still have a physical form symbolising the Princess' mastery of the Charm in Crawlspace). This will enable her to create a Bequest that has the same, or some of the Upgrades, that she already knows.

Or she could look for a suitable weapon in the Dreamlands, and she can find one anywhere where it is sensible for her to do so. The Queens' domains are sure to have equipment that can power the more basic charms, and as Nobility she would have little trouble asking for one. Out in the wider Dreamlands she could for example, go to Starfleet (the Dreamlands city reflecting the Star Trek franchise) and take a phaser from any red shirt or principle character. However despite phasers being highly advanced futuristic weapons only the most die-hard fan places much mental or emotional significance on a phaser and thus acquiring one would only create a weak Levinbolt Bequest with no Upgrades. If instead the Princess acquired Robin Hood's bow and arrow (a difficult task given that Robin Hood is a skilled outlaw even before taking into account the Rank fame bestows upon his Dreamlands reflection) she could create a mighty bequest, for Robin Hood's archery is a core part of a very well known legend.

Robin Hood's bow has another advantage: A Bequest's Transformed from resembles the Dreamlands object it is made from, and making a Bequest that looks like a bow and arrow in it's transformed state and is less overtly supernatural than one that looks like a phaser. At least until mortal science creates directed energy weaponry.

Ofuda (Govern ...)

Action: Extended, 5 minutes/roll, threshold = 4x strength

Cost: 1 Wisp

Dice Pool: Presence + Crafts

Duration: 1 scene

The Princess imbues an object with the power to repel a type of supernatural beings.

The Princess begins by choosing the type of monster she wishes to repel, she may choose any type of supernatural being she has encountered before or create a blanket prohibition against all Creatures of the Darkness, and she chooses an object to enchant. Usually Ofuda are made from a photo or small scroll of text symbolic to whatever it protects against. Then she rolls to create the Ofuda. If she Succeeds she bestows the Ofuda Condition on the object: It will repel any of the target being within 2x Inner Light Yards unless they succeed on a Resolve + Supernatural Tolerance - the Ofuda's strength roll. Chance dice are automatic failures, meaning that a Strength of 20, if a Princess could manage it, will provide absolute protection against anything less powerful than a Queen.

If there is already an Ofuda in place the Princess may cast additional invocations of this Charm into the same object to expand the Charm's affects to more kinds of supernatural beings; if she does so she only needs four successes.

Upgrade: Exemption

The Princess may allow a number of trusted individuals, up to her Inner Light, to bypass her protections. Alternately, by adding Commonalty to the roll she may allow a social group to enter unbarred. The Princess may change who is permitted and who is not after the Ofuda is created by casting Ofuda again while touching the imbued Item. This will not change the strength of the defences.

Upgrade: Sanctuary

The Princess may intertwine an Ofuda with Consecrated ground. This both extends its range to cover the entire Consecrated area and extends the duration until the area no longer possesses the Consecrated Condition or until the imbued object is destroyed.

An Ofuda invoked with Sanctuary must be built into the physical structure of the Consecrated ground it protects, even if only by nailing it to a wall. If it is removed from the Consecrated ground the Charm ends. It's minimum size is equal to Sanctuary Size.

Upgrade: Lasting (Legno 2)

Cost: +2 Wisps; Duration: 4 x Inner Light hours

The Princess' Ofuda wards lasts for longer, instead of one scene they last for 4 x Inner Light hours.

Spirit's Friend (Govern ..., Legno ..)

Requires: Light over All

Action: Instant and Contested

Cost: 1 Wisp

Dice Pool: Manipulation + Persuasion vs. Resistance + Rank

Duration: 1 scene

The creatures from the spirit world are alien and dangerous, but they need not be hostile. The Charm is used to influence a spirit.

Dramatic Failure: The Noble offends the spirit; it either attacks her or runs from her.

Failure: The spirit is not influenced.

Success: The spirit feels an attraction to the Noble. It takes the Swooned Condition [CofD 291] linked to her, lasting until the Charm ends.

Exceptional Success: The spirit is strongly attracted; the Swooned Condition lasts indefinitely.

Upgrade: Resonant

Cost: +1 Wisp

The Noble's person becomes attuned to the spirit's Influence. As long as the spirit remains under the Swooned Condition, the Noble is Resonant with it [CofD 135].

Publican (Govern ∴, Lacrima ∴)

Requires: Charge

Action: Instant and resisted, Resolve + Politics - Sanctuary Size

Cost: 2 to 6 Wisps, Compromise at Belief 4+ with a -3 modifier

Duration: Special

All humanity ultimately owes allegiance to the Kingdom-which-is-Alhambra. Though they may not follow their oaths, it is still possible to extract the taxes rightfully owed. Like most feudal kingdoms, in Alhambra land is the defining symbol of wealth and the basic tax is on property rather than income. Publican allows Alhambra to drain Wisps out of the very soil, but at a terrible cost.

Before casting Publican the user must choose the Size of the estate they wish to tax, as per the Sanctuary Size scale. A success inflicts the Property Tax condition, draining Wisps from the land. At first the process is slow, but as Wisps come loose it becomes significantly faster. Every week the land produces (Size * weeks active) Wisps. On a Blessed place double the Wisps produced.

The cost in Wisps is 1 + Sanctuary Size of the area affected, so barring a Blessed Place it requires at least two weeks for Publican to turn a profit. Alhambra nearly always scout extensively and prepare an enclave to monitor and protect their efforts; Publican requires daily maintenance, this costs nothing but requires fifteen minutes of work by someone who knows the Charm (or has a Bequest). The Unweaving Charm can also stop Publican in its tracks.

Anyone who knows the Publican Charm can also gather the Wisps it creates, they must stand inside the affected area and may gain up to Lacrima wisps every five minutes. Bequests containing Publican can refill their own pool or their user's Wisp pool.

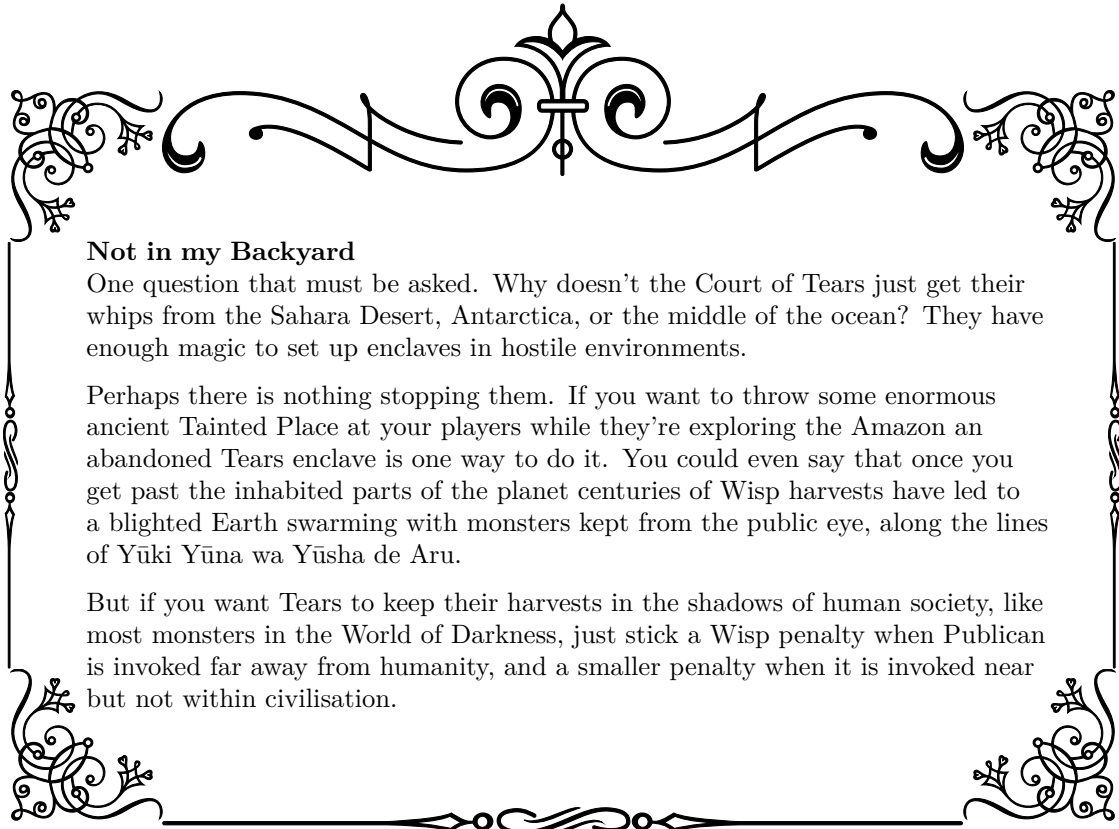
Drawback Draining the Light from the land ruins it. At the end of each week roll the Wisps produced. A Success removes one point of Beauty or inflicts one point of Taint, what is left behind after Alhambra steals all which is good. Once there is at least 10 points of Taint there is little left to gain, the Condition ends 24 hours later and any ungathered Wisps are lost.

Alhambra survives by stealing hope itself from the world, and the Curses of the Tainted place should reflect that. Curses of Corruption, Willpower, and Resolve are fitting but this is not a rule. If the symbol of hope in a community is a new factory that's revitalising the economic perhaps penalise Crafts instead. Publican itself only creates one focus but more can form quickly if cruel acts are committed within the borders.

Upgrade: Supply Line

Requires: Seed of Light, Bereived

When the Princess gathers Wisps exposed by Publican she does not add them to her pool, instead each Wisp becomes a Seed of Light.



Purgation (Govern ..., Tempesta ...)

Action: Extended, Resolve + Intimidation (5 minutes/roll, threshold: 7 Successes)

Cost: 1 resistant Aggravated damage, 2 Wisps

Duration: Lasting

The Princess invokes the power of the Queen of Storms to scour away the Darkness with blood. To use Purgation, the character cuts herself and drips blood from the cut onto a Tainted area. As she continues to invoke Purgation the blood writhes and boils, channelling the endless fury of the Queen of Storms. When she reaches the Threshold the her blood immediately catches alight with green fire.

The green fire that is created by this Charm is mostly mundane. It spreads or dies like an ordinary fire, it does however burn in both the Tainted Place and the Dark World beneath it. The fire created by Purgation begins with the size and heat of a torch, however it consumes Taint with unbridled ferocity and is likely to spread and grow quickly. Against creatures of the Dark or the physical structure of the Tainted place it burns with the heat of molten metal and the physical structure of a Tainted Place is treated as though it were as flammable as dry straw: Metal, asbestos, even water, if it's part of a Tainted Place the fires of Purgation will burn it and leave behind nothing but ashes. Unless someone intervenes to stop the fire a single invocation of Purgation can destroy even the largest Tainted Place without much issue.

If Purgation is invoked outside a Tainted Place it creates a mundane orange fire with the size and heat of a torch, though the size and heat may increase if the fire has a chance to spread and consume potent fuel. The same applies if the fire spreads beyond the borders of a Tainted Place; any flames that cross the border will be completely mundane orange fire. If it spreads into a second Tainted Place than it will not regain any supernatural properties.

For the purposes of Fuoco charms Tempesta's green fire is fire. Fuoco Charms cannot prevent Purgation's green fire from loosing it's supernatural properties when removed from a Tainted Place.

If the Princess is interrupted she must begin the Charm from scratch; her spilt blood bubbles and boils, evaporating in seconds.

Catch a Falling Star (Govern ...)

Duration of Suspension				
Successes	At will	Improbable	Infrequent	Common
1	10 minutes	30 minutes	1 hour	1 day
2	30 minutes	1 hour	1 day	2 days
3	1 hour	1 day	2 days	4 days
4	1 day	2 days	4 days	6 days
5	2 days	4 days	6 days	8 days
Each success beyond 5 adds 2 more days to the duration.				

Action: Instant

Cost: 1 Wisp

Dice Pool: Wits + Empathy

Duration: varies

The Princess delays a Charm's effects. She must touch the intended target, then use another Charm on him; the second Charm does not take effect immediately, instead the target gets the Held Charm condition for a time depending on her successes. She may choose to release the delayed Charm, allowing it to take effect, as an instant action at any time; if she doesn't release it when this Charm expires, the delayed Charm dissipates without effect. Alternately, instead of creating a delayed Charm that she may release herself, the Princess may set a condition that, if met, releases it automatically, to lengthen the time that Charm remains suspended; the more likely the condition is to occur, the longer the suspension lasts.

The Princess must tell the target what will happen when the suspended Charm takes effect, and if she sets a condition, she must tell the target what it is; but she can be as cryptic ("When all eyes turn toward you, you'll find the strength to carry on") or as direct ("Hey, jackass! Try stealing someone's purse again, and you're going to get set on fire!") as she wishes. She can keep up to her Inner Light in Charms suspended at once – once she reaches that limit, she must release a Charm before she may use this Charm again.

In addition to either method of triggering the Charm the Princess may also set a condition in which the Charm vanishes without activating ("Turn yourself in to the police by midnight or you'll be set on fire!").

Upgrade: Inanimate

The Princess can place Held Charms on things other than living beings. She could for example enchant a corrupt lawyer's bag to teleport to her hands with Up In Smoke as soon as someone puts a laptop in it.

Upgrade: Repeating

The Princess may declare that her Charm will activate every time the condition is met. Each activation beyond the first requires an additional Success on the Charm's activation roll and requires the Princess to pay the Charm's activation cost in full.

Resting Place (Govern ..., Lacrima ...)

Action: Instant

Dice Pool: Presence + Occult (vs Composure + Supernatural Advantage)

Cost: 2 Wisps

Duration: Inner Light in days

With access to both a ghost and any object a Raven can bind a new anchor for the ghost, applying the Anchor Condition to a target of her choice. This is temporary and only with great and constant effort can a Princess keep a loved one on this plane, more commonly it is used by the Followers of Tears

to position their ghostly retainers where they can be of greatest service to the Last Empress. When used on an existing Anchor Resting Place can apply the Open condition.

If the target is a living being he may resist the charm by rolling Composure + Supernatural Advantage, inanimate objects have no roll to resist.

It should be noted that while ghosts can normally teleport to an anchor, the defences around Alhambra prevent them from crossing the boundary of the fortress city.

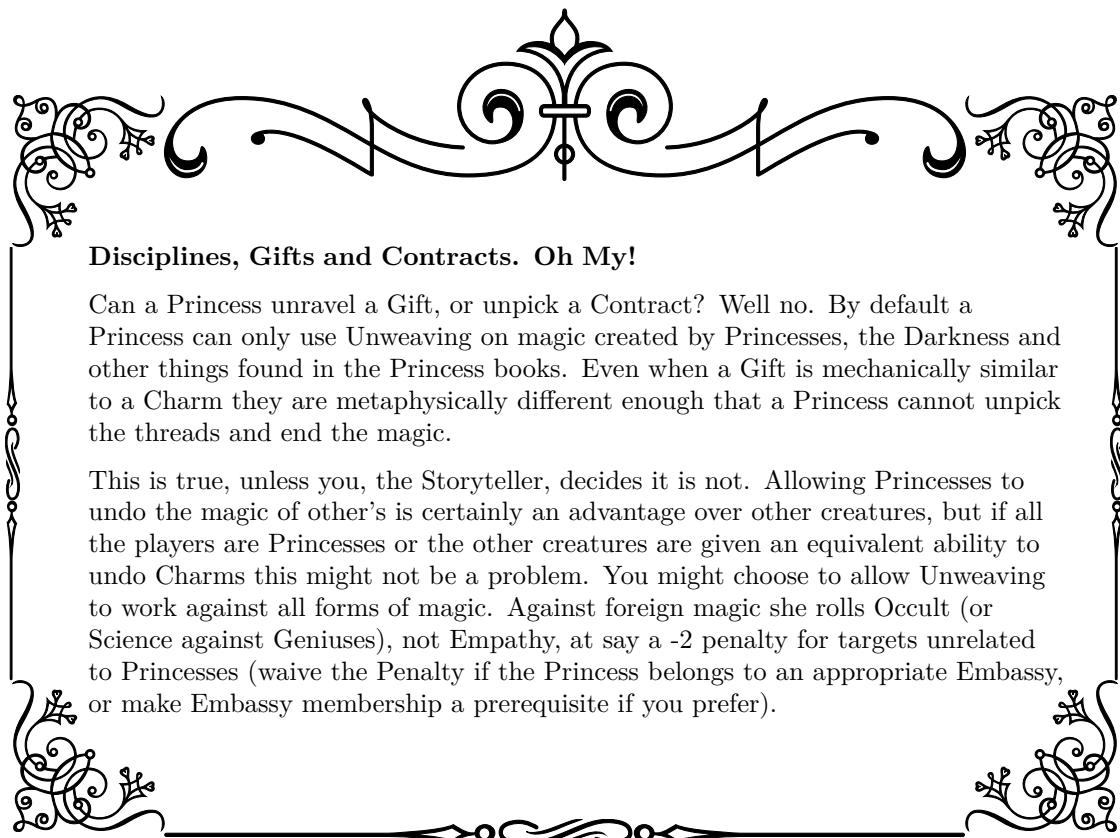
Dramatic Failure: The Noble offends the ghost; it either attacks her or runs from her.

Failure: The ghost is not anchored to the object

Success: The object gains the Anchor Condition [CofD 133] linked to the ghost for a number of days equal to the Princess' Inner Light.

Exceptional Success: The ghost finds manifesting near the object an easy feat. The new anchor gains the Open Condition.

Unweaving (Govern)



Action: Reactive, Instant, or Extended

Dice Pool: Clash of Wills or Dexterity + Empathy (5 minutes/roll, Threshold = Special)

Cost 2 Wisps

To unravel magical defences, to unpick a curse upon a beloved little sister, to tear apart a hostile Charm flying at you. There are many reasons why a Princess might need to unweave the Charms and magic of another. This Charm allows her to do so. The Princess may choose to Invoke this Charm as an Reactive, Instant, or Extended action depending on the situation and, difficulty of the task ahead.

If invoked reactively the Princess grabs hold of the unfinished magic and tries to rip it apart while her opponent tries to hold the magic together. In short, Unweaving lets the Princess trigger a Clash of Wills at any time her opponent casts a spell on a target within arms reach.

An enchantment that has been completed and taken hold is tougher. Instead of a Contested Action the Princess must score more Successes than her opponent's Clash of Wills dicepool. She can attempt to grab the magic and rip it apart as an Instant action, or she can delicately unweave it thread by thread as an Extended action.

Unweaving can only be used against "magic power" abilities with a duration that lasts longer than a Turn. Innate abilities such as Transformation or Sensitivity are unaffected. The Princess also needs to be able to touch the magic, usually this means being within the affected area or within arms reach of the target.

When used against Ephemeral Beings, such as Dreamlanders, Unweaving can be used to undo the effects of Influences and Numina. Unweaving cannot be used to undo Manifestations, it can remove Manifestation Conditions if they were created by an appropriate method. For example, Unweaving can remove the Anchor condition if it was created with the Charm Resting Place, an Influence or a Numina. It could not remove the condition from a natural Anchor such as a ghost's old bones.

Dramatic Failure: The Princess gets her magic into a horrible tangle, and is at -2 to perform Unweaving for the rest of the scene.

Failure: The Princess makes no progress.

Success: Progress is made, when enough Successes are reached the target magic fall apart.

Exceptional Success: In addition to making great Progress, the Princess also learns some detail about the magic's origin, or why this thing was enchanted. Take the Informed Condition.

Suggested Modifiers: The target magic is cast on a human (including Sworn and Princesses) (+2); The target magic is cast on something other than a living being (-2); the target magic is a Charm (+1), the target magic is a Charm and the Princess knows a Charm from the same family (+2), the target magic is a Charm and the Princess knows it (+3); the Princess applies an emotionally appropriate Invocation, such as Fuoco to unpick magic that turns love to loathing or Acqua to remove a curse of ignorance (+2), the Princess applies an emotionally inappropriate Invocation (-2), the Princess applies an elementally appropriate Invocation, such as Acqua or Fuoco to extinguish a magical fire (+2), the Princess applies an elementally inappropriate Invocation (-2).

Accept Fealty (Govern ..., Invocation ...)

Action: Extended, Presence + Persuasion - Intimacy (10 minutes/roll, threshold = target's Willpower)

Cost: 1 Wisp/roll, 1 Willpower dot.

Duration: Lasting

Through a Ceremonial induction the Princess can invite mortals to join her Court, becoming Sworn. The ceremony is typically held in a relatively quiet and isolated location. This is for pragmatic reasons, as the process of the Charm creates a rather impressive light show. For the Sworn, the ceremony is an enlightening experience, no pun intended. They see the image of the Queen they have chosen to serve, for a moment they share in everything the Queen means to the Princess accepting their fealty, and in that moment they share in the Princess' magic. When the ceremony ends a small spark of Light remains.

The target must understand what he is doing, and do it voluntarily; on an unknowing or unwilling target, the Charm fails. It also fails on mortals steeped in villainy; the target must not have Vice-Ridden or be Darkened. Each Queen has a different version of this Charm, and a Princess can learn or use only the one for her own Queen.

Note that while Accept Fealty subtracts Intimacy from its dicepool it cannot be performed at a distance, and penalty is not reduced to -0 for having line of sight. Many Princesses will gladly swear a mortal into their Court as a favour to Princesses who don't know this Charm or belong to another Court less suitable for the Sworn-to-be, in exchange for a Bequest or a favour worth a dot of Willpower. They power through the Intimacy penalty through high attributes.

I am Become Light (Govern ..., Fuoco ...)

Action: Instant

Dice Pool: Presence + Empathy

Cost: 3 Wisps, 1 Willpower

Duration: 1 scene

A Blazing crimson light shines forth from the Princess' heart, glowing through her body and Regalia. The Queen of Swords' avatar may walk among things not of the light, and know that they are the ones at the disadvantage.

Dramatic Failure: The Princess' phylactery shatters, and she reverts to mundane form. The normal procedures for obtaining a new phylactery must be followed.

Failure: White light scintillates from the Princess' clothes, but there is no further effect.

Success: The Princess goes through a second transformation, her normal Regalia replaced with ones of even greater purity and a golden light shines out from her heart. The shift releases a burst of the Light that burns away magics alien to it; all supernatural powers not of the Light with fewer successes than the Princess' roll within a radius of Inner Light + successes yards immediately end, if the successes for their activation were less than her successes. Powers that did not require activation remain intact. In addition the Princess gets both the Shining Heart Tilt, with the same activation successes and radius, which bathes the affected area in true sunlight as well as applying her activation successes as a penalty to all supernatural powers not of the Light. Finally Swords' avatar gains the Terrifying Tilt which affects all Creature's of the Dark except the Dethroned.

Exceptional Success: The extra successes are their own reward.

Martyr (Govern, Tempesta)

Action: Instant

Dice Pool: Presence + Intimidation + the Princess' Health Boxes without Aggravated Damage - Inner Darkness + the Dethroned's Health Boxes without Aggravated Damage.

Cost: 2 Wisps, 1 Willpower. Using this Charm is suicide.

The Seraphic General is Hate, and what she hates is The Darkness and the Nobility who betrayed mankind to the Darkness. Most such filth can be found hiding in Alhambra like the cowards they are, but others fell deeper into despair. Their crowns were shattered, their titles stripped from them, they were Dethroned.

The sad truth is that, much like Princesses, you can't really kill a Dethroned. They reincarnate. Driving a Dethroned away or killing will normally keep it away for a very long time but for a truly permanent solution you have to redeem the Princess it once was.

This doesn't sit right with the Court of Storms, they don't believe the fallen deserve redemption, and so they have their own method. Reaching deep into the Dethroned they grab hold of their soul, they incinerate their body and drag the Dethroned's rotten soul into the afterlife.

To use this Charm the Princess must touch their target. Note that after the Dethroned is killed it's body remains for around ten minutes or so, during this time Martyr can be cast and the Dethroned cannot resist the Charm.

Dramatic Failure: The Princess dies for nothing, the Dethroned remains at large.

Failure: The Princess takes Resistant Lethal Damage equal to the Dethroned's Inner Darkness, and the Dethroned takes Resistant Lethal Damage equal to the Princess' Inner Light. If this kills either of them the Charm doesn't affect what happens next.

Success: The Princess grabs the Dethroned and both ignite with green fire. In seconds only ash remains.

Exceptional Success: No additional effect.

The furies claim that the Dethroned's rotten soul will be dragged before the Queen to be burnt to nothing by the Her righteous fury while the martyr will remain as a part of the Queen of Storms and lend their strength to Her crusade. While there is some evidence that the Furies do join with their Queen, what happens to the Dethroned is unknown. Since no one has kept a record of which Dethroned were killed in this manner they can't even prove it permanently kills Dethroned.

Inspire

Inspire Charms lift people's hearts, sparks their passions, and exhorts them to action. Only Troubadours have affinity for them.

Many Inspire Charms list a performance, these Charms require the Princess to sing a song, do a dance, read poetry, or put on some other kind of show before she rolls to invoke the Charm. In essence invoking the Charm is an instant action but one which takes longer than a single turn. A Princess does *not* need to do a performance in order to fill artwork created by Living Image with a charge of an Inspire Charm, nor is any performance required for the charm to take effect beyond how a person would normally appreciate art of that type. Unless stated otherwise, the Commonality modifier may be applied to any Inspire Charm which requires a Performance.

Hear Me, O Muse (Inspire ◌)

Action: Instant, Intelligence + Expression

Cost: 1 Wisp

Duration: 1 scene

The Princess calls on the Light for inspiration. If she is Successful she grants the target (which may be herself) the Blessing Condition. The affected trait is "creating art". The increase is equal to the Princess' activation successes.

The blessing also has an end trigger, it vanishes after one applicable action. If the action in question is extended, the bonus applies to all rolls until the task is complete, or the Princess turns her attention to something else; she loses the bonus if she stops the job partway, and doesn't get it back if she resumes it.

Upgrade: Cooperative

Cost: +1 Wisp

When others assist the Princess (she is primary in a teamwork action) they gain the same bonus on their rolls as she does.

Fight Song (Inspire ◌)

Action: Instant

Dice Pool: Presence + Expression

Cost: 2 Wisps

Duration: Concentration

Performance: Variable length

My power's turned on.

Starting right now I'll be strong

I'll play my fight song

The Princess' music spreads courage and determination in the midst of battle. This Charm requires the Princess to continue performing and the effects end when she ends the show. The effects also end if a target can no longer perceive the Princess' performance, which means most Princesses use music, oration, or some other audible form of art.

Dramatic Failure: The Princess immediately causes a panic among the listeners. The Storyteller adjudicates the exact results of a panic.

Failure: Nothing happens

Success or Exceptional Success: The target's feel ready for battle. They gain the Battle Theme Tilt which enhances their Resolve and delays any Breaking Point until after the Princess' performance ends.

Living Image (Inspire ◊)

Requires: 2 dots in Crafts or Expression, and a speciality in a form of art

Action: Instant

Dice Pool: Inner Light + Presence

Cost: 1 Wisp, 1 Willpower

Duration: Indefinite

Artists among the Hopeful have can infuse the Light into their art, and make it bring forth magic. This Charm enchants artwork, turning into a vessel to hold and invoke another Charm. The art to be enchanted may be created through mundane, technological or magical means but it must be a product of the Princess' creativity and it must be designed specifically to carry the chosen Charm. The art is about, means, the Charm it holds, so a wholly or partly finished work on another subject cannot carry the intended Charm.

The Princess first chooses the Charm, Upgrades, and the precise effects (for example, which emotion the Charm Feel So Close will enhance) she desires. The Charm chosen must be one that affects a targeted individual, she cannot choose something like Levinbolt. Next the Princess creates art to express the ideas and emotions of the chosen charm, using the normal rules for creating equipment. The equipment bonus must equal the dots of the Charm the Princess wishes to cast, not counting any Upgrades. When the artwork is ready the Princess casts Living Image upon it to turn her art into a vessel.

Dramatic Failure: The Noble's magic goes out of control and ruins the artwork. She must recreate it from the beginning, using new materials

Failure: The Noble fails to prepare the artwork. Further attempts to use the Charm on it take a cumulative -1 penalty

Success or Exceptional Success The artwork becomes a valid target for the Charm it's based on. The artwork becomes a container for her Charm and gains the Held Charm Condition: If the Princess casts the chosen Charm upon the artwork then she fills her container and that Charm will affect the next person who experiences the art in the proper way - a painting must be looked at, recorded music must be listened to etc. If the Princess invokes a Charm with Commonality then when the Charm is released it will affect the largest Commonality group among the present audience, within the limits of the dicepool penalty taken. The Condition is also renewable meaning that once the Charm is used up the Princess can simply invoke it upon the artwork again. Damage to the artwork ends the Condition (if the artwork must be damaged to be appreciated, such as culinary arts or fireworks, then the Charm takes effect before it is destroyed).

The Princess may add Intimacy to her roll. If she does so only then the Charm within her artwork will only affect the targeted person, no matter how many people appreciate it before them.

At any one time a Princess may have Inner Light + Belief different works of art enhanced with Living Image. Artwork that has used up it's Charm still counts towards this limit. If the Princess touches the art she can remove the enchantment without damaging the artwork to free up a slot.

Gems created by the Specchio Charm Enduring Beauty can be used to empower art created by Living Image, doing so requires that the artwork revolves around a deception of the human form. As these are Brats, it's often a depiction of the Princess creating the artwork.

The gems embedded in the artwork cause it to constantly produce Wisps allowing the art to replenish it's own Charm again and again. A gem worth Resources 3 produces 1 Wisp a day and always rolls two successes on it's internal Charm. A gem worth Resources 5 produces 2 Wisps a day and rolls three success.

Upgrade: Composed

The Princess does not enchant art, but instructions for creating art such as sheet music or a dance choreography. The instructions must be for a form of art where the instructions are followed in front of a live audience.

Creating instructions follows the usual rules for this Charm. She creates the instructions first as mundane equipment then invokes Living Image upon them in order to apply the Held Charm Condition

to her instructions. The Princess does not need to write anything down or otherwise create a physical object, she could apply Held Charm to performers directly, creating “equipment” through a teaching session. However written instructions are easier to pass between different performers.

From that point on, the Charm will activate upon someone who appreciates the artwork when the instructions are performed, as is usual for Living Image.

Upgrade: Duplicated

While some methods of creating artwork do not lend themselves to duplication, others are the exact opposite. A story can be photocopied without losing any of its artistic value.

With this upgrade a Princess can convert her artwork into vessels en masse. She could invoke Living Image on a computer document and start printing out copies or she could invoke Living Image on a bowl of cake mixture and start pouring it into individual cupcakes. Each instance of her artwork beyond the first costs one Wisp and all enchanted works must be created within the same scene. In addition each one must be filled with Charms independently, though at the Storyteller’s discretion the player may be permitted to roll only once to keep the game moving quickly.

Duplicated artwork only counts as a single work towards the Princess’ maximum uses of Living Image.

Upgrade: Gallery

Stacks, up to 4

The Princess can now sustain magic in more artwork. Each time she takes this upgrade, she adds two to the number of Living Image activations she may have up at once.

Upgrade: Light Attuned

The Princess may specify that her artwork will only invoke Charms upon Beacons, Princesses, Shikigami, Sworn, or any combination of those three groups. Alternatively, she may specify that her artwork won’t affect the Light touched.

Upgrade: Remote

The Princess may refill her artwork with fresh Charms without being in its physical presence. She must modify her Charm activation roll by her Intimacy to the artwork itself.

Remote can be combined with Duplicated, but not easily. Unless a Princess feels different emotions about the various copies of her artwork she will be unable to choose which copy she refills.

Upgrade: Dark Attuned (Tempesta •)

The Princess may specify that her artwork will only invoke Charms upon Creatures of the Darkness. She may not specify a specific kind of Dark Creature.

And yes, with the right Charm it is indeed possible to create artwork that makes Darkspawn feel so bad they explode. After all, emotions are magic.

Fire on the Mountain (Inspire •)

Johnny, rosin up your bow and play your fiddle hard.

A musical instrument, a microphone, dancing shoes, or some other artistic tool for use in live performances becomes part of the Princess’ Regalia. The tool is of excellent make, giving an equipment bonus equal to Inner Light, or the Princess’ dots in an Invocation for the turn in which she applies it.

Upgrade: Heartthrob (Specchio ••)

The Princess’ performance leaves all who hear it cowed by her manifest superiority, and ready to obey her. When she applies Specchio to a roll to play her instrument, all members of the audience with a composure lower than the Princess’ Successes gain the Swooned Condition focused on the Princess.

Feel So Close (Inspire ◊)

Action: Instant and Contested, Manipulation + Expression vs Composure + Supernatural Advantage; requires 1 minute of performing.

Cost: 1 Wisp

Duration: 1 scene

Performance: 30 seconds

I wear my heart upon my sleeve, like a big deal.

The Princess puts on a performance that inspires an emotion of her choice in its hearer. If the Princess applies an Invocation to the Charm, the emotion inspired must be appropriate for that Invocation.

Dramatic Failure: The Princess inspires the wrong emotion, the storyteller chooses something likely to cause the Princess problems. The target gains a +2 bonus to all actions in line with their emotion, and taking a -2 penalty to actions opposed to it.

Failure: Nothing happens

Success: The player inflicts a Condition upon the target. The Condition should be relatively mild and must represent an emotional state, such as Swooned or Guilty. If no suitable An Improvised Condition (Chronicle of Darkness page 76) may be used instead.

Exceptional Success: As above but stronger Conditions may be chosen instead. The Condition must still represent an emotional state.

The Princess may use the Charm on a social group, applying the Commonalty modifier. The member with the highest Composure + Supernatural Advantage contests for the group.

Cooking By the Book (Inspire ◊, Aqua ◊)

Action: Instant

Cost: 1 Wisps

Dice Pool: Intelligence + Expression - Commonality

Duration: The lower of one Extended Action or one day.

Performance: Variable length

You gotta do the cooking by the book. You know you cant be lazy.

If something is worth doing, it's worth taking the time to plan it out first. Before beginning an Extended Action in which she is a secondary actor the Princess may invoke Cooking By the Book, she must apply Commonality to all the actors involved. The length of the performance is a single iteration of the extended action, and this consumes one of the rolls.

Dramatic Failure: The Princess inspires confusion in her targets, for the rest of the Extended Action discard the first Success of every roll (after rerolling). If it is a teamwork action this only applies to the primary actor.

Failure: Nothing happens

Success or Exceptional Success: The Princess inspires clarity and confidence, the target knows exactly what they need to do. Halve the duration between rolls for the affected extended action. This does not stack with other effects that reduce the time between rolls. If an extended action takes more than one day per roll it is too complicated for this Charm.

I Like Boys (Inspire ◊, Specchio ◊)

Action: Instant

Cost: 1 Wisps

Dice Pool: Manipulation + Empathy

Duration: One day or Indefinite

Performance: Thirty seconds

I'm throwing out my doll house

I'm giving up my toys

I realized this morning:

I like boys!

The most amazing beautiful princess in the land will surely wear the most handsome prince upon her arm. But the heart is a fickle thing, sometimes it yearns for that quite but sweet boy who liked you before you became the prettiest and most magical girl in school. Sometimes it likes another girl! But a quick Charm to control your own emotions can ensure you fall for the right boy.

Naturally the Radiant consider this idea to be utterly stupid. And even in the Court of Mirrors using this Charm on anyone other than yourself is considered wrong by all but the most naive or mad.

Dramatic Failure: The Princess takes the Yandere Condition as she becomes obsessed with the person she wants to fall for.

Failure: Nothing happens

Success: The Princess takes the Swooning Condition for a person she chooses when casting this Charm.

Exceptional Success: As above and in addition, if the Princess currently has the Swooning Condition for anyone else the Condition is discard (but not resolved).

The Dream Must Stay Alive (Inspire •, Legno •)

Action: Instant

Cost: 1 Wisps

Dice Pool: Composure + Expression

Duration: One Scene or one day

Performance: Thirty seconds

And when I make mistakes please understand

The princess' harmonious art calms the shaken mind and soothes the soul. Through her art she can duplicate the effects of meditation (Chronicles of Darkness p75).

Dramatic Failure: The Princess shakes her audiences composure. They take the Shaken Condition.

Failure: Nothing happens

Success: The target gets +1 to their next Breaking Point or Compromise roll.

Exceptional Success: As above, but the effects last an entire day.

Carry On (Inspire ••)

Action: Instant

Cost: 1 Wisp

Dice Pool: Presence + Expression

Duration: Lasting

Performance: One minute

With all our love we cant go wrong

The Princess performs for a target who can see or hear her, and her performance bolsters the target's will. The Princess cannot use the Charm on herself.

Dramatic Failure: The Noble undermines her own confidence. She gains the Shaken Condition [CofD 290].

Failure: The target may be pleased, but he isn't helped.

Success: The target feels the strength to carry on in his quest. He gains the Steadfast Condition [CofD 291].

Exceptional Success: The target also gains a point of Willpower. A character can only gain one point of Willpower a day with this charm.

Fighting Evil by Moonlight (Inspire ..)

Action: Instant

Cost: 1 Wisp

Dice Pool: 1 scene

Duration: Stamina + Expression

Performance: 1 minute

Winning love by daylight

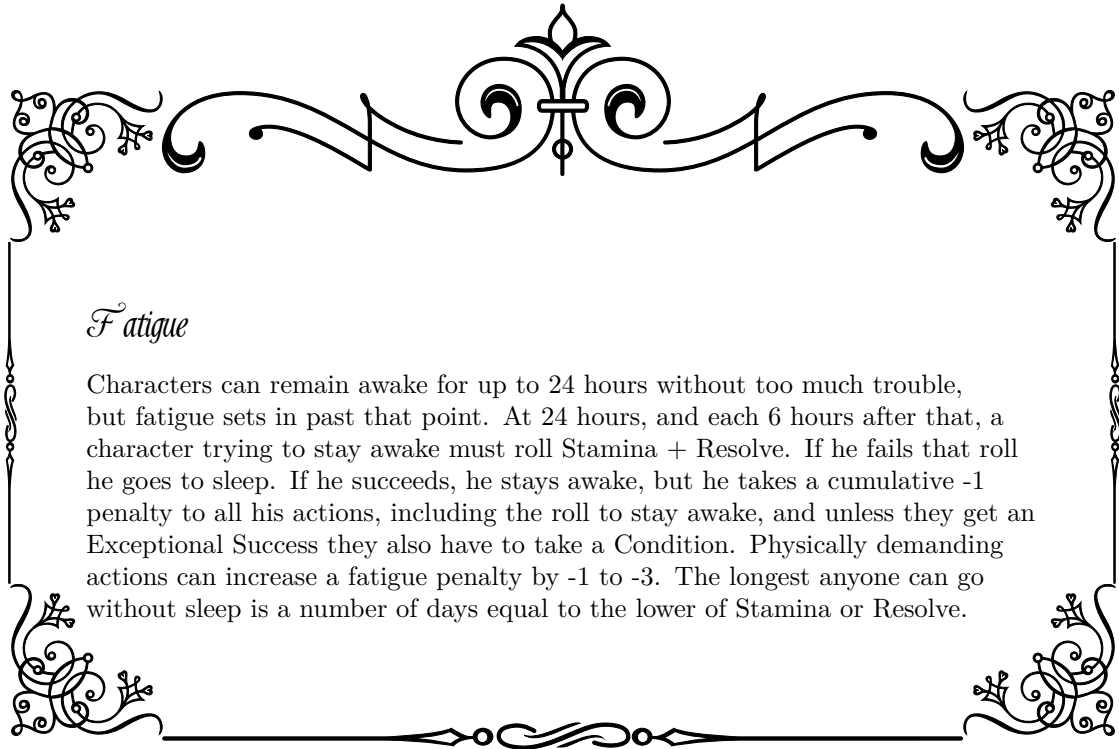
School, friends, royal duties, sleep, choose three. If the Princess has chosen to skip on sleep then a Troubadour can inspire her to keep going through the night, or day as the case may be. She may target a group by applying commonality to the roll.

Dramatic Failure: : The Noble feels her energy drain away. She becomes as exhausted as her target, taking the same fatigue penalty, and must immediately roll to stay awake.

Failure: Nothing happens

Success: The target does not take penalties from fatigue for the rest of the scene, no matter how long he's been awake. The Charm doesn't remove the fatigue itself, but only defers it - any roll the target makes to stay awake is delayed until after the Charm ends.

Exceptional Success: A bit of energy remains with the target after the initial jolt fails. Reduce the target's fatigue penalty by 1.



*You Must Remember This (Inspire **, Acqua *)*

Action: Instant

Dice Pool: Intelligence + Expression

Cost: 1 Wisp

Duration: Lasting

Performance: Variable length, but no shorter than 1 minute.

The fundamental things apply as time goes by.

The Princess turns a lesson into a performance, sticking it fast in the audience's memory. Naturally the Princess must be knowledgeable on the topic she wishes to teach or use reference materials to create a lesson plan before she starts teaching, and her students will gain no benefit if they already know the material.

She may use the Charm on herself, but she must still make a performance. She may also use the Charm on a social group by applying the Commonalty modifier.

Dramatic Failure: The Noble takes the Cursed Condition inflicting a -3 penalty to the Skill that covers the topic of her lesson for the remainder of the scene.

Failure: The target's attention wanders.

Success: The target indelibly remembers the lesson. They take the Informed Condition.

Exceptional Success: The Princess' lesson is packed with useful and memorable knowledge. The targets may use the Informed Condition twice.

*Drive Me Crazy (Inspire **, Aria *)*

Action: Instant

Dice Pool: Manipulation + Expression vs Composure + Supernatural Advantage

Cost: 1 Wisp

Duration: Lasting
Performance: 1 minute.

Baby, you spin me around
Oh, the earth is moving, but I can't feel the ground.

Satire is the sharpest rapier in the witty artist's arsenal. A skilled satirist can tear down sureties and force people to question accepted answers. Like the wind the Knaves can blow through any gap in someone's armour, and with wild chaotic chords or biting oration throw their sureties into doubt.

Dramatic Failure: The target becomes strengthened, even stubborn in their opinions. They take the Stalwart condition.

Failure: The target's attention wanders.

Success: The target takes the Confused condition as what they thought they knew comes into question once again.

Exceptional Success: Facing new questions is scary, but it also opens new possibilities. The target may choose to take the Inspired Condition, but if they do so they must open a Door to the Knave's social manoeuvring.

Giggle at the Ghostly (Inspire .., Aria .)

Action: Instant
Cost: 1 Wisp
Dice Pool: Wits + Expression
Duration: 1 scene
Performance: 1 minute

*Learn to face your fears
You'll see that they can't hurt you
Just laugh to make them disappear.*

Bullies, tyrants, even the horrors of the Dark – all these lose their terrors if you can just show them their absurdity. The Princess may use this Charm to protect people against fear, if she targets a group she must apply Commonality.

Dramatic Failure: The Charm backfires, inflicting the Shaken Tilt on her target.

Failure: The target is not encouraged.

Success: The target laughs at his fears, he gains the Protective Blessing Condition, the affected trait is "causing fear" and the decrease is equal to the Princess' successes.

Exceptional Success: Laughing at his fears completely robs them of their power, the target also gains the Steadfast Condition.

Upgrade: Swift (Aria • •)

The Princess may invoke the Charm reflexively, replacing a general message of courage with a swift satirical barb that counters an imminent attempt to create fear.

Let It Go (Inspire .., Aqua ...)

Action: Instant
Cost: 2 Wisps, 1 Willpower
Dice Pool: Intelligence + Persuasion
Duration: Indefinite
Performance: 3 minutes

*And the fears that once controlled me
Can't get to me at all*

Princesses of Diamonds consider their minds to be their most important tool and learn take good care of their minds, or anyone else's. Before invoking this Charm the Princess first designates a safe and controlled environment, with a Sanctuary Size rating equal or less than her Acqua Dots, then she invokes the Charm to make her target know she's in a safe place.

Dramatic Failure: The Princess' mind rages out of control. Inflict a suitable Condition, the more negative mental Conditions she has at this point the worse the new condition should be.

Failure: The Princess cannot quell the storm inside.

Success: So long as the target, who may be the Princess herself, remains within the designated area any mundane Conditions that affect her mind or emotion are suppressed. The Storyteller must use their own judgement for supernatural conditions. However a controlled environment is key. The Condition returns if the target is exposed to suitable stimulus, for example, if she opens the Facebook profile for the boy she's Swooned towards. If she leaves the designated area all the Conditions return and the Charm's effects upon her end. By carefully introducing the correct stimulus a Princess can reactivate and then Resolve her Conditions one at a time. Conditions that represent a short term emotional state (such as Spooked) can also be rendered harmless until they naturally expire but no Beats are awarded if the Condition is not Resolved. That said, a Princess who makes a habit of suppressing a long term mental health issue rather than resolving it will likely make the situation worse.

Exceptional Success: So long as they remain in the affected area the target may voluntarily roll Resolve + Composure to prevent a stimulus from reactivating a Condition.

Queen's Sorrow (Inspire .., Lacrima ..)

Action: Instant and contested

Cost: 1 Wisp, Compromise at Belief 6+ with a -1 modifier

Dice Pool: Manipulation + Intimidation vs. target's Composure + supernatural advantage

Duration: 1 scene

The Princess speaks to another, and drains his strength of conviction.

Dramatic Failure: The Noble undermines her own conviction. She gains the Shaken Condition [CofD 290].

Failure: If the Noble does not get more successes, the target is unmoved by her words.

Success: If the Noble wins the contested roll, the target takes the Willpower Blocked Tilt: he cannot spend Willpower to add a bonus to his dice pools. The Tilt ends if the character regains at least one Willpower point.

Exceptional Success: The target is disturbed for a considerable time. At the end of the scene he gains the Shaken Condition.

Upgrade: Heavy (Lacrima . . .)

The target's depression is deeper. If he loses the contested roll, the Willpower Blocked Tilt also stops him from spending Willpower to improve his Defense or resistance to supernatural powers.

Rally Round the Flag (Inspire .., Terra ...)

Action: Instant

Cost: 2 Wisps

Dice Pool: Presence + Expression

Duration: Scene

Performance: 3 turns

*We will welcome to our numbers
The loyal, true and brave*

In the face of danger the Gallant rallies the panicked and fearful with a performance or stirring speech. There must actually be present or clearly imminent danger, such as a horde of Darkspawn at the gates, before this Charm can be invoked.

Dramatic Failure: The Princess spreads panic among the targets. They take the Shaken Condition. If they already have that Condition or a similar Condition or Tilt representing fear they instead take the Terrified Tilt. If they already are Terrified there is no effect.

Failure: Nothing happens.

Success: The Princess nominates one character who is actively contributing to dealing with the danger to be the flag-bearer, the flag-bearer need not be a target of this Charm. Anyone affected by this Charm gains two benefits. Firstly they take the Steadfast Condition, secondly and Conditions or Tilts representing fear, such as Shaken, are suppressed while the character can see the flag-bearer. If the target loses sight of the flag-bearer, or the flag-bearer stops contributing for any reason, the suppressed Conditions and Tilts re-emerge and the Steadfast Condition is suppressed.

Exceptional Success: The Princess can nominate two flag-bearers.

Play Your Part (Inspire ...)

Action: Instant

Cost: 3 Wisps 1 Willpower

Duration: Lasting

Dice Pool: Presence + Persuasion

Performance: 5 minutes

You are a princess; you'll play your part

The Princess makes a stirring performance about the future she wants to build, and the audience's place in it. Through her art she inspires people to help build that future.

Dramatic Failure: The Noble shakes her confidence in her goals. She takes the Doubting Condition.

Failure: The Charm does not activate.

Success or Exceptional Success: The target may choose to take an additional Aspiration (other Nobles may choose a Dream instead) over and above their usual limit. The Aspiration must reflect the goals and Beliefs of the Noble, as explained during her performance. The player, the target's player, and the storyteller should work together to choose an Aspiration.

Aspirations and Dreams created by this Charm last until they are fulfilled or until the target chooses to stop perusing them. Under no circumstances can anyone possess more than one Aspiration or Dream from Look Play your Part at any given time (nor can a Princess acquire both an Aspiration and a Dream).

Rousing Song of Heroism (Inspire ..., Fuoco ..)

Action: Instant

Cost: 2 Wisps

Dice Pool: Presence + Persuasion

Duration: 1 scene

Performance: 5 minutes

Who are you?

Just a man or a super-man?

The will of a person the Princess can see becomes nearly insurmountable. If successful the target gains the Inflamed Will Condition, with one flame per success. When spending a Willpower they may spend a flame for an additional +2 (for a total of +5 per Willpower) or +1 when defending (for a total of +3)

Upgrade: Intense

The target gains a further +1 when spending Willpower, for a total of +6 dice, or +4 to Defense or a Resistance Attribute.

Upgrade: Do it for us

Cost: +1 Wisp

The Princess may use the Charm on a distant target, applying the Intimacy modifier. As always, she cannot combine Intimacy and Commonalty.

Peace on Earth (Inspire ..., Legno ..)

Action: Instant

Cost: 1 Wisp

Dice Pool: Composure + Persuasion vs Composure + Supernatural Advantage

Duration: 1 scene

Give me love

Give me peace on Earth.

With their focus on harmony and understanding the Wilds are never entirely comfortable with controlling another's opinions. Rather than making another want peace a Princess of Clubs might use this Charm to prevent violence, allowing her to pursue peace in more traditional ways: with hearts and voices.

This Charm cannot be used if the Princess has attacked anyone or used a combat Charm within the Scene.

Dramatic Failure: The Princess manages to revert the Charm on herself and takes the Peace on Earth Tilt.

Failure: The Charm does not activate.

Success: The target's will to fight is replaced with feelings of peace. The target gains the Tilt Peace on Earth. They cannot perform any action that intentionally causes damage to another, or aid anyone else who wishes to do so. They can use their abilities to quell a fight, but not to help one side triumph.

Exceptional Success: The Princess also gets a flash of insight into why her target wishes to fight. She gains the Blessing Condition, it grants +1 on any social rolls with the target for the rest of the scene.

Upgrade: Collective

Cost: +1 Wisp

The Princess may use the Charm on a social group that can see or hear her, applying the Commonalty modifier. Each member contests the effect independently.

Name Your Poison (Inspire ..., Tempesta ...)

Action: Instant,

Cost: 3 Wisps, 1 Willpower

Dice Pool: Presence + Expression vs Resolve + Supernatural Advantage

Duration: Six hours.

Performance: 5 minutes

If you don't name your poison; I'll have to get the boys in.

The magic of Tempesta unerringly seeks out the weaknesses of the Outer Darkness, the Furies tend to favour the obvious weaknesses of unarmoured joints and vital organs but properly used Tempesta can be more diverse than that.

To perform this Charm the Princess must have some object or person and name a way Creatures of the Darkness might fulfil their Vice using that thing. For example she could use herself and the possibility of eating her flesh. The Princess makes a performance mocking the Darkness for the perverted Vice she's targeting and then rolls Presence + Expression, if she's using an unwilling living being as the focus he may roll Resolve + Supernatural Advantage to Contest the Princess' magic.

If the Princess wins any contest then every Darkspawn in Inner Light miles with a Composure lower than her successes instantly gains the Depraved condition; the only way they can get their fix is by indulging their vice on the Charm's focus. The Darkspawn don't gain the ability to sense the location of the Charm's focus but they'll know it when they see it. What's more the focus' location is revealed to them for an instant at the moment the Charm is cast.

The Princess then sits down with a big gun and waits for the monsters to come to her.

Notice Me (Inspire ●●, Aria ●)

Action: Instant, Presence + Subterfuge, modified by Commonalty

Cost: 1 Wisp

Dice Pool: successes in turns

Duration: successes in turns

Performance: successes in turns (for this Charm roll before the performance)

I'm drawn to you and I can't look away

Sometimes it's necessary to provide a spectacle to draw people's attention away, while an accomplice does the real work. The Princess uses this Charm on the members of an organization who can see her, applying the Commonalty modifier for them.

Dramatic Failure: The Princess can't get attention from her targets to save her life. For the rest of the scene, her Social actions aimed at the targets take a penalty equal to her Aria.

Failure: The Princess fails to distract her targets.

Success: For one turn per activation success, and as long as the targets can see the Princess, their eyes remain fixed on her and everything else slips from their notice. Outside of combat, the targets must succeed on a Perception roll to notice the presence of any other person or object beyond the most generic description (e.g. "man", "woman" or "child"; "car" or "truck"; "chair", "desk" or "table") and anyone who actively conceals themselves will gain an automatic Success. The Charm is less effective during a fight, when people are keyed up and attentive, but even then the targets take -1 to their Defense against anyone but the Princess, and fail to notice anyone who doesn't attack them. However, the Princess herself can't avoid attention - any use of Stealth, attempts to conceal herself, or ceasing her attention grabbing performance, immediately ends the Charm.

Exceptional Success: The targets perceive nothing but the Princess. Their Perception rolls are penalized by her dots in Aria.

Don't Stop Believing (Inspire ●●●)

Action: Extended, 1 minute per roll.

Cost: 1 Wisp, 1 Willpower

Dice Pool: Presence + Persuasion, Threshold = 2x target Belief or Integrity.

Duration: 1 day

Hold on to the feelin’

The Princess’ song revive in her target memories of lost innocence. This Charm can be used on anyone with an Integrity or Belief Trait, except Ghost Princesses or Princesses at Belief 0.

Dramatic Failure: The target takes the Blocked Willpower Condition.

Failure: The Princess makes no Progress, and must take a Condition to continue rolling.

Success or Exceptional Success: If she succeeds the target’s gains the Blessing Condition. The affected trait is either Belief or Integrity and it is increased to a number chosen by the Princess before she begins her performance, to a maximum of the Princess’ own Belief. The Storyteller has discretion on whether this Charm affects alternative Integrity traits other than Belief.

It should be noted that magically enhanced Integrity or Belief does not protect against Breaking Points or Compromises (the modifier to the roll for high or low Belief is affected). If Princess with Belief five that is magically enhanced to seven fails a Compromise roll the result is Belief four magically enhanced to six.

Upgrade: Collective

Cost: +1 Wisp

The Princess may use the Charm on a social group that can see or hear her, applying the Commonalty modifier.

No Choice, No Hope (Inspire ..., Lacrima ...)

Requires Queen’s Sorrow

Action: Instant

Cost: 2 Wisps, 1 Willpower, Compromise at Belief 3+ with a -4 modifier

Dice Pool: Manipulation + Intimidation - target’s Resolve

Duration: Lasting

The Princess’ voice acquires the blighting and consuming quality of the Darkness, sapping the wills of those who hear it and bringing them under her sway for a time. For each activation success, the target loses a point of Willpower, feeling drowned in apathy. If the target still has Willpower left when after the Charm takes effect, he rolls Wits + Composure at -5 to realize that the despair they felt was not natural. If the target runs out of Willpower because of this Charm he gains the Suggestible Condition; until he regains Willpower or the Scene ends.

On a dramatic failure, the target instantly realizes the Princess is responsible for the moment of despair and reacts with outrage and becomes immune to this Charm for a full 24 hours.

Upgrade: Collective (Lacrima ••••)

Cost: +1 Wisp

The Princess may use the Charm on a social group, applying the Commonalty modifier. The member with the highest Resolve resists for the group. On a dramatic failure, all those in the group, and any group they belong to, are immune to the Charm for 24 hours.

Consumed With Hate (Inspire ..., Tempesta ...)

Action: Instant and resisted,

Cost: 2 Wisps, 1 resistant lethal damage

Dice Pool: Manipulation + Persuasion - Composure

Duration: Tempesta turns

With only a few words, the Princess can cause a person's rage to boil over, driving him uncontrollably to lash out. The Princess has no control over who is attacked, so she would be wise to steer her target appropriately before invoking this Charm.

Dramatic Failure: The Princess goes too far in her rhetoric; the target sees her as a crazy person he needs to get away from. None of the Charm's effects take hold.

Failure: The Princess gets nowhere with inciting the target's rage.

Success: The target gains the Berserk Tilt focused on whatever they consider to be the greatest threat or obstacle in the vicinity. The Tilt grants +2 on all rolls to inflict violent harm on another and inflicts a -1 penalty to all other rolls. However they must move towards or attack somebody every turn.

Exceptional Success: The duration increases to one scene.

Upgrade: Collective (Tempesta • • • •)

Cost: +1 Wisp

The Princess may use the Charm on a social group, applying the Commonalty modifier. The member with the highest Composure resists for the group.

Jumping Jack Flash (Inspire ••••)

Action: Instant

Cost: 2 Wisps, 1 Willpower

Dice Pool: Presence + Expression, modified by Commonalty

Duration: Concentration

You were born in a crossfire hurricane. And you howled at your Ma in the driving' rain. But it's all right now.

The Princess puts on a performance that inspires people to the heights of their abilities – and beyond. Everyone in the group she uses the Charm on gets the Blessing Condition, it applies to every possible roll, but only applies for one roll. This Charm is, essentially, a Teamwork roll that applies to everyone.

The effects only last as long as the Princess continues performing, spending her action for a turn. Every member of the target group gains the bonus once, but if they haven't used it by the time she finishes performing the bonus is used.

Deep in the Darkest Night (Inspire ••••)

Action: Instant

Cost: 3 Wisps 1 Willpower

Duration: 24 hours

Dice Pool: Presence + Expression

Performance: 5 minutes

We must be points of light!

The Princess makes a stirring performance, denouncing the atrocities of monsters and rousing the townsfolk to fight back.

Dramatic Failure: The targets may choose to take the Hunter template and those who do immediately turn against the Princess, denouncing her as a witch.

Failure: The Charm does not activate. The Princess may also acquire a reputation for breaking the unwritten rule to never mention monsters that most people in the World of Darkness follow religiously.

Success: The target may choose to take the Hunter template, gaining all associated bonuses. After 24 hours they may choose to keep the template or to half-suppress the memory, turning it into something alike a rarely remembered but fondly remembered youthful indiscretion.

Exceptional Success: Anyone who chooses to take the Hunter Template also fully refreshes their Willpower as they decide to seize control of their own destiny from sinister supernatural forces.

The Princess may apply Commonality to target a group.

Everything is Awesome (Inspire)

Action: Instant,

Cost: 2 Wisps

Dice Pool: Wits + Manipulation

Duration: Concentration

Everything is cool when you're part of a team!

The Princess brings focus to a group working for a common goal. Activate this Charm before assisting in a teamwork action. For each success, one secondary actor contributes his successes directly to the goal, instead of adding dice to the primary actor's roll. The Princess cannot be an actor in the roll, she must direct her full attention to encouraging the team: She must remain performing for the entire duration of the Extended Action, which limits this Charm to tasks that can be completed in a reasonable time.

Learn

The Learn Charm confers knowledge, and reveals what has been hidden. Only Seekers have affinity for it.

Data Wizard (Learn •)

Action: Permanent

A portable computer becomes part of the Princess' Regalia. It has an equipment bonus equal to Inner Light. The computer can store data in practically unlimited quantities, has adapters to connect to any computer networks available where the Princess lives, and reads from or writes to all common forms of removable media she can find. The Princess still has to supply passwords to gain access to a network, or else defeat the network's security. The Princess cannot connect to supernatural computers unless they were specifically created to be compatible with The Light or mundane networks.

Upgrade: Remote

The Princess can connect her computer to any other she wishes over a magical Intimate link. Spend a Wisp and roll Intelligence + Computer - Intimacy, an Invocation may be applied. This does require an Intimacy link directly to a computer, but Hope Engineers do love their gadgets. Once the Princess is connected the link functions as though the Princess was standing next to the target machine and connected to it by wire. She still needs to defeat any relevant security, but might bypass security that's located on a separate machine such as a firewall. Unless the Princess has the Discrete or Traceless Upgrades, system administrators trying to trace the Princess' connection will see something like "direct magical link" from their administrative tools. They may not believe what they see.

Upgrade: Crawling (Acqua ••)

Since the 1960s humanity has been hard at work making information and knowledge available to all. It is a beautiful act of humanity and it sits at a Princess' fingertips.

The Princess' computer includes it's own software for searching the web, software that search based on the emotional intent behind the Princess' questions. She may spend a Wisp, roll Acqua + the computer's equipment bonus to gain the Informed Condition For most topics this takes between one and ten minutes to find, read, and digest new information. Exceptionally complicated topics like rocket science might take significantly longer.

The web crawler can only find publicly available information, but this includes information on the deep web. It can normally register itself for websites and even defeat basic tests that check the viewer's

humanity. It can't access paid content for free, but it might ask the Princess to buy access if there's no equivalent information available for free.

Upgrade: Fishing (Acqua • •)

The Princess' computer monitors networks constantly, looking for scraps of data she might need. Once in a scene, if she is connected to a local computer network, the Princess may spend three wisps and roll Acqua + the computer's equipment bonus. For every success she may ask one short factual question which the local computer network may know as a reflexive action. Applicable questions include asking for directions or a password. The Princess does not need to ask all her questions at once, the player may save them for the right moment: Such as having her computer ping her with the door code when she's sprinting for the exit.

Upgrade: Discrete (Aria • •)

When the Princess is connected to the internet her computer automatically routes her connections through a network of proxies that inflicts a -Aria penalty to all attempts to trace her. Despite it's supernatural origins this is a purely mundane countermeasure.

Upgrade: Traceless (Aria • •)

When the Princess' computer is connected to a mundane network it automatically sends pulses of magic along with mundane data, rewriting electronic logs to cover the Princess' tracks. Mundane methods cannot track the Princess, the trail simply isn't there, unless the Princess slips up and posts useful information to a website. Supernatural methods still function, at a -Aria penalty.

Drawback: By it's very nature this magic is hidden, a rival Princess using A Magical Girl's Eyes takes a -Aria penalty to spot magic rushing through an internet cable, however providing that rival an opportunity roll with -Aria is worse than not letting her roll at all. If the Princess connects to or her signal passes through a supernaturally defended computer she may trigger all sorts of alarms by inadvertently trying to hack the logs. In short, Traceless provides very strong protection from mundane tracing for an increased risk of supernatural tracing.

Know Name (Learn ◡)

Cost: 1 Wisp

Action: Reflexive, Unrolled

When a Princess looks at someone, she learns their name. Under most circumstances this Charm is unrolled, the Princess looks at someone and one name just feels right or she sees a floating name tag. However some characters have multiple names. They might go by a different name in different languages, most people have at least one screen name on the internet, and some people have a more deceptive reason for dual identities. In these cases the Princess learns what the target personally considers to be their name. Against Princesses this Charm will of course provide the name of the Princess' current identity no matter how strongly she identifies with her other name.

If somebody uses supernatural veils to hide their name the Princess may need to oppose the roll with Wits + Empathy, an Invocation may be applied, or make a Clash of Wills depending on the effects of the defensive power.

Know Name cannot work on recordings, drawings or photographs. However it works fine over live video or Charms that allow remote viewing.

Passion's Light (Learn ◡)

Action: Instant, Unrolled

Cost: 1 Wisp

Duration: One scene

The Princess perceives the emotional state of the people around her. Most Princesses see a wash of colour around their bodies but others have been known to smell emotions, see floating messages, feel flashes of intuition, or see floating emoticons.

While *Passion's Light* is active the Princess can perfectly perceive the emotional state of anyone around her. At any time the player may ask what emotion a character is feeling most strongly and the Storyteller or that player must answer truthfully. If the Princess wants to examine closer she may roll *Wits + Empathy*, an *Invocation* may be applied, and ask one of the following questions per success:

- How strongly is he feeling an emotion?
- What is causing a particular emotion?
- Have the character's emotions been chemically or supernaturally manipulated?
- What is the character's Virtue?
- What is the character's Vice?
- What is the name and details of one Condition affecting the character's emotional state.

Upgrade: Unmasking

The Princess can recognize supernatural beings by their aura's unusual appearance. A Transformed Princess' aura, for instance, is connected to nearby people that she cares about by ribbons of aura and appears to shed light up other auras in her vicinity – things and people near her reflect her current colour, in addition to any aura they have themselves.

Sense Falsehood (Learn ◦)

Action: Instant and Contested

Cost: 1 Wisp

Dice Pool: *Wits + Subterfuge* vs *Composure + Supernatural Advantage*

Duration: 1 scene

The Princess develops an additional sense that can sniff out lies and dishonesty.

Dramatic Failure: The Charm fails, but the Princess believes it has worked, and thus will believe the target implicitly, unless and until he says something she knows is not true.

Failure: The Charm fails, but the Princess is aware of the failure.

Success: Whenever the target says something he doesn't believe, the Princess perceives the falsehood automatically. The Charm detects the underlying emotions behind untruths, any attempt at deceit or factual assertions made in conscious ignorance also ping her new sense. Most Princesses who make frequent use of this Charm develop habits of asking people how they know something or how confident they are to filter out honest mistakes.

Exceptional Success: The Princess' nose catches subtle misleadings as well as direct falsehood; when the target's statements are true but significantly incomplete, she will know that something has been left unsaid.

Upgrade: Collective

Cost: +1 Wisp

The Princess may use the Charm on a social group, using the *Commonalty* modifier. The member with the highest *Composure* resists for the group.

Upgrade: Unwitting

When the Princess detects a lie, she rolls *Wits + the activation successes* on the Charm as a reflexive action. If she succeeds, she gains a hint of the truth the target is concealing; on an exceptional success, she learns exactly what the target knows of the subject of his lie.

Upgrade: Alert (Aria ◦)

When the Princess detects a lie, she gains additional insight into the liar's motive for deception. For example, she could smell the difference between a lie told out of envious malice and one told out of fear, or tell the difference between a sleazy propagandist and a dedicated, noble spy.

Upgrade: Guilty (Terra •)

When the Princess detects a lie, the liar experiences a strong pang of guilt, and finds it far harder to deceive again. He gains the Cursed condition for the scene, this reduces all Subterfuge rolls by the Princess' Activation Successes. Further lies in the scene do not trigger this Upgrade.

Upgrade: Remote (Acqua •)

The Princess' sense can now function on technological communications (no Upgrade is required to use this Charm through Charm based magical communications), from the humble pen to real time video-conferencing. A Princess cannot detect truth or falsehood from any message over a month old.

Upgrade: Righteous (Tempesta •)

When the Princess detects a lie, she may punish the liar with impunity. If she attacks the liar as her next action, he may not apply Defense to resist the attack.

X-Ray Vision (Learn ◊)

Action: Instant

Cost: 1 Wisp

Dice Pool: Wits + Composure - Durability

Duration: Scene

The Princess can peer straight through solid objects. Before invoking this Charm the Princess chooses a Durability then rolls Wits + Composure, subtracting the chosen durability from her roll.

Dramatic Failure: The Princess takes the Blinded Tilt for the Scene. She sees straight through everything, which is the same as seeing absolutely nothing.

Failure: Nothing happens.

Success: Any object with a Durability equal or lesser than the nominated durability becomes transparent to the Princesses eyes. She can see through it but still remains aware of it's shape and general location. If she focuses her attention on an object it solidifies to her eyes, this Charm imposes no perception penalties. If the Princess wishes to look through several objects at once, such as a wardrobe and the wall behind the wardrobe, she must be able to see through their combined durability.

X-Ray vision provides no advantages to penetrating supernatural concealment or seeing into Twilight, but if the Princess has some other way of doing either it stacks with X-Ray vision.

Exceptional Success: No extra benefit.

Elementary Deductions (Learn ◊, Acqua ◌◌)

Action: Permanent

When faced with mysteries and conundrums the Princess' mind focuses, approaching such problems with a crystalline clarity. For every three Clues she has, she reduces the threshold for Exceptional Success by one on all rolls to acquire further clues to the same mystery. Each Clue builds on it's predecessors in web of logic, catching errors and ruling out unnecessary avenues of investigation before the Princess wastes time.

Naturally the threshold cannot go below one Success.

Intuitive Leaps (Learn •, Aria ••)

Action: Permanent

The Princess may see links between seemingly unrelated scraps of information that more rigid minds are sure to overlook. When the Princess Uncovers the Truth she treat three Clues with the Incomplete tag as equal to one complete Clue.

Upgrade: Instinctual (Aria ••••)

The Princess only needs two Incomplete Clues to form one Complete Clue.

Liberal Artist (Learn •, Acqua •)

Action: Permanent

When the Princess transforms, she connects to mankind's desire to learn and grow. Whenever she makes an extended research roll she halves the time taken for each roll.

Love's Beacon (Learn •, Fuoco •)

Action: Instant and resisted

Cost: 1 Wisp

Dice Pool: Presence + Empathy - target's Resolve

Duration: Lasting

A true love illuminates the beloved, and you see it by that light. On touching your target, you learn the name and appearance of the person or thing he most cares for.

Wayfinding (Learn •, Acqua ••)

Action: Instant

Cost: 1 Wisp

Dice Pool: Intelligence + Survival

Duration: Lasting

To discover the unknown one must first travel to the unknown. For scholars to collaborate they must first have the means to communicate. Safe and stable transport is the lifeblood of learning. For centuries it was the sea that connected distant philosophers and far flung institutions, it is no wonder then, that the Court of Diamonds are almost as comfortable upon a ship as they are in scriptorium. A Hope Engineer needs only read the waves to know exactly where she is.

Dramatic Failure: The Princess does not know where she is, she takes the Lost Condition and cannot use this Charm until she Resolves it.

Failure: Nothing happens.

Success: The Princess knows the exact distance and direction she needs to travel to reach a coastal location in where she has spent at least twenty four hours at some point in the past. If the Princess has the Lost Condition she may discard (but not resolve it) by choosing to sail away from this area.

Exceptional Success: As above, but the Princess can nominate three different spots, meaning that with a little mathematics she can identify her exact position and navigate to this spot again.

Second Glance Wrongness (Learn ..)

Requires: Scent Falsehood

Action: Reflexive

Cost: none

Dice Pool: Clash of Wills

Duration: 1 turn

Sometimes magic gets you good. The Enlightened are all too aware of that. Sometimes your mind can be wrapped in irrational fear by the Dark-Spawn hanging from the ceiling, pale-faced, sometimes the warrior of Storms can drive you into a frenzy, some things can pass by invisible. Princesses learn, though, to listen to the subtle wrongness that they get when their senses are being messed with, and it's possible to stoke the radiance within, to burn away the clouds that fog the mind.

Whenever the Princess' mind is influenced or controlled by a supernatural power, the player may declare this Charm activates and make a Clash of Wills against whoever has influenced her mind.

This Charm may only be rolled once per scene.

Dramatic Failure: The Princess is so utterly fooled by the deceit that her mind is rendered susceptible to follow-up blows. She takes the Cursed condition, inflicting a -3 penalty to realise she is under a supernatural compulsion. This lasts for a day.

Failure: Nothing happens.

Success: A distorted perception wavers for a moment, showing what it conceals; an imposed emotion falters, revealing the Princess' true feelings; a compulsion falls slack, and is disclosed as instilled by another. The Princess may spend 1 Willpower point to bypass it for that action - penalties don't apply, compulsions don't restrict her

Exceptional Success: The power holding the Princess' mind slips. During the Princess' next turn, she ignores its effects on her, without spending Willpower.

Upgrade: Meditative (Legno • • •)

When the Princess sees through an illusion she may opt to enter a tranquil state instead of breaking free for a turn, the same Willpower cost applies. If the Princess chooses tranquillity she remains still, unmoving and unthinking, for Legno minutes. This is often enough for the Princess to fail at whatever crime she was forced to attempt.

If the Princess is under an effect with a limited duration, the time she spends tranquil does count towards the duration.

Upgrade: Furious (Tempesta • • •)

A Fury can break free from enchantments through the pure cleansing power of hatred. If she succeeds on the roll and spends a Willpower point she remains free for as many turns as she spends attacking someone (guns, Charms, so long as she is trying her hardest to kill it doesn't matter how) or charging in the direction of someone she intends to attack. Furies have been known to go on frenzied rampages against anyone and everyone nearby to keep their minds free.

This is also notable for being one of the more common results of a Royal Favour from the Queen of Storms.

Upgrade: Unbroken (Lacrima • • • •)

Alhambra has stood unbroken in the face of the Darkness' hunger, and her Nobility can remain unbroken in the heart of their enemies enchantments. On a Success the Princess may opt break free for up to Lacrima + Inner Light turns at the cost of one Willpower.

Spectrum Receiver (Learn ..)

Action: Extended, 1 roll/turn, threshold = Area of effect (per Sanctuary scale)

Cost: 1 Wisp

Dice Pool: Intelligence + Computer

Duration: 1 Scene

The Noble focuses, taking in the signals all around her.

Dramatic Failure: The Noble hears every signal at once. She is Deafened for the duration of the scene.
Failure: The Noble can't receive signals. *Success:* The Noble can tune in to any unencrypted signal being broadcast through the air within her area of effect, such as radio and television broadcasts, computer activity, and cellphone calls. She gets audio at any volume of her choice; if she closes her eyes, she also gets the video. If she knows the precise frequency/channel of the signal or where it is being broadcast or received, she can tune in as a Reflexive action. Otherwise, the Noble may take an Instant action to search for it. *Exceptional Success:* The Noble can tune in to signals being carried through cables/lines.

Weight of Memory (Learn ..)

Action: Extended, Intelligence + Investigation (10 minutes/roll, threshold = 4)

Cost: 1 Wisp

Duration: Instant

By concentrating on her innate sensitivity, the Princess may analyse the traces of past good deeds that has made a place Blessed. She sits and meditates within a Blessed area, or walks slowly through it, considering what her Light-touched senses tell her; if she should be attacked while concentrating, the Charm fails and she learns nothing. If a Princess uses the Charm again on a Blessed area within a week, she takes a -2 penalty for each past attempt in that period.

Dramatic Failure: The Princess either becomes convinced that the area is not Blessed after all, or attributes to it a Blessing it does not really have.

Failure: The Princess makes no progress analyzing the Blessed area.

Success: The Princess begins to understand the Blessed area. On reaching the threshold, the Princess learns either the Size and approximate boundaries of the Blessed area, or one of the Blessings it grants to those of good will within it. The Princess may continue rolling after reaching the threshold the first time; each time she reaches a multiple of the threshold, she discovers another Blessing, or else that there is nothing more to learn.

Exceptional Success: If the Princess next sleeps in the Blessed area, add +2 to the Beauty roll for sleeping there. This bonus is not cumulative.

Upgrade: Tainted

The Princess' sensitivity detects the tracks of human sin, as well as those of virtuous acts. She may use the Charm to examine a Tainted area.

Dramatic Failure: The Taint reacts to the Princess' examination. The Princess must make a corruption check.

Failure: The Princess makes no progress analyzing the Tainted area.

Success: The Princess begins to understand the Tainted area. On reaching the threshold, she discovers either its Size and approximate boundaries, or one of its Curses as well as the history behind that curse. Each time she reaches a multiple of the threshold she learns another Curse, or that there is no more to be learned. If the Princess learns all the Curses associated with a particular Foci she learns of that Foci.

Exceptional Success: The next time the Princess is Haunted by the Tainted area, her dicepool is reduced by 1. This bonus is not cumulative.

Upgrade: Rapid (Tempesta •)

Prerequisite: Tainted

When the Princess is examining a Tainted Place she only requires ten turns (30 seconds) per roll.

Watchful Mind (Learn ..)

Action: Instant, Intelligence + Investigation, modified by Intimacy

Cost: 1 Wisp

Duration: 1 scene or 1 day

Like a bird to its nest, the Princess finds her way unerringly to another person.

Dramatic Failure: The Princess gets an entirely wrong idea of her target's location. Until the scene ends or she actually sees the target, she is convinced he is somewhere chosen by the Storyteller that is not where he really is.

Failure: The Charm has no effect.

Success: For the rest of the scene, the Princess knows the direction and rough distance from herself to the target.

Exceptional Success: The Princess retains her fix on the target's location for 1 full day.

Upgrade: Visionary

When finding the target, the Princess also gets a moment's glimpse of him and his surroundings.

Upgrade: Passionate

Cost: +1 Wisp

Requires: Passion's Light

When the Princess first finds the target, she also gets a moment's glimpse of his aura, as if he had used Passion's Light in his presence.

Pierian Spring (Learn .., Acqua .)

Action: Instant and resisted, Intelligence + Empathy - target's Composure

Cost: 1 Wisp

Duration: Instant

As the Princess touches her target's bare skin, she learns how much he has drunk from the wells of knowledge. The Princess may use the Charm on this target again, but later activations during the scene take a cumulative -1 penalty.

Dramatic Failure: The Charm misleads the Princess. The Storyteller gives a false rating for one or more of the target's Skills; the Princess will believe the target has the stated ratings unless confronted with clear evidence contradicting them. Further uses of the Charm on the target won't reveal such evidence - the Princess must discover her mistake by other methods. She may not use the Charm on this target for the rest of the scene.

Failure: The Princess learns nothing of her target. She may not use the Charm on this target for the rest of the scene.

Success: The Princess gains flashes of insight into her target's education and mental training. The Storyteller must answer one question from the following list truthfully for each activation success:

- One of the target's Mental Skills or specialities
- A Merit representing knowledge (e.g. Encyclopedic Knowledge) or access to knowledge (e.g. Contacts, Library).
- A subject which the target teaches.
- The name or description of one person who taught the target something of importance to him.
- The name or description of one person whom the target is currently educating or has educated, significantly forming their mind and character.

- The nature of the relationship between teacher and student,(e.g. the advisor for his doctoral thesis).

Exceptional Success: The Princess gains considerable insight into her target's mental training.

Upgrade: Personal (Acqua • •)

The Acqua Invocation favors any exercise of the intellect. The Princess may look for insight into the target's character and abilities, so far as these resonate with the Acqua Invocation or the credo of the Queen of Diamonds, or flaws which impair his reason. Add the following to the list of questions the Princess may ask.

- The target's Intelligence, Wits or Resolve.
- Any Mental Merit that reflects an innate ability, such as Good Time Management.
- A mental disorder or other non-supernatural mind affecting Condition.
- A subject which the target is studying or wishes to learn.

For Want of a Nail (Learn ••, Aria •)

Action: Instant and resisted, Wits + Empathy - target's Resolve

Cost: 1 Wisp

Duration: Instant

As the Princess touches her target's bare skin, the moments when his life took strange turns become apparent to her. The Princess may use the Charm on this target again, but later activations during the scene take a cumulative -1 penalty.

Dramatic Failure: The Charm misleads the Princess. The Storyteller describes an event involving the target that never happened; the Princess will believe in the vision unless confronted with clear evidence contradicting them. Further uses of the Charm on the target won't reveal such evidence - the Princess must discover her mistake by other methods. She may not use the Charm on this target for the rest of the scene.

Failure: The Princess learns nothing of her target. She may not use the Charm on this target for the rest of the scene.

Success: The Princess gains flashes of insight into the drastic changes her target has undergone. The Storyteller must answer one question from the following list truthfully for each activation success:

- The time and place of an event that turned the target's life to a course he did not expect
- One detail of what happened during that event
- The name or description of one person who was involved in that event

Exceptional Success The Princess gains considerable insight into events that changed the target.

Upgrade: Personal (Aria • •)

The Aria Invocation favors those who can handle surprises, good or bad, with a smile. The Princess may look for insight into the target's character and abilities, so far as these resonate with the Aria Invocation or the credo of the Queen of Spades. Add the following to the list of questions the Princess may ask.

- The target's Wits, Dexterity or Manipulation.
- A surprise the target is planning to spring upon another.
- How the target is likely to react to a given surprise.

Love's Beacon (Learn .., Fuoco ◊)

Action: Instant and resisted, Intelligence + Empathy - target's Resolve

Cost: 1 Wisp

Duration: Instant

True love illuminates the beloved. The Princess touches her target's bare skin to learn something of the people he most cares for. The Princess may use the Charm on this target again, but later activations during the scene take a cumulative -1 penalty.

Dramatic Failure: The Charm misleads the Princess. The Storyteller describes a vision that gives a quite wrong idea of the target's affections; the Princess will believe in the vision unless confronted with clear evidence contradicting it. Further uses of the Charm on the target won't reveal anything that refutes the vision - the Princess must discover her mistake by other methods. She may not use the Charm on this target for the rest of the scene.

Failure: The Princess learns nothing of her target. She may not use the Charm on this target for the rest of the scene. *Success:* The Princess gains flashes of insight into her target's loves. The Storyteller must answer one question from the following list truthfully for each activation success:

- The name or description of one person the target loves or has loved
- The nature of the target's love - marital, romantic, familial, comradely, etc.
- How the beloved feels about the target, to the best of his knowledge.
- Where the beloved is most likely to be, again to the target's knowledge.

Exceptional Success: The Princess gains considerable insight into her target's loves.

Upgrade: Personal (Fuoco 2)

The Fuoco Invocation is brightest in people's loves, but the fire prized by the Queen Errant burns in more than the bonds of affection. The Princess may look for insight into the target's character and abilities, so far as these resonate with the Fuoco Invocation or the credo of the Queen of Swords. Add the following to the list of questions the Princess may ask.

- The target's Virtue(s).
- The target's current Willpower.
- The target's Intelligence, Strength or Presence.
- A trait that inspires, or helps inspire, the target to heroics. Anything from a distressed damsel to a code of honour.
- A trait that causes, or helps cause, the target to fall in love.

Scent of Trises (Learn .., Legno ◊)

Action: Instant and resisted, Intelligence + Empathy - target's Composure

Cost: 1 Wisp

Duration: Instant

The Princess learns how much her target is at peace with himself, and what might disturb that peace, by touching his bare skin. The Princess may use the Charm on this target again, but later activations during the scene take a cumulative -1 penalty.

Dramatic Failure: The Charm misleads the Princess. The Storyteller describes an act the target really has no objection to performing; the Princess will believe the target will refuse to perform that act unless confronted with clear evidence he has done so. Alternately, the act described can be one the target won't do, in which case the Princess believes that he will. Further uses of the Charm on the

target won't reveal anything that refutes the delusion - the Princess must discover her mistake by other methods. She may not use the Charm on this target for the rest of the scene.

Failure: The Princess learns nothing of her target. She may not use the Charm on this target for the rest of the scene.

Success: The Princess gains flashes of insight into her target's moral scruples. The Storyteller must answer one question from the following list truthfully for each activation success

- The target's Vice.
- One act which would put the target's Integrity (or equivalent trait) at risk.
- The name or description of one person or thing for which the target would risk bodily harm or moral degeneration to protect.

Exceptional Success: The Princess gains considerable insight into her target's moral scruples.

Upgrade: Personal (Legno • •)

The Legno Invocation blesses a calm mind, an enduring body, and communion with all living things. The Princess may look for insight into the target's character and abilities, so far as these resonate with the Legno Invocation or the credo of the Queen of Clubs. Add the following to the list of questions the Princess may ask.

- The target's Resolve, Stamina or Composure
- A Skill or speciality that helps the target live harmoniously in any situation: Crafts, Medicine, Survival, Animal Ken, Empathy or Socialize, or one appropriate speciality of any Skill
- A Merit representing physical health (any Physical Merit with a Stamina prerequisite) or mental stability (e.g. Common Sense, Meditative Mind)
- The name or description of one animal the target cares for.

No Man is an Island (Learn ••, Terra •)

Action: Instant and resisted, Manipulation + Empathy - target's Composure

Cost: 1 Wisp

Duration: Instant

"No man is an Island, entire of itself; every man is a piece of the Continent, a part of the main ..."

The Princess sees what links her target to the mass of his society when she touches his bare skin. The Princess may use the Charm on this target again, but later activations during the scene take a cumulative -1 penalty.

Dramatic Failure: The Charm misleads the Princess. The Storyteller describes a vision that associates the target with a social group he has no connection to; the Princess will believe in the vision unless confronted with clear evidence contradicting it. Further uses of the Charm on the target won't reveal anything that refutes the vision - the Princess must discover her mistake by other methods. She may not use the Charm on this target for the rest of the scene.

Failure: The Princess learns nothing of her target. She may not use the Charm on this target for the rest of the scene.

Success: The Princess gains flashes of insight into her target's social standing. The Storyteller must answer one question from the following list truthfully for each activation success:

- An organization in which the target has Status, and the degree of that Status (AKA Merit dots)
- The name or description of the target's immediate superior in his organization
- The name or description of the target's Retainer, or a person immediately subordinate to the target in his organization

- The name or description of one of the target's Allies, and the degree of debt between them (AKA Merit dots)

Exceptional Success: The Princess gains considerable insight into her target's social standing.

Upgrade: Personal (Terra • •)

The Terra Invocation favors all aspects of human sociability. The Princess may look for insight into the target's character and abilities, so far as these resonate with the Terra Invocation or the credo of the Queen of Hearts. Add the following to the list of questions the Princess may ask.

- The name of an organization the target has great respect for.
- The target's Presence, Manipulation or Composure.
- One of the target's Social Skills or specialities.
- Any of the target's Social Merits.

Tisiphone's Call (Learn ••, Tempesta •)

Action: Instant and resisted, Wits + Empathy - target's Composure

Cost: 1 Wisp

Duration: Instant

Injuries must be discovered and avenged, Taint must be rooted out. When touching the bare skin of her target, the Princess learns how he has suffered, and who to pursue with Furious justice. The Princess may use the Charm on this target again, but later activations during the scene take a cumulative -1 penalty.

Dramatic Failure: The Charm misleads the Princess. The Storyteller describes a false vision of the target being injured, by people who are actually innocent; the Princess will believe in the vision unless confronted with clear evidence contradicting it. Further uses of the Charm on the target won't reveal anything that refutes the vision - the Princess must discover her mistake by other methods. She may not use the Charm on this target for the rest of the scene.

Failure: The Princess learns nothing of her target. She may not use the Charm on this target for the rest of the scene.

Success: The Princess gains flashes of insight into her target's enemies and tormentors. The Storyteller must answer one question from the following list truthfully for each activation success:

- The name or description of someone who has harmed the target - physically, mentally or socially
- The nature of one harm done to the target
- Where a person who harmed the target is most likely to be, to the target's best knowledge
- The name or description of a creature of Darkness the target has encountered.

Exceptional Success: The Princess gains considerable insight into her target's enemies.

Upgrade: Personal (Tempesta • •)

The Tempesta Invocation encourages all attempts to fight injustice. The Princess may look for insight into the target's character and abilities, so far as these resonate with the Tempesta Invocation or the credo of the Queen of Storms. Add the following to the list of questions the Princess may ask.

- A description of one of the target's favourite weapons, or the full stats for the target's Empty Hand, Kensai or Levinbolt Charm.
- The target's Brawl, Firearms or Weaponry Skill, or one appropriate speciality of those Skills.
- A Merit that helps the target on the field of battle (e.g. a Fighting Style)

Mirror Mirror (Learn .., Specchio ..)

Action: Instant, Inner Light + Investigation - Intimacy.

Cost: 1 Wisp or 2 Wisps

Duration: 1 Scene

With this trick a Princess of Mirrors can look into one mirror and see out another. Choose one person, the Princess will see out of whichever mirror gives the best viewpoint of that person. If she spends a second Wisp then both mirrors will show each other (this is usually used with the Upgrade I hear you to create magical phones). The Intimacy modifier is of course measured to the person, not the mirror.

The Princess is limited by the quality of the two mirrors used, a low quality mirror that gives a bad reflection gives a low quality image.

Upgrade: I Hear You

The Princess can also hear through mirrors. If a mirror gives a bad picture it also gives bad audio.

Upgrade: On The Wall (Specchio . . .)

The Princess does not have to look for a specific person, she can see out of any mirror she wishes. Perhaps a mirror she secretly placed overlooking that Darkspawn's lair. The Intimacy modifier applies to the place she wishes to see, or the mirror she's looking out of. Whichever gives the lower penalty.

Upgrade: Who's the Fairest in the Land? (Specchio)

Cost +1 Wisp.

The Princess asks a mirror a question to which the answer must be a person and cannot require precognition to determine. "Who murdered Miss Daisy?", "Who snitched on me to the teachers?" are good examples. "How do I break into the Alhambran stronghold?", "Who will win the student election?" are bad examples.

The Storyteller should answer in good faith to the best of her ability by presenting a glimpse of a scene that answers the question. Creative interpretation of the question and other low tricks should only be used on a Dramatic Failure.

Unlike other uses of Mirror Mirror, this upgrade does not make use of the Princess' connection to her target, but draws answers directly from the tapestry of fate. This means you do not apply an Intimacy modifier. On the other hand you only get to watch for 1 turn per success.

Moving Finger (Learn ...)

Action: Instant, Inner Light + Investigation

Cost: 1 Wisp

Duration: 1 scene

The Princess mentally describes an object. She becomes aware of the location of the nearest object matching the description within 25 yards and may increase the range by taking a penalty to the dice roll at a rate of 25 yards per die. Mundane concealment cannot defend against this Charm. The description must be phrased in terms of the object's composition and form, not its significance or intended use. For example, "audiotapes", "letters in my father's handwriting", and "weak places in the wall" all work; "incriminating evidence", "letters about my father", and "something that will help me escape" do not. A Princess can find only one object at a time; if she activates Moving Finger when she already has it active, the first use ends immediately.

Upgrade: General

Cost: +1 Wisp

The Princess becomes aware of every object matching the description within range. She can find objects matching only one description at a time.

Upgrade: Significant (Acqua . .)

The Princess may describe an object by its meaning. For example, she can find documents about a specific subject in a wall of file cabinets, or search the scene of a murder for clues to the killer's identity.

Note: The presence of Taint, and the property of being a focus of Taint, is considered part of an object's meaning, so applying Significant allows the Charm to find a Tainted area's focus.

Psychic Impression (Learn ...)

Action: Instant, Intelligence + Crafts

Cost: 1 Wisp

Duration: 1 turn

By holding an object in her hands, the Princess is able to catch a glimpse of the emotional impressions left behind on it, by significant events it was used in. With one success, this Charm grants her a fleeting vision of the most emotionally significant event the object was involved in within the past week; each additional success doubles the range of time she can see into. Especially important events, such as the marriage proposal a ring was used for, may remain visible years after they occurred at the Storyteller's discretion. Using this Charm on a bullet might show a vision of the shooting it was used for, a painting may show the emotional state of the artist who created it, etcetera. The vision lasts between three and thirty seconds, and appears to the Princess' eyes as if she were at the event in question – it's up to her to interpret what she sees.

Upgrade: Lasting

Cost: +1 Wisp

Duration: 1 scene

The vision the Princess receives includes the context of the significant event. She sees a full scene of events, to which the key event serves as a climax. The time it takes her to experience this scene is the same as the time it originally took, and while the vision lasts she enters a meditative trance, only vaguely aware of your immediate surroundings; she forgoes Defence until the Charm ends. If something happens near her, the Princess rolls Wits + Composure - 3 to end the Charm prematurely; if she takes damage, the Charm ends immediately.

Upgrade: Specific

The Princess can look for events other than the most significant one. In a repeated use of the Charm, she takes a penalty equal to the number of events she has already seen from the target object to see visions of an event she hasn't seen before (-1 for the second event, -2 for the third, and so on.) Repeating a vision she has seen already is at no penalty, though it may require more successes if enough time has passed by.

Genius Loci (Learn ..., Legno ..)

Extended, Manipulation + Occult - Gauntlet Strength (5 minutes/roll, threshold = twice Sanctuary Size)

Cost: 1 Wisp

Duration: 1 scene

Places, especially buildings, have their own sort of life; as they age and people care for them, they acquire a distinctive Spirit and a voice that speaks in creaking boards or rustling leaves. With careful attention and a touch of magic, the Princess can rouse a place's spirit and listen to its voice. When activating the Charm, the Noble meditates inside the place she wants to listen and speak to.

Dramatic Failure: The Princess rouses the place's spirit, but offends it. Until she leaves it, a curse of ill luck dogs her; all her actions suffer a -1 penalty. If she returns at any time during the next day, she suffers the same penalty until she leaves again.

Failure: The Princess cannot hear the place's spirit yet.

Success: The Princess makes progress in waking the place's Spirit. When she reaches the threshold, the Spirit is fully roused and communicates with her in a fashion only she understands (patterns of creaks, flickering in the lights, etc.) In essence the Princess applies a the Reaching Manifestation Condition onto the Spirit of the local area and temporally grants it a Numina that allows it to hear the and understand the Princess' voice and to send messages which the Princess alone will understand. However magical abilities may allow others to eavesdrop on the conversation and translate.

Exceptional Success: The place's spirit finds the Princess agreeable. Her she presents a First Impression one level higher than she otherwise would have.

Unearth the Foundations (Learn ..., Terra .)

Requires: Passion's Light

Action: Extended and resisted (1 turn/roll, threshold = 4), Composure + Empathy modified by Commonality.

Cost: 1 Wisp

Duration: instant

The Princess watches a social group from afar, seeing how they fit together. When she reaches the threshold she asks the Storyteller one of the following questions.

- What is one of the group's common causes.
- How the group is organised (mailing lists, phone tree, weekly meetings, etc).
- Who leads the group.
- How the group is led (democracy, autocracy, do-ocracy, etc).
- Why people join the group, if there are common reasons.
- Does the group work well together.

Reflected Portents (Learn ..., Specchio ...)

Action: Instant, Composure + Investigation

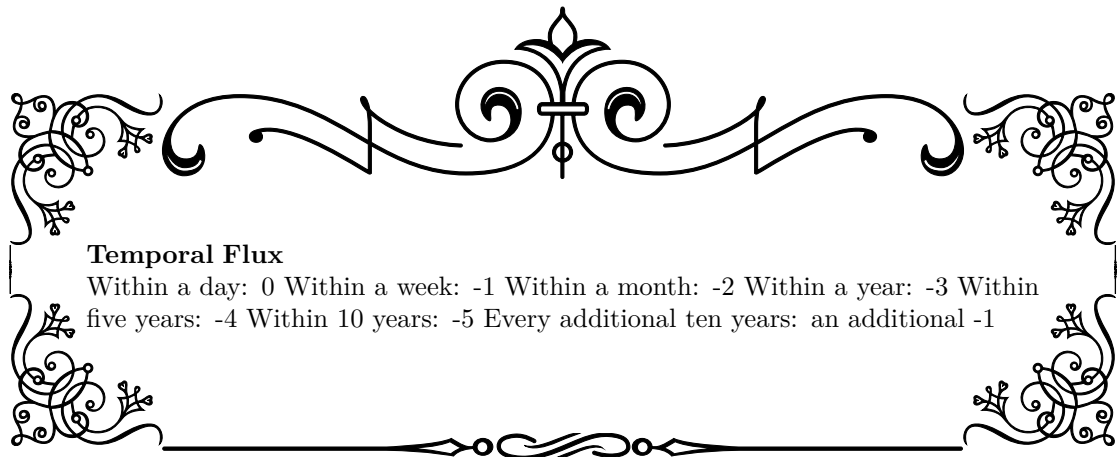
Cost: 1 Wisp, 1 Willpower

How does the Queen of Mirrors know who is the true heir? Simple, she can see the future. Or maybe not, since none of her many True Hairs fulfilled their supposed destiny. Regardless of the truth surrounding the Lightbringer's mysterious Queen, it is a fact that the Invocation of Specchio unlocks powers of precognition beyond the dreams common to all Enlightened.

To perceive the mysteries of time and space the Princess decides which question she wishes to ask, she has to ask about a single person's future. "Will I be crowned the prom queen?" or "when will I next be attacked is ok?". The princess could even ask "who will next attack me" because that is part of her personal timeline but she could not ask "who will be the next Miss America".

The Princess doesn't have to ask about herself, she could ask who will next attack any specific person. All she needs is a mirror positioned so she can see the subject of her question within.

There is a modifier to the roll based on it's temporal proximity, because of this the Storyteller should always roll for Reflected Portents. A smart player can learn much from just the modifier.



Dramatic Failure: Guided by Fate, or perhaps an unwelcome hint from her own subconscious the Princess sees a horrifying vision. Such as the brutal murder of a close friend. Like all prophecies it's not guaranteed to come true, but she still needs to make a Sensitivity roll.

Failure: The future remains unclear, either nothing happens or the Princess gets a completely accurate vision of a clear blue sky sometime in the future. Or the depths of space, or tv static.

Success: After a few moments the mirror fades to reveal a vision of the future. The player asks one question per Success which the vision will answer. Both sight and sound are provided by the mirror, though both are limited by the quality of the mirror. Anyone looking at the mirror (which doesn't have to be the Princess, if she turns the mirror away after the Charm takes effect) can see the vision. Visions revealed in Reflected Portents are entirely true and accurate, but may nevertheless change for the future remains in flux. Strange beings move outside of Fate, time travellers occasionally change history, even the Princess' vision of the future may introduce new variables into the timeline; perhaps allowing her to escape a horrible fate.

Exceptional Success: Extra Successes are their own reward.

The Princess can only invoke this Charm on the same event once per day. Additionally she cannot learn anything from the past or the present (defined as the current scene). If the Princess asks about a past or present event roll as normal. On a Success reveal that it has already happened but give no further details. If the question has multiple answers; such as asking who will I marry, for someone likely to marry many times, choose the soonest event as defined by the dicepool modifier. If there are multiple events within the same time period favour big and "noticeable" events.

Upgrade: Distant (Specchio •••••)

The Princess can prophecies about a distant target by adding Intimacy to the roll. She must name who she is targeting before rolling.

Upgrade: What will be? (Specchio •••••)

The Princess no longer needs to name a specific person to scry against. She can instead ask a freeform question like "where will the next Tainted Place in this town appear?" If more than one person, place or other fits the question then the Charm favours the lowest dicepool modifier from temporal distance. If there are multiple possibilities at the same modifier, the Charm favours big and "noticeable" events.

Dire Warning (Learn •••, Fuoco •••)

Action: Reflexive, Wits + Composure

Cost: 2 Wisps, 1 Willpower

Duration: instant

The Princess sees a vision of immediate catastrophe, with barely enough time to stop it. Everything since the start of the previous turn did not happen; it only occurred in a prophetic vision. The Princess is free to act differently a second time, and a shouted warning allows any other character to do the same.

Zone of Truth (Learn ..., Terra ...)

Action: Instant, Presence + Investigation

Cost: 2 Wisps, 1 Willpower

Duration: 1 scene

The Princess enchants her immediate area, making deception impossible. This Charm creates the Zone of Truth Condition, with an area with a radius of Inner Light x 10 feet. On an exceptional success the Condition is forceful.

Books in Running Brooks (Learn, Acqua ...)

Action: Instant, Intelligence + Academics

Cost: 3 Wisps, 1 Willpower

Duration: 1 scene

... finds tongues in trees, books in the running brooks, sermons in stones, and good in everything.

The Queen of Diamonds is a scholar without peer, and her avatar has all knowledge at her fingertips. The Princess' memory instantly fills with information on the things, people and places she encounters, arranged in the fashion she finds easiest to understand. Until the Charm ends, the Princess gains the Living Library Condition. She gains the equivalent of a 3 dot Library on one topic per success and may make research rolls on the covered topics at a rate of 1 roll a turn. The only limitation is that the topics chosen must be knowledge that is *available* to all of humanity. The Princess is of course free to discover new knowledge but her starting point, her library, is common knowledge.

In practice this covers just about any topic the Princess is likely to be interested in, except for inner details of the supernatural and uncharted jungles, the far reaches of space or deep ocean trenches.

When the Princess activates the Charm, her eyes appear to become depthless azure pools (without affecting her vision in any way) and the immediate area is dimly illuminated, as if by moonlight reflected on water. She also gets the Invocation Lock Condition keyed to Acqua until the Charm ends.

Perfect

The Perfect Charms grant new personal abilities. Champions and Menders have affinity for them.

Barrier Jacket (Perfect ◦)

Action: Permanent

Whether a shining suit of plate mail or a sailor fuku. The Princess' Regalia and body becomes iron hard, this grants her one general Armour covering her whole body. The Princess may reflexively apply an Invocation at any time to add her Invocation dots to her general armour for a turn.

Barrier Jacket cannot be stacked with mundane armour.

Upgrade: Adamant

Stacks, up to 2

The Princess's armour becomes harder to penetrate. Each time she takes this upgrade, she gains 1 more point of general Armour from her Jacket.

Celestial Grace (Perfect ◦)

Action: Permanent

When the Princess transforms, she moves with the grace and speed of an Olympian gymnast. She may apply an Invocation to mundane Athletics rolls. She may also Reflexively apply an Invocation to her Defence trait, increasing it by her Invocation dots, for an entire turn.

Upgrade: Swift

Stacks, up to 3

The Princess moves a little faster than any normal human can. She adds +1 to her Defence, Speed and Initiative while Transformed each time she takes this upgrade.

Upgrade: Danmaku Dance

The Princess develops a spider sense that alerts her to ranged attacks before her attacker even pulls the trigger, allowing her to apply her Defence to firearms attack. However this sense draws focus away from her usual combat awareness. Her base Defence becomes Athletics alone, but applies to both close combat and firearms. On top of this the Princess adds the lower of her Wits and Dexterity to her Defence against either close combat or firearms. She may switch where she applies the lower of her Wits and Dexterity with a Transformation action, or spend a Wisp to apply it to both for a turn. If a Princess applies an Invocation to boost her Defence it boosts both categories.

Thrown weapons are treated as close combat for the purposes of which defence category they fall under.

Dodging bullets requires room to move into, and going prone is a bad idea when your defence depends on maximising your mobility.

Upgrade: Leap of Faith

The very air bears the Princess up whenever she leaves the ground. When she jumps she may spend 1 Wisp to increase her jumping distance to three feet per Success.

Upgrade: Skating (Acqua ◦)

Ice, wet floors and oily slicks and other liquids pose little risk to the Princess' balance; indeed, her movements across them are uncommonly deft. When the Princess would take a negative modifier due to their presence she reduces all such penalties by her Acqua. Moreover, she may spend 1 Wisp to add her Acqua to her Speed and Initiative for a single turn, as long as she stays within the affected area.

Upgrade: Whirling (Aria ◦)

The Princess' sharpens her reflexes, and enhances her ability to evade attacks. When she applies Aria to her defence she uses the higher of Wits and Dexterity, not the lower, as part of her Defence trait.

Upgrade: Leap of Air (Aria ◦◦)

The very air bears the Princess up whenever she leaves the ground. When she jumps and applies Aria to the roll, she may spend 1 Wisp to increase her jumping distance to five feet per Success.

Upgrade: Heaving (Fuoco ◦◦)

The Princess can lift and throw objects of great weight. She may apply Fuoco to her rolls to lift an object that exceeds her Strength limit (see p. 47 of the core book), and adds her Fuoco in yards to the distance she can throw an object (see p. 67.) Moreover, she can spend 1 Wisp to throw an object with a Size equal or greater than her Strength, but less than her Strength + Fuoco.

Upgrade: Gripping (Legno ◦◦)

In high places, the Princess cannot put a hand or foot in the wrong place. When she is climbing and applies Legno, she does not lose her grip on a dramatic failure; she only loses her next action recovering from her mistake. Moreover, she may spend 1 Wisp when she applies Legno to a climbing roll to double the distance she travels on that attempt, moving 20 feet for each success.

Valiant Mind (Perfect •)

Action: Permanent

The Princess may reflexively apply an Invocation to help resist any unwanted attempts to supernaturally influence or read her mind or emotions. If the power is Contested the Invocation is added to the Noble's dice pool. If the power is Resisted it is subtracted from the attacker's pool. Valiant Mind has no effect on a Clash of Wills pool.

Upgrade: Glacier Mind (Acqua •)

The Princess automatically applies Acqua to all relevant rolls at no cost. They cannot apply any other Invocation to Valiant Mind without disabling this upgrade through a Transformation action. Glacier Mind cannot be combined with Tranquil Mind.

Upgrade: Tranquil Mind (Legno •)

The Princess automatically applies Legno to all relevant rolls at no cost. They cannot apply any other Invocation to Valiant Mind without disabling this upgrade through a Transformation action. Tranquil Mind cannot be combined with Glacier Mind.

Upgrade: A Terrible Thing (Tempesta •••)

When somebody reads the Fury's mind, or when someone connects to the Fury's mind in an attempt to control it, everything they touch is burning acidic hate. The Princess may roll Presence + Intimidation, and may apply Tempesta, vs Resolve + Supernatural Advantage to inflict the Shaken Condition. On an exceptional success she inflicts the Terrified Tilt instead as memories of the Fury's battles reveal just whom they have provoked.

A Terrible Thing takes place before the effect it is retaliating against.

Upgrade: I've Known Worse (Lacrima •••)

When the Raven falls under unnatural influence she may drown it out with the grief of Lacrima. When a mental power is used on her the player may declare they are using I've Known Worse and take the Depression condition. This automatically adds Lacrima Successes to a Contesting roll, or reduces the Successes on a Resisted roll by Lacrima (to a minimum of zero Successes). If she uses I've Known Worse the Princess cannot use any other Charm or Invocation to bolster her resistance to the mental power.

Upgrade: And so shall you (Lacrima •••••)

Prerequisite: I've Known Worse

Cost: +1 Wisp

When a Raven uses I've Known Worse she can pull her attacker into her own grief. Roll Presence + Empathy vs Composure + Supernatural Advantage, Lacrima may be applied to the roll. If the Princess wins her attacker takes the Depression Condition for the remainder of the scene.

Fireproof (Perfect •, Fuoco •)

The heat of the natural world does not trouble the Princess. She reduces penalties inflicted by appropriate natural environments by her Fuoco, to a minimum of -0 or adds her Fuoco as a bonus to resist the effects of natural environments. If the environment imposes a time based penalty, such as damage from extreme heat, she adds a number of hours equal to her Fuoco to the time she spends in extreme temperatures before taking damage.

Against supernatural environments Fireproof triggers a Clash of Wills.

Trains of Thought (Perfect •, Acqua •)

Action: Instant, unrolled

Cost: 1 Wisp

Duration: length of extended action

The Princess can think about two things at once. At the same time she is carrying out normal actions, she may also perform an extended action to accomplish a purely mental task – one that requires no physical exertion, or physical tools. (For example, composing a speech, doing calculations, or solving a tactical problem.) She may apply Acqua to the mental task, if she has an appropriate Charm. The Charm ends when the Princess has either succeeded or failed in the mental task.

Read the Waves (Perfect •, Acqua •)

Action: Instant, Wits + Composure

Cost: 1 Wisp

Duration: 1 scene

The water touches all things. Flowing and all-encompassing, it feels the shapes of objects by where it is not. By using Read the Waves, the Princess enjoys a reflexive knowledge of her surroundings, up to a range of 5x her successes in yards. This applies to 360 degrees around her. This ability is not sight, but an additional sense. The slight drawback, is that she can only sense her surroundings underwater or when submerged in some other liquid.

The additional sense has a resolution of about 1/2" (2 centimeters) and the Princess knows the shapes, sizes, textures and positions of all objects in the area within that level of detail. It does not provide colour; a book appears identical whether filled with profane words or chick-lit, although in the former case, a Wits + Crafts roll may be permitted to identify the characteristic texture of human skin binding the book. The sense only works if water currents can flow between the Princess and an object; she can't use it to perceive what is in an water-tight box.

Her rolls to avoid being surprised by people in range of the additional sense ignore penalties from lack of vision – darkness, silt clouds, or just having her back turned.

Read the Wind (Perfect •, Aria •)

Action: Instant, Wits + Composure

Cost: 1 Wisp

Duration: 1 scene

The air touches all things. Flowing and all-encompassing, it feels the shapes of objects by where it is not. By using Read the Wind, the Princess enjoys a reflexive knowledge of her surroundings, up to a range of 5x her successes in yards. This applies to 360 degrees around her. This ability is not sight, but an additional sense that is identical to the one provided by Read the Waves, except that it works when the princess is immersed in some form of gas (most commonly air).

Long Fast (Perfect •, Legno •)

Action: Instant, unrolled

Cost: 1 Wisp

Duration: 1 day

The Light sustains the Princess when she can find no other food. She does not require food or water until the Charm ends, and does not take damage from deprivation or progress towards taking such damage. If she applies Legno, she adds 12 hours to the Charm's duration for each dot in Legno she has.

Upgrade: Airless

Until the Charm ends, the Princess sinks into a trance, in which she does not need to breathe. She also does not require food or water while entranced. She cannot move or act, but is aware of what happens around her, and may awaken from the trance as a reflexive action, which ends the Charm.

Upgrade: Immune (Legno • •)

The Light within the Princess' flesh expels alien substances from it. If she applies Legno, for the duration of the Charm, she adds her Legno to all rolls to resist the effects of drugs, poisons and diseases.

Waterproof (Perfect •, Acqua •)

The cold and depths of the natural world does not trouble the Princess. She reduces penalties inflicted by appropriate natural environments by her Acqua, to a minimum of -0 or adds her Acqua as a bonus to resist the effects of natural environments. If the environment imposes a time based penalty, such as damage extreme cold, she adds a number of hours equal to her Acqua to the time she spends in extreme temperatures before taking damage.

Against supernatural environments Waterproof triggers a Clash of Wills.

Weatherproof (Perfect •, Legno •)

The natural world does not trouble the Princess. She reduces penalties inflicted by natural environments by her Legno, to a minimum of -0 or adds her Legno as a bonus to resist the effects of natural environments. If the environment imposes a time based penalty, such as damage from extreme heat or cold, she adds a number of hours equal to her Legno to the time she spends in extreme temperatures before taking damage.

Against supernatural environments Weatherproof triggers a Clash of Wills.

*Woodland's Bounty (Perfect •, Legno •)***Action:** Permanent

When the Princess transforms, she walks through a wilderness as easily as the beasts who call it home. The Princess can automatically tell which direction is (magnetic) north and she can eat raw meet and uncooked plants without risking illness (this Charm does not improve the taste). The Charm will not help with poisonous or toxic substances, as a rule of thumb, if a fox, a deer, or a goat could eat it then the Princess can do so.

Upgrade: Tracking

The Princess' nose grows sensitive, nearly as much as a dog's. She may always add her Legno to Perception rolls based on smell and taste, and to rolls to smell out a target while blind. Also, she is able to track things by scent - she can follow trails over hard ground, that most people can't even see, and she can take scents from people's clothing, giving her a equipment bonus to track them.

Beauty is Talented (Perfect •, Specchio •)

Action: Instant, Presence + Composure

Cost: 1 Wisp

Duration: successes in turns

Don't you know that beautiful people are just better than you? Pretty people are stronger, faster, smarter, more talented than regular people. Until the Charm ends the Princess can add her Striking Looks bonus to any roll. In situations where Striking Looks usually applies this Charm does not allow the Princess to apply her Striking Looks bonus twice.

Upgrade: So Sexy it Hurts

When invoked during combat the Charm's duration increases to successes * three turns.

Only a Flesh Wound (Perfect ..)

Action: Instant

Dice Pool: Stamina + Medicine

Cost: 2 Wisps

Duration: Scene

A Princess' body is comprised of both flesh and magic, and when the flesh is injured she can turn to the magic to compensate.

Dramatic Failure: The Princess injures herself with clumsy magic and takes a point of Lethal damage.

Failure: Nothing happens.

Success: The Princess creates a magical workaround to remove a single Tilt that represents a physical disability. A Princess of Clubs who took a nasty blow to the leg may grow a living skirt of vines that walks for her, or a Princess of Diamonds might manifest some sort of scanning visor with a mental uplink to use until her blinded eyes recover. The effect lasts for one scene, until the Princess reverts to her mundane form, or until the Tilt is inflicted again: A second sword strike could cut the vines open, or another flashbang could short out the visor.

Exceptional Success: The Princess' enchantment is tougher than her flesh. She takes the Protective Blessing Tilt: Any attempt to re-inflict the Tilt needs two more successes than it normally would.

Last Breath (Perfect .., Legno ..)

Action: Reflexive

Dice Pool: Unrolled

Cost: 1 Willpower

Once per scene, when her last health box is filled with either Lethal or Aggravated damage, the Princess may spend a point of Willpower to clear it. This applies after calculating damage.

Wreathed in Flame (Perfect .., Fuoco ..)

Action: Instant, Presence + Athletics

Cost: 1 Wisp

Duration: successes in turns

Passion for her beloved ignites in a fiery nimbus, burning anyone who interferes with the Princess. She chooses someone she holds in affection. For 1 turn per success, her flesh and anything she wears or carries is a source of flame, of a colour and Intensity set by the affection's nature and strength (see table in the Fuoco Invocation.) This grants the Wreathed in Flame Tilt. Anyone and anything that touches the Princess is burnt as by a Torch-sized fire of the given Intensity, as is anyone or anything she touches that was not on her person when she used the Charm. The Princess may try to touch an opponent in combat to burn them, instead of attacking them, but this Charm will not stack damage with a regular attack.

Upgrade: Banked

The Princess can temporarily suppress the flames, allowing her to handle things without burning them.

Upgrade: Granted

The Princess can turn someone else's passion into an aura of flame. She must know of someone the target holds in affection; when she touches him, he gains a fiery nimbus exactly as if he had activated the Charm himself.

Empty Heart (Perfect .., Lacrima)

Action: Full turn, Stamina + Persuasion

Cost: 1 Wisp, Compromise at Belief 4+ with a -3 modifier

Duration: 1 scene

The Princess becomes a being of Darkness, a manifestation of the Void. Her skin becomes sallow, her hair either whitens or darkens, depending on how light it was to begin with, and her pupils expand to fill the entire eye, making her look unhealthy but undeniably human. She has all the benefits and drawbacks of the Darkened template, except that she keeps her normal Sensitivity and suffers the usual Drawbacks when it is triggered.

Upgrade: Umbral

Stacks, up to 7 - Belief

If the Princess has dots in Shadows when she uses the Charm, she may assume Umbrae up to her current dots. Each time she takes this upgrade, the Princess learns a new Umbra; she may choose freely among the Umbrae she knows when using the Charm.

Composed Come What May (Perfect .., Terra ..)

Action: Permanent

Elegance is not a pretty gown and tasteful jewellery; it's a state of mind and the Princess knows how to be elegant when up to her elbows in mud. Any sensory effect that would grant her a negative situational modifier to social rolls is reduced by her Composure. A Princess who is covered in blood (-5) and has Composure 2 will only take a -3 penalty.

Drawback: This power does not prevent a Princess from looking bad, it merely allows her to overcome its effects with grace and poise. Additionally because elegance is a state of mind a Princess must be in the right state of mind to use this power. If she cannot justify her appearance then she cannot benefit from this Charm. Being covered in mud because you were searching for a missing child and didn't have time to change is fine; turning up in dirty clothes because you'd rather sleep in than wash isn't.

Best Defense (Perfect .., Tempesta ..)

Action: Permanent

The best defence is a good offence. When the Princess transforms, she may add power to her muscles, striking harder and moving more swiftly; she applies Tempesta to add her dots in it to her Strength, and recalculates all derived traits. Best Defense is not compatible with Barrier Jacket, or any other supernatural effect that gives Armour; it is also not compatible with any other supernatural effect that increases Strength.

As always a Permanent charm may be activated or deactivated with a Transformation action, allowing the Princess to reclaim her armour anytime she wishes it.

Persistently Peachy Pretty Perfect (Perfect ..Specchio ..)

Action: Permanent

A Princess is so stunning the universe itself cannot bear to mar her exquisite form. Any sensory effect that would grant her a negative situational modifier to social rolls is automatically nullified if her Specchio is equal to or greater than the modifier. For example a Princess with Specchio 2 is sprayed with mud by a passing car. Since this only gives a -2 penalty it is magically prevented, not a drop of mud sticks

to the Princess. This effect protects the Princess from humiliation on all five senses, she won't smell of mud, nor will her skin feel muddy to the touch.

Drawback: Only the effects on appearance are protected. A Princess with Specchio 5 might be able to walk through miles of raw sewage and still look and smell fresh as a daisy afterwards but she is not protected from catching horrible diseases.

Outrace the Sun (Perfect ...)

Requires: Celestial Grace

Action: Instant, Dexterity + Athletics

Cost: 2 Wisps

Duration: 1 scene

Until the Charm ends, the Noble follows the rules for vehicles when moving (CofD 98-99). Her safe Speed is (Inner Light + the Applied Invocation) x10. She rolls Dexterity + Athletics to keep control of her movements whenever a driver would roll Dexterity + Drive to control a vehicle; her Dice Modifier, when that applies, is -1. If the Noble collides with another object she can be the light object in the crash. If the Charm ends, and the Noble is moving faster than her normal running Speed, she takes bashing damage equal to one-tenth her current Speed and is Knocked Down (CofD 284) by the sudden stop.

The Invocation of Aria embodies the principal of speed, and as this Charm massively increases a Noble's maximum speed it also raises the threshold for applying Aria at no cost while it is active. The Princess may apply Aria for free if she is moving above her Safe Speed.

Upgrade: Royal Chariot

While running the Princess may carry others with supernatural ease, to her they become weightless. While they are being carried by the Princess other characters also share her protection against air resistance.

Theoretically the Princess can carry one person per dot of Inner Light or her applied Invocation at any one time. In practice it's really hard to carry more than two people of your size at a time without their feet dragging the ground (which is not recommended at these speeds). However there are solutions, like growing massive with Royal Stature, turning into an animal better suited for carrying others through Skinchange, or creating a very large Bequest.

Naiad's Paths (Perfect ..., Acqua ..)

Requires Celestial Grace with Skating

Action: Instant, Resolve + Athletics

Cost: 2 Wisps

Duration: 1 scene

In all its forms, water will support the Princess wherever she might wish to go.

Dramatic Failure: The Charm stops working when the Princess is standing on a particularly deep pool, dropping her into the water (or somewhere as inconvenient as that, at the Storyteller's discretion.) The Princess cannot use the Charm again for the rest of the scene.

Failure: The Princess gains no ability to walk on liquids or atop snow.

Success: As long as the Charm lasts, the Princess walks on the surface of any liquid, or along the top of a snowbank, as if it were solid ground, without sinking in. Running water can throw the Princess off balance or carry her with it; the Storyteller may call for Athletics actions to stay upright in white water, for example, though Skating reduces these penalties like normal and she may use Skating to travel faster while travelling upon water. The Princess may end the Charm prematurely if she wants to get under water. If she uses the Charm while submerged, the Princess will rise to the surface at her maximum running Speed.

Exceptional Success: The Princess can turn the Charm on and off during the scene without ending it, walking on water or swimming in it as she pleases.

Crawling the Walls (Perfect ... Legno ..)

Requires: Celestial Grace (Gripping)
Action: Instant, Strength + Athletics
Cost: 2 Wisps
Duration: 1 scene

The Princess clings to walls as easily as she walks on floors. Until the Charm ends, she can climb objects at her Speed in yards per turn as her movement action, may remain cling to a wall or ceiling without tiring for as long as she can remain standing without tiring, and may take any instant action that can be performed one-handed. She can also double her climbing Speed for one turn by forgoing an instant action that turn.

Royal Stature (Perfect ...)

Action: Instant, Stamina + Athletics
Cost: (change in Size + 1) Wisps
Duration: 1 scene

The Princess can assume titanic sizes, or shrink herself until she is no bigger than a mouse. A Princess cannot change her Size by more than the higher of Inner Light and any applied Invocation, nor may she shrink below Size 1. Multiple invocations of Royal Stature do not stack; measure the maximum or minimum size and the Wisp cost from a starting point of the Princess natural Size. Finally the Princess may return to her natural size at any time with a Transformation action.

Size	Effects
1	-4 Health, -3 Strength, -3 weapon damage, -3 Speed, +2 Dexterity, +4 Defence, +4 when hiding or avoiding notice, +2 when jumping or climbing
2	-3 Health, -2 Strength, -2 weapon damage, -2 Speed, +2 Dexterity, +2 Defence, +3 when hiding or avoiding notice, +2 when jumping or climbing
3	-2 Health, -1 Strength, -1 weapon damage, -1 Speed, +1 Dexterity, +1 Defence, +2 when hiding or avoiding notice, +2 when jumping or climbing
4	-1 Health
5	None
6	+1 Health
7	+2 Health, +1 Strength, Iron Skin ••, -1 Defence
8	+3 Health, +2 Strength, Iron Skin ••, -1 Defence
9	+4 Health, +2 Strength, Iron Skin ••, -2 Defense
10	+5 Health, +3 Strength, Iron Skin ••, -2 Defense
11	+6 Health, +3 Strength, Iron Skin ••••, -4 Defense
12	+7 Health, +3 Strength, Iron Skin ••••, -4 Defense
13	+8 Health, +4 Strength, Iron Skin ••••, -6 Defense
14	+9 Health, +4 Strength, Iron Skin ••••, -6 Defense
15	+10 Health, +4 Strength, Iron Skin ••••, -6 Defense
16	+11 Health, +4 Strength, Iron Skin ••••, -6 Defense

A change of size cannot decrease any trait below zero.

Wings of Air (Perfect ..., Aria ...)

Requires: Celestial Grace (Leap of Air)

Action: Instant, Wits + Athletics

Cost: 2 Wisps

Duration: Inner Light hours

The Princess is wrapped in the air's gusty embrace, and takes to the skies as a leaf on the breeze. Her Speed in the air equals 5 + Strength + Dexterity + (Aria * 2). If the Princess is airborne when the Charm expires, she gently drifts downward until she touches a surface, and takes no damage from the fall. However if the Princess' Transformation ends while she's flying she falls.

Wings of Air is infamous for being the single most popular Bequest in use.

Upgrade: Airline

While flying the Princess may carry others with supernatural ease, at her touch they become as weightless as the air. While they are being carried by the Princess other characters also share her protection against air resistance, cold, and low oxygen levels at high altitude, this applies whether the princess has those abilities from Upgrades to Wings of Air or from unrelated Charms.

The Princess can use Airline on up to the higher of Aria and Inner Light people at a time, she must be physically carrying them, though forming a human chain or having them hold onto the edge of her sceptre is sufficient.

If somebody is falling the Princess may use Airline to catch them. If she can match their speed and slowly decelerate they're fine (and would be with an unUpgraded Wings of Air) but if the Princess does not have the time or the knowledge of basic physics she may roll Dexterity + Athletics + Aria. Each success prevents one point of falling damage.

Upgrade: Sonic Rainbow

While flying the Princess may spend a Wisp to massively increase her speed, at the cost of precision. If she does so use the rules for Outrace the Sun while she flies. Returning to her regular flying speed costs nothing but the time it takes to decelerate.

As with Outrace the Sun, the Princess is protected from the effects of air resistance. She is also protected from the Heavy Winds Tilt while flying at Sonic Rainbow speeds.

Upgrade: Stratospheric

The Princess can safely ascend to great altitudes. As long as she is outdoors and flying she can breath as easily as she would do at sea level is immune to temperature extremes.

Skinchange (Perfect ..., Legno ...)

Action: Instant, Dexterity + Animal Ken - difference in Sizes

Cost: 2 Wisps

Duration: until detransformation

The Princess assumes the shape of a beast. The new shape is of one particular species of animal; her mundane Physical Attributes become equal to those of a normal animal of that species, while her Mental and Social Attributes, and her Skills, remain unchanged. The Princess' transformed dots still apply, and she gains the animal's natural abilities and attacks, and the ability to communicate with other animals of the species. She may also activate Charms in animal form.

The Princess cannot, however, speak any human language except the Royal Tongue unless the animal is able to mimic human speech (like a parrot); she is unable to undertake any task that calls for hands, unless the animal has them (like a monkey) or capable manipulators (an octopus' tentacles); and her Regalia are transformed away and unavailable. Finally, any object she picked up after transforming out of mundane form does not change with her.

The Princess subtracts the difference between her normal Size and the animal's Size from the activation roll when using the Charm. She may remain in beast form as long as she can remain

transformed normally, and may end the Charm at any time with a standard transformation roll or by returning to mundane form. The bonuses or penalties for Size provided by the Charm Royal Stature do not apply, it is assumed that the base attributes for an animal will take into account it's size.

Dryad's Child (Perfect, Legno)

Action: Instant, Stamina + Survival

Cost: 2 Wisps, 1 Willpower

Duration: 1 scene

With a shout, the Princess' flesh and clothes become beautifully-sculpted, flawless wood, and she continues the fight as an animated statue. Despite being wood, she still speaks, thinks, and acts normally, protected by the Living Oak Tilt.

Shadowmask (Perfect, Lacrima ...)

Requires: Empty Heart

Action: Instant, Resolve + Stealth

Cost: 2 Wisps, gain 1 Shadow, Compromise at Belief 3+ with a -4 modifier

Duration: varies

Wrapping herself in the darkness in which the only true remnants of the Kingdom reside, the Princess becomes a true, immaterial figure of shadow. Glowing eyes may glare from the head of the figure, or it may be a featureless mask. Occasionally, long-lost stars twinkle within the cut-out from the universe, before being swiftly extinguished. Certainly, there is no way that she could be mistaken for human.

Dramatic Failure: The Princess only attracts the Darkness. She gains half her Inner Light dots in Shadows.

Failure: The power does not activate.

Success: The Princess becomes a living figure of shadow for the rest of the scene. She gains the Cloak of Shadows Condition. Becoming a being of living shadow. She is an Ephemeral Being, similar enough to Ghosts to touch and be touched, but she is permanently Manifested without the need for a Condition. The Princess does not gain Influences or Manifestations but she may use her Charms, except Perfect Charms which do not work on her shadow-body.

The Princess may attack others by rolling Strength + Lacrima, she does Lethal damage but a successful attack also drains a point of Willpower. She may also speak as normal, her strange form grants a Lacrima bonus to Intimidation. The Princess also has all the Benefits of the Darkened Template, but she uses the Noble rules for Sensitivity.

Strong light can harm the Princess, as can magic. If she takes more than 3 damage from a single action she reverts to her Transformed identity and loses a point of Willpower from shock.

Exceptional Success: The Princess may become a figure of shadow until the next sunrise, changing between that form and any others she possesses with a Transformation action.

One Perfect Woman (Perfect, Specchio)

Action: Instant and contested, Presence + Persuasion - Commonalty vs. Composure + supernatural advantage

Cost: 3 Wisps, 1 Willpower

Duration: 1 scene

The true heir to the Kingdom, according to the Queen of Mirrors, is a living personification of the Light itself - her word becomes truth, her actions mighty, her presence a bastion of hope across the land.

Mirrors' avatar, who may be that heir someday, can assume the heir's attributes for a time, when her followers need her.

The Princess uses this Charm on members of a social group over whom she has some influence or authority, none of whom are Hopeful; the member with the best Composure rolls to resist. If the Princess gets more successes - even just one - she gains a personal presence and magnetism that sways all who see or hear her; she has the benefits of the Pure Perfection Condition granting the Royal Tongue merit (if she does not already have it) and Striking Looks two, she looks like "The Best Person Ever!" which covers most things.

The Princess' magnetism is even stronger on the targeted social group; they perceive the Princess as a paragon, the epitome of beauty and charm. They all get the True Follower Condition. Against them the Princess' striking looks counts as five dots, and the Princess may spend their Willpower in place of her own Wisps at a 1:1 ratio. Note that taking Willpower from anyone without permission is a Belief Compromise with a -3 penalty.

Restore

The Restore Charms repair damaged objects, heal the injured and tend the sick. Only Menders have affinity for them.

Friendly Gremlin (Restore ◦)

Action: Extended, Dexterity + Crafts, (5 minutes/roll, threshold = size)

Cost: 1 Wisp/success

Duration: variable

Soon after airplanes were invented, flyers began to speak of gremlins, small spirits who liked to sabotage planes. While no one has ever seen a real gremlin, as far as the Hopeful know, a Princess-mechanic named this Charm after them, as it preserves the delicate mechanisms of aircraft (and other machinery) in perfect working order, keeping the local gremlins friendly. The Princess uses this Charm on any Size 5 or larger machine with multiple moving parts. For each activation success or Wisp spent (whichever is less), one roll made to operate the target machine gains the 9-again quality. Neither the Princess nor the operator chooses which rolls gain the benefit - the "gremlin" blesses the next set of rolls made, no matter when or by whom, to operate the machine. Friendly Gremlin cannot be used on a machine currently under its effects.

Upgrade: Helpful

Cost: 2 Wisps/success

The gremlin's help is more effective. For each activation success or 2 Wisps spent (whichever is less), one roll to operate the machine gains the 8-again quality. If the Princess applies Helpful, she cannot give any rolls 9-again with the same activation.

Upgrade: Perfected

Requires Helpful

Cost: 3 Wisps/success

The gremlin makes it nearly impossible to fail when using the machine. For each activation success or 3 Wisps spent (whichever is less), one roll to operate the machine gains the rote quality. If the Princess applies Perfected, she cannot give rolls 8-again or 9-again with the same activation.

Bedside Manners (Restore ◦, Terra ◦)

Action: Permanent

The Princess becomes a beacon of calm and comfort among the sick, so long as the princess is busy attending to their health her patients may ignore up to her Terra in situational penalties. They may

assist the Princess in patching their wounds, or provide useful information about their ailment and how they acquired it.

Call Back Yesterday (Restore •, Terra •)

Action: Extended, 5 minutes/roll, threshold = 1 per 20 years of object's age

Cost: 1 Wisp per 5 Size points of the target

Dice Pool: Intelligence + Crafts

Duration: Lasting

To the Flowers, nothing that is past is gone forever, and anything can be restored if only a fragment remains. By painstaking inspection of an object that has suffered the ravages of time - wear, rust, corrosion or neglect - and some judicious scrubbing, the Princess can remove every trace of time's passage from it, bringing it back to the condition it was in when newly made. The threshold for the Charm is set by the object's age; an item made less than 20 years ago needs 1 success, one made up to 40 years ago needs 2, one made up to 60 years ago needs 3, and so forth. The Charm does not fix damage to the object, as represented by lost Structure points; if a Princess uses it on a damaged object, the damage is transformed into hidden structural flaws, and the penalty for damage that exceeds the item's Durability remains.

Suggested modifiers: appropriate tools (+equipment bonus), major parts missing (-1 to -3)

Upgrade: Selective (Terra ••)

The Princess can restore an object to the state it was in at any time during its existence. The threshold is now set from the number of years between the object's unmodified age and the age the Princess wishes it to be; at the same rate of 1 success per 20 years.

Calm Compassion (Restore •, Acqua •)

Action: Permanent

The Princess remains calm and rational in a crisis, and her calm mind and clear instructions help bring back others from panic. When she makes a mundane Medicine roll she may ignore up to her Acqua in situational penalties for stress, panic, loud noises, disgust and other similar distractions. If she is the primary actor in a teamwork Medicine roll, she may spend a Wisp to apply her Calming presence to every secondary actor.

Calm Compassion (Restore •, Acqua •)

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Emergency Medicine (Restore •, Fuoco •)

Action: Reflexive, Unrolled

Cost: 1 Wisp

Duration: Lasting

At the moment of crisis the Princess may accelerate herself to superhuman speeds. She spends one wisp and then may make up to Fuoco mundane Medicine rolls in a single turn. However she may only do this in a situation where even a few turns delay may make the difference between life or death, such as when somebody is bleeding out from Lethal Damage.

Laugh It Off (Restore •, Aria •)

Action: Instance

Cost: 1 Wisp

Dice Pool: Manipulation + Expression

Duration: Special

Laughter is the best medicine and a Princess of Spades can teach anyone how to laugh off serious diseases. She must spend a few moments giving words of advice and encouragement before invoking this Charm.

Dramatic Failure: The Princess only manages to bar her patient from the solace of humour. They take the Depression Condition for one day.

Failure: The patient is not affected.

Success: The first time in a scene the patient laughs heartily they may make a Stamina + Resolve roll. On a success reduce the total number of rolls needed before a disease is cured or goes into remission by one. They may make one such roll for every Success scored by the Princess.

Exceptional Success: Extra successes are their own reward.

Warmed by Hate Alone (Restore •, Tempesta ••)

Action: Reflexive, unrolled

Duration: 12 hours.

Cost: 1 Wisp, 1 Willpower.

The Princess can call upon her hatred of the Darkness to keep herself warmed against the most bitter and tainted chills. The magnitude of every Taint Curse upon the Princess is reduced by half her Resolve + Tempesta (rounding down). The Fury's Practical Magic adds to this Charm; if the Princess is sufficiently injured add any bonus she gets from practical magic to her Resolve + Tempesta before rounding.

If the Princess has a Resolve + Tempesta of 5 or more, she is immune to any Taint Curses that affect her behaviour directly, such as Tainted Vice. At a Resolve + Tempesta of 10 or more she can comfortably survive in the Dark World, though she gains no protection from the many more active dangers in that physical hell.

Balm (Restore ••)

Action: Instant

Cost: 1 Wisp

Dice Pool: Intelligence + Medicine

Duration: Lasting

The Princess lays hands on a person's flesh, and minor injuries fade away. For each activation success, the target heals 1 bashing or lethal damage.

Upgrade: Miraculous

Cost: +1 Wisp

The Princess' hands bring relief from the most horrible forms of injury. If the Princess rolls a Success the target heals 1 aggravated damage. If the Princess gets an exceptional success, the target heals 1 aggravated damage and downgrades 1 other aggravated damage to lethal damage.

Bath of Souls (Restore ••, Acqua •)

Action: Instant and resisted

Cost: 1 Wisp

Dice Pool: Presence + Empathy - target's Composure

Duration: 1 scene or 1 day

The Princess brings someone lost in madness back to rationality for a time. Bath of Souls can be used to suppress any Condition which represents a malign mental state, such as Shaken or Fugue.

Dramatic Failure: The Princess' intervention makes matters worse. The target immediately has a panic attack, episode or suffers whatever seems appropriate for the Condition. The Princess cannot use Bath of Souls on him for a full week.

Failure: The Condition is not affected.

Success: The Condition is suppressed, it vanishes and reappears at the end of the scene.

Exceptional Success: The Condition is suppressed for a full day.

Mesmerize (Restore .., Aria .)

Action: Instant and contested, Manipulation + Empathy vs. target's Resolve + supernatural advantage

Cost: 1 Wisp

Duration: Lasting

By speaking a few words, the Princess helps a person remember something they have forgotten. The target immediately makes a memory roll (as per the rules on p. 44 of the nWoD core), adding 1 bonus die for each success on the activation roll. If the target contests the Charm, only successes the Princess rolls in excess of his have any effect.

Upgrade: Deep

Duration: Lasting

The Princess can fix something on the surface of a person's mind. Each activation success gives +1 to all the target's attempts to remember something, until he succeeds.

Flame in the Heart (Restore .., Fuoco .)

Action: Full turn, Manipulation + Persuasion

Cost: 1 Wisp

Duration: Indefinite

By touching a person, the Princess ignites a flame from the warmth of their affections for another. Taking fire in this way does not affect the target's emotions, just as lighting one candle from another doesn't put the first candle out. The Princess must know the subject of the target's affections when you activate Flame in the Heart; she can't simply take "the person he feels most strongly for", without knowing just who that is.

The flame created is candle-sized (base damage of 0) and dances on the tip of the Princess' finger; its colour and Intensity depend on the nature and strength of the affection. (See the table in the Fuoco Invocation.) Add 1 to the flame's Intensity if the Princess gets an exceptional success. The flame may be sustained indefinitely if transferred to a flammable substance such as a candle wick. It will continue to burn without consuming its source until it is deliberately extinguished (which is as easy as snuffing out a non-supernatural flame of the same size) or the target dies. A Princess may maintain a number of these flames equal to her Inner Light, if she wants more they must feed on mundane fuel. Extinguishing a flame manually (to allow maintaining a new flame, for example) has no effect on the relationship that originated it.

The Princess can use a flame at any time to set something on fire. However, its proper use is to preserve the relationship that inspired it. If the target's emotions fade they can put the flame back in their heart by holding it against their chest (this is quite safe, don't wear anything flammable) doing so grants the Fresh Impressions Condition: Their Impressions of whomever the flame represents is reset to

what it was at the moment the flame was taken. This only lasts for a day, but that can be long enough to rebuild something more durable. Using a flame to reignite a relationship does not consume the flame.

With a lifetime on the road Princesses of Swords can go months or years without seeing their lovers. Distance can dull the strongest emotions and some Princesses like to keep their feelings safe and take them out again for a night of passion. Others are trusted custodians of stable relationships, reigniting the spark after time smothers the flames.

Finally, as long as the flame exists, it provides an Intimacy connection to both the target of the Charm and whomever the flame Represents. The strength is the strength of the relationship, however like all uses of Intimacy there is a two step penalty when using an inanimate object as a proxy.

Fury Rigger (Restore .., Fuoco .)

Action: Extended, Wits + Crafts (10 seconds/roll, threshold = target's Size)

Cost: 1 Wisp per 5 Size points of the target.

Duration: 1 scene or 1 hour using the device

With a few tools and enough duct tape a Princess of Swords can get anything running, at least for a time. To repair a device she requires basic tools and vaguely appropriate replacements for any missing pieces: for a car, for instance, she could use cheap alcohol for missing petrol, several packs of AA batteries to replace a car battery, a circular piece of wood for a missing wheel and lots and lots of duct tape for structural damage.

Dramatic Failure: The Princess's crude repairs collapse into a pile of junk, damaging the machine further. Remove all Successes and a quarter of the device's Structure.

Failure: The Princess makes no progress.

Success: The Princess makes some repairs. When the Princess reaches the threshold the device is fully functional; the duration is 1 scene or 1 hour, starting from the first turn it is used. The device is fully functional and has no negative modifiers.

Exceptional Success: The Princess makes extensive repairs.

Suggested Modifiers: Simple machine (+2), appropriate tools (+equipment bonus), proper replacement parts (+2), very inappropriate parts (-2), complicated problem (-2), exceptionally complicated machine (such as trying to patch up a circuit board) (-4)

Panacea (Restore ..)

Action: Extended, Resolve + Medicine (1 turn/roll)

Cost: 1 Wisp

Duration: Lasting

The Princess can cure mundane diseases. The threshold for this application equals the threshold the infected target must reach to throw off the disease himself, plus 1; if the target has accumulated any successes on his rolls to beat the disease, subtract those successes from the Princess' threshold. The target is cured when the Princess reaches the threshold.

Even incurable diseases are no match for magical treatment. If the Princess rolls enough successes to send the disease into remission she does just that —the disease goes into remission—but if she rolls double the successes the disease is cured forever.

Upgrade: Fever Pitch (Fuoco ••)

Cost: +1 Wisp

When the human body is infected it can raise it's core temperature to burn the disease out and the Princesses of Swords know how to wield fire well. A Princess of Swords can invoke fever pitch upon a consenting patient before she invokes Panacea, doing so causes them to burst into flames as per the strength of their feelings for the Princess (or somebody who is emotionally present). This fire will not harm the patient or the Princess but it will paralyse the patient and can spread to nearby flammable

objects or terrify witnesses. So long as the patient remains aflame the Princess adds it's Intensity as bonus dice to her Panacea dice pool.

Upgrade: the Corrupted (Legno • • •)

Cost: +1 Willpower

The Princess can cure supernatural diseases. She must first win a Clash of Wills, and if she does so treat the disease as though it were mundane. Panacea cannot remove a supernatural template or any innate part of something's supernatural nature.

Purify (Restore ••)

Action: Extended, Resolve + Medicine (1 turn/roll, threshold = Toxicity + 1)

Cost: 1 Wisp

Duration: Lasting

The Princess destroys all poisonous substances within her patient's body with nothing more than a caress. When the Princess reaches the threshold, the continuing effects of the foreign substance end immediately. For a drug (in a dose too weak to cause damage) the threshold is equal to the penalty to resist the drug's effects, plus 1; for a poison, it's the poison's Toxicity + 1. If the Princess reaches the needed threshold before, or in the same turn as, a poison would inflict damage, that damage is prevented.

Upgrade: the Corrupted (Legno • • •)

Cost: +1 Willpower

Even supernatural poisons yield to the Princess' ministrations. She must first win a Clash of Wills, and if she does so she may treat the poison as though it were entirely mundane. The Toxicity generally equals the Successes rolled to inflict. Unrolled powers generally use the attacker's Supernatural Advantage or Rank. Purify cannot remove a supernatural template or any innate part of something's supernatural nature.

Memento Mori (Restore ••, Lacrima •)

Action: Instant, Composure + Occult

Cost: 1 Wisp

Duration: instant

The Princess giveaid and succour to the dearly departed. If she touches a ghost's anchor, she helps it to materialize; her activation successes become bonus dice on the ghost's roll to manifest. The ghost is instantly aware that someone wishes for it to appear and manifest, and it can recognise the Princess' touch if it knows her. The Princess can also direct this Charm at the Ghost itself to heal minor wounds; for each activation success, the ghost heals 1 bashing damage.

Upgrade: Loving

The Princess can heal more serious damage to a ghost; for each success, the ghost heals 1 lethal damage.

Upgrade: Grieving (Lacrima • •)

Requires: Loving

Cost: +1 Wisp

The Princess heals the most greivous damage to ghosts; the ghost heals 1 aggravated damage.

*Their Blood Cries Out (Restore **, Tempesta ***)*

Action: Extended and resisted (1 turn/roll), Manipulation + Empathy - target's Composure

Cost: 1 Wisp, 1 Lethal

Duration: 1 scene

The Queen of Storms knows that mortals forget their sufferings in time, and teaches her dedicated followers a way to repair this flaw. The Princess may use this Charm on a target who has recently been injured, physically, mentally or socially. The threshold to reach depends on how long ago the injury was; 1 success reaches an injury in the past week, and each success beyond the first doubles the interval. On reaching the threshold, the target's emotional state returns to where it was when he discovered the injury, and his memories of events since then seem vague and unimportant.

Until the Charm ends, the target gets the Cursed Condition: He has a -2 penalty to resist any suggestion that he revenge himself upon those who injured him and a -2 penalty to recall anything his enemy did in apology, or any penalty he paid – though if restitution was made to the target's satisfaction, and he remembers this, the Charm ends immediately. In addition the target gets the Blessing Condition which provides a +2 bonus on attempts to take that revenge. The bonus and penalties apply to whoever the target believes injured him, even if he is mistaken.

Bringing back someone's outrage at an injury triggers a Princess' innate sympathy with suffering. On reaching the threshold, the Princess must roll her Sensitivity.

Upgrade: Collective

Cost: +1 Wisp

The Princess may use the Charm on a social group whose members can hear her, applying the Commonalty modifier. The injury done must have been to the group, or to some members as representative of the group, as far as the group believes; that is, the group must believe that their members were injured because of their membership, and not for any other reason. As with the basic Charm, this belief need not be accurate. The member with the highest Composure resists for the group.

*Stitch (Restore ***)*

Action: Instant, Strength + Crafts

Cost: 1 Wisp

Duration: Lasting

The Princess swiftly repairs damage done to a single object she can hold or touch. For each success rolled, the item regains one point of Structure, up to its normal maximum.

*Stain Removal (Restore ***)*

Action: Extended, Resolve + Empathy (10 minutes/roll, threshold = 10 or 20)

Cost: 2 Wisps

Duration: Lasting

The Princess may cleanse the Darkened of corruption. Invoking Stain Removal is an Extended Action, roll takes a -1 penalty for each of the target's current Umbrae. The Princess takes this penalty even if the target is cooperating (and if he doesn't, she must subtract his Resolve as well.) Getting 10 successes removes one Umbra. A dramatic failure triggers the Princess' Sensitivity, and adds the number of the target's Umbrae to the pool. A Darkened target with no Umbrae can be returned to full humanity with 20 successes.

Choke It Down (Restore ..., Tempesta ..)

Action: Instant, unrolled

Cost: 2 Wisps, 1 resistant Lethal or Aggravated damage

Followers of the Queen of Storms don't have time to atone for their actions or aid those in need; there's far too much killing to do. The Shadows of all the pain they see, a great deal of it caused by themselves, haunt their dreams and waking lives, but this only serves to make them angrier. They swallow the pain, armour themselves in rage, and allow their hate to eat at them – literally – so long as it takes the guilt with it.

When the Princess is faced with a Sensitivity roll, she may spend 2 Wisps and take a point of resistant lethal damage to automatically score zero Successes. Alternatively she may spend 2 Wisps and take a point of resistant Aggravated damage to destroy a dot of Shadows at any time.

It Was Necessary (Restore ..., Lacrima)

Action: Reflexive

Cost: 1 Wisp, 1 Willpower, Compromise at Belief 4+ with a -3 modifier

To survive Alhambra has done many terrible things and Alhambra must survive. The Queen of Tears teaches her Handmaidens how to cope with the necessity of duty.

At any time the Princess may spend one Willpower to ignore a single Belief Compromise roll. She may not do this if the Compromise was caused by Lacrima's drawback (doing so would prevent the other Charm from functioning) and invoking this Charm with a Belief of four or more is essentially pointless.

Drawback: Whether a Princess succeeds or fails on a Compromise roll she is dealing with her internal conflicts, denying them simply lets the problem fester. Every time a Princess invokes It Was Necessary she gains the It Wasn't Necessary Condition, or increases her stacks in that condition by one.

Somebody Else's Problem (Restore ..., Specchio ..)

Action: Reflexive, Intelligence + Composure - Shadows

Cost: 1 Wisp

Duration: Lasting

No matter how many of her Heirs fail spectacularly the Queen of Mirrors never shows pause in her search. Some speculate that she wants her chosen to fail, those who know of this Charm often give a different reason. They say that unable to bear the weight of so many failures she has chosen to forget about them and so she crafted a Charm to do just that. Only those Princesses with memories of the Palace of Five Folded Stars itself remember that the Queen of Mirrors was once the Hierophant-Queen. With her magic she could see across time and space and often saw secrets best forgotten; hinting that there was once a more noble purpose to this Charm.

Somebody Else's Problem erases the user's memories. It's as simple as that. This Charm can take the weight of Sensitivity off a Princess' shoulder, for what she does not know cannot hurt her. The most common use of this Charm is to undo the effects of a Sensitivity roll by forgetting all about the action that caused it.

Dramatic Failure: The Princess completely messes up her own mind. Choose one wide ranging topic like "Academics", "my family" or "Connect Charms". The Princess gains the Amnesia Condition covering that topic, it goes away at the end of the scene.

Failure: Nothing happens.

Success: The Princess erases everything she remembers of the last few minutes, up to at most 3 minutes for each success. The memories are not just suppressed, they are gone as though they had never existed.

The Princess knows only that she has erased her own memory. No magic or psychological technique will let the Princess regain her memories; however, she is not prevented from forming new memories about the topic. The effects of all Sensitivity rolls during the forgotten time are nullified, including Conditions and new Shadows. Somebody Else's Problem cannot give free dots of Belief, but erasing all memory of a Belief Compromise will allow a Princess to buy back lost Belief with experience and erase and Conditions from the Compromise roll. The experience cost is purely an out of character rule, but the Storyteller is free to explain the lost experience as valuable life experiences being erased if she wishes.

Exceptional Success: No further benefit.

Upgrade: Retroactive

The Princess may erase her memories up to one day after they have formed. The maximum time erased by a single use remains the same, but she can now use multiple invocations to erase longer periods. Some Princesses use the extra time to write notes to themselves, but knowing what happened is no substitute for experiencing it.

Freed By Burning Hate (Restore ..., Tempesta ...)

Requires: Their Blood Cries Out

Action: Instant or Reflexive, Presence + Empathy

Cost: 0 or 1 Wisps, 1 Willpower

Duration: special

Those who follow in the path of the Queen of Storms know that the world will always seek to hold her in chains, to imprison her so that the misdeeds of the world will be permitted to hold her and others captive. But the Queen of Storms shows her how to break those chains, and how to break them in others. With a snarl, the bonds of the mind are broken.

The Princess may use this Charm on anyone currently affected by a supernatural power that alters their emotional state. If she is affected by an applicable supernatural power she may reflexively use this Charm on herself, she may make one attempt per turn with no penalty for successive attempts, so long as the enchantment leaves her the freedom of mind to do so.

If the Princess gets more successes than the power's wielder did when they activated it, the power's effect is overridden by a feeling of intense, nauseated rage, and the target suddenly becomes aware that someone has tried to violate his mind. If the power affected dice pools between the target and the perpetrator, the Princess gains the same benefit on any roll to persuade the target to avenge himself on the perpetrator, using the Inverse Curse Condition. The Charm also works on powers that don't require a roll to activate (such as a vampire's blood bonds). To defeat these, the Princess must get more successes than the supernatural advantage of the perpetrator.

The Charm lasts as long as the effect it destroys would have, for it is built on the fragments of that effect. If the perpetrator cancels or removes the effect himself, the target's rage immediately dissipates. The Charm costs 0 Wisps (just the Willpower point) when the Princess uses it on herself, and 1 Wisp plus a Willpower point if used on another person. If a Princess uses the Charm on a target whose emotions are not being influenced, she pays the cost but nothing happens. If she uses it on a target subject to more than one eligible effect, the Charm breaks the least potent, and among effects of equal strength it breaks the one with the shortest remaining duration.

Upgrade: Shattering (Tempesta)

Cost: +1 Wisp

The Princess can break chains forged in deeper layers of the mind. Supernatural powers that alter memories or instill compulsions become vulnerable to the Charm, as does possession by a spirit or ghost. As with emotional influences, the Princess must get more successes than the power's user did when activating it, or than the user's supernatural advantage for unrolled effects.

When used on a compulsion, the Charm transforms the effect into a urge to attack the perpetrator; should the target lack the means to do so, he will act to frustrate the perpetrator's intent as best he

knows it. Any rolls the target was entitled to make to resist the original compulsion, he may make to resist this urge as well.

When used to break a false memory, the Charm sends the target into a bitter fury whenever the implanted memory would have arisen. When an effect simply suppresses a memory, the target is enraged whenever he recalls the memory that it suppressed. The Charm cannot restore a memory that was permanently removed - in this case the target becomes aware that his memory was altered, and feels sick rage at the violation for a few moments, but no longer.

On any successful use of the upgraded Charm, the target experiences a sudden sharp headache, similar to a migraine attack, which inflicts 1 point of bashing damage. Targets who were already wounded have been known to suffer nosebleeds when the Charm took hold.

Reclaim (Restore ●●●, Acqua ●●)

Requires: Bath of Souls

Action: Extended (10 minutes/roll)

Cost: 2 Wisps, 1 Willpower

Dice Pool: Presence + Medicine

Duration: Lasting

The Princess restores a shattered mind to sanity. Reclaim can remove any Condition that represents a malign mental effect. The exception is those that are innate to a Supernatural Template, a Princess cannot heal a Werewolf's rage or a Mad Scientist's madness. She also cannot heal Conditions gained from a Belief Compromise, or Conditions arising from an Integrity Breaking Point that was caused by perpetrating an immoral action. For Conditions caused by damage to other Integrity like traits the Princess cannot cure them if they came from an immoral action by human standards of morality.

Belief Compromises caused by Lacrima Charms always count as immoral, Specchio does not automatically count as immoral but like any Invocation it can be used for good or ill. If the Condition was caused by using Specchio then the target's dots in Specchio are subtracted from the Princess' roll.

Reclaim requires a conscious target and informed consent.

Disenchant (Restore ●●●, Acqua ●●●)

Action: Instant and resisted, Manipulation + Academics - successes rolled on the effect

Cost: 2 Wisps

Duration: 1 scene or 1 day

The Princess relieves her target of a supernatural effect that alters his mind. This does not banish the effect, but only prevents it from swaying the target for the duration. On an ordinary success, the Charm lasts for the scene; on an exceptional success, it lasts for 1 day.

Regenerate (Restore ●●●)

Action: Extended (10 minutes/roll), Intelligence + Medicine

Cost: 2 Wisps, 1 Willpower

Duration: Lasting

The Princess may restore the permanently injured to their original full health. Regenerate can cure any Condition or Tilt based on a physical disability, and restore Attribute dots lost from physical damage. The threshold depends on the extent of the damage (the Storyteller should use the table provided as a guide.) Any opposition from your target makes Regenerate fail; active cooperation isn't needed, so you can use Regenerate on unconscious targets, but a conscious refusal frustrates the Charm.

Threshold	Injury
3	Non-Flaw injuries: scarring, missing tooth, lost finger joint
6	Restoring lost function: 1 lost Attribute dot, paralyzed limbs
9	Full replacement of small organs: eye, muscle, skin, etc.
12	Full replacement of large organs: arm, leg, stomach, etc.

Resuscitate (Restore)

Action: 3 minutes of full concentration, Presence + Medicine

Cost: 3 Wisps, 1 permanent Willpower dot

Duration: Lasting

The Princess is able to stave off another's death and return him to life – though the experience is not a pleasant one, nor does it come free. The target must have died within the current scene, or the Charm fails. The sheer mental and emotional exertion required, and the traumatic process of dying result in the loss of a dot of Willpower for both the Princess and her target, and the ebbing of his life force causes his highest Attribute (if there is a tie, she chooses) to be reduced by one dot. He returns to life with a number of Health boxes equal to the activation successes filled with lethal damage and the rest filled with aggravated, and a -3 penalty to all actions due to the Reaper's grasp upon him. Each week of rest and recuperation without any strenuous activity reduces this penalty by one.

On an Exceptional success, the target doesn't lose a dot from his highest Attribute.

Captain Planet (Restore, Legno ...)

Action: Extended, 30 minute/roll, threshold = special

Cost: 5 Wisps

Dice Pool: Stamina + Survival.

Duration: Lasting

In a powerful feat of magic the Princess can purify entire fields of toxins and pollutants. For the purposes of this Charm any chemical which is seriously harmful to animals or plant-life, and which is not naturally created by a resident plant or animal is affected. She could scour oil slicks from the ocean (or at least part of one, given the sizes an oil spill can cover) and draw heavy metals out from the soil. The affected compounds are not destroyed or transformed, so the Princess will need a container to guide them into. Afterwards they can be recycled or disposed safely.

One thing to bear in mind is that most pesticides would be affected by this Charm. That might be exactly what the Princess intended but it's worth mentioning before you start the Charm in a farmer's fields.

The target number depends on how intertwined the pollutants are with the environment. Piles of litter sitting on the surface require three * Sanctuary Size Successes. Liquids that don't fully mix, like oil on water, require four * Sanctuary Size Successes. Finally something like heavy metal pollution that gets into everything, soil, plants, animals, requires five * Sanctuary Size Successes.

Dramatic Failure: The Princess makes a Sensitivity roll as she feels the environment's pain.

Failure: The Princess makes no progress.

Success: The Princess makes progress. Once she reaches the threshold all pollutants in the target area will begin to roll, slide, or flow to a place of the Princess' choosing. Usually a prepared container which can be used to safely take them away.

Exceptional Success: The Princess makes good progress. In addition, until she finishes the extended action any animals in the general area will make their way towards the Princess to cheer her on and to be within the affected area. While this Charm can't get poisons out of animals body (only out of plants, soil or water) it can do stuff like clean the oil off birds.

Long May She Reign (Restore, Lacrima)

Action: Instant.

Cost: 5 Wisps, 1 Willpower dot (if successful)

Dice Pool: Composure + Occult.

Duration: Indefinite

This rare and powerful Charm is the source of the Ghostly Princesses who dwell within Alhambra and serve its Queen. Because of the enormous political power and prestige it brings the Protectorate of Amethyst guard all knowledge of it jealously.

The target Princess must be at death's door, but must not actually be dead. For instance, a Princess with a Health track filled with lethal and aggravated damage is a valid target for the Charm.

Dramatic Failure: Instead of creating a ghost, the Princess accidentally kills the target.

Failure: Nothing happens. The Princess may try again at a -1 penalty, if the target still lives.

Success: The target dies, and rises again as a Ghostly Princess. Long may she reign over us.

Exceptional Success: The target loses a dot of Shadows just before she dies and rises.

The Princess using the Charm always spends the Wisps to activate it; she sacrifices a Willpower dot only if the Charm succeeds.

Shape

The Shape Charms shape materials as you will, or make things out of nothing. Menders and Troubadours have affinity for them.

Barricade (Shape •)

Action: Instant

Cost: 1 Wisp

Dice Pool: Stamina + Crafts - Size

Duration: Scene

A Princess pushes her magic into an object, reinforcing it's structure.

Dramatic Failure: Not only does the Princess fail, if the object is capable of opening she forces it open and cannot close it without first cleansing it of her own magic.

Failure: Nothing happens.

Success: The target object's Durability increases by the higher of Inner Light and any applied Invocation. If the object is capable of locking the Princess may will it to close and lock as part of this Charm.

Exceptional Success: As above, but the Durability increases by an additional point.

Bubble Shield (Shape •)

Action: Instant or Reactive, Stamina + Crafts

Cost: 1 Wisp

Duration: 1 turn

The Princess manifests a protective shield around a circular area. She may create the shield around any area within sight, taking a penalty on the activation roll equal to the area's radius in yards, and may do so in response to any action taken by another character within her line of sight. A bubble shield cannot form when it contain someone who does not wish to be contained. As a rule of thumb non-combatants that the Princess wishes to protect are acceptable targets.

Normally creating a Bubble Shield takes an instant action, the Princess may forgo her Defence for a turn to invoke the shield as a Reactive action.

Bubble Shields only last for a turn but if a Princess uses Bubble Shield to protect the same area as her next action, the new shield replaces the old with no gap of time.

Dramatic Failure: The shield fails to appear, and the Princess leaves herself open to attack. She has -2 to her Defense this turn; if she sacrificed Defense, she loses her action this turn.

Failure: The shield does not appear.

Success: The shield appears, taking the form of a bubble of pure magic. It will not cut through any solid object; if the shield cannot enclose an object it will stop at the object's surface. In such cases the shield still forms a fully enclosed shape that presses tightly against obstructions. If there are no obstacles the shield simply forms a perfect sphere. The shield is not subject to the force of gravity - as long as it exists, it stays exactly where the Princess created it.

The shield blocks both movement and attacks through itself, in either direction, until the Charm ends. Unlike normal objects the shield has no Durability, but it has a Structure of 3x the activation successes; attacks made on targets on its other side are absorbed by the shield until the last Structure point is gone. (Should this happen the shield breaks, ending the Charm.) Damage in excess of the shield's Structure passes through to the intended target normally.

Exceptional Success: The shield will take a great deal of punishment before breaking.

Upgrade: Adamant

The shield behaves like a normal material, with Durability and Structure both equal to the activation successes. It provides transparent cover [GMC 200] against all attacks that must pass through it, in either direction. Removing the shield's last point of Structure breaks it and ends the Charm, as before.

Upgrade: Elastic

The shield stretches when struck, and springs back unharmed; it is immune to bashing damage. Only lethal or aggravated damage will reduce its Structure.

Upgrade: Lasting

Duration: Inner Light turns

The shield endures for several actions before it must be renewed.

Upgrade: Partial

The shield can be shaped to cover parts of the circle, without surrounding the whole area; it can also be shaped as a flat plane

Upgrade: Rainbow (Acqua •)

The shield manifests as an iridescent film, which bends light that passes through it. Attacks from outside on those inside, or vice versa, take a penalty equal to half your successes, rounded down. Attacks on the shield itself are not penalized. If Adamant is also applied, the shield instead provides opaque cover against attacks that pass through it.

Upgrade: Confining (Lacrima •)

The Princess may create the shield around anyone, even her enemies.

Upgrade: Beauteous (Specchio •)

Like a brilliant pearl, the shield gleams richly in the light of the Noble's soul. Against such beauty, who dares raise a hand? All sapient or sentient beings must pass a Resolve + Composure roll, with a penalty equal to the lower of the Princess' Inner Light or Specchio Invocation, to attack the Bubble Shield.

Skeleton Key (Shape •, Aria •)

Action: Instant, Dexterity + Larceny

Cost: 1 Wisp

Duration: Lasting

Proof of a criminal or a handsome don in distress, often a Princess has to get past locks without a proper key. With this charm she may conjure up a pair of magical lock-picks or unlock a door with a snap of her fingers.

To qualify for this Charm the lock must be physical. A lock and key, a dial lock safe, a bolted door and even something held shut by a knot all qualify. An electronic key pad qualifies, but only if it controls a physical lock. She could not use this Charm to disable an alarm. If supernatural defences are in place the Princess must overcome them as normal.

Wholly supernatural doors such as an Avernian Gate are immune to this Charm.

Dramatic Failure: The Princess sets off an alarm or makes a very loud noise.

Failure: The Princess cannot get through the door.

Success: The lock is unlocked and opens.

Exceptional Success: If the Princess wishes it the lock will snap shut when she is done.

Upgrade: Traceless

The Princess' magic hides her presence. It locks the door behind her, it places that piece of paper back into the door jam. Any mundane attempts to notice her passing fail, while supernaturally enhanced senses suffer a -Aria penalty. Any traps or other equipment designed to notice passage provide no bonus. However this only applies to the object affected by the Charm itself.

Wellspring (Shape •, Acqua •)

Action: Instant, Dexterity + Science

Cost: 1 Wisp

Duration: Lasting or Indefinite

The Earth is mostly water, and by speaking to the Earth the Princess can find fresh water whenever she needs it. If there is water in the Earth the Princess draws it up into her hands but when the ground is parched she instead turns earth into water. Drawing up water has a duration of Lasting while the Transformation lasts Indefinitely, either way she gains one pint of water per Success. (Drinking Indefinite water is perfectly safe. Digesting it destroys the water and thus it's supernatural identity a transformed soil).

Upgrade: Purified

Other liquids turn into fresh water as the Princess stirs them. Each success turns 1 gallon of liquid into drinkable water. The Princess need not be touching the ground to change an existing liquid.

Upgrade: Flavoured

The Princess may create any liquid that is safe for humans to drink. Each success draws up 1/2 pint of the drink you desire. If she applies Purified, each success transmutes 1/2 gallon of a liquid into something drinkable.

Upgrade: Oily (Acqua ••)

Cost: +1 Wisp

Duration: Indefinite

The Noble may now create any organic compound that is liquid at current temperatures, at the same rates as Flavored. For this purpose, a chemical is "organic" if it's either produced by a living organism, or contains carbon and no atoms of a metallic element. The Noble takes a penalty on her dice pool equal to the Availability rating of the liquid she wants to create.

Bubble Wrap (Shape •, Aria •)

Action: Instant, Wits + Survival

Duration: Successes Minutes, pay 1 Wisp for Inner Light minutes

Cost: 1 Wisp, additional 1 Wisp to extend duration

A Princess needs to breathe, but fresh air may not be always available. When this happens, she may just make her own.

Dramatic Failure: The Princess doesn't manage to weave an adequate protection, and the failure disorients her. She takes the Deprived (fresh air) Condition and can't attempt to cast this Charm again until it's resolved, or goes away.

Failure: The Princess fails to create a bubble sturdy enough for her purposes.

Success: The Princess creates a gust of air which hangs in a bubble around her head. The magic filters the surrounding atmosphere so that inside its protection the Noble can always enjoy a breath of clean, fresh air. The standard duration of this Charm is 1 minute/success, but at any time the Princess may reflexively spend a Wisp to lengthen the duration by Inner Light minutes.

Exceptional Success: The bubble is woven so well it lasts an extra minute each time a Wisp is spent.

Upgrade: Puff Up

Cost: +1 Wisp

The Princess is so proud of her powers she can make the bubble swell! By paying a Wisp once when activating or refreshing the Charm she can extend the area the Charm covers up a radius of Inner Light yards, centered on herself.

The Bubble is not, however, a shield. Its function is to merely provide breathing space and therefore any direct attack can harmlessly enter and leave its confines. Any attempt to alter the air composition inside the bubble however forces an instant Clash of Wills between the Princess and her opponent.

Painting Roses (Shape •)

Action: Extended, Wits + Crafts (1 Turn/roll)

Cost: 1 Wisp

With a touch the Princess makes something explode in a riot of colour. She can affect a Size up to her dots in Inner Light or the applied Invocation and may do anything from simple blocks of colour to a masterpiece, if she has the skills. The effects of this charm last as long as high quality paint.

This charm is best used for leaving marks and clues in the field or making art. Some Princesses of Spades, politely described as "urban artists", use this Charm to avoid the suspicions of carrying spray paint around.

Fire's Warm Kiss (Shape •, Fuoco ••)

Action: Instant, Stamina + Survival

Cost: 1 Wisp

Duration: 1 scene

Fires under the Princess' hands burn without consuming their fuel. Until the Charm ends, reduce the damage the target fire does by the number of successes rolled. Things ignited by the fire, but separated from it, burn normally. A Princess may use Fire's Warm Kiss multiple times on one fire, until its damage has been reduced to 0. If a fire's damage is reduced to 0, it cannot ignite anything and feels merely warm to the touch, though it still sheds light. It can even be scooped off its fuel source, held in cupped hands, and poured into a container, like a liquid with the consistency of thick syrup. Fire so treated ignites its container once the Charm wears off, or goes out after 1 turn if the container is not flammable.

Ignition (Shape •, Fuoco •)

Action: Instant, Strength + Survival

Cost: 1 Wisp

Duration: Lasting

The Princess causes a mundane object to burst into flames at her command. The object must have a Size equal or less than her Fuoco and it must be naturally flammable, a penalty is applied to the roll based on how flammable the object is. So dry wood would have no penalty but wet wood will. In addition the Princess must be able to see the object. She can target individual components, so long as she can see them. While a car is too large to ignite a rubber tire is not.

Dramatic Failure: The Princess' magic grows out of her control. Instead of catching fire, the object explodes spreading flaming shrapnel everywhere and almost certainly causing the Princess trouble.

Failure: The object does not ignite.

Success: The object immediately catches fire, the fire is completely mundane in every way.

Exceptional Success: For the next three turns any attempt to extinguish the fire by anyone except the Princess takes a penalty equal to her Fuoco.

Nature's Harvest (Shape •, Legno •)

Action: Instant, Dexterity + Survival

Cost: 1 Wisp

Duration: Lasting

The Princess coaxes a plant to produce its harvest ahead of time. If she isn't touching a plant reasonably near maturity or at least large enough to produce its crop, or if anyone has used the Charm on the plant within the past season, the Charm fails. (The plant must also have adequate soil and not be severely deprived of water or sunlight, but it need not be in season.) The normal use of this Charm is to obtain edible fruits, nuts, and/or berries from appropriate trees and bushes – in this case, each success is as effective as two successes in foraging by mundane methods, but successes in excess of the plant's Size are wasted. Alternatively, it's quite possible to use the Charm more frivolously (e.g. to produce lots of flowers) or productively (to get lots of acorns from an oak tree or other appropriate seeds, for example).

The crops are guaranteed to stay fresh at least one day per dot of Legno unless some supernatural effect gets in the way. Nature's Harvest does not harm the plant.

Upgrade: Ascending

Cost: +1 Wisp

The plant grows under the Princess's touch, even if it began as a mere seed; it achieves up to (activation successes) or its natural maximum in Size, whichever is lower, over the same number of minutes, and produces the expected harvest in the process. (The plant's growth will generally be limited by available soil for its root system.) Once the Charm is complete, the newly-grown plant remains a normal plant of its species (although it's advisable to water it well if one wants to keep it around).

Upgrade: Miraculous (Legno ••)

Prerequisite: Ascending

The plant no longer requires adequate soil, sunlight, or anything else as long as there's enough room for its base to be planted in the earth. However, the Charm's magic will only sustain the plant for (Legno) minutes after its growth is complete – if it doesn't have enough water and room to grow, it obviously won't last long.

Upgrade: Transfigured (Legno •••)

Requires Ascending

Cost: +2 Wisps

At the Princess's discretion, the plant produces any crop she needs regardless of its actual species. She can grow oranges from an apple tree, apples from a pine tree, or roses from a barrel cactus if she chooses. A single activation produces a harvest of just one species of plant.

Shape Earth (Shape •, Terra •)

Action: Instant, Strength + Crafts

Cost: 1 Wisp

Duration: 1 scene

In the Princess' hands, dirt and stone become as malleable as clay. She may manipulate rock or hard-packed earth (but not man-made rocklike materials like asphalt or concrete) with her hands as if it had the consistency of modeling clay, and as soon as she lets go of it it will retain its shape and regain its normal hardness. To sculpt a complex shape from the stone, the Princess rolls Dexterity + Crafts.

On an exceptional success on the activation roll, the Princess adds her Terra to the rolls to shape rock.

Upgrade: Artificial

The Princess may reshape man-made minerals, such as asphalt, concrete and glass.

Upgrade: Metallic (Terra ••)

Cost: +1 Wisp

The Princess may reshape metals as easily as earth and rock.

Corrosive Grasp (Shape •, Tempesta •)

Action: Instant, Dexterity + Brawl

Cost: 1 Wisp, 1 resistant bashing damage

Duration: 1 scene

The index finger of a single hand (the Princess' choice) secretes a powerful, sharp-smelling acid until the Charm ends.

Dramatic Failure: The acid only burns the Princess' hand. She takes a -3 penalty to any action which uses that hand until the damage heals.

Failure: Although the Princess' hand may smell vaguely vinegary for a while, the acid isn't concentrated enough or has too high a pH to have an effect.

Success: The acid can be used to get an equipment bonus of the activation successes for any action where it is appropriate. For example, in an interrogation, the ability to scar with acid can be used to get a bonus to Intimidate, while when opening a lock, the ability to dissolve the hinges gives a bonus to Larceny. If the Princess attacks this is treated as a damage 0 weapon, but it will do Lethal damage.

Exceptional Success: No additional bonus, beyond the extra successes.

Mirrored Item (Shape •, Specchio •)

Action: Instant, Wits + Larceny

Cost: 1 Wisp

Duration: 1 Scene

Manipulating a reflection is child's play for a Brat, and it shows, by spending a wisp a Princess of Mirrors may reach into any mirror and pull the reflection of an item of a size up to her Specchio.

This reflection works just like the original, guns fire, phones make calls, but there is one exception: The reflection is a mirror image of the original, text is reversed and the grip may be uncomfortable.

After the scene the reflection returns to its proper place inside mirrors. Until it does so the original object has no reflection.

Upgrade: Stored (Specchio • •)

Requires: Miss Poppins Bottomless Bag

A reflection is not always be needed immediately but later instead. To make this possible a Princess that knows Miss Poppins Bottomless Bag may pull a reflection into her bag instead of using it right now. This item suffers the same limitations as any normal stored item. Reflections in the bag do not expire until they are pulled out, at which point they are considered the same as a reflection that has just been pulled from a mirror. A reflection may not be put back into the bag after having been removed from it and it may also not have been used prior to being put into the bag.

Infinite Item Works (Shape ••)

Prerequisite: Miss Poppin's Bottomless bag.

Action: Instant, unrolled

Cost: 1 wisps

Duration: 1 scene

The Princess can create magical simulacrum of items by pulling them from her bottomless bag at will. To do so she must first acquire a stock of ten roughly similar items such as a pile of chocolate bars, which may be of different brands or flavours, and places them into her bottomless bag. Then, by spending a wisp she creates a magical duplicate of each item. So long as she has Wisps to spend she can do this infinitely. Removing the magical duplicates from the bag works like normal, save that the Princess always chooses randomly between the copies currently in the bag, and this charm creates it's own compartment so neither the seed items or their duplicates count towards the item limits for Miss Poppin's Bottomless Bag.

The duplicated items must have an Availability rating of one. This limit increases by one dot at Inner Light three, six and nine. They are magical constructs and fade away at the end of the scene whether or not they have been used.

Miss Poppins' Bottomless Bag (Shape ••)

Action: Instant, unrolled

Cost: 1 wisp

Duration: 1 scene

Upon purchasing this Charm, the Princess adds a securely fastened bag or pouch of some kind to her Regalia. Activating the Charm unlocks the bag for a scene, after which it can be used freely. The Princess may store any number of items in the bag indefinitely, as long as each item is small enough to fit through the opening, and is light enough for her to lift without help. The Size of an object being stored or removed cannot exceed half the Princess' Inner Light (rounded up), unless she applies an Invocation when she unlocks the bag. If she applies an Invocation, she can store objects of Size up to her dots in the Invocation; the objects are the Charm's targets, so to apply an Invocation at no cost, all the objects stored or removed must be costless targets for that Invocation.

Putting an object in the bag is an instant unrolled action. Taking an object out is also an instant action, and succeeds automatically as long as the number of items in the bag is less than Inner Light + Larceny. If the number equals or exceeds this limit, the Princess must roll Wits + Larceny to find the right item in among the clutter; she takes a penalty on this roll of -1 for each item in the bag over Inner Light + Larceny.

Dramatic failure: The Princess finds nothing in the bag, and is so occupied with searching that she loses her Defense for 1 turn.

Failure: The Princess pulls out the wrong item.

Success: The Princess takes out the item she wanted.

Exceptional success: The Princess finds the item immediately; she removes it as a reflexive action.

Items that are put into the bag are safe from harm and protected from loss, as they are bound to the Princess rather than the bag itself. However, they aren't held in stasis; food will spoil if kept long enough. Moreover, while the bag is closed air can't get into it, so anything living will suffocate if trapped inside when the bag locks. Should the Princess herself die all items in the bag are lost. With the appropriate supernatural power it is possible to steal from a Princesses bag, but doing so requires a Clash of Wills.

Upgrade: Enlarged

Stacks, up to 4

Add Inner Light again to the maximum number of items that can be put into the bag safely.

Upgrade: Deepened

Stacks, up to 2

Add 1 to the maximum Size of the items that can be put into the bag.

Upgrade: Stretched

Cost: +1 Willpower

The Princess can stuff a very large object into her bag. Double the maximum Size of items the bag can normally hold; the Princess can put one object up to that Size into the bag at a time. As long as that object is in the bag, the Princess can't put anything more into it, or take anything else out - the large object must come out first. If the bag locks before she takes the large object out, the Princess must apply Stretched again to remove it.

Upgrade: Lightened

Cost: +1 Wisp

The Princess can lift extremely heavy objects, for just long enough to drop them into her bag or pull them out. Add the Princess' Inner Light to her Strength when checking whether an object being stored or retrieved is too heavy for her to move.

Upgrade: Conjured (Aria ••)

The Princess can pull things kept in the bag out of thin air. When she applies Aria to take something from the bag, it appears in her hand as a reflexive action, ready to be used in the same turn. The object so taken returns to the bag again just before the start of the next turn. (This allows weapons that give a bonus to Defence to do so even after they've been used to attack.)

Upgrade: Ordered (Acqua ••)

The Princess arranges the contents of her bag in careful order. She may choose a number of objects in the bag up to her Acqua; when she applies Acqua to take those objects from the bag, she finds and withdraws them without a roll, no matter how many other things are stored inside. She may rearrange the objects within the bag, putting a different set on top, as with a few minutes as an unrolled action.

Ghostly Hand (Shape ••)

Action: Instant, Dexterity + Athletics

Cost: 1 Wisp

Duration: concentration

The Princess shapes a Wisp into an immaterial hand which can grasp things and move them around but not use them. It's form may be anything from a floating glove to a nebulous magical glow but it will be visible. The hand has a Strength equal to the activation successes, to a maximum of the Princess' transformed Strength; it forms around an object within sight, and can lift or move it if it has enough Strength. Its Speed, when moving a light object, equals the Princess'. It can drop an object to pick up another close to it, but it cannot move more than one thing at a time.

Upgrade: Dextrous

The hand can now manipulate what it grasps. The Princess may distribute successes to the hand's Dexterity, to a maximum of her own transformed Dexterity. She may apply her Skills to perform tasks through the hand, but takes a -2 penalty on all rolls.

Upgrade: Forceful

Cost: +1 Wisp

The hand can exert a strong, momentary force, lifting objects too heavy for its sustained strength. Its Stamina for this purpose equals the Princess' Inner Light.

Upgrade: Free

Requires: Dextrous

Cost: +1 Willpower

Duration: 1 scene

The hand moves and acts without the Princess constantly steering it; she has only to give it directions. She may perform other actions while the hand manipulates objects. Because her attention is divided, all her actions take a -2 penalty, and in any turn she acts the hand cannot borrow her skills – its Skill for any action becomes 0.

Upgrade: Touch of Air (Aria • •)

The Princess forms a hand out of air itself, it is completely invisible unless you can see magic itself.

Tool Whispering (Shape ••)

Action: Instant and resisted

Dice pool: Wits + appropriate Skill - object's Size/2

Cost: 1 Wisp

Duration: concentration

The tools of a Princess' craft are so eager to serve her desires that she may operate them from afar. The Princess uses this Charm on a single object that she can see; the Skill she uses to activate it is the one used normally to operate that object (e.g. Computer for electronics, Drive for a vehicle, Firearms for guns, and so on.)

Dramatic Failure: The Princess' occult force mishandles the targeted object and breaks it. Remove 1 point of the object's Structure.

Failure: The object remains inert.

Success: The object animates, responding to the Princess' will. As long as the Princess concentrates, she may take mundane actions that manipulate the object's internal mechanisms - pushing buttons, flipping switches, turning knobs, and so forth. She cannot pick the object up, or directly move it from its location; actions which require that fail automatically. Thus, the scope of possible actions depends on the complexity of the target object. A simple tool with no moving parts can't do anything; a gun can be made to unlatch its clip, or to fire, but can't be aimed; a car can be made to start its engine and drive itself; a computer can be operated almost normally, except for plugging in cables and peripherals. The Princess cannot control the object if she loses sight of it, and the Charm ends when she stops controlling the object. If someone else is using the object at the same time the Princess controls it, that starts a Clash of Wills; a mundane operator uses the same dicepool for the Clash as he does for operating the device.

Exceptional Success: The Princess controls her tool with great skill. Her mundane actions to control it gain a +2 bonus.

Upgrade: Charged

Cost: +1 Wisp

The modern world runs on electricity, but when that's lacking, the Princess can create a few sparks to get it moving. When the targeted object is a machine powered by electricity, the Princess may turn

an extra Wisp into the power it requires, so it will run with a dead battery or while unplugged during the Charm's duration. However, a dramatic failure when activating the Charm overloads its circuits - remove points of Structure equal to the Princess' Inner Light.

Upgrade: Dancing

Cost: +1 Willpower

Duration: 1 scene

The targeted object, once animated, will carry out the Princess' wishes without her conscious attention. The Charm does not end if the Princess stops concentrating on the object; during any turn when the Princess does not control it, the object repeats whatever action she most recently used it for. The object can't adapt to changed circumstances, and will continue mindlessly repeating itself until the Princess controls it again or the Charm ends.

Upgrade: Thinking (Acqua • •)

Requires Dancing

When the Princess releases her concentration, in addition to providing the object with further instructions she may grant it a measure of adaptability. For each dot of Acqua she may instruct the object to react to one condition, altering its behavior in response. For conditions that require senses to recognize, the object has a Perception dice pool equal to the Charm's activation successes.

Upgrade: Free (Aria • •) The Princess may set her will not on a solid machine, but on the air that surrounds her. Until the Charm ends, she can manipulate any object that she can see, as long as operating that object is covered by the Skill she used to activate the Charm. The Princess cannot manipulate more than one object at a time; when she moves to a second object, the first is no longer animated.

Royal Roads (Shape ••)

Action: Instant, Dexterity + Crafts

Cost: 2 Wisps

Duration: 1 scene

The Princess crafts a path from herself to her destination. She may target anywhere that can be reached in Inner Light * 10 yards of construction without penalty, every additional ten yards applies a -1 penalty.

Dramatic Failure: The Princess tangles herself up and cannot move until she succeeds on a roll with the same dicepool as she activated this charm with, each turn she gains a cumulative +1 bonus to escape.

Failure: No road is formed.

Success: The Princess creates a path to her destination. This path will be as straight as possible, barring intervening obstacles. If this path would be too steep to walk the Princess creates a ladder instead. The road is wide enough for a single person to walk or run comfortably.

Exceptional Success: Anyone travelling on the road gets +2 to speed and +1 to Athletics rolls as the magic beneath their feet propels them onwards.

Upgrade: Winter's Way (Acqua • • •)

Touching water the Princess freezes a path of ice. Winters Way can only be used to create flat paths across water but it allows for longer and wider paths. The maximum length doubles and the width increases to four meters. Though only the thinnest layer of ice it is magically reinforced and can carry even heavy traffic. Unless the Princess applies Skater's Paradise her magical ice will be steady beneath the feet and creates no Tilt.

Upgrade: Skater's Paradise (Acqua • • •)

Cost: +1 Wisp

The Princess may apply the Ice tilt to any path created by Royal Roads.

Hedge Magic (Shape ••, Legno •)

Action: Instant, Stamina + Survival

Cost: 1 Wisp

Duration: 1 scene

A dense thicket springs up somewhere in sight, forming a six foot high wall. The hedge-wall has a Structure of 3x the activation successes and 0 Durability however it can only be damaged by appropriate tools. Bullets won't do much. The length of the Hedge is Legno x5 Yards. When the Charm expires, the thicket wilts, losing all its Structure.

Upgrade: Thorny

The hedge is covered in vicious thorns. Anyone who is thrown onto the hedge takes Bashing damage. Roll the Princess' Legno. If they try to climb the hedge they take the same damage every turn of climbing.

Darkling's Treasure (Shape ••, Lacrima •)

Action: Instant, Manipulation + Occult

Cost: 1 Wisp, Compromise at Belief 8+ with a +1 modifier

Duration: 1 scene

By brushing her hand across an object, the Princess makes it deeply attractive to the servants of the Darkness. She may apply the Dark Lure condition to any object, except the Focus of a Tainted Place. The Lure's radius is equal to the activation successes x 100 yards.

Upgrade: Trapped (Lacrima • •)

When the Princess applies the Dark Lure modifier she may add the destructive modifier.

Touch of Frost (Shape ••, Acqua •)

Action: Instant and resisted, Dexterity + Crafts - target's Defense

Cost: 1 Wisp

Duration: 1 scene

With a touch the Princess freezes an inanimate object in place.

Dramatic Failure: The Princess freezes herself, not what she touches; she suffers from the effect of an ordinary success, at a level equal to her Acqua.

Failure: The target is chilled briefly, but suffers no impediment from it.

Success: The target's temperature immediately drops below freezing. A solid object is encased in a thin layer of ice, and any attempt to use it during the current scene is penalized by the activation successes (maximum of -5, again) as the user's hands slip off it, though this effect is not magical and can be countered. Objects with buttons may be entirely inoperable.

Exceptional Success: A targeted object is damaged if the Princess' Acqua exceeds its Durability - warping from the sudden chill removes 1 point of Structure.

Made to Order (Shape ...)

Action: Extended , Dexterity + Crafts (1 turn/roll, threshold = object's Availability rating)

Cost: 2 Wisps

Duration: 1 scene

The Princess crafts a useful tool from whatever material is at hand. Once she has reached the required successes she may continue rolling to add successes to the equipment bonus (with a maximum of +5). She can make anything that a skilled craftsman, such as a blacksmith, could create without power tools. Afterwards it functions as a mundane tool, the items created by this charm are not particularly well suited for combat, their primary function cannot be a weapon and they always suffer from the improvised weapons penalty.

Upgrade: Grown to Order (Legno • •)

Duration: Lasting

With a seed in her hand the Princess compels it to grow, in mere seconds, into a suitable tool. The result must be made completely from wood but in exchange it will last permanently, unless it breaks.

Upgrade: Ice Sculptures (Acqua • •)

The Princess is freed from chains of logistics, she can craft tools from the very moisture in the air instead of any convenient nearby materials or the contents of her backpack. This costs an extra wisp unless there is dense fog or water nearby.

Upgrade: Armoury (Tempesta • •)

The Princess can create weapons as easily as any peaceful tool. She is still limited to what an expert can create with their hands, but even guns were hand-made once.

Diamonds are Forever (Shape ..., Terra ...)

Action: Instant

Dice pool: Dexterity + Crafts - target's availability

Cost: 2 Wisps, 1 Willpower

Duration: indefinite

A Princess of Hearts can always find a noble gift. The Princess can transmute the substance of small objects into minerals of her choice - earth, sand, rock, even precious stones. The penalty to her dice pool equals the Availability of the object after the Charm takes effect; it's much harder to turn things into jade than granite. The Charm's target must be an inanimate object of Size 1 or less, made of a nearly homogeneous material, that the Princess is holding in her hands.

Dramatic Failure: The object explodes into jagged shards. The Princess takes 1 lethal damage from fragments in her hands.

Failure: The object is unchanged

Success: The object is transmuted into the desired mineral.

Exceptional Success: The object is transmuted into a perfect example of the desired mineral. If the mineral is valuable, the Availability of the object's final form is one dot higher.

Heart of the Flames (Shape ..., Fuoco ..)

Action: Instance, Strength + Survival (1 turn/roll)

Cost: 2 Wisps/roll

Duration: concentration

The Princess takes control of a body of fire within sight, making directing it as she wills. The Charm controls all fire within a cubic area where each side equals the activation successes in yards. This may be a subsection of a larger fire, you don't need to control an entire forest fire if your goal is to hold back the closest flames. The Princess may push her controlled fire in any direction she wishes, but it can only travel along a solid surface. She may also shape it into complex shapes by rolling Dexterity + Crafts. However it is still fire, making a fire walk out of the hearth in the shape of a lion is a neat party trick, but if you walk it past something flammable the fire will spread.

If the Princess wishes to extinguish the fire she may shrink it by one Size point per turn.

Upgrade: Free (Fuoco ••••)

Cost: +1 Willpower

Duration: 1 scene

The Princess can release the fire, do other things, and take control of it again. In any turn she is not shaping the fire it will continue to burn and consume it's fuel but it will not spread. It can, however, ignite anything placed inside it. If the fire runs out of fuel it will fade away.

My Home is My Castle (Shape ...)

Action: Extended, 30 minute/roll, threshold = Sanctuary Size + shield's Structure (choose before rolling)

Dice pool: Resolve + Crafts

Cost: 2 Wisps, 1 Willpower

Duration: Indefinite

The Princess enchants a Consecrated place, creating an enormous invisible dome of magic around it, the borders of this magical shield adhere to the edges of the consecrated ground. When any ranged attack, magical or mundane, attempts to cross the dome it instantly solidifies becoming both visible and impenetrable. For the remainder of the scene the barrier is essentially a solid transparent object. It has a structure equal to the Charm's Activation Successes - Sanctuary Size and a Durability equal to the Princess' Inner Light or any applied Invocation, whichever is higher. At the end of the scene where the barrier blocks an attack the Charm ends, unless the Princess spends a Wisp and a Willpower point to extend the duration for an additional scene.

Any attack which penetrates the barrier will leave physical gaps, as though the barrier was a solid object. Attackers may use aimed shots to shoot through holes left by a successful attack or attempt to create an opening through which attackers can enter. Security minded Princesses make sure to choose defensible locations, because even a powerful Princess is unlikely to create a barrier that can stand up to a truck being driven into it at speed. Most Princesses just throw barriers around their family home because they don't get to choose where their loved ones will live.

Until the barrier blocks an attack anyone may pass through. Once the barrier solidifies only the Princess herself may pass through the barrier and she does so as though it was not there. She may also shoot through the barrier using Levinbolt or other magic, however if the Princess uses a mundane gun the barrier will not recognise the bullets as the the Princess'.

Upgrade: Garrisoned

Modify the roll by Commonality

The Princess names an organisation when she activates the Charm, and applies the Commonalty modifier for that organisation. Members of the organisation can pass through the barrier as though they were the Princess herself and may shoot through the shield with Levinbolt. Moreover, if any of these members has a pool of Wisps, he can spend Wisps to sustain the dome just as the Princess can. Beacons may use a point of Willpower in place of a Wisp.

Drawback: Unless the Princess is a member of the organisation she loses all privileges of access and is treated as no better than a stranger by the shield.

Upgrade: Barricades (Fuoco ••••)

The time per roll decreases to one minute.

Drawback: The duration also decreases to 1 scene.

Upgrade: Forward Base (Tempesta • •)

Cost: +1 Aggravated Damage

The time per roll decreases to one minute and the Charm no longer requires consecrated ground to function. The Princess names whichever border she wishes.

Drawback: The duration also decreases to 1 scene.

Upgrade: Queen's Protection (Lacrima •)

The Court of Tears will do anything to protect what they love, and the Ravens are among the best defenders in the Nobility. When calculating the durability of the barrier, double the Princess' Lacrima up to a maximum of 10.

Upgrade: Rebuilding (Legno • • •)

When the barrier is destroyed the foundations remain and begin creating a fresh shield. They begin immediately after the barrier falls, either due to taking too much Structural damage or due to a scene ending. After approximately 24 hours the new shield is ready to go.

Strength of the Tides (Shape •••, Acqua ••)

Action: Extended, Resolve + Athletics (1 turn/roll)

Cost: 2 Wisps/roll

Duration: concentration

The Princess takes control of a body of water within sight, making it flow and push as she wills. The Charm controls a circular area of water of the activation successes in yards, to a depth of 1 yard; left in that shape, it lifts and moves everything inside it with a Strength of 1. The Princess may gather the water into a taller mass of smaller radius to concentrate its power; each halving of the radius quadruples the water's depth or height, and adds 1 to its Strength. She may also move the water in a wave or spout, carrying along whatever floats in it; the water's top Speed is 8 if moved this way. The Charm does not create water – if the Princess gets more successes than she needs to control all the water available, the extra successes have no effect.

Upgrade: Violent (Acqua • • •)

The water becomes violently agitated, creating smashing waves and sucking undertows that batter anything caught within it. Each turn, the Princess may choose to inflict bashing damage equal to the water's current Strength on everything in or floating on the water.

Upgrade: Free (Acqua • • • •)

Cost: +1 Willpower

Duration: 1 scene

The Princess can release the water, do other things, and take control of it again. In any turn she is not shaping the water, it flows to its natural level, dropping anything it was lifting that doesn't float.

Mist's Protection (Shape •••, Aria ••)

Action: Instant, Manipulation + Stealth

Cost: 2 Wisps

Duration: successes in turns

The Princess summons a thick fog that conceals her presence. An area with a radius equal to (10 x Inner Light) yards, centered on her, gains the Mist Tilt. This persists for at least as long as the Charm. In strong sunlight or moderate wind the cloud disperses when the Charm ends; in calm, cloudy weather, it may last as long as the Storyteller wishes.

Burrow (Shape ●●, Terra ●)

Requires: Shape Earth

Action: Extended, Stamina + Crafts (5 minutes/roll)

Cost: 1 Wisp/roll

Duration: Lasting

Using her hands alone, the Princess digs a tunnel through earth, stone, or similar materials such as concrete or asphalt. Each activation success allows the Princess to shape or remove around 30 cubic feet of dirt or 15 cubic feet of stone in any arrangement she desires (though she must be able to touch the earth to move it, so the tunnel made should be at least wide enough to accommodate her.) The tunnel is permanent, but depending on its size and shape the Storyteller may call for a Wits + Science roll to see if Princess ensured it was structurally sound; if this roll fails, the tunnel will collapse after an hour or so.

Shelter Sweet Shelter (Shape ●●●)

Action: Strength, Intelligence + Crafts (15 minutes/roll, threshold = 15)

Cost: 2 Wisps

Duration: until sunrise

The Princess creates a small building, no larger than sixteen feet by sixteen feet. Her structure is well made and will protect her from any reasonable amount of rain or cold but not from extreme weather such as a hurricane or even a normal day in a harsh desert. Against physical danger the walls have a durability of five and the doors will not open to anyone but the Princess and her invited guests.

The drawback is that these buildings tend to be exceptionally noticeable, by default they follow a similar theme to the Princess' Regalia but after applying an Invocation it will instead follow the appropriate Queen's style:

- **Acqua:** Art deco made from ice, crystal or glass.
- **Aria:** Straight out of Arabian Nights in gentle blues and greens.
- **Fuoco:** Ancient Inca with lots of gold.
- **Legno:** Brightly patterned tents on a living wooden frame.
- **Terra:** Gothic made from red granite and shining marble.
- **Lacrima:** Pagodas adorned with funerary flags.
- **Tempestra:** Steel military fortress.
- **Specchio:** A fairytale palace covered with statues of the Princess.

The Princess may build a more humble abode at a -3 penalty (though this breaks Specchio's Ban).

Upgrade: Forest Lodge (Legno ●)

The Princess enchants her palace to protect against the environment of the Earth. No animal will attempt to enter her home uninvited, a good way to keep those pesky mosquitoes out. Supernatural animals are unaffected while animals under a supernatural compulsion that compels them to enter trigger a Clash of Wills roll between the Princess and their controller.

This upgrade also duplicates the benefits of every other upgrade.

Upgrade: Summer Palace (Fuoco ●●)

The Princess enchants her palace to protect against the fiercest heat. It wouldn't do much good on Venus but it's good enough for just about anywhere on Earth. While inside the temperature will remain at 25 degrees or lower.

Upgrade: Winter Palace (Acqua • •)

The Princess enchants her palace to protect against the fiercest cold. It wouldn't do much good on Pluto but it's good enough for just about anywhere on Earth. While inside the temperature will remain at 20 degrees or higher. In addition the shelter never takes damage from a mundane blizzard and neither snow nor water will enter unless carried in.

Breath of Boreas (Shape •••, Acqua •••)

Action: Extended, Intelligence + Science + weather modifier (5 minute/roll, threshold = 5)

Cost: 3 Wisps

Duration: 1 or more scenes

The North Wind blows and winter comes at the Princess' call. When she reaches the threshold, clouds come from the north and cover the sky in a 1 mile radius centred on the Princess, creating the Heavy Rain tilt [GMC 209]. The storm lasts for the rest of the current scene. The Princess is not protected from the weather she has summoned (not, at least, by this Charm.)

Furthermore, for every 3 successes the Princess accumulates over the threshold, she can tune the weather further to her liking, adding one of the following effects.

- **Biting:** The North Wind brings forth the winter. The Extreme Cold Tilt [GMC 210] applies throughout the affected area with a -1 penalty or the existing penalty increases by -1 to a minimum of -5.
- **Hailstones:** Ice begins to fall from the sky. The Hailstones Tilt applies throughout the affected area.
- **Icy:** Freezing rain falls in the area, coating all surfaces in ice. The Ice Tilt [GMC 210] applies throughout the affected area.
- **Snowing:** Snow falls in great quantities, imposing the Blizzard Tilt [GMC 208] throughout the affected area.
- **Duration:** The weather, and the tilts it creates, last for another scene.

Current weather conditions modify the activation roll: cold extreme environment (+ level), other extreme environment (- level), already Raining (+3), thick clouds (+1), clear sky (-1), drought (-3). The Charm cannot be used more than once a day in a single area.

Upgrade: Loyal (Acqua • • • •) The Charm encloses the Princess in a bubble of warm air, protecting her from the cold she has invoked. The Princess takes no penalties or damage from the extreme environment, and if she wishes she can suppress any or all Tilts imposed by the Charm within a radius of Inner Light yards of herself, or reimpose them, as an instant action. Each Tilt can be suppressed or released independently.

Bring Down The Sky (Shape •••, Aria •••)

Action: Extended, Strength + Science(threshold = 5, 1 turn/roll)

Cost: 3 Wisps

Duration: 1 scene

The Princess raises her hands to the sky and summons the wrath of a storm. Once she reaches the threshold, the sky fills with dark clouds and winds start to blow in a radius of 1 mile, building in seconds to a gale (the Heavy Winds Tilt [GMC 209]) that lasts until the Charm ends.

Furthermore, for every 3 successes the Princess accumulates over the threshold, she can apply one of the following effects. She may wait to choose which effects to apply until the turn she needs one.

- Heavy Winds: The winds grow even stronger, increasing level of the Heavy Winds Tilt [GMC 209] by one to a maximum of three
- Lightning: As an instant action, the Princess rolls her activation dice pool; a bolt of lightning strikes one target within sight, doing 1 lethal damage for each success. General armor reduces this damage.
- Duration: The Charm, and the Tilts it creates, last for another scene.

Current weather conditions modify the activation roll: already windy (+3), thick clouds (+1), clear sky (-1), or calm (-3). The Charm cannot be used more than once a day in a single area.

Upgrade: Uplifting (Aria ••••)

The storm guides itself to help the Princess who summoned it. High winds do not penalize her actions, and hailstones do not strike her if she calls them to the place she stands. Moreover, she can apply accumulated successes for another effect:

- Speed - the storm winds always blow at the Princess' back, carrying her more swiftly to her destination. The Princess adds +1 to her Speed and Initiative until the Charm ends. She can apply this effect a maximum of 3 times.

Sacred Grove (Shape •••, Legno •••)

Action: Extended, Presence + Crafts (1 hour/roll)

Cost: 2 Wisps/roll, 1 Willpower

Duration: 2 + Inner Light days

The Princess cultivates an area into a calm, tranquil garden that bolsters the abilities of herself and her allies. She takes the appropriate supplies (ie, plants, seeds, soil, water, etc.) and augments them with her magic to create a grove that instills peace, confidence, and competence. The garden may have any appearance, though most Princesses who take this Charm follow the lead of Bonnie Getsuei and make serene Japanese-style gardens, with cherry blossoms constantly floating through the air.

Apply the Sacred Grove to Condition to the area, allocate blessings as you desire. Each activation success may be allocated to one of the following benefits, which apply to anyone within the garden:

- +1 on rolls with a specific Skill (to a max of +3).
- +1 Defense (to a max of +3).
- +1 to meditation rolls.
- +1 to social rolls to resolve differences peacefully.
- +1 to Resistance Attributes when resisting or opposing supernatural effects.

The total number of successes allocated may not exceed 10. The area of the garden (measures in square feet) cannot exceed 50x Inner Light square feet. The physical garden remains after the Charm ends, though the supernatural effects lapse, and the Princess may use the Charm again to re-create the garden's calming qualities. However, the Charm cannot be used on a garden already under its effects, or on any part of such a garden.

Upgrade: Tranquil (Legno •••••)

The garden may be arranged to soothe disturbed minds and prick consciences. When cultivating it, the Princess may allocate up to two successes to preserve anyone in the garden from internal torment. For the purposes of Conditions that depend on Belief, Integrity or equivalents (such as Madness), treat Belief or it's equivalent as though it were one higher for each success.

She may also allocate 2 successes to give +1 to Breaking Point or Compromise rolls made by people who have spent at least one hour in the garden within the past 48 hours.

Finally, she may allocate 2 successes to give anyone who sleeps in the garden 1 additional Willpower point, on top of the point regained normally through rest.

Earthquake (Shape •••, Terra •••)

Action: Instant and contested, Strength + Brawl vs. Dexterity + Composure

Cost: 2 Wisps

Duration: 1 scene

The Princess claps her hands, then touches them to the ground, and the earth buckles and shakes, pitching wildly and throwing her enemies off-balance. She applies the Earthquake tilt to a circular area with radius equal to the activation successes in yards.

The Charm cannot be used if the Princess is above ground level. If she is underground the earthquake will be exceptionally potent, though it may simply cause a cave in destroying everything and potentially killing everyone nearby.

Upgrade: Sheltering (Terra ••••)

People the Princess chooses, up to her Inner Light, are not affected by the Tilt. Their balance is enhanced and falling rocks avoid them. This protective magic is powerful but limited, if the Princess completely destroys the area she is in or it is otherwise implausible for somebody to be unaffected she cannot protect them.

Enduring Beauty (Shape •••, Specchio •••)

Action: Extended, Dexterity + Larceny (1 minute/roll, threshold = target's Stamina + supernatural advantage + dots in the Striking Looks Merit)

Cost: 2 Wisps, 1 Willpower

Duration: Lasting

Beauty is the only true constant in the world, the Queen of Mirrors knows. Not personal beauty, for that can fade and die, but the beauty that comes from righteousness and enduring strength. It is the calculus of rule that inspires her to take beauty from fools who might waste it. The Enlightened learns to peel the beauty from others, and craft it into valuable gems. These gems also have metaphysical potency, and can be used to enhance magic. This Charm must be used against a target who is asleep, or otherwise incapacitated or restrained.

Dramatic Failure: The noble can only mar her own beauty. She inflicts 3 points of aggravated damage, as the beauty peels away from her flesh, and furthermore suffers the "Ugly" Condition until all of this damage has healed.

Failure: She cannot properly get her fingers under the flesh, and inflicts a point of Bashing damage on the target, who if they are asleep can roll Wits + Stamina to wake. If she has not got the necessary number of successes by the time the roll has ended, the target wakes automatically, and the Princess suffers a point of Lethal damage, as her fingers wear away.

Success: Successes are gained. The target suffers a point of Bashing damage, and if they are asleep, may roll Wits + Stamina, at a -3 penalty to wake. Incapacitated or restrained targets have no such defence.

Exceptional Success: If 5 successes are gained in a single roll, the target does not take damage, and does not get a roll to wake. If five successes are gained over the target number, the Princess is feeling generous, and can leave a residual of beauty to the target; they do not gain the Ugly Condition, unless they had no dots in the Striking Looks merit to begin with. There's no helping some people.

If the required number of successes are attained, the princess peels the metaphysical beauty away from the face of her target, which comes away like a thin layer of skin, which then coalesces into a gem. If the target had no dots in the Striking Looks merit, it is a cheap stone, dull and lacking lustre, worth Resources 1. If they had Striking Looks 1, it is attractive and valuable, a moderate value sapphire, emerald or ruby (frequently matching the colour of their eyes) worth Resources 3. If the Princess is lucky enough to find someone with Striking Looks 2, it is a diamond almost without compare, worth Resources 5. An individual targeted with this Charm loses all dots in the Striking Looks merit, if they had any, and gains the Ugly Condition. The effects on appearance are not obviously magical; even the

most beautiful target is recognisable themselves after this is used, merely... lacking the gleam of beauty they once had.

The gems produced are metaphysically potent. When holding one in her hand, the Princess may, reflexively, cause it to crumble to dust, destroying it utterly. It adds a number of Successes equal to its resources value to any one roll of hers which are in line with the Specchio Invocation. The Princess who uses the gem need not be the Princess who created it. In addition, if taken to Alhambra, the followers of the Queen of Tears convert them into lantern fuel. If the gem is returned to the person it was stolen to, it need only be pressed against their forehead to restore their former beauty.

Unless used on a consenting target, this is Inflicted Major Hardship on Another, and so is a Belief Compromise. Apply a -1 penalty. Knowingly using a gem created by Enduring Beauty without evidence that it was created consensually can also be a Compromise, there is no penalty to the roll.

Through the Looking Glass (Shape, Specchio)

Action: Instant, Dexterity + Occult

Cost: 3 Wisps, 1 Willpower

Duration: Indefinite

The Princess can enter the world behind any Mirror. Inside she will find a perfect reflection of everything the Mirror can see. This does mean that any text is backwards and climbing into a funhouse mirror is... weird. One thing worth noting about objects inside a mirror - including the counterpart of the mirror itself - is that they are entirely immovable and indestructible: the only way to affect them is to affect the real object they are reflections off. Real items the Princess brings with her behave as normal. Any person or item she brings into the mirror world will cast an intangible reflection back into the real world.

Inside a mirror any area that cannot be seen by that mirror (from any angle) is nothing more than solid glass that stretches on for infinity, or until the next place visible from that mirror. By rolling Specchio (no Wisp cost, this glass counts as targeting a Mirror) the Princess may carve out one Size point of Material per Success. This creates a little hidey hole invisible from the outside world perfect for storing weapons, valuable Bequests or bringing boyfriends you don't want your mother to know about. These hidey holes last until the mirror is destroyed or moved, Once either occurs nothing, not even returning the mirror to it's original spot can recover any stored items. No one knows what happens to a person lost this way but it probably isn't pretty.

While inside the mirror any area that usually can be seen by that mirror but cannot due to circumstance, say someone's thrown a blanket over the mirror in the real world, is covered by pure darkness (no relation to the Outer Dark) that numbs all five senses. This however is not any more dangerous than normal sensory deprivation and some Princesses even make use of it for such.

Two mirrors reflecting the same area will lead to the same mirror world, though parts of it may well be separated by walls of glass. This world would be safe until the last mirror is removed. However two mirrors set up to reflect each other can be quite dangerous. While inside the mirror world you can use the second mirror to recursively enter a second mirror world. Some Princesses use sequences of mirrors as elaborate "passwords" but the risk of being lost forever in an ever deeper chain of worlds means most stay far away.

Exiting the mirror world requires using this Charm a second time. Any Princes who knows this Charm can also escape by simply jumping through the mirror. Knowing the Charm permanently gives a Princess the ability to bypass the usual indestructibility of reflected objects for this one purpose. Of course, this has all the usual effects of jumping through glass.

Upgrade: Secure

By spending 1 Wisp a Princess can fix a mirror in place. It gains Durability equal to her Specchio against both damage and any attempt to move it requires Specchio successes on a Strength + Athletics roll. This Upgrade is meant to provide security for a Princess' use of a mirror world, using indestructible mirrors as defensive positions should not be permitted. Charms do depend upon the emotions that invoke them.

This durability does not apply to deliberate attempts to smash (say, by jumping through) the mirror by the princess herself, it does however cover accidents.

Upgrade: Leading

With this Upgrade the Princess can now lead others through Mirrors. Each extra person or five Size points of equipment costs an additional Wisp.

The Princess does not have to go first. It is acceptable to push someone through with the intent of trapping them.

Stone Servitor (Shape, Terra ...)

Action: Extended, Presence + Crafts - Durability (1 minute/roll, threshold = 10)

Cost: 3 Wisps, 1 Willpower

Duration: 1 scene

More than any other Court the Princesses of Hearts wish to become leaders, and just sometimes when they have no followers they can create their own from the Earth itself. Performing this Charm requires eight size points worth of stone or Earth and the target material's Durability is subtracted from the roll, normally the bare soil beneath her feat will be sufficient (it's certainly easier and less destructive than animating a building's wall).

When the Princess reaches the Threshold make one final roll to determine the servitor's attributes. If this roll scores no Successes the Servitor is still created, but weaker.

As a mindless being Servitors use the same Power, Finesse and Resistance attributes as Ephemeral Beings. They do not however have Banes or Bans. Servitors begin with one dot in each attribute and the Princess may assign an additional Inner Lights + Successes dots to each attribute, up to her maximum Transformed Attribute rating as determined by Inner Light. In addition a Servitor's size is seven and it's speed is equal to Power (they're not very fast), however if they get up a head of steam they can really get going. A Servitor can sprint up to four times it's normal speed, but it can only accelerate or decelerate by it's speed every turn without running into a wall (and sometimes not even then).

Unlike many such magical constructs a Princess' Servitor is powered by emotions, beliefs and intent. As such it is very good at understanding it's instructions. For example if a Princess instructs it to build a wall it will understand exactly where the Princess wants the wall and how she wants it, at least as well as the Princess herself knows her own desire. If she tells it to put a box in the car the Servitor will understand she wants it to open the door first (whether it's fingers can gently open a door is another question). What a Servitor can't do is react to changing circumstances without the Princess giving it fresh instructions, if she asks it to dig a well it will dig straight through any historical artefacts it might uncover.

In battle servitor's are deadly, but slow and clumsy. For this reason their attack dicepool is Finesse alone, however their fists are treated as weapons with a Damage rating equal to Power, maximum of five. Regardless of their actual strength, being hit by a large mass of stone is dangerous and causes lethal damage. Servitor's also have Armour equal to half their Resistance (round down). Servitors act at the same initiative ranking as the Princess who created it. They are also vulnerable to being hijacked by magic, though if their creator is nearby she can defend her creation by initiating a Clash of Wills. If a Servitor is injured it can be healed by magic, the Charm Stitch will do it, but without magic it has no ability to heal.

A Princess may only ever have one servitor at a time.

Upgrade: Tireless Duty

Cost: +1 Willpower Dot

The Princess can create a Servitor that will last indefinitely, barring physical destruction. The drawback is that, in addition to the increased cost, the Princess cannot change it's instructions after it has been given it's first and only orders.

If the Princess changes her mind or the Servitor completes it's duty then she may regain her Willpower Dot (or her experience if she as already brought back her Willpower) by touching the Servitor and withdrawing her magic. Even if the Servitor is destroyed the Princess can recover her magic so long

as it's ruby heart is intact. The ruby heart has only one point of structure but a Durability equal to the Princess' Inner Light + Terra.

Queens

To say that the Queens are impressive is an understatement. The leaders of the Nobility are nothing short of demigods. Currently there is only one living Queen that a Princess is likely to meet face to face, and The Lady of Alhambra certainly does live up to expectations. She has demonstrated a life span of melenia and her personal magic is strong enough to keep her city safe deep within the heart of the darkness.

Becoming a Queen is not a core theme of Princess but it is a minor theme, one possibility among many, and it is entirely possible for the Queen of Tears to appear as a character in your game. So how does one become a Queen? What can her Royal Majesty accomplish with her magic?

Coronation

Becoming a Queen requires two things, an Inner Light of six or more and a people who follow you and love you as a leader. Specifically it requires at least a small country's worth of people who follow your leadership and an approval rating of around eighty percent to support one Queen. It goes without saying that the love and support of your people is by far the harder requirement.

When a Princess has both she begins to feel a connection to her people growing within her soul. The churning mass of public opinion echos within her, looking towards her for guidance. The Princess must discover for herself what it means to be a leader and a figure of adoration, and she must learn how to channel other people's Belief in her into magic just as she uses her own Beliefs. In practical terms she must decide on her philosophies, and she must construct a new Invocation from those philosophies (in all honesty, if she has come this far she probably knows her philosophies already, but creating an invocation from them requires a significant amount of magical experimentation).

When the Princess is ready she spends 12 exp to buy six dots in her own Invocation. The churning mass of her people's belief has been given direction, both in a mundane-political sense by her leadership and in a metaphysical sense by her Invocation. She is now a Queen.

Royal Magic

The power wielded by the Queens is the power of a leader, the power of a people united. A Queen's Charms are not much greater than a Princess' but they are far larger. Just as a Queen makes her nation greater through her rule, she makes it greater through her magic. A Queen can combine both Intimacy and Commonality, spreading her blessings across millions almost as easily as a Princess might bless a small intimate gathering. Simply by existing a Queen's Philosophies resonate through the souls of every man and woman who shares her values, becoming an Invocation.

On a personal level Queens benefit from some modest benefits. A Queen's maximum Attributes, Skills, and Invocations are increased by five, except for her own Invocation which may go up to fifteen. A Queen may also use her own Practical Magic and use Royal Charms. The increase in power between a five dot Charm and a Royal Charm is comparable to the increase between a four and a five dot Charm.

Sample Royal Charms

Boolean Magic (Royal Govern)

A personal favourite of The Lady of Clear Water. This Charm allows the Queen to create a free floating knot of magic that, if supplied with wisps, can run preprogrammed magical routines using boolean logic and if-then-else conditions, these conditions can depend upon information from the

ordinary five senses or the results of other Charms (including information gathered from Learn Charms).

Pocket Realm (Royal Shape)

By using similar principles to Miss Poppin's Bottomless Bag, but on a much vaster scale, a Queen can create her own private reality. A pocket realm is entirely empty save for what the queen brings herself, it doesn't even contain air. The realm's size depends on the successes rolled but has no upper limit, if the Queen wants more space she can simply invoke this Charm again to expand her realm.

Pocket Realm is one of the Royal Charms suspected to be used in the construction of Alhambra, but it is far from the only possibility. Some Princesses believe Alhambra exists on the inner surface of a city sized bubble shield that holds back whatever power destroyed the Kingdom. The Queen of Tears keeps the details of Alhambra's security close to her chest; like so much about The Fall, the truth is unknown.

Resurrection (Royal Restore)

A Queen can bring back the dead, so can Princesses, but Queen's are better at it. Resurrection works just like the Charm Resuscitate, but with a couple of key advantages: Firstly it is possible to bring someone back who has been dead for up to a number of days equal to the Higher of the Queen's Inner Light and the Applied Invocation. Secondly the target does not lose a dot from her highest attribute.

However the power required restore life to someone who has been dead for a while is enormously taxing even for a Queen, and costs a Dot of Inner Light instead of a dot of Willpower. This dot can be brought back with experience, but even so no Queen brings back the dead casually.

Death and rebirth

A Queen is not immortal without the aid of certain Royal Charms, and even if she can live forever it would not be psychologically healthy to go on for more than a few centuries. None of this concerns the Queens, for they are able to reincarnate just as any other Princess.

When a Queen dies her invocation does not immediately vanish from the world, it fades gradually along with her emotional and cultural legacy. So long as the kingdom she led remains stable this process can take generations, more than enough time for the Queen to be reborn.

A reincarnated Queen is born without magic and Blossoms into a Princess, not a Queen. She has only one tiny innate advantage over any other Princess, she can always buy her own Invocation at it's favoured rate (and if her Invocation has faded from the world, this benefit fades with it). However the former queen can have enormous external advantages: The hardest part of becoming a Queen, building a Kingdom, is already done and her former people are probably eager to help the next incarnation of their beloved Queen regain her former splendour. This combined with memories and experience from her past lives is often enough for a Queen to retain her Kingdom across reincarnations.

Something else must be mentioned, what happens if the Kingdom falls before the Queen? A Queen's power comes from her people, without them she is "only" a Princess. She can retain her Attributes, Skills, Transformed Attribute and Transformed Skills even if they are beyond her normal maximum, all other benefits are lost.

The active Queens shows that the magic behind this process is not quite as simple as that (is magic or emotions ever simple?). Tears still has her Kingdom of course, but the inhabitants of the Radiant Queens' Kingdoms live only in the Dreamlands, and this is enough for the Radiant Queens to retain their thrones, however their enormous powers only exist within the Dreamlands. Outside of those sleeping realms they have no power, save that Princesses can learn and use their Invocations and Practical Magic. The Queen of Storms seems to need no kingdom and the Queen of Mirrors... well no one knows what's going on with Mirrors.



Empresses?

The Queen of Storms has led scholars among the Radiant to question if there is a stage even beyond the rank of Queen. Proponents of the “Empress Theory” say that it is a logical progression to transition from exemplifying an ideal that resonates in the souls of those who believe in your philosophies, to literally becoming an ideal and existing within the souls of humanity. Opponents of the theory point out that that the Queen of Storms is the only Queen known to have lost her fundamental humanity, something which goes against the principles of the Light.

The question therefore becomes: Is the Queen of Storms an Empress gone wrong?
Or is the very concept of an Empress a betrayal of the Light?

Chapter 4: Fighting Fear

I learned that courage was not the absence of fear, but the triumph over it. The brave man is not he who does not feel afraid, but he who conquers that fear.
– Nelson Mandela

Antagonists

The Radiant wish to create a better world, standing in their way is everyone who benefits from the world being just as it is. The most obvious, and common, threats they face come from The Darkness: The Darkspawn, and the tainted areas they lurk in, where human evil has worn holes into the fabric of reality itself.

Sitting half way between allies and enemies are the followers of the three Twilight Queens. The last surviving inhabitant of the Kingdom, her majesty the Queen of Tears, sends forth her mortal followers led by Princesses both living and dead to steal hope from Earth so her city may survive another day.

The Queen of Storms still fights the war that destroyed the Kingdom. She calls mortals and Princesses alike to her banner if they only hate the Darkness as she does. Leading the charge are the terrible Goalenu, fragments of the Queen given form to fight the Darkness.

With crystal crowns and gleaming sceptres do the Princes and Princesses of Mirrors lead, destined to be the True Heir and restorer of the kingdom. Their mysterious Queen of Mirrors watches behind glass and silver as her chosen attempt to heal the world, and fail in their endeavours at great consequence to those who depended upon them. Be it by the Darkness who were attracted to their unhidden light or their descent into madness.

Even the Dreamlands, the hopes and very soul of humanity, is not safe. The Wardens patrol for souls carrying the Light, hoping to return them to a blissful prison while the Amanojaku steal mortals' identities to taste of life on Earth.

Most terrifying of all are The Dethroned, Nobles who have given in to the pain and despair that surrounds them. They are tragic, and monstrous.

The Outer Darkness

“By my Queen, I can't recall the last time I was in a fight like that! No moral ambiguity, no hopeless battle against ancient and overwhelming forces! They were the bad guys, we were the good guys, and they made a very satisfying sizzle when they felt my light.”

The creatures that live in Darkness, and emerge from Tainted areas hunting for scraps of light and warmth, were once creatures of flesh and blood; many were men and women. The infection that comes of staying in a Tainted place twists mortals out of the human shape, and tempts them with offers of occult power if they consent to being twisted farther.



Virtue and Violence

Killing a Creature of the Darkness doesn't actually reduce the total amount of Taint in the universe. The creature's identity, and any lasts traces of the human it once was, are destroyed but the Taint itself sloughs off back into the Dark World, joining the reservoir of Taint waiting for something else to corrupt and consume.

It is only virtuous action that can truly reduce Taint, purifying it and returning it to the light. That said, fighting the Darkness for the right reasons is a virtuous action in and of itself. a Princess who kills a typical Darkspawn will purify most if not all of it's Taint upon it's death. (Using jade or Light derived magic helps, but fighting for the right reasons is the key).

One known exception to this is Tempesta. Princesses don't know how (Crystals are working on it) but when a Creature of the Darkness is fought with even a tiny amount of Tempesta, just activating Storm's practical magic without wound penalties or applying Tempesta to add dice to an attack roll is enough, then any damage destroys flesh and Taint with equal viciousness. This doesn't actually make the fight easier, it makes no difference to a Darkspawn if it's severed limb is still Tainted or not.

Most Princesses neither know nor care about these principles. When a Darkspawn is threatening to eat someone the theoretical underpinnings of it's existence are relatively unimportant. While some Princesses might wonder about what's lost when Taint is destroyed rather than purified, most believe that since the Light can create and that even if the entire Dark World was destroyed with Tempesta they'd still be more than enough Light left over; once again, when a Fury is causing collateral damage the theoretical underpinnings of Tempesta are relatively unimportant.

Darkened

Darkened are the earliest form of Darkspawn. They are still human, but infected by the Darkness. The Taint flowing through a Darkened's veins dulls virtuous thoughts and transmuting cruelties into fine delights. As the Darkened sinks further into depravity the Taint grows, warping their mind and body. Yet until the final moment the Darkened remains a human infected by Taint, and infections can be cured.

Darkened gain Integrity with acts of great repentance and sacrifice, and if a Darkened's Integrity ever rises above the rating he had when he first became Darkened he is cleansed and loses the template. Alternatively if the Darkened has an Integrity of seven or above then gaining a point of Integrity automatically cleanses them of Taint.

Darkspawn

The end result of a Darkened is the Darkspawn. Vicious beings whose minds have been eroded by the Darkness until they are little more than beasts driven by cruel sadistic instincts. The Darkspawn are by far the most common creature of the Darkness for the stronger and more intelligent varieties are rare, and the Darkened are, sadly, often just a brief transitional state between an innocent human and a Darkspawn.

Mnemosyne

More dangerous creatures of the Darkness than the animalistic Darkspawn do exist. One such are the Mnemosyne; these are Darkened who reach Integrity 0 without gaining a single Umbra. Their bodies have not shifted to welcome in the Darkness, so they retain their lives and intellects, though badly twisted by the multiple Breaking Points they went through. While not Darkspawn themselves, they can organize and direct the Darkspawn; and being utterly without scruple, they invariably direct their minions to commit acts of monstrous depravity.

As the most human creatures of the Darkness Mnemosyne often specialize in manipulation, many live on Earth preferring to sow suffering in their own quiet way. The reason is simple, they retain enough of their former self to yearn for the luxuries of Earth (even as they work to corrupt everything they desire) and for all that a Mnemosyne delights in its supernatural abilities, it knows that against the Radiant it is unlikely to survive a direct fight. And so it hides, and it spreads its Taint through cults and subtle manipulations.

While Mnemosyne have no Umbrae, their warped minds do connect them to the Darkness, and nearly all of them draw on this connection to gain dreadful supernatural abilities, the Caligines. What's worse, they are able to train other creatures of the Darkness in these techniques. It's dismayingly common for a Mnemosyne to found a cult that teaches people to meditate for hours in Tainted areas, thus Darkening them, and then teach the new Darkened Caligines and send them off to use them.

Cataphractoi

Cataphractoi (singular; Cataphract) are intelligent creatures of the Darkness, above the bestial Darkspawn in comprehension, and sometimes mistaken, by the ill-informed for a Mnemosyne. Indeed, those who have only encountered Darkspawn before tend to conflate the two, because they are both intelligent, albeit in a warped manner. However, their origins are rather different. A Cataphract does not need to have been a man or woman tainted by the Darkness. Instead, a human must come to accept, in their heart of hearts, that despair is better than hope, that the evil of men is all that humanity can ever aspire to, and that there is nothing of value in the world. Too often, these are the people who have seen the horrors of the world and who have nothing to live for. If hell is the absence of light, of goodness, of anything worthwhile... then these people know hell. And if they die in that state - and sometimes they will just lie down and cease to breathe - then, sometimes, at the moment of death, their soul inverts and all the horror and emptiness and cold and silence of the Darkness comes rushing into this empty soul, and a new Cataphract opens their eyes, the space behind their eyes flooded with the void. There are Cataphractoi who are aware of how they form, and will take people and subject them to tortures to break them, just so they reach that empty point.

Initially, they appear like the human they once were (although many acquire inhuman traits as time passes), save for the fact that, if one holds their gaze too long, their pupils appear to writhe, as if something was trying to get out. In a feat of irony, the Cataphract clings to the memories and recollections that the human rejected, because it is aware, at an instinctual level, that they are all that distinguish them from the formlessness of the Outer Darkness. As a result, they display a painful mockery of their former behaviour, a simulacrum that would be pathetic if it were not the fact that it's a monster collecting tiny model soldiers and painting them, or who has their ex chained up in the "marital home" in the Dark World that she dragged him to. It's pathetic because... they don't get it. A Cataphract has barely any sense of self beyond the Darkness itself. It gathers up Darkspawn and forces them to collect

soldiers because it cannot see how that is different from doing itself. The models are painted in clashing colours, frequently broken by clumsy Darkspawn, and the Cataphract will use blood if they can't get their hands on paint (or, frequently, because all their paint has dried up because they couldn't remember to close the lids); the "lovely home" that she cleans over and over again is in the Dark World, and so the mildew-soaked carpet won't come clean no matter how much she scrubs, and the Darkspawn she sends out on household chores in her place cause all sorts of havoc. Despite all this, it means that they can... well, not function, per se, in society, but they can at least walk down the street without mauling people to death, and possess higher level thought and planning, which combined with their tendency to twist any Darkspawn in sight into an extension of themselves means that more than one Princess has dubbed them 'the Generals of the Darkness'. And that is something that must not be forgotten; they may be the hollow shells of what were once men and women, but now they are only creatures of the Darkness.

Cataphractoi have access to both Calignes and Umbrae. In either case they may be limited to their Transformed state. It is rare for a Cataphractoi to have a power that physically transforms their body in their untransformed state. All Cataphractoi have the Umbrae Subsumed by Another Shadow in both forms.

In addition, flooded as they are with the Outer Darkness, they possess the capacity to shed the limits of human form imposed by their false memories, in a sort of "false Transformation". While a Transformed Princess is still human(oid), just a different human, no such condition applies to the Cataphractoi, and their forms plumb the depths of monstrosity. Dark-skulled, two-headed hellhounds the size of a car, silhouettes of walking void, spectral blots of stillness and silence; all of these can be forms that a Cataphractoi might take. As a result, they have access to Transformed dots, and other appropriate mechanical means for building their monstrous form. This is trying for them and their mimicry of humanity, though. It costs them a dot of Willpower to do this, and lasts a scene; should they go a month without using their false Transformation, the dot of Willpower returns. Should they ever fall to Willpower 0 from use of this, the human memories are utterly destroyed, and they become just another Darkspawn, albeit one in the "false Transformation" form, so considerably more dangerous than the norm.

Cults

The Darkness may corrupt your soul and melt your mind down to a bestial being of sin and hunger but it does offer power. The temptation of power has always attracted people, from sinister and skilled sorcerers to easily duped fools. When the opportunity presents itself those who have access to Dark powers often try to become it's gatekeepers, demanding loyalty and servitude in exchange for access to Tainted Places and the secrets of Calignes.

Some cults are led by devout practitioners of fringe beliefs, others are cynical organisations designed to accrue power and wealth for their leaders. Cults worshipping the Outer Dark are exclusively of the latter verity; for if they're not it's only a matter of time before the Darkness' corrupting influence removes any theology or morals that might impede cultists from spreading Taint. Whatever creed of sin and hopelessness they preach, it is merely a tool for controlling the lives of newer cultists who aren't fully corrupted or for luring in fresh recruits. Many Dark cults aren't exactly well run and they can be almost transparent in promising immoral power or luxuries to their members (and if people aren't tempted, locking them up in a Tainted Place often takes care of those pesky morals). Such cults rarely last long, even without a Princess around the police usually take care of them and if that doesn't happen their actions create Stormwracked.

It is usually Darkened or Mnemosyne who lead the Dark's Cults for both are human enough to interact with people and human enough to desire power and luxury.

The Dark World

Beyond the fields we know, just outside the field of vision, in the sins of mankind and the slow rot of entropy, there is another place. A place where the streets are ruined and the crash of rotting concrete as it falls from gutted buildings is just a whisper. A place where the sun is a faint red dwarf, barely brighter than the other stars in the blackened sky, and the moon is a void in the night's sky which

devours light, warping the twisted skies of this place around it. A place where the air hangs still and chill, where nothing lives and everything rots. A place where frozen Creatures of the Darkness, bereft of their contaminated life, line the streets, like corpses.

Welcome to the Dark World. Few among the Enlightened have been here more than once, but they feel its presence. Tainted Areas connect to this place, like arterial wounds pumping light to this place, and in such areas, the Darkness within stirs to light. Its Taint leaks into the world, and in return, the sleeping monsters wake, and begin to make their way to the real world. This is the main source of Darkspawn - for men and women are not yet evil enough that they can be made in the numbers which Princesses encounter - and it is the secure bases used by Mnemosyne cult-leaders and Cataphractoi dark generals. And from within the depths of the Dark World, Dethroned howl at the blackened sky, the fallen Nobles and near-gods to monsters, and the Darkspawn shiver, for there are things that even monsters fear.

There are ways to the Dark World. All Creatures of the Darkness possess the capability, via the "Enter Darkness" ability, to both enter and leave. Some of them can grab human men and women, and take them to their place as playthings and meals; certainly, all can take corpses, meaning that some people are forever lacking closure for a disappeared loved one. Certain blasphemous rituals and powers can open wider holes, and it is under these circumstances that a Princess may find herself in this cursed place. But, certainly, it should be understood that the Dark World is a terrible place, that nevertheless must be acknowledged for it is the source of the most dire threats that the Enlightened must face.

The Nature of the Dark World

The perpetual bane of Princesses who wish to understand this place is that, as creatures of the Light, they are not welcome here. Most of the knowledge which has been gathered comes from those who have dabbled in Lacrima, for it grants the ability to temporarily become a Creature of the Darkness, and that way it is possible to reach that place. Moreover, defectors from Tears have bought more hard-earned knowledge, from aeons of the Alhambran attempts to maximise the light they can steal from the world. Some knowledge has also come from the Queen of Storms, who hates that place in all its manifestations, and teaches her followers ways to cauterise the wounds in the world which are Taints. Knowledge is scarce, but some facts have been established, which are generally reliable enough to be used as rules of thumb.

Firstly, in most places, and certainly around Taints, the Dark World looks like the real world, reflected through a mirror darkly. The worst images of a post-nuclear apocalypse Earth do not equal this place of rot and cold and damp and decay, but they do at least provide some fuel to the imagination. Imagine your house, your street, every place you know and love. Now, kill all the plants, and leave their rotting, slimy remains to smear the frozen earth. Let water pool in every corner and every recess, freeze and melt, freeze and melt, over and over again, until the damage has cracked and weakened everything once solid. Let the buildings crumple from neglect, staying just upright enough to endanger those who go in them, and fill the air with the scent of decay. Make it eternally cold, a cold which bites at the soul and fills one with melancholy. And let it exist like this forever, always at the end of all things, never quite permitted to end. Around a Taint, things are lighter, warmer, less soul-crushing. And that's where the Dark's monsters are awake.

This is the Dark World, even before the more supernatural elements are bought in. And those are there en masse. Outside of Taints, all the worst Dark-tainted dregs of humanity sleep, dead, undreaming, for even Creatures of the Darkness cannot survive in this hellish place. It is a massacre of monsters, the hunting dogs of the Darkness betrayed by it, too. Sometimes fogs of Darkness come down from the void of the moon, and rot and corrode everything they touch, leaving empty scars on the landscape behind them. Sometimes Dethroned - who, alone, perhaps due to their former connection to the Light, can wake sometimes - pass through, and the Darkspawn are twisted into the figments of their insane dreams, along with the landscape. Sometimes everything freezes and the air snows down, in a moment of bitter purity, for the frozen air rots and melts almost as soon as it reaches the ground. And then there are the Other places, drifting through the sky and through the land, which do not mimic the world as we know it, but may be something that the Darkness is digesting. Some say that they're remnants of the Kingdom. Other say that they're other worlds. And as one gets further from the nearest Taint, things get stranger. More viscous, as if the world is melting. Maybe the Dark World is only a real place when

it leeches light, but if that's true, where do the Darkspawn sleep when a Taint is not around?

Some Princesses have claimed that this is the future, this is what the world will be like just before the Darkness wins. Even if they're not right, it's a good metaphor, at least.

The Enlightened in the Dark World

Entering the Dark World is almost suicide for most things. Even Creatures of the Darkness must cling to areas around Taints, if they wish to retain agency and free will, monsters huddling around a campfire. Mortals are doomed. But sometimes the Nobility find themselves in this place, and before the mechanics are dealt with, a few points should be noted.

Firstly, the Dark World is dangerous. This has been said before, but it bears repeating. It is not the Dreamlands which, for all that they were intended as a trap, have an allure and an elegance and a certain safety to them. They are not even like the stranger otherworlds which some Embassies can reach, for even in the place of the spirits that the members of the Animist's Embassy can reach, not everything is a foe. In the Dark World, everything, without exception, wants you dead. Even the world will seem to contort to kill a Noble within it, roads collapsing and buildings crumbling on their heads. Away from a Taint-lightened area, the entire World is more Tainted than anywhere but the most-corrupted places on Earth. And that ties into the second point, which is...

Secondly, they know where you are. Technically, this isn't quite true. Technically, it is merely the presence of the Transformed self which alerts the Creatures of the Darkness in the Dark World. However, as previously noted, given that everything around you wants you dead, going unTransformed is not an option for anyone but the most subtle and sneaky of the Nobility. Moreover, evidence suggests that, although it is not a common thing, the mere proximity of a Transformed self for extended periods can wake the Darkspawn in an area, like a Taint does. Therefore, the Noble can be tracked like a beacon of Light by the things that are awake and so will face frequent attack, but they cannot rest, for resting will wake more Creatures. This gives it a feel like a survival horror film, with a depth and intensity few of the Enlightened will have felt before.

Thirdly, it's hard to get to, and can be hard to escape. Although Enlightened can't normally get into the Dark World, they can get out at a Taint. This means, if you're diving into a single, known, Taint to rescue someone, it can be possible, for the Darkspawn will tend to stay within the Taint, as to remain active. But Mnemosyne and Cataphractoi are smarter, and if they take someone - often as a lure - they won't just keep them in the obvious Taint. They'll move them, force Dark-Spawn to freeze to death to set up a position in one of the areas away from a Taint. And many of the ways getting there are sins against Belief, or just traps.

Why would anyone go there? That's a very good question. Some among the Enlightened hold that there is never a good reason to go there. Ever. Even if a loved one is taken, at least they will probably die quickly. Most cannot be so cold-hearted. And that is the most common reason by far; rescues, which all too often turn into revenge when they find the person already dead. Some believe that there are secrets within the Darkness, a way to destroy Alhambra - which hides within the Heart of the Darkness, lost Queens trapped in the Dark World, secrets, even the remnants of the other cities in the Kingdom which it too so long ago. And to date, few of those explorers have returned alive, and even fewer with anything worth the losses to them and their hollow eyes.

The Darkness has such places. Let it keep them, and concentrate on stopping it taking anything else.

The Rising Darkness – an optional rule

The life of a Noble is difficult and dangerous. She must oppose the plots of powerful Dark creatures, along with simple human wickedness that adds to the Darkness' power. The pain of the world weighs upon her soul and so she she must build and preserve her ties to friends and family to keep her spirits up and fuel her magic. Few Princesses can stay strong and carry on the fight for long without someone to remind them to take time to recharge and recover, and someone to recharge with. The more intelligent forces of the Darkness are well aware of this. Thus whenever a Noble Blossoms and takes up her Calling and faces against the Darkness it's creatures will try to identify, isolate and destroy her. Few creatures of the Darkness can best an experienced Champion, but they can keep her busy, and ensure she's too

busy to rest, that there's always another nun or orphan in mortal danger, until the Princess collapses from exhaustion while monsters are waiting to strike.

The Rising Darkness provides a simplified mechanic to represent the overall threat of Darkness in a the area of play, with a few necessary stretches to ensure all Callings get to participate. It works best for more free-form games. Storytellers who wish to focus on a specific antagonist may not want the dice to determine when he can and cannot attack strategic targets. Or you may not want the Darkness turning up for a fight in the middle of a game about politics and investigations.

The core of the Rising Darkness is Tension, a one to five rating which defines the strength of the Darkness in the local area.

Tension	Description	Threats
0	For all intents and purposes the Darkness is absent from this area. This usually means the area is away from humanity, or a small community that's proactively protecting itself from the Darkness.	No special threats.
1	The Darkness hides away in it's lairs. A Princess could keep herself busy rooting it out but at this level doing so is more a precautionary measure than anything else.	No special threats.
2	Taint is beginning to spread and the occasional roaming Darkspawn or indulging Darkened strike during the dead of night. Another typical city for the World of Darkness.	No special threats.
3	Intelligent monsters have arisen to lead the Darkness. No longer do wild monsters roam seeking to indulge their vices. Now scouts and spies lead the way, choosing strategic targets to attack or corrupt.	Once per session the Storyteller nominates a strategic target group represented by the Allies or Contact merit (police, city hall, etc). All Princesses treat their Allies as Tension dots lower and subtract Tension from rolls to make use of their Allies and Contacts merit for that group. These penalties lasts until the Princess does something to fix the issue, but if the players wait too long they may loose the dots entirely. A corrupt internal affairs officer breathing down your Allies throat is less urgent than Darkspawn besieging the safehouse used by mortal monster hunters.
4	Corruption and Taint has spread into mortal institutions, or pre-existing corruption has fallen under an organised banner transforming it from petty abuses into an organised conspiracy dedicated to furthering the Darkness. The economy begins to suffer and civil institutions become increasingly ineffective. The conspiracy does not control mortal institutions, not yet, but it can use their knowledge and resources to track a Princess	The usual grace applied to a Princess' secret identity is reduced. The Darkness still needs Clues to find her secret identity but if they get those Clues there are no second chances. The Storyteller does not need to warn the players that antagonists are getting close.

5	Taint and monsters are beginning to spread from the shadows and encroach on everyday life. Regular citizens become fearful and rarely venture outside after dark. Suspicions and paranoia spread, friendships begin to brake, factions form, weapon sales soar and the ranks of both Stormwracked and mortal monster hunters swell.	As paranoia, pain, and anger spread it becomes difficult for anyone as Sensitive as a Princess to function in day to day life. Unless she retreats from the world or chooses to suffer through it she will need to make risky Transformations or come up with creative ways to diffuse the strife around her. A single mistake could lead monsters to their door.
6	The Darkness no longer hides in the Shadows. The area resembles something between an inner-city hellhole of crime and poverty and an actual war zone. Law and Order is breaking down, people evacuate if they can, and monsters attack mortals in broad daylight. If the Princesses don't find a solution soon a more powerful faction (like the government) may step in and the player's probably won't like how they deal with things.	The principal that a Princess' mundane connections are safe from harm unless the player screws up is revoked. Even if the Darkness doesn't know a Princess' identity things are just that dangerous for average citizens. Princesses must send their circle away or ensure they have constant protection and even the most careful Princess can still find herself attacked by monsters in her mundane identity through pure bad luck.

The Darkness Surges

Roll to see if Tension increases when the Princesses fails to prevent evil: The Seeker doesn't find the kidnapped child in time, the Grace's intervention doesn't turn the disenfranchised teenagers away from a life of crime, a Darkspawn fleeing the Champion's wrath escapes to prey upon civilians. Do not worry about how strong the link between what happened in the scene and new Taint is. You want all five callings to be equally invested and this system is abstract enough that there doesn't need to be direct causality between what caused the dice roll and why the Darkness is strengthening.

The Storyteller chooses a dice pool between one and ten based on the seriousness of the failure. This pool is then given a bonus based on the number of previous rolls:

Dramatic Failure: The cumulative bonus resets.

Failure: Nothing happens.

Success: If the roll results in more Successes than the current Tension the Tension increases by one and the bonus resets. Otherwise all future rolls have a cumulative +1 bonus.

Extraordinary Success: No special effect unless the Storyteller wishes it.

The Light Rallies

Tension can be reduced by a significant victory against the Darkness or the causes of Darkness: Cleansing a notable Tainted Place, destroying a powerful Creature of the Darkness, or getting the corrupt (but entirely mundane) mayor impeached. The higher the Tension the harder this should be. At Tension 2 finding and cleansing Tainted Basement below a seemingly unoccupied suburban home where the inhabitants use stealth and mind-affecting magic to torment the neighbours might be enough. At Tension 4 the Princesses may need to cleanse and entire tower block swarming with aggressive Darkspawn or track down a Mnemosyne mastermind who hides behind layers of pawns and proxies.

Alternatively Princesses can reduce tension by making a significant effort to empower mortals against the Darkness. A Champion could teach the local police everything she's learned in her career fighting monsters. A Grace could help the Hunters organise. This should never be easy, as a rule of thumb it should require a player's share of the Session's spotlight and at higher Tensions it might take more than one Session. The Champion may have to take the police against a Tainted Place as part of their training.

The Grace may find that the Hunters have formed factions based on historical prejudices and each group hates each-other only slightly less than the Darkness.

The Dark Template

Those corrupted by the Darkness acquire these powers and flaws. The Darkened still have the hope of recovery, should they turn that hope into reality the powers and flaws go with it.

Moral Inversion

The Darkened reverse their Virtue and Vice; they can still perform acts of Virtue, but these are shallow and meaningless, the moral equivalent of junk food, compared to the rewards that the Vice at the heart of their soul gives them. They may fulfil their Vice twice a session, and regain all their Willpower when they do; while fulfilling their Virtue can be done once a scene, and restores 1 point of Willpower. Moreover, this inversion blights their consciences: the Darkened gain a -2 to all Breaking Point rolls, their minds become brittle and quick to decay into a mindless beast of Darkness.

Sadism

When another suffers from the Darkened's acts, or the Darkened witness an act intended to cause harm, the Darkness' grip on them tightens, and its presence offers them power. So long as significant emotional or physical harm is inflicted and the victim is a mortal or Light touched being they roll 1 to 5 dice depending on the severity of the harm inflicted. Harming a Sworn or Shikigami grants a bonus die, Beacons grant 3 bonus dice and Princesses grant 3 + half Inner Light bonus dice. If the Darkened scores more Successes than their current Shadows rating they gain a dot of Shadows. The more Shadows they have, the stronger their dark powers.

The Storyteller decides if harming other supernatural beings may provide Shadows, as a rule of thumb the more human the victim the more appropriate it is.

Predator's Eye

Creatures of the Darkness have an innate ability to detect the Light. Including people, objects (Transformed Bequests, Seeds of Light) and Blessed Places. Unless they have a relevant Umbrae or Caligo a Dark Creature can only use Predator's Eye through their mundane senses meaning they need a clear look. As a rule of thumb, if they're not close enough for a human to identify their friend they're not close enough to pick out the Light Touched. Supernatural concealment, including the innate protections of a Princess' mundane identity, automatically trumps Predator's Eye. The Darkness' minions need an Umbrae or Caligo to see through magical disguises and veils.

Jade's Burn

Creature's of the Darkness cannot stand the touch of jade. Every turn spent in physical contact with Jade inflicts one Lethal Damage (Darkend only suffer Bashing damage). Some hunters have remarked that the burn wounds look more human and healthier than the rest of the Darkspawn's body. In addition The Caligo Zombie's Flesh will not downgrade damage inflicted through contact with Jade, jade bullets, a jade edged sword or any other jade weapon.

In addition having Jade upon your person provides some modest protection against the Darkness. Add one extra die when rolling to defend yourself from harmful Dark magic, including corruption. This does bonus does not protect against taking damage and it will not stack with a protective amulet (GMC p243). Most amulets designed to offer protection against the Darkness include jade anyway.

Tainted Heart

The Darkened know a Tainted area for what it is the moment they enter one, and can estimate the depth of its corruption. As an instant action, a Darkened may learn the Severity and Curses of the place he's in, the location of the Taint's focus, and the Size of the area affected. Further, the Darkened can sometimes benefit from Taint. While their actions done with good intentions are penalized by the Taints as for the non-Darkened, for any task they attempt with an intent to harm, they add the appropriate Taint as a bonus to their dice pool. This bonus also applies to "twisted purpose" rerolls. For instance, in an area with a Curse that inflicts -3 to Socialise, a Darkened takes +3 to Socialise dice pools when he means ill, and -3 when he doesn't; and if he fails on a penalized roll, he may reroll with a +3 bonus to succeed with a corrupted result.

Enter Darkness

In the long ages since the Kingdom fell, the Darkness has bled a great deal of substance out of the world we know; and while most of it has been consumed, and is gone past recall, the part that remains uneaten still keeps the general shape of the world it came from. In the annals of Alhambra, this crepuscular otherworld is named "the Lost Provinces"; the Radiant Hopeful who know of it just call it "the Dark World". Only Darkspawn subsist there (you can't say they live there, really) but when they stand in a Tainted place, the Darkened can go there, and return.

When trying to cross, a Darkened rolls the total Taint of the area + their Willpower - the highest Integrity (or equivalent) of all people in the Tainted area or its Dark World image; he adds his Shadows rating, if any, to this pool when going to the Dark World, but subtracts his Shadows rating when coming from it. (The Darkened's Integrity is not excluded from consideration for this roll - if his Integrity is highest among those present, subtract it from his pool.)

Dramatic Failure: The clumsy attempt weakens the Darkness' hold; subtract 1 dot from the area's Taints.

Failure: The Darkened fails to cross.

Success: The Darkened vanishes from or appears within the Tainted area.

Extraordinary Success: Reality trembles from the Darkened's passage. Every non-Darkened in the Tainted area rolls for corruption, as if they had spent 8 hours there.

Dark Warping

(Darkened Only)

Unlike the other more advanced verities of the Dark's creatures, the Taint within the Darkened is still taking root. As the Taint grows it twists the Darkened out of their human shape, and the farther they slide from human morals, the more warped they become. The warping grants the Darkened power, but alienates him from the uncorrupted. Students of the Darkness have noted frequent ways in which the Darkened are twisted, and call them the Umbrae. When a Darkened loses a Integrity dot from degeneration, he rolls his new Integrity. If he succeeds on the roll he gains an Umbra; he has the strength of will to fight the Darkness in a battle that damages both his mind and body. If he fails on the roll the Darkness is welcomed in, quietly and invisibly.

The end of this sculpting comes when the Darkened either redeems himself by raising their Integrity above the point where they first became Tainted, find a magical cure or when they lose their last dot of Integrity. Characters who have even one Umbra and reach a Integrity of 0 die the next time they sleep. Their bodies, suffused with Darkness, decay swiftly, becoming variously desiccated, putrefied, or transformed to a black ectoplasm. Within a day, the corpse reanimates and becomes a new Darkspawn; this creature has all the traits of the Darkened dead (and the same character sheet) but, as a rule, is bestial, unable to form a connected train of thought. Most Darkspawn search out Tainted areas, haunt them, and try to drag others into them, or else stalk the people they knew in life. As animalistic creatures Darkspawn use the higher of their Wits and Dexterity as Defence.

Characters who lose their last dot of Integrity without acquiring a single Umbrae become Mnemosyne. They are still the same person, and still alive, but their minds have been permanently warped by the Darkness into something twisted and evil.

Umbrae

The following list of Umbrae should not be taken as comprehensive; the Darkness has many ways to distort its servants. Each Umbra confers a benefit, balanced by a drawback.

Animate Shadow

Your shadow has developed a mind of its own and serves you as a familiar. A Shadow is started out as a normal person, with at least 1 dot in each Attribute plus extra dots allocated 5/4/3 and Skill dots allocated 9/6/3. Its Size is the same as the person casting it, and its Willpower, Initiative and Speed are calculated as for a normal person of its type. The Shadow can not speak as a normal person would and its actions seem to make less noise than it would. The Shadow's default shape is a silhouette of a person. A Shadow moves by crawling along the ground or across the walls, but always remains attached to the feet.

Shadows are naturally stealthy and gain 8 again on both Larceny rolls and Stealth rolls to avoid being noticed as anything but a normal shadow. Though Animated Shadows are easy to destroy, never having more than three Health Boxes, only jade or magical weapons can affect them. If destroyed they will naturally reform after around ten minutes. Shadows automatically gain any Caligo or Umbrae possessed by the Darkened that changes the body's shape such as most Claudendum Caligines, think literally: if the Darkened's shadow looks differently the Shadow share's the benefits. There is one exception: Shadows may never gain Armour.

Drawback: Your shadow really does have a mind of its own, and seeks out opportunities to indulge its Vice. Being a shadow it is limited but makes up for that by stooping to rather petty levels. The Shadow of a greedy man will swipe loose change. The Shadow of a lusty woman will take any opportunity to pinch a cute hunk's bum. If the character is paying attention they may roll Composure to restrain their Shadow.

Cold Flesh

The Darkened's skin turns cold, as if they have poor circulation. They are now immune to all negative modifiers for low temperature, and will not suffer hypothermia or frostbite, no matter how low the temperature gets.

Drawback: The sun's touch is now painful against their chilled skin. They take 1 point of bashing damage every 5 minutes from direct sunlight, manifesting as severe sunburn. Completely covering up and use of strong sunscreen can reduce this to one point every 15 minutes.

Corruption of Blood

The character's blood, spittle and sweat are laced with necrotic fluids. He need only touch someone barehanded to inflict a moderate Sick Tilt [GMC 212]; if he injures someone with his natural weapons (even bashing damage) he inflicts a grave Sick Tilt. Moreover, when the Sick Tilt ends (or immediately, outside of combat) an infectee must roll Stamina + Resolve, penalized by the Darkened's Shadows (for a moderate sickness) or the Darkened's Shadows + Stamina (for a grave one) once an hour to avoid taking lethal damage equal to the character's Shadows, a number of times equal to the Darkened's Stamina.

Though the source of the sickness is supernatural the sickness itself is not, and responds normally to medical intervention.

Drawback: The character's fluids are always necrotic. He cannot touch anyone without infecting them.

Corruption of Flesh

The Taint on the character's soul is only attached by the thinnest of threads, it is eager to go forth and corrupt the world. Every time it leaves, it carries a bit of it's host away.

When ever the character kills a mortal human he loses a Dot of Shadows, Intelligence or Stamina (in that order), this dot is consumed by the darkness within his soul in order to pollute the body of his victim. The body then rises as a fresh Darkspawn.

Darkspawn created through Corruption of Flesh have all the Umbrae known to their creator as well as any Claudendum Caligines. The only exception is the Umbrae Subsumed by Another Shadow. Not only does the freshly risen Darkspawn lack Subsumed by Another Shadow, it also begins it's unlife loyal to it's creator.

Drawback: The Drawback is the lost Attribute dots. Most Darkened with this Umbrae tend to rot away as their Stamina is consumed.

Cruel Confidence

The darkness warped personality of the character inflates ego, conceals weaknesses, and buries their fears and compassion deep inside their suffering heart. Other people become tools, their dreams exist for them to abuse.

While the ability is in effect, the threshold to open the Character's doors through Intimidate, Persuasion or Socialize actions is doubled, while they gain +1 bonus to rolls for all the above.

Drawback: Though the character is confident on the surface, they are only delusional, and disconnected, ignoring their pain while it eats them away. They are under constant stress with no apparent source(to them), becoming impulsive and irritable. Furthermore, they can't gain the Swooning condition, as they are "superior" to everyone, and can't roll Empathy, as they are convinced they "don't care what anyone else feels'" even when they feel concerned.

Dark Dreams

The Darkness is everywhere there is sin or vice or absence, and some of this knowledge is fed into the Darkened's brain. The Darkened gains the White Rabbits Merit, at 1 dot. On any night they use the merit, they do not regain Willpower.

Drawback: There are three potential drawbacks for this Umbra. Dark Dreams can be taken up to 3 times, each time increasing the level of the Dream Merit by 2 dots, to a maximum of 5, and taking another drawback.

1. The eyes of the Darkened cloud over with cataracts that surgery can do nothing for. They gain the Blind Condition.
2. The taint of the Darkness seeps into their mind. They are at -1 to all later Breaking Point rolls.
3. The dreams come unwillingly, and every night. As a result, the Darkened never regains Willpower from sleeping again. This does not increase the frequency of useful dreams.

Faceless in the Crowd

The Darkness begins to subsume the Darkened's identity. People just ignore them. All individuals are at -3 to even notice them, and must roll Intelligence + Composure each time they want to remember them, failure producing a description of "Well... he... I think it was a he... was sort of tall? Maybe?" Mechanical and electronic records are not affected.

Drawback: This applies to all rolls to notice or remember the Darkened ... not just their present life, but their past deeds, before they gained this Umbra. Childhood friends forget their names, old acquaintances don't recognize their faces, neighbors are startled on noticing them in a home they've owned for years.

Grip Onto Your Fear

The flimsiest Darkspawn's grip can become the unheeding grasp of death once it locks its palm around you, and woe to the ones who panic, for the darkness feeds off of their despair. When the character is in a grapple, he gains a +2 bonus to the Hold and Restrain moves. Against an opponent with a Condition or Tilt that implies fear, such as Shaken, the bonus is +3. In actions that involve gripping an object, the character gains a +1 bonus, and attempts to remove an object from his grasp take a -1 penalty.

Drawback: The character's hands, while normal to the eye, are repulsive to the touch. His palm could always be sticky with sweat, rough as if covered in wood chips or cold as ice. Only thick gloves can stop the sensation of disgust in those he touches. In any Social rolls against a person the character has ever put a hand on, he suffers a -2 penalty; in social manoeuvres against such people, the character must open one extra Door.

Hollow as a Shadow

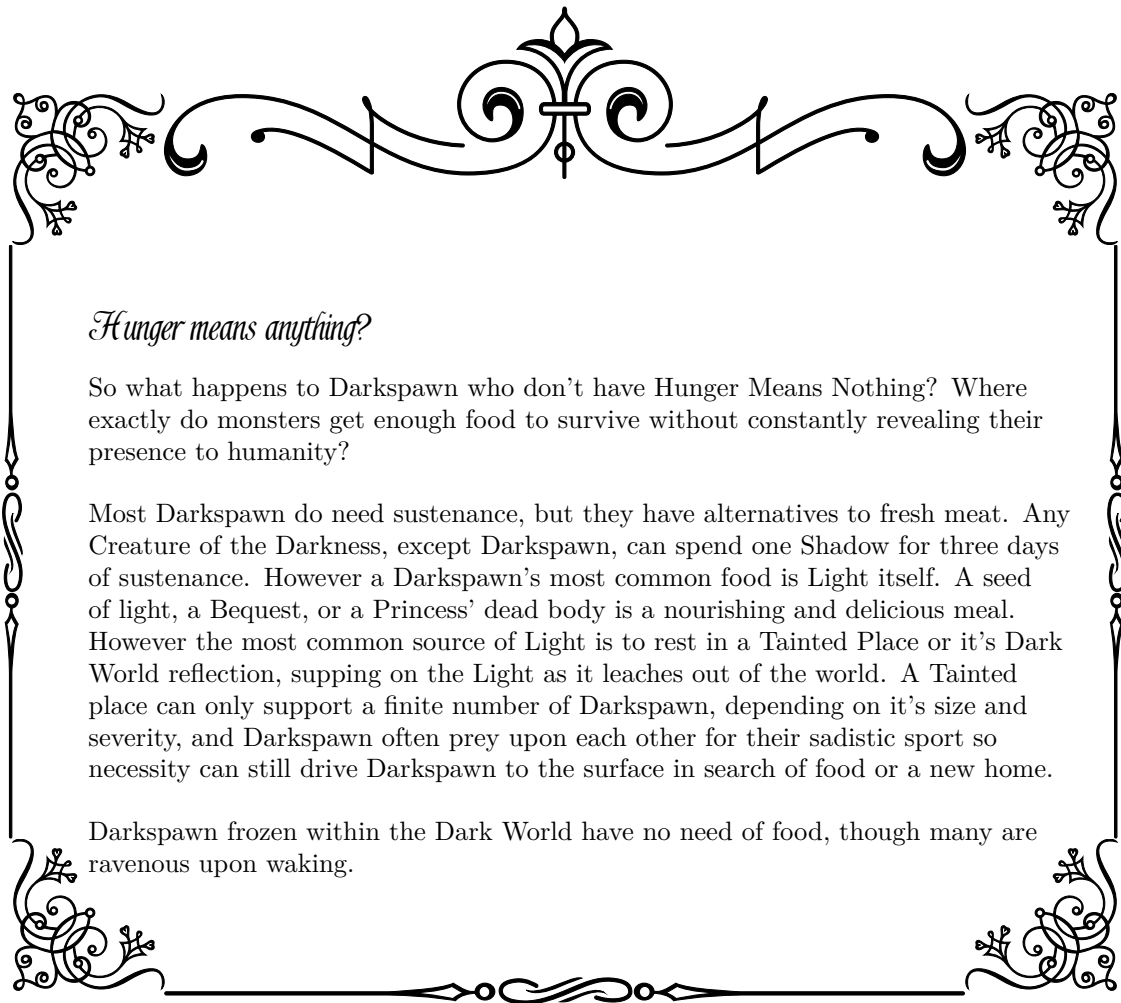
The Darkened becomes hollow and empty within, with effort they can twist themselves to become hollow and empty without as well. The Darkened can rolling Stamina + Composure to shift between one of three states: Solid, intangible and Twilight. This takes an Instant action. It is not uncommon for Darkspawn with this Umbrae to forget how to become solid. No matter what state the Darkened is in, they take full damage from Jade.

Drawback: When you're hollow you're hollow. The Darkened always feels unsubstantial, like they have little to offer and don't belong. Their default state is intangible. In any stressful social situation where others are not directly paying attention to you, such as preparing to enter an interview room, the Darkened must roll Composure, on a failure they shift into Twilight and must remain there for the rest of the scene.

Hunger Means Nothing

The Darkened is now immune to deprivation from dehydration or hunger. They no longer need to eat, nor drink; though they can, they gain no benefit from it, nor do they taste anything.

Drawback: Quite apart from the fact that they can never eat again, the character wastes away. They are at a permanent -1 to all actions from the weakness and slowness of thought, they reduce their Health by one box, and look too thin, like a cancer patient, or (some more cynical Princesses might remark) a top fashion model.



Hunger means anything?

So what happens to Darkspawn who don't have Hunger Means Nothing? Where exactly do monsters get enough food to survive without constantly revealing their presence to humanity?

Most Darkspawn do need sustenance, but they have alternatives to fresh meat. Any Creature of the Darkness, except Darkspawn, can spend one Shadow for three days of sustenance. However a Darkspawn's most common food is Light itself. A seed of light, a Bequest, or a Princess' dead body is a nourishing and delicious meal. However the most common source of Light is to rest in a Tainted Place or its Dark World reflection, supping on the Light as it leaches out of the world. A Tainted place can only support a finite number of Darkspawn, depending on its size and severity, and Darkspawn often prey upon each other for their sadistic sport so necessity can still drive Darkspawn to the surface in search of food or a new home.

Darkspawn frozen within the Dark World have no need of food, though many are ravenous upon waking.

Infectious Hate

Every Princess who knows of this Umbrae agrees that it has one and only one positive side. It's rare.

Infectious Hate allows a Creature of the Darkness to inflict the Darkened template upon innocent mortals. As with the usual way that the Darkness infects innocent victims, the target must suffer a Breaking Point and loose Integrity. Shortly before, during, or after the Breaking Point the Creature with this Umbrae must tell the target why they are a bad person (this requirement means that Darkspawn with the Umbrae are often incapable of using it). There is no controlling the Umbrae, if you have Shadows and accuse someone in a moment of vulnerability the Umbrae takes effect.

Spend a Dot of Shadows and roll Presence + Intimidation - Integrity

Exceptional Success: The target gains the Darkened template and an Umbrae.

Success: The target gains the Shrouded condition (if they do not have it) and one point of Nox per success. If they gain Darkened template, they also gain an Umbrae

Failure: The dot of Shadows is wasted.

Dramatic Failure: Hate drips off the Creature's words. Everyone who hears them sees the Creature as a bigot of the worst kind.

Umbrae inflicted by Infectious Hate don't manifest immediately but develop over around ten hours, they develop much faster during night. While the Creature has no control over what Umbrae are developed they often, but not always, thematically reflect the accusations. A Darkened manager who fires his employee, inflicting a Breaking Point, and calls him a leech who profits of his coworker's hard work might create the Thief's Touch or the Loathsome Jaw Umbrae with a horrifying leech-like mouth.

Drawback: Before you can infect people with your hate, you must first possess hate. When acquiring this Umbrae Creatures gain the Obsession Condition, which cannot be resolved without removing the

Umbræ. The obsession, of course, reflects their drive to destroy people who fall under whatever category they hate, though they may put a more noble sounding euphemism around it. Many Darkened with this Umbræ begin by inflicting their curse and then deciding that the monstrous form inflicted by their victim's new Umbræ "proves them right" and justifies more drastic action. Other creatures of the Darkness don't need a justification.

Loathsome Weapon

Part of the Darkened's body transforms into a lethal weapon - his mouth grows into a muzzle full of fangs, or his fingers stiffen into knife-like claws. Attacks with the altered body inflict Shadows damage, maximum of 5. The Darkened need not grapple to attack with the altered part, even if that would be necessary before the alteration (as bites often are.) A Darkened may take multiple Loathsome Weapons, with each one affecting a different part of his body.

Drawback: The body part cannot be used for anything but attacking foes while it is changed: a Darkened with a changed mouth cannot speak intelligibly, one with changed hands cannot grasp or manipulate objects. Naturally if the Darkened cannot hide his weapon people will react appropriately.

Light is Dark

The Darkened's eyes transform; he now sees by the absence of light. Complete darkness is for him what bright light is for normal people, and he suffers no penalty from low light.

Drawback: Contrariwise, bright light is to him what complete darkness is for normal people - the Darkened is blind when directly illuminated, and takes penalties for any task that requires looking at things that give off light. Darkened with this Umbræ are forced into a largely nocturnal existence.

Miasma of Madness

The Darkened exudes a colorless, odorless mist with a radius of Presence + Shadows. Anyone breathing in the mist must make a Resolve + Composure roll to prevent the mist from clouding their mind for the rest of the scene. Any one affected suffers from the a Tilt for the rest of the scene. The exact Tilt varies by the individual Creature.

Drawback: The Darkened must make the same roll or spend a Willpower point every scene.

Scuttling Spider's Sense

The character becomes hypersensitive to sounds and changes in air-pressure, so sensitive that they gain a kind of limited precognition. The character may apply their full Defence to ranged attacks, moving to dodge bullets before the trigger is pulled.

Drawback: People move constantly in a hundred small ways, every twitch, every breath could be a threat and the character can't keep up with all of them. When in the same room with more than Composure people the Darkened starts to get panicky. After Resolve minutes he must spend a Willpower, run for somewhere alone (and stay there for at least ten minutes) or violently lash out at the threats.

The lifeless Creatures of the Darkness, even Darkened, do not trigger this instinctive panic even though they are far more likely to commit casual violence upon their own kind.

Sight in Blackest Night

The character gains the ability to navigate clearly by sound alone. They take no perception penalties for Darkness or other related penalties.

Drawback: At the cost of their vision. As a general rule their new hearing can substitute for sight but automatically fails any roll that requires sight, such as reading. Deafening noise can be completely debilitating.

Sound of Silence

The character's hearing becomes exceptionally acute. They gain +3 to all aural based rolls.

Drawback: So acute, in fact, that they are pained by voices, even their own. The many subtleties and emotions in speech are overwhelming to their sensitive ears. They cannot speak above the level of a soft whisper. This, as might be guessed, makes day-to-day life rather hard. They cannot drive a motorcycle, or attend concerts while in this state. Should they go to a supermarket, they must use the self-checkout, to avoid clamorous small talk with the girl at the checkout counter. All social rolls conducted at a normal volume take a -3 penalty. Insisting on whispering can impose penalties of it's own.

Subsumed by Another Shadow

Whenever the Creature comes within (Willpower + number of Umbrae) yards of a Darkspawn (and not other Creatures of the Darkness), he reflexively and automatically rolls Presence + Resolve, contested by the Resolve + Composure of the Darkspawn. The Creature makes this roll separately for each Darkspawn he meets, but no more often than once a scene. If the Creature gets more successes, the Darkspawn believes him to be its natural superior, and will seek to protect him as best it can, and gratify what it thinks are his desires.

The duration of this effect depends on what kind of creature possesses the Umbrae. A Darkened or Darkspawn will assert dominance until it's servant separated for Shadows hours. A Mnemosyne retains control for Willpower + Shadows hours. Cataphractoi, for whom this umbrae is a fundamental part of their being, retain control for one week per dot of Shadows. After the duration expires the Darkspawn forgets it's master's existence.

The Creature can try to give his servant an order as an instant action; the dice pool is Presence + Composure, and the order can have no more than (successes) conditions (so, "Break the light" is one, while "Break the light outside" is two.) By default, a Darkspawn servant will also use all its powers/abilities to prevent others from seeing it, but it will break cover if an order requires it. The one order it won't obey is to leave and not return.

Drawback: Of course, most people don't really want vicious Darkness-beasts following them around. Darkspawn servants consistently assume that their master wants them to do harm, and will kill or wreck anything that seems to be an obstacle, or even inconvenience. A Darkspawn sent to buy groceries will attempt to pay, but if the cashier takes too long with the change, says it's not enough money or more likely tries to lock the door as soon as she sees a monster approaching, then the Darkspawn will probably try to kill her.

Any expression of dislike for somebody, even for a trivial reason (being pushed aside by a passing stranger, say) might inspire the Darkspawn to deliver his severed head to your doorstep. In addition, most Darkspawn aren't the prettiest of things, and being followed by monsters that don't seem to show themselves to others is quite nasty on the psyche.

Darkspawn that possess this Umbrae are immune to its effects; they are not going to serve another, and will often attack anyone or anything else which possesses it. Moreover, they seem prone to retaining a worrying cunning quite unlike human intelligence; the limited use of language (enough to call out "help me" in a normal voice while trying to lure someone in), tactics (send weaker ones to make a noise outside while it and the stronger ones it controls come in through the roof), and the ability to control other Darkspawn make them notably more dangerous, especially since there is no way, on sight, to tell them apart.

Subtle Tongue

Devious cunning becomes easy for the Darkened, as the nothingness and antipathy for form of the Darkness enters through the mouth. All Manipulation-based rolls, except for activations of supernatural powers, are at +1; this is increased to +3 if the character is lying.

Drawback: Correspondingly, forthright openness becomes hard. All Presence-based rolls, again except for activations of supernatural powers, are automatically reduced to a chance die; on a Dramatic Failure, the target becomes convinced that the Darkened is lying to them.

Tainted Allure of Vice

There is something... fascinating about the Creature of the Darkness which calls to mortal souls; a sick, degrading allure to its presence which draws others closer. The character gains the Striking Looks merit, at the 2 dot rating, as the entire way they move, speak, act becomes attractive, even if they do not change much physically. Darkspawn with this Umbra retain some allure and do not become ugly, instead gaining a beautiful depravity in their inhumanity.

Drawback: ... and it brings out the worst in others, for it is a guilty pleasure that wracks at the soul. At the time of purchase, the Creature chooses a Vice such as Cruel, Violent, Lustful. As soon as they use the bonus dice from Striking Looks on a person (which is not a choice), for all future interactions that individual gains the Vice as a secondary Vice along the lines of "Cruel towards that Darkened" (if it is redundant with an existing Vice there is no further benefit). The Vice can only restore Willpower if indulgence harms, subjugates, or degrades the Creature of the Darkness in some way, and will likely be a Breaking Point for any moral person. In packs of Darkspawn, ones with this Umbra are right at the bottom of the pack, because they suffer the indignities of their "peers" just as much as they had in life.

Taste of Sin

The Darkened may assess a character's morality with a Wits + Empathy roll. This is phrased in terms of the worst sins that the character has no problem with (so, for example, "This character has no issues with non-lethal violence against his fellow man"). On an exceptional success, he also knows the worst action the individual has committed. Moreover they get +2 on social rolls if the target has the Vice-Ridden Merit.

Drawback: ... and the consequence is that the virtuous are painful to be around. They have a -2 to social rolls against people with the Virtuous Merit, the Beacon Merit, or Princesses with a Beleif of 7+. Moreover, they need to pass a Resolve + Composure at the same penalty to even talk to people with such a moral nature; if they fail, they lose a Willpower point, as a sudden shame hits them.

Thief's Touch

The character's fingers are quicker and more nimble, subtly guiding the character in dark deeds. They gain the 8-again bonus in all Larceny and Subterfuge and rolls

Drawback: The character is always the first to be suspected of any wrong doing, even if he made a clean getaway or is innocent.

Roteater

The character can eat anything, up to and including broken glass, and will suffer no more than one point of bashing damage as the "food" goes down. Anything less resilient than metal will be digested; things undigested will be passed, again causing no more than 1 point of bashing damage. They also

receive a dot in the Hardy merit for free, ignoring the normal prerequisites for it.

Drawback: Of course, with such a universal diet, one can always have... preferences. In this case, whenever they are hungry or thirsty, the character must succeed on a (Resolve + Composure) roll or else spend 1wp to not try to eat any rotting meat or drink stagnant, dirty water they see. They suffer a penalty on this roll equal to the Size of the rotting meat. Darkspawn with this Umbra almost always have Grotesque Bulk, and tend to make themselves larders of hung corpses (which need not be human; the first sign may well be all the pets going missing) in case they get peckish.

Caligines

The Darkened can choose to twist themselves even farther, drawing on the Darkness for supernatural powers, the Caligines. Each Caligo is rated from 1 to 5, and costs two dots of experience to purchase. Darkspawn, Mnemosyne, and Cataphractoi, being entirely Creatures of the Darkness, can have any Caligo on this list. Learning a Caligo is always a Breaking Point with a -5 modifier, for it directly damages the soul. Many Caligines uses are also Breaking Points, the descriptions note which and their modifiers.

Armaendum

This set of Caligines uses the power of the Darkness as weapons.

I Have You Now, My Pretty (••)

Action: Instant, Strength + Crafts + Shadows

Cost: 1 Willpower

Duration: Lasting

The Darkspawn develops some grotesque power that allows it to capture it's foes. Arachnid like web spinners, fast growing tentacles or a dark sorcery that conjures rusty bloodsoaked chains out of shadows and fears. The Darkspawn may make normal grapple rolls at a distance of five * Shadows feet. The dicepool is Strength + Crafts + Shadows, but otherwise the usual rules apply.

Shadowblade (•, •••• or •••••)

Action: Instant, roll Intelligence+Craft+Shadows (Successes are capped by Taint Severity or 5, whatever is lower)

Cost: 1 Willpower

Duration: Scene

The Darkened can manipulate the Taint around her to form a weapon of pure Darkness that cuts at both the flesh and the happiness within, growing claws or forming swords. Despite it's unusual nature this weapon can be treated as a normal attack.

A Single Success creates a mundane melee weapon chosen from the list in WoD Core p170. If you possess WoD Armoury you may choose from that book, it is acceptable to design a new weapon if it has identical stats to any existing weapon. Each additional success may be spent to: increase Damage by one, increase durability by one, reduce the Strength requirement by two.

At one dot the Shadowblade can only do Bashing Damage. It might be some form of club, or just a have a surprisingly dull edge. At three dots the weapon does lethal damage, at five dots it may do Aggravated Damage.

Shadowbolt (1, ...or ...)

Action: Reflexive to charge. Instant to shoot, Dexterity + Firearms + Shadows.

Duration: Lasting

Cost: 1 Willpower to charge.

The Darkened gains the ability to perform a ranged attack powered by magic or some obscene biological mutation. Before attacking the Darkened must spend a point of Willpower to charge Shadowbolt, one Willpower provides Shadows times three shots.

Despite the unusual nature of this attack treat it like a normal firearms weapon. Damage is Bashing, at three dots it becomes Lethal and at five dots Aggravated.

Shadowbomb (1, ...or ...)

Action: Reflexive to charge. Instant to throw, Dexterity + Athletics

Duration: Lasting

Cost: 1 Willpower to charge.

The Darkened gains the ability to charge an item with explosive power with magic or some obscene biological mutation. Before attacking the Darkened must spend a point of Willpower to charge Shadowbomb. A Shadowbomb has a Blast Area of Shadows and a Damage of half Shadows

Despite the unusual nature of this attack treat it like a landmine or a grenade. Damage is Bashing, at three dots it becomes Lethal and at five dots Aggravated.

Voidbolt (...or ...)

Action: Reflexive to charge. Instant to shoot, Dexterity + Firearms + Shadows.

Duration: Lasting

Cost: 1 Willpower to charge.

The Darkened gains the ability to perform a ranged attack powered by magic or some obscene biological mutation. Before attacking the Darkened must spend a point of Willpower to charge Voidbolt, one Willpower provides Shadows shots.

Despite the unusual nature of this attack treat it like a normal firearms weapon. Damage is Bashing however a blast from Voidbolt drains the Light from the heart with it's infinite hungry emptiness. Every point of damage inflicts a -1 general penalty which decreases by 1 each turn. At five dots the penalty remains for the rest of the scene.

Penalties from Voidbolt do not stack, use the greater penalty. They do not stack with Voidbomb or Voidblade.

Voidbomb (•••or ••••)

Action: Reflexive to charge. Instant to throw, Dexterity + Athletics

Duration: Lasting

Cost: 1 Willpower to charge.

The Darkened gains the ability to charge an item with explosive power with magic or some obscene biological mutation. Before attacking the Darkened must spend a point of Willpower to charge Voidbomb. A Voidbomb has a Blast Area of Shadows and a Damage of half Shadows

Despite the unusual nature of this attack treat it like a landmine or a grenade. Damage is Bashing however a blast from Voidbomb drains the Light from the heart with it's infinite hungry emptiness. Every point of damage inflicts a -1 general penalty which decreases by 1 each turn. At five dots the penalty remains for the rest of the scene.

Penalties from Voidbomb do not stack, use the greater penalty. They do not stack with Voidbolt or Voidblade.

Voidblade (•••or ••••)

Action: Instant, roll Intelligence+Craft+Shadows (Successes are capped by Taint Severity or 5, whatever is lower)

Cost: 1 Willpower

Duration: Scene

The Darkened can manipulate the Taint around her to form a weapon of pure Darkness that cuts at both the flesh and the happiness within. Despite it's unusual nature this weapon can be treated as a normal attack.

A Single Success creates five mundane melee weapon, usually in the shape of needles, small daggers, and caltrops. Each additional success may be spent to: increase Damage by one, increase durability by one

Voidblade can only do Bashing Damage. Every point of damage inflicts a -1 general penalty which decreases by 1 each turn. At five dots the penalty remains for the rest of the scene

Claudendum

The Caligines in this set warp the body of the Darkened, marking him an exile from humanity.

Diminutive Size (•, •••or ••••)

Action: Permanent

Duration: Scene

The Darkened twists and shrinks, often becoming animalistic or insectoid. At 1 dot, the Darkened becomes Size 3. At 3 dots, the Darkened becomes Size 1. At 5 dots they're size 0. The Caligo provides the full effects of decreased size, as per the size chart (page 237).

A Darkspawn with this Caligo often shows more animal cunning than the simple brutality of it's peers by virtue of Darwinian necessity. Many seek powerful protectors like Cathrophacti or Menosynes

and earn their keep as spys or scouts.

Flesh of my Flesh (•••)

Action: Instant, Stamina + Medicine + Shadows

Cost: 1 Willpower

Duration: Scene

When all is reduced to an empty bleakness such trifling things as property will hardly matter a bit. In a Dark world you have far more important things to worry about than someone trying to steal your money, your goods, or your flesh.

With this Caligo a Darkspawn can heal themselves from physical injury, replacing damaged flesh with stolen flesh. Every Success heals 1 Bashing or Lethal damage, providing the Darkspawn has some spare human Flesh. Some stitch new flesh to old, but most simply eat and push the stolen flesh through their veins to where it's needed. The flesh must be consumed or acquired in the current scene and fresh enough to safely eat (which can be very old if the Darkspawn has the Roteater Umbrae). If the Darkspawn takes flesh from a living person they must take eat one point of Lethal damage's worth of flesh for every point of Lethal or every three points of Bashing damage they heal. With some sort of bite attack then the Darkspawn may reflexively swallow after a Successful attack to stock up.

Grotesque Bulk (•, •••, or •••••)

Action: Permanent

The Darkened swells and bloats, becoming gigantic. This Caligo increases the Size of those who learn it; the 1-dot version adds 1 to Size, the 3-dot version adds 2, and the 5-dot version adds 3. The Caligo provides the full effects of increased size, as per the size chart (page 237).

Grotesque Bulk and Diminutive Size are not compatible - a Darkened that has one at any level cannot learn the other.

Undying Heart (•••••)

Action: Permanent

Cost: 1 Shadow

Duration: Scene

The Darkened cuts out part of their body, usually their heart, and hides it far away. So long as their heart remains safe the Darkened cannot be killed by anything less than complete destruction of their body. If the heart is destroyed, they die instantly.

If the Darkened's health is filled with Lethal damage they will not begin to bleed out, instead they fall unconscious until they have had sufficient time to heal. Undying Heart does not increase the Darkened's ability to heal, it only provides infinite time for the healing process to take hold. If the Darkened health track is filled with Aggravated damage, he's still dead.

If the Darkened retrieves his missing heart he may sacrifice the Undying Heart Caligo, and all the experience invested in it, to instantly heal to perfect health. However if any other Darkened finds the heart they may eat it for a free dot of Shadows.

Action: Permanent

Zombie's Flesh (-)

Action: Permanent

The Darkened pulls his blood away from the outer layers of his flesh, and calls upon Taint to harden them; his skin takes on the waxy pallor of a corpse embalmed for burial. This hardening preserves the Darkened from nearly all forms of injury; he gains General Armor equal to the dot rating of this Caligo. In addition even one dot causes the Darkness to downgrade the effects of mundane damage: Aggravated damage becomes Lethal and Lethal damage becomes Bashing. Bashing damage is unaffected. However jade weaponry will bypass this effect.

However, it also inspires revulsion in anyone not Darkened who can see his skin - the Darkened suffers a -2 penalty on all Empathy, Persuasion and Socialize rolls for interacting with non-Darkened.

Eleptam

With these powers Creatures call upon darkness to mask their misdeeds.

Cloak of Shadows (.)

The Darkspawn becomes a creature of night, invisible in the Darkness. So long as the light is dim enough to impose even a single die penalty and the Darkspawn is untouched by natural or supernatural sunlight the Darkspawn adds Shadows to all mundane Stealth and Larceny rolls.

Mask of Skin (..)

Action: Instant, Stamina + Suberfuge + Shadows

Cost: 1 Willpower

Duration: Scene

The Dark Creature gains the ability to shapeshift. They can change their ethnicity, sex, height, weight, and appearance, given a reference to work from they could mimic a real person. However they cannot change their overall body plan, a Darkspawn that resembles some sort of canine will always resemble some sort of canine, a Darkspawn that remains mostly humanoid will always look mostly humanoid and never fully humanoid. If the Creature has any Caligines or Umbrae with a drawback that affects their physical form they cannot mask it, a Creature with Hunger Means Nothing will always look thin and starved. The best they can do is adopt a disguise where looking starved makes sense or wear a thick padded coat to hide the thinness of their body.

This is a true change, a good perception roll cannot see through the illusion to the truth underneath however supernatural senses (such as A Magical Girl's Eyes) can spot the magic holding the Creature's body in an unnatural shape if they roll more than the Creature's activation successes.

Dramatic Failure: The Darkspawn turns into a black vicious sludge from which various horrific body parts constantly form and dissolve. It may do nothing except use this power again or wait for the scene to end.

Failure: Nothing happens.

Success: The Darkspawn changes as desired.

Exceptional Success: The Darkspawn's change is unnaturally convincing. Any attempt to see through it takes a -2 penalty.

Face in the Crowd (⋯)

Action: Instant, Manipulation + Subterfuge vs Composure + Supernatural Advantage

Cost: 1 Willpower

Duration: Scene

The Darkspawn curses its target to see it from wherever they look. The Darkspawn first names a trait of their appearance which can be as broad as “humanoid” or something narrower like “red jacket”.

Dramatic Failure: The target cannot fail to recognise the Darkspawn for the remainder of the scene. Any attempts at disguise automatically fail against the target.

Failure: Nothing happens.

Success: The target sees everyone who possesses the chosen trait as though they were the Darkspawn. This extends to all senses, including magical senses such as those granted by Charms. However the effect only applies to senses, the target is free to react to the illusion however they wish.

Exceptional Success: In addition to the above the target loses all ability to perceive the Darkspawn for three turns, giving them that much more of a chance to blend into the crowd.

Confudendum

This sequence of Caligines twists senses and darkens minds.

Avoid All Eyes (◊)

Action: Instant, Wits + Shadows

Duration: One scene

The Darkened blurs in the sight of all witnesses; no one who sees him can tell exactly where he is. He gains the Protective Blessing Condition, the affected trait is ranged attacks and the modifier is equal to his activation successes. This penalty stacks with other forms of concealment.

Scapegoat (⋈)

Action: Instant, Manipulation + Subterfuge - target's Composure

Cost: 1 Willpower

Duration: Scene

Throw mud enough and some will stick ... and servants of the Darkness know just where to throw it, and how to make it stick. To use this Caligo the character publically accuses another person of something heinous or humiliates and mocks him.

Dramatic Failure: The audience sees the character's words only as proof of his bigotry and barbarity. He gains the Notorious Condition.

Failure: The character's scorn falls flat; no one joins him in condemning the target.

Success: The audience believes the character's denigration and regards the target with mistrust. The target gains the Notorious Condition.

Exceptional Success: Even the target half-believes that he has somehow transgressed. He also gains the Guilty Condition, related to what the character said about him.

Handful of Dust (••)

Action: Instant and contested, Presence + Persuasion + Shadows vs. Composure + supernatural advantage

Cost: 1 Willpower, Breaking Point at -2

Duration: Lasting

The Darkened utters a sentence that blights the confidence of one to whom he speaks.

Dramatic Failure: The Darkened cannot use Handful of Dust for the rest of the scene.

Failure: The sentence means nothing to the target; there is no effect.

Success: The words haunt the target, condemning him as incapable and worthless. The target gains the Shaken Condition.

Exceptional Success: The target gains two copies of the Shaken Condition.

Bogeyman (•••)

Action: Instant, Presence + Intimidation + Shadows.

Cost: 1 Willpower, Breaking Point at -3

Duration: Concentration.

The Darkened wraps himself in the deepest fears of those around him. As long as he concentrates, others see him as whatever they dread most.

Dramatic Failure: The Darkened only appears ridiculous, like a man dressed in a Halloween costume. He cannot use Bogeyman for the rest of the scene.

Failure: Nobody is frightened by the Darkened's appearance.

Success: The Darkened gains the Terrifying Tilt, which affects everybody. This lasts for as long as he concentrates fully on inflicting fear. If he does anything that requires a roll, the Tilt is removed.

Exceptional Success: The Tilt lasts for a full scene.

Everyone Dies Alone (••••)

Action: Instant and contested, Manipulation + Persuasion + Shadows vs. Composure + supernatural advantage

Cost: 1 Willpower, Breaking Point at -4

Duration: Indefinite

The Darkened offers to show the target a vision of the hatred and despair that lies under everything she loves. He can activate this Caligo without any knowledge of the target, but the more he knows of her and the people she loves, the easier it is for him. This Caligo creates a false vision, it does not require an actual betrayal to function.

Dramatic Failure or the target wins the roll with an Exceptional Success: The target sees a vision that reminds her of how much her friends need her, renewing her will to fight. She regains one Willpower. If the target is a Princess, if she prefers she may instead reflexively roll Belief - Shadows, gaining one Wisp per Success.

Failure: If the Darkened does not get more successes than the target, no vision appears.

Success: The target sees a vision of a friend or loved one betraying her. Depending on the Darkened's Successes this may be as simple as insulting her behind her back or a deadly betrayal that puts her life in jeopardy. Etched into her mind by dark magics the target can't help but believe it's true. As a result she gains the Cursed Condition and subtracts the Darkened's successes from all social rolls with the friend and teamwork actions with him. This has an ending trigger, the friend can convince the target that their friendship is real by beating the Darkened's activation successes. Magic can also break the curse.

Exceptional Success: In addition to the benefits of many successes, the target gains the Avoidance Derangement triggered by the person seen in the vision.

Modifiers: The Darkened does not know the target's name (-3), the Darkened chooses a specific person to show, who is the target's friend (+3)

Ducem

These Caligines allow a Darkspawn to control other Creatures of the Darkness.

Gathering Shadows (.....)

Action: Instant

Cost: 1 Willpower, breaking point at -1

Dice pool: Animal Ken + Shadows

Duration: Shadows minutes

When the character calls, other Darkspawn gather to him.

Dramatic Failure: For the rest of the scene, any bestial Darkspawn the character meets either attacks him or runs from him.

Failure: No Darkspawn respond to the summons.

Success: Every bestial Darkspawn within (activation successes * 1000) yards, and in the same world, goes where the character is if it can move at all, and remains within walking distance of him for turns equal to his Shadows. Intelligent Dark Creatures can hear the call and may choose how to respond.

Exceptional Success: The character can claim one of the Darkspawn he summoned as a servant. He gains the Bonded Condition to one bestial Darkspawn.

Intelligent Dark creatures within the affected area automatically know who used Gathering Shadows and where he was when he activated it, but are not compelled to respond to the summons.

*I am Your Master (****)*

Action: Extended, Presence + Intimidation + Shadows - targets' highest Resolve; make 1 roll each sunfall, target number is the highest Resolve among the Darklings + the number affected

Cost: 1 Lethal Health Level per Darkling, 1 WP each night, Breaking Point at a -5 penalty

Duration: Indefinite

A taste of the true Darkness in the heart is enough to break a beast to the will of someone stronger for life. To begin using this Caligo, the Darkened feeds a measure of his own flesh or blood to the Darkspawn he wants to influence, enough to do 1 lethal damage per Darkspawn. He need not remain within sight of his targets after the first night; the process works from within. Once this is done, the Darkened spends 1 Willpower at sunfall each night and rolls reflexively. If he fails to do this, the Darkspawn react as if he had rolled a dramatic failure.

Dramatic Failure: The Darkened's control over his servants breaks. The Darkspawn now desire nothing more than to feast upon his flesh again, and seek him out to kill and eat him. They know exactly where their former master is for a number of nights equal to their Wits; if the Darkened evades them longer than that, they lose the trail.

Failure: The Darkened keeps any control he had, but makes no further progress.

Success: The Darkened accumulates successes. Before he reaches the target number, the Darkspawn will obey verbal orders the Darkened gives them during the hours of darkness, to the best of their abilities, but they won't risk their lives, and they return to their normal activities when the sun rises. Giving an order follows the same rules as the Umbra Subsumed by Another Shadow.

After reaching the target number, though, the Darkspawn become fanatically loyal. They gain the Dominated Condition with an indefinite duration and both the Unethical (not that Darkspawn have ethics) and Suicidal modifiers: They will continue to carry out an assigned task until it's complete without regard for day or night, and will fight to the death if so ordered. They will attack anyone who tries to break their master's control, doing as much damage as they can (making all-out attacks, spending Willpower, etc.) until either they or the other is dead. In addition, the Darkened can give his servants orders mentally, without speaking aloud.

Exceptional Success: The bond between master and servant becomes a source of power. One of the Darkspawn affected gains the Blessing Condition, it adds 1 dot in a Physical Attribute; the master chooses the Darkspawn and the Attribute. The new dots remain as long as the Darkened's control persists.

Duratum

These powers let the Darkspawn manipulate cold. Any ice or cold created by these Caligines is laced with Taint and so it bypasses does not count as natural for the purposes of Charms like Legno's Weatherproof. However it can be overcome by the Charm Warmed By Hate Alone.

Any attempt to use Charms to manipulate elements created by Duratum take a -Shadows penalty.

Yamir's Breath (••)

Action: Instant, Stamina + Athletics + Shadows

Cost: 1 Willpower

Duration: Lasting

The Darkspawn spends a Willpower to breath out a mist that drains the heat out of all it touches, freezing the very air itself. The mist doesn't move that fast, so characters can escape it's path with a Dexterity + Athletics roll of their own, a single Success will suffice.

Dramatic Failure: The Darkend loses a turn to violent choking.

Failure: Nothing happens.

Success: Each Success applies one square foot of the Icy Tilt. Mundane objects caught in the area may be rendered inoperable until they're defrosted or smashed out of the ice. Characters who are caught they take the immobilized tilt, treating the ice's durability as equal to the Darkspawn's Shadows.

Exceptional Success: Extra successes are their own reward

Cold of a Dead World (…)

Action: Instant, Strength + Survival

Cost: 1 Willpower

Duration: Scene

The Darkspawn calls up cold from the Dark World to freeze the land.

Dramatic Failure: The Darkspawn falls into the Dark World beneath it's location.

Failure: Nothing happens.

Success: The monster creates the Extreme Cold Tilt with a severity equal to the lower of Successes and Shadows, maximum of five.

Exceptional Success: The maximum severity increases to Shadows + 1 or 5, whichever is lower.

Nocendum

These Caligines exploits the Dark World.

Open Hellmouth (◊)

Action: Reflexive, unrolled

Cost: 1 Willpower

Duration: Scene

When the Darkened enters a Tainted area from its image in Darkness, he opens a wide breach through which his servants can follow him. If the Darkened spends a Willpower point as he uses Enter Darkness in the Dark World, then for a number of turns equal to his Shadows any other Darkspawn that Enters Darkness from the same place he did gets a bonus on its roll equal to the Darkened's successes on his Enter Darkness roll. The Darkened does not get the bonus himself if he Enters Darkness again, and if Open Hellmouth is used again before the last activation expires, the second activation supersedes the first.

If the Darkened used Nowhere Untouched to travel outside of a Tainted Place then others may follow.

Nowhere Untouched (..)

Action: Permanent

The Dark World exists everywhere, gnawing at all that is real. With Nowhere Untouched, the Darkened may use Enter Darkness outside of Tainted areas; all he requires is a place large enough to stand or sit in, and which is not currently lit - a deep shadow will do. If there is enough light to read by he cannot cross over.

When crossing in unTainted areas, a Darkened treats the local Taint as 0, using Willpower alone as the base; Integrity and Shadows add bonuses and penalties as usual.

Walk in Darkness (...)

Action: Instant, Stamina + Athletics + Shadows

Beyond the images of Tainted places, the form of the Dark World distorts away from that of the land it came from. Those who dare to travel in the Dark World, if they have learned this power, find paths that lead from one Tainted place to another, far more swiftly than any road in the world of light.

The Darkened must use Walk in Darkness in the Dark World. If he succeeds, the landscape of the Dark World has shifted, opening a path from his current location to the place he wants to go that is significantly shorter than the smallest distance between the places they are images of. Each activation success cumulatively doubles his effective Speed in the real world for the next hour, or until he next leaves the Dark World, whichever comes first.

Dark Ascension (....)

Action: Permanent

The reverse of Nowhere Untouched, the Darkspawn may ascend from the Dark World outside of Tainted Places, if it can reach it's destination without freezing solid. Ascending from the Dark World requires an unlit spot to arrive in, and this Caligine provides the ability to see potential exits while within the Dark World.

Note that Dark Ascension cannot be combined with Walk in Darkness to provide easy access to a non-Tainted place. The Darkspawn must risk travel in the Dark World in order to make use of Dark Ascension.

Shadow Step (.....)

Action: Instant, Dexterity + Athletics

Cost: 1 Willpower

Duration: Lasting

The Darkspawn may enter and exit the Dark World in a single action, vanishing from one unlit area and arriving in another mere seconds later. To teleport the Darkspawn must be able to see his destination, even as just a patch of shadow, and it must be within Shadows * 10 yards of his departure.

Dramatic Failure: The Darkspawn falls into the Dark World beneath it's location.

Failure: Nothing happens.

Success: The monster sinks into the shadows and reappears at it's destination.

Exceptional Success: Until the Darkspawn's next action any attempts to see or otherwise detect it take a -2 penalty.

Modifiers: Every three points of Taint Severity: +1, maximum of +5.

Noctem

These powers let Darkspawn manipulate darkness itself.

Blackout (•)

Action: Instant, unrolled

Cost: 1 Willpower

Duration: Scene

By spending a point of Willpower the Dark Creature instantly snuffs out a light that they can see and where the source has a size equal or less than Shadows.

For the purposes of this Caligo the definition of a light source is anything that makes sense to refer to as one object. For example "one streetlight" or "one chandelier" are both valid targets, even though a streetlight has a single bulb and the chandelier has many. When measuring the size of the light source only count the part that actually emits light, a streetlight would be size one.

Sundown (••)

Action: Instant, Strength + Survival

Cost: 1 Willpower

Duration: Scene

The Darkspawn calls up darkness from the Dark World to blot out the sun.

Dramatic Failure: The Darkspawn falls into the Dark World beneath its location.

Failure: Nothing happens.

Success: The monster creates the Low Light Tilt with a severity equal to the lower of Successes and Shadows, maximum of five.

Exceptional Success: The maximum severity increases to Shadows + 1 or 5, whichever is lower.

Polluendum

This sequence of Caligines exploits Tainted Places.

Defiling Touch (•)

Action: Permanent

The character has bound himself to the Darkness, and it reaches through his evil acts with special virulence. When he commits an act that generates Taint, the amount it creates is read from the row on the chart one step lower than its true level.

Burying the Crime (••)

Action: Extended, Intelligence + Occult. (10 minutes/roll, threshold = Severity)

Cost: 1 Willpower

Duration: Variable, maximum Shadows Days

This Caligine can be used to hide Tainted Places from agents of the Light or humanity. The Curses lift, the foci physically sink into the Dark World, and for a time the area is normal. No action outside the Dark World can damage the Tainted Place (remember that the Charm Purgation burns in both worlds), and no magical or mundane sense will detect Taint (however it may detect that there used to be taint here or will be taint here in the near future). As Caligines go this one is rare, most Creatures of the Darkness lack the forward planning to make use of it.

Taint may remain hidden for up to one day per the user's Shadows, the exact duration is chosen before activating the Caligine, after which it returns at a rate of 1 Severity point per hour. The user may choose to end the effect early, but to do so they must be within the Dark World beneath the Tainted Place and unfrozen.

If a Princess invokes Consecrate upon the hidden Taint than the Consecrate Condition is removed when the Taint returns. If she applies the Upgrade Purifying than upon it's return the Taint begins removing the Princess' Successes like normal.

Twisting the Bane (•••)

Action: Extended, Presence + Occult + Shadows - Severity of focus (10 minutes/roll, threshold = 2x Severity of focus)

Cost: 2 Willpower, Breaking Point at -4

Duration: Until sunrise

Taint, the Mnemosyne say, only anticipates the final state of the world under Darkness. With this Caligo, the Darkened calls up a different aspect of that final state in a Tainted area; while touching the Taint's focus, he prays to the powers of Darkness. On reaching the threshold number of successes, the Darkened may change 1 curse emanating from that focus. The area's Taint remains altered until the next sunrise, and then returns to its original values. The Darkened may use Twisting the Bane for a number of times a week equal to his Shadows.

Copycat Crime (••••)

Action: Instant, Shadows + Severity of focus

Cost: 2 Willpower, Breaking Point roll a Chance Die

Duration: Lasting

The Dark wants to Taint everything, and its servants can channel it towards the best places to infect with a well-timed murder. At a Tainted area's focus, the Darkened prepares a weapon or tool for murder. Each success transfers 1 dot of the Taint's Severity from the focus into the weapon, with an associated curse; the Darkened chooses which curse to take. While stored in the weapon, the Taint is inert – it doesn't register to Sensitivity, and doesn't affect anyone's dice pools. However, if the weapon is used to take the life of a non-Darkened, intelligent being, the place the murder was done immediately becomes

Tainted with all the curses stored in the weapon, plus the points of Taint added by a murder in cold blood. The extra points expand the new Tainted area's Size as far as possible.

Each time the weapon does damage to anyone or anything without taking a person's life, 1 dot of the stored Taint escapes from it and returns to the Tainted place from which it came. If the weapon is destroyed before it takes a person's life, the stored Taint disappears entirely.

Profanation (.....)

Action: Instant, roll Shadows

Cost: 1 Dot of Shadow (after rolling)

Duration: Lasting

The apex of any Darkspawn's ability to manipulate Taint is the ability to will a Tainted Place into being. Before invoking this Caligine the Darkspawn must make a Strength + Brawl roll to cause as much damage as possible and they must get at least five successes per dot of the desired Tainted Place's Size (it is assumed that there are no people around, if there were then there would be easier ways to create a Tainted Place).

If the extended action is a Success the Darkspawn may roll Shadows. Each Success creates one point of Size or Severity, Severity may not exceed the Darkspawn's dots in Shadows (before rolling). Profanation, and the preceding extended action, may be invoked as a Teamwork Action. Only the primary actor needs to know Profanation but every actor must donate a Dot of Shadows to the cause.

The Curses and Foci of the new Tainted Place are formed from whatever cruelties created the Shadows invested in Tainting the ground; but the Storyteller is explicitly encouraged to ignore this aspect of the metaphysics if it interferes with creating interesting Tainted Places.

Sopiendum

This sequence of Caligines steals energy from a Darkspawn's foes, leaving them weak or stunned.

Enervation (◊)

Action: Instant, unrolled

Cost: Breaking Point with no modifier.

Duration: Lasting

The Darkened steals the will to live from others, leaving them listless. If he has a target immobilized – pinned in a grapple, unconscious, tied up, or otherwise unable to act – then he can touch the target to transfer 1 Willpower point from the target to himself. The Darkened cannot use Enervation if his Willpower pool is full, or the target's pool is empty.

Enervating Hex (◊◊)

Action: Extended, Intelligence + Crafts + Shadows - object's Durability (1 turn/roll, threshold = object's Structure)

Cost: 1 Willpower, Breaking Point at -1.

Duration: Indefinite

The Darkened converts an object to a sink for others' will and energy. Once the threshold has been reached, the target gains the Draining Hex Condition, with a potency equal to the Darkened's Shadows and a willpower pool equal to the Hex's maximum structure.

Call the Black Dog (•••)

Action: Instant, Manipulation + Empathy + Shadows - target's Resolve

Cost: 1 Willpower, Breaking Point at -2.

Duration: Successes days

The Darkened deprives his target of the comforts of nightly rest, by sending a shadowy hunter to pursue him in his dreams. The target must be held immobile, unable to act, as with Enervation.

Dramatic Failure: The target's dreams withstand all assault; the Darkened can never use Call the Black Dog on this target again.

Failure: The target has a nightmare when he next sleeps, but it does not affect him further.

Success: The target has a dream every night of being mercilessly hunted. He gains the Nightmares Condition, it lasts for one day per success rather than the usual duration. In addition, every time the target loses a point of Willpower to nightmares, the Darkened gains a point of Willpower.

Exceptional Success: The nightmares last for an additional day.

Suggested Modifiers: The target has had the Caligo used on him within the past month (-1 for each use)

Tentendum

This sequence of Caligines exploits Vice, twisting desire into a perverse mockery of all that is humane.

Serpent's Tongue (•)

Action: Permanent

The Darkness has a grip on everyone, and the Darkened can find it and bring it out. The Darkened adds his Shadows to all Social rolls to discover another person's Vice, or to persuade a person to indulge his Vice.

Evil Influence (••)

Action: Instant, Presence + Persuasion + Shadows

Cost: 1 Willpower, Breaking Point at -1.

Duration: Scene

The sight of the Darkened rouses the Darkness in one's heart, and inspires impulses to crime. For the rest of the scene the Darkened gets the Blessing Condition, it adds his Activation Successes to all the Darkened's attempts to induce other people to perform acts that cause suffering. This bonus stacks with any bonus from Serpent's Tongue when the suggested act plays to a person's Vice.

Sin Whisperer (…)

Action: Instant, Manipulation + Subterfuge + Shadows - target's Resolve

Cost: 1 Willpower, Breaking Point at -2.

Duration: Indefinite

The Darkened infects a victim's psyche, inflaming his target's worst impulses.

Dramatic Failure: The target resists the psychic infection - the Darkened can never use Sin-Whisperer on this target again.

Failure: The target is not affected.

Success: The target gets both the Sweet Sin condition, Vice becomes that much more tempting.

Exceptional success: The Darkened also gains +1 to social rolls with the target for the rest of the scene.

Drink Pain Like Wine (…)

Action: Extended, Manipulation + Persuasion + Shadows (5 minutes/roll, threshold = target's Composure + Empathy)

Cost: 1 Willpower, Breaking Point at -3.

Duration: Variable

The Darkened preaches a creed of suffering and cruelty, and instills his words with a dreadful power to convince one who listens to them. When he reaches the threshold number of successes, his target gains a secondary Vice of Cruelty; he regains one point of Willpower in any scene where another person suffers as a direct result of his actions (that is, when his action would trigger a Princess' Sensitivity.) This Vice applies independently of the target's normal Vice - he can gain Willpower from both in the same scene. Treat this as the Blessing Condition (well that's how the Darkness sees it).

By default the Caligo's duration lapses at the next sunrise. However, if the target loses Integrity as a result of indulging Cruelty, the Caligo's duration lengthens by 1 full month for each dot of Integrity lost. On the other hand, if the target ever fulfills his Virtue, and regains any Willpower by doing so, the Caligo ends immediately - the target remembers his true character and shakes off the Darkened's influence.

Crafted with Love and Care (…)

Perquisite: Mnemosyne or Cataphractoi

Cost: 2 Willpower.

Action, Extended, Presence + Crafts + Shadows vs Composure + Power Stat. (Threshold: Targets Integrity + Resolve. Dark Creature's Presence + Shadows)

Duration: Indefinite

Ingredients: One helpless captive held fast, Darkness fresh from the Dark World, tears and raw material. Plastic or burlap will do. With this profane Caligo the Darkspawn physically creates some kind of doll around the victim. Trapping their body and their mind.

Dramatic Failure or the defender wins with an Exceptional Success: The half finished doll explodes, freeing the victim from their bonds, at least temporarily.

Failure: No progress is made. If the defender reaches the threshold the half finished doll becomes nothing more than inert material which can be easily removed.

Success: The Dark Creature makes progress. When they are finished the complete doll sinks beneath the victims flesh. Only supernatural senses, and curiously a canine or feline's sense of smell, can detect anything wrong. Dolls created by this power have the targets original Physical Attributes, the Doll Template: They have the usual benefits of The Dark Template and the Umbra Tainted Allure of Vice. They are also entirely mindless and act as the people around them expect them to act. They even use the Mental Attributes, Social Attributes and Skills of those around them, if a gourmet chef expects a Doll to cook his steak at exactly 550 degrees, it will.

Exceptional Success: Great progress is made.

Killing a doll kills the person trapped within, and so it counts as killing an innocent when measuring Belief of Integrity.

Drawback: Being entirely mindless Dolls do not have Integrity and so cannot lose Integrity. Barring an external influence there is no transition from a Doll to other types of Dark Creature. So long as the Doll exists there is a possibility to break the curse with magic. Of course, this is only a Drawback from the Darkness' perspective.

Other Caligines

Breath on your neck (••)

Action: Instant Wits + Stealth + Shadows modified by Intimacy

Duration: 1 Willpower

Duration: Turn

The Darkspawn focuses upon a Princess (or someone else touched by the Light) and feels a great yearning hunger that reveals to them the exact location of their target. The Darkspawn must be able to picture their target in their mind to use this ability, and they may need to overcome supernatural defences.

Dramatic Failure: The power works in reverse, revealing the Darkspawn's location to the target.

Failure: The Darkspawn feels a great hunger, but cannot identify the target's location.

Success: The Darkspawn learns the rough location of the target. To within an area the size of a large building like a school.

Exceptional Success: The Darkspawn learns the exact location of the target.

Drawback: Regardless of the result, the target is always aware that something horrific is watching them through supernatural means.

Grasping at Shadows (••)

Action: Instant and resisted, Dexterity + Brawl + Shadows - target's Defense

Duration: Variable

With a sweep of a hand or foot, the Darkened catches hold of an opponent's shadow. Aside from the dice pool, this is a normal close attack. If the target is not casting a shadow (for instance, he isn't illuminated) the Caligo has no effect.

Dramatic Failure: The Darkened cannot use Grasping at Shadows for the rest of the scene.

Failure: The target feels a momentary weakness, but is not otherwise affected.

Success: The target is paralyzed, unable to move or act. He remains in this state as long as the Darkened keeps hold of his shadow. The Darkened must remain close enough to touch him, and have one hand free – any action that requires both hands or requires leaving the target breaks the hold. Also, if the target is attacked, he may apply his Defense, and the sudden motion also breaks the Darkened's hold on him. The Sopiendum Caligines do *not* count as an attack.

Exceptional Success: The target is paralyzed as above, and remains so for one turn per the Darkspawn's dots in Shadows, even if the Darkened releases his shadow; he cannot act until he is attacked or until several turns pass.

Fearful Instincts (•••••)

Action: Permanent

The Darkspawn may apply his Defence against Firearms, at four dots they also increase their Defence by Shadows. The four dot bonus does not apply against jade weapons.

Self-Consuming Hunger (••)

Action: Instant

Cost: 1 Resistant Lethal Damage

Duration: Scene

With this Caligo a Creature of the Darkness can use their own body as fuel for their dark magic. They take a point of Resistant Lethal Damage and gain a special pool of (Shadows +1 Willpower), this Willpower can only be spent to pay the activation cost of other Caligines. Unspent points are lost at the end of the scene.

Such Pretty Eyes, I Think I'll keep Them (••)

Action: Instant, Presence + Intimidation + Shadows vs Resolve + Supernatural Advantage

Cost: 1 Bashing Health Level, 1 Willpower

Duration: 10 – Target's Integrity days. The Darkened may end it early as an instant action.

The Darkness knows that a touch of evil lies in every heart, and a hint of envy blinds every eye. This Caligo makes use of that truth, allowing the Darkened to see through another's eyes. Some Darkened use this to spy through their enemies eyes, others use it on their own minions to help lead and organise their assets. To use his Caligo the Darkened smears a drop of blood on the eyes of his target.

Dramatic Failure: The Darkened sees through the target's eyes, just for a second. But he sees not just images but the target's viewpoint. If the target's Integrity is higher than the Darkened's Integrity - Shows he sees himself for what he truly is and gains the Guilty Condition.

Failure: Nothing happens.

Success: The target's eyes begin weeping small amounts of black pus (The Cursed Condition giving -2 to all social rolls if visible). The target also gains the Stolen Sight Condition. As an Instant Action the Darkened can choose to see from the target's eyes instead of his own. He can also choose to see from one of his eyes and one of the target's eyes (or two different victims) which inflicts -3 due to the mental taxation of seeing two viewpoints at once.

Exceptional Success: The target forgets the cause of her weeping eyes and gains the Avoidance derangement that prevents her from talking about or showing her eyes to anyone.

A Darkened may have up to Intelligence + Shadows people tagged with this power at any one time.

Sweet Tooth (◦)

The Darkspawn gains Unseen Sense (Light). They can sense Light touched people within Shadows * 20 yards. Transformed Princesses are even easier to detect and double the range, unTransformed Princesses are of course completely invisible to this sense. If the Princess magically conceals her nature she can roll a Clash of Wills against it.

Something small like a (Transformed) Bequest isn't enough to trigger the Unseen Sense, but a large pile of Transformed Bequests or Seeds of Light will do so. As will a Blessed Place.

Venom of the Soul (.....)

Action: Instant, Presence + Empathy + Shadows

Cost: 2 Willpower, Breaking Point at a -4 penalty

Duration: Lasting

The touch of the Darkened wracks those whom the Darkness has marked. For the rest of the scene, when the Darkened touches a target or attacks with a natural weapon (punch, kick, grapple or bite) the target's system is attacked by a magical poison. The poison does lethal damage for one turn (if not resisted) and has a Toxicity equal to 7 - the target's Integrity + the target's Shadows (if any), or the Darkened's activation successes, whichever is less. If the target's Integrity reduces the Toxicity to 0 or less, the target is immune to the poison. The Darkened's natural attacks still do damage as normal - the poison adds to the natural damage. (See the World of Darkness Rulebook, p180-181 for more details on poison.)

Any character killed by the poison (as opposed to an attack) reanimates the next turn as a mindless puppet of the Darkness, shadows spilling forth from the frost-edged wound. Reduce all Mental and Social Attributes, and Physical Skills to 1, and Mental and Social Skills to 0. It has Health equal to its Stamina + Size, and does not suffer wound penalties. The creature will attack the nearest non-Creature of Darkness. It collapses, dead again, at the end of the scene.

Voice-Eating Hunger (◦)

Action: Permanent

The Darkness is eternally silent. Within the depths of the Dark World, there is no noise but what outsiders bring with them, and what little the Creatures of the Darkness retain from their old lives. The Darkness takes that too, in time. This Caligo enhances a Creature of the Darkness' natural attacks.

Whenever they injure a target or damage an object, the target gains the Silence Tilt for of turns equal to the successes rolled on the attack. This only covers direct noise; she cannot scream no matter how hard she tries, but if she knocks a vase from the table in her flailing, when it hits the ground it will still shatter and make noise.

As a passive benefit from knowing this Caligo, the Creature only makes sound when it wants to, giving it a Stealth Speciality in “Moving Silently”.

Void Magic (•)

Action: Permanent

The Dark World is always hungry, especially for magical power, and it readily feeds on power directed at those it touches. The Darkened adds his current Shadows to his Resistance when he is the target of a supernatural power that is resisted with a contested roll.

World-Corroding Entropic Touch (••)

Action: Instant, unrolled

Cost: 1 Willpower, 1 lethal health level

Duration: One Scene

Within the Darkness, all things shatter and break. Taking the Darkness into her flesh, the Creature imbues herself with that alien property. For the remainder of the scene, the Creature of the Darkness inflicts 1 point of Aggravated damage per turn to any object she touches. The ground under her feet melts in her black, stinking footsteps, her clothes turn to dust on her back, all her hair flakes away and dies, and trails of dark ooze streak down her face as her tears hiss and boil on her skin. In a grapple, she does 1 point of aggravated damage per round on her action, from the contact. When attacking with a natural attack, one level of damage is upgraded to aggravated damage, no matter what the original kind of damage done was.

This Caligo can, as an instant action, be converted into a permanent duration Caligo. The Charm does not need to be activated, but the effects are permanently on, and cannot be deactivated. There are deep pits in the Dark World which form where Darkspawn who know this Charm are trapped, for even when trapped in dormancy they still corrode the ground below them, until they fall at last into Utter Darkness and are seen no more.

Merits

Vice-Ridden (•)

Being corrupted by the Darkness can't give you an additional Vice directly, but it makes vice that much sweeter. That much easier to get addicted too. Any Creature of the Darkness can buy the Vice-Ridden Merit for one dot.

Despite this the Vice-Ridden Merit is actually rather rare for Darkspawn, they are such simple creatures that most focus exclusively on one Vice. Most other kinds of Dark Creatures have two Vices.

Dark Sacrifices

In the World of Darkness supernatural power isn't rare, it's actually quite common. Unfortunately all the known easy ways to gain magic are either jealously hoarded by secretive occult societies, self destructive or just plain evil.

The Outer Darkness offers it's Caligos to anyone that knows how to ask. All it takes is the right ritual and enough suffering. Designing or knowing about these rituals requires an Occult Speciality in The Outer Darkness and the suffering is paid through inflicting Lethal damage, one point for every dot in the Calagine, to a human or another being with both intellect and morality, including yourself. Killing the sacrifice is always sufficient regardless of how much damage is actually inflicted.

A full ritual takes about an hour or so. At it's conclusion Roll Presence + Occult - the Caligine's dots.

*Dramatic Failure:*The ritual backfires spectacularly. The participant might be thrown into the Dark World, summon a dangerous Darkspawn, or put in some other life threatening danger.

Failure: The ritual accomplishes nothing.

Success: The ritualist gains the desired Caligine. They become Darkend if they're not already a Creature of the Darkness. If they have no Shadows they immediately gain one.

Exceptional Success: In addition the rush of power invigorates the ritualist. This is treated as the ritualist immediately fulfilling their vice.

Inviting Dark Power into your body will of course have consequences. As always leaning a Caligo is a Breaking Point with a -5 modifier in addition to any modifiers from the ritual itself.

Creatures of the Darkness, except Darkened, cannot perform Dark Pacts without a Caligo such as Fixer. The short version is that they have nothing to offer the Darkness.



Sidebar: Dark Theurgy

The Darkness offers power freely, and all it takes is one dot of Occult and a speciality, the sort of knowledge anyone with an internet connection and a grudge could come across. What about someone more knowledgeable in the Occult arts?

Could a Mage call upon the Darkness to empower their spells? Or a mortal with some skill in magic? Well yes. The Outer Darkness could serve as a Patron Yantra for a Mage and provide similar benefits to mortals, hunters, and other supernatural beings who know how to use it.

The key is to remember that the Darkness' primary offering is convenience. Dark Rituals are easy to learn and easy to perform, relatively speaking. It's easily accessed, but it's also inferior merchandise for a hefty price. The Darkness is limited in the kinds of magic it can enhance and there are other patrons who offer better rates on sacrifices. People turn to the Darkness because they don't have the knowledge or the time to get a better deal.

Sample Darkened

Deluded Vigilante

Given a choice the Darkness doesn't do Virtue. Sometimes it doesn't have a choice, sometimes the only hook it has is a person's Virtue so the Darkness does its best to twist that Virtue right around and back into Vice again.

The Deluded Vigilante always wanted to be someone special with cool powers. Not to be superior or to abuse them, but to do something positive and interesting with their life. This wouldn't be a problem except that powers they got came straight from a realm of pure evil. They think that they can use their powers for good, protecting the night from hidden threats be it crime or Darkspawn; as their name implies they're deluded. Their powers are isolating them from humanity and tempting them into pouncing on flimsier evidence with ever increasing brutality.

The Darkspawn created when a Deluded Vigilante falls often resemble urban legends. Mysterious killers who hunt down anyone who commits a seemingly innocent "crime".

Fortunately a Deluded Vigilante considers herself on the side of the angels. If the Princess arrives soon enough this makes it easier to talk some sense into them, offering powers that aren't inherently evil - such as becoming Sworn and a couple of Bequests - usually works.

The possibility of an undeluded vigilante exists, such an exceptional individual would almost certainly have at least 7 Willpower and could be a great ally if the Princess needs to work with powerful Taint or the Dark World. Though even then such potential is probably put to better use as a Sworn.

Creature of the Darkness: Darkened

Attributes: Intelligence 2, Wits 2, Resolve 3, Strength 4, Dex 3, Stamina 2, Presence 3, Manipulation: 1, Composure: 2

Skills: Crafts 1, Investigation 2, Medicine 1, Athletics 2, Brawl 3, Drive 2, Firearms 2, Stealth 2, Intimidation 3, Persuasion 2, Streetwise 2.

Health: 7

Willpower: 5

Vice: Cruel - Brutal justice, Arrogant - the city needs *me!*

Virtue: Righteous - A typical expression.

Integrity: 4 (Irrationality)

Size: 5

Defence: 2

Initiative: 5

Speed: 12

Merits: Iron Stamina 2, Street Fighting 3, Unarmed Defence 1, Vice-Ridden 1

Umbræ: Umbræ: Faceless in the Crowd, Dark Dreams (-1 to resist Breaking Points).

Calignes: Shadowbolt 1

Invisibles

A common form of Darkened, though you wouldn't be able to tell - few people without magic might be able to spot them even when they look for them. Invisible Men (and Women) are Darkened people who were overlooked to begin with. Most were homeless, the mentally ill, and others who society might pretend don't exist until they had no choice but to shelter in a Tainted Place; but some were middle class folk who just had nothing noticeable about them. As the Darkness takes hold what little social life they had is lost to them as their friends stopped calling them to the few meetings they'd have normally gone to, their love life lost its modest little sparkle and all which remains of them is destined to slowly die as they are stripped of any self-esteem, living with an ever decreasing sense of purpose. Or they might learn to abuse their Darkness-given asset to commit crime, and plummet deeper into depravity.

Creature of the Darkness: Darkened

Attributes: Intelligence 2, Wits 2, Resolve 1, Strength 2, Dexterity 3, Stamina 2, Presence 1, Manipulation: 2, Composure: 2

Skills: Craft 1, Investigation 3, Athletics 1, Brawl 1, Stealth 4, Persuasion 1

Health: 7

Willpower: 3

Vice: Petty - The Invisibles' lives lack any trait outside normalcy, and cling into any minor achievement or object they can claim credit for.

Virtue: Humble - The Invisibles expect little of life – just don't threaten what little they have left to hold dear.

Integrity: 5

Size: 5

Defence: 4

Initiative: 5

Speed: 10

Umbræ: Umbræ: Faceless in The Crowd.

Malicious Gossip

Humans are social creatures, they easily learn the importance of forming a coherent group with a cultural identity. Like most things to do with humanity it has both it's good side and it's bad side, and like most things to do with humanity it can be corrupted by the Dark. Conformity becomes the goal instead of the means. Relationships become a way of scoring points. People outside the group become "the enemy".

Malicious Gossips rarely become true Darkspawn, their Sins are just too... petty. Slander and malicious gossip rather than serial murders and gruesome torture. They remain as Darkened putting on a smiling face and living their lives. The communities they call home tend to be cesspits of petty one-upmanship (even if they remain pretty or idyllic on the surface), either because they dragged it down or because every better community saw through them and sent them packing. Living alone of course was never an option.

Creature of the Darkness: Darkened

Attributes: Intelligence 2, Wits 3, Resolve 2, Strength 2, Dex 2, Stamina 2, Presence 2, Manipulation: 3, Composure: 3

Skills: Academics 1, Computer 1, Investigation 2, Occult 1, Politics 2 (Neighbourhood), Athletics 1, Drive 1, Stealth 2, Empathy 2, Expression 2, Intimidation 1, Persuasion 2, Socialise 3 (My People), Streetwise 1, Subterfuge 2 (slandorous gossip).

Health: 7

Willpower: 4

Vice: Ambitious - Socially.

Virtue: Loyal - Though a cancer to the group, they will defend it from outsiders.

Integrity: 5

Size: 5

Defence: 2

Initiative: 5

Speed: 9

Umbræ: Umbræ: Subtle Tongue and Tainted Allure of Vice (Ambitious - people always want to get one over a Malicious Gossip, often by sinking to it's level.)

Serial Killer

The Darkness pushes everyone it infects to become as wicked and cruel as it is. Sometimes it strikes paydirt and creates a Darkened as bad as any Darkspawn, a monster that delights in the ultimate crime of murder. Darkened serial killers are rare though, and certainly rarer than Darkened who face the full wrath of the law after their first murder or even on charges of attempted murder before anyone died. The Darkness pushes it's victims to peruse their vice with reckless abandon, to engage in brute sadism,

and to erode their Integrity. None of these traits create a calculating and precise killer who can get away with repeated murders. However the stats below represent an exception, someone with the willpower to contain their urges until their tracks are covered and skills to have a successful career of murder. At least until their own crimes reduce them into a simple Darkspawn.

If you want your antagonist to have a longer career, or a longer backstory, you can replace the Umbrae with the Caligines Shadowblade and Cloak Of Shadows and use these stats for a Mnemosyne.

Creature of the Darkness: Darkened

Attributes: Intelligence 3, Wits 3, Resolve 4, Strength 2, Dex 2, Stamina 2, Presence 1, Manipulation: 3, Composure: 3

Skills: Academics 1, Investigation 2, Occult 1, Athletics 2, Drive 2, Larceny 3 (homes), Stealth 3, Weaponry 3 (against non-combatants), Animal Ken 1, Expression 1, Intimidation 3 (isolated situations), Streetwise 2, Subterfuge 3

Merits: Anonymity 3, Untouchable 1

Health: 7

Willpower: 7

Vice: Hateful - He has a favoured type of victims.

Virtue: Patient - A good crime takes time and planning.

Integrity: 4

Size: 5

Defence: 4

Initiative: 6

Speed: 9

Umbrae: Faceless in the Crowd, Loathsome Weapon

Sample Darkspawn

Corpse-Eaters

Survival... needing to survive can bring out the best in people, it can bring out the worst in people but some say what it does is bring out the truth in people. Sometimes it would be best if the truth remained hidden. Eating human flesh when you're starving isn't enough to make a Darkspawn, it's not even enough to make a Darkened but when the ground's already Tainted by whatever sins put a human being into such a position, when the Darkness already has a hold. Some people get a taste for human flesh, and if the supply dies up they'll take matters into their own hands.

Corpse-Eaters still look human, under the thick layer of filth and the accumulated results of terrible table manners. Then they open their mouths, stretching their human looking lips back to their ears and unhinging their jaws to reveal a mass of broken stained teeth in all shapes and sizes three layers deep.

Creature of the Darkness: Darkspawn

Attributes: Intelligence 1, Wits 2, Resolve 5, Strength 4, Dex 3, Stamina 4, Presence 1, Manipulation: 1, Composure: 3

Skills: Athletics 2, Brawl 2 (grapple, bite), Stealth 2, Survival 3, Intimidation 2

Health: 9

Willpower: 8

Vice: Gluttony - A Corpse-Eater go to any lengths to eat human flesh.

Virtue: Cautious - Survival whatever it takes. Corpse-Eater's regain Willpower when they give up on something they desire to further the odds of survival.

Size: 5

Defence: 2

Initiative: 6

Speed: 9

Umbrae: Loathsome Weapon (Jaws), Roteater

Calignes: Flesh of my Flesh 3.

Cradlesnatchers

Grotesque fat sloshing around within drooping folds of loose skin. It's the voice in the cupboard, the presence under your bed. It's every mother's worst nightmare: The Cradlesnatcher. They pass like a shadow of silence and leave behind empty beds and broken families. In life Cradlesnatchers were the servants of organised crime and politicians everywhere. The briber and blackmailer who corrupted or at least neutered the innocent so they could not oppose their employers, though even those scum of the earth would pale in horror if they saw what they would have eventually become.

Creature of the Darkness: Darkspawn

Attributes: Intelligence 1, Wits 3, Resolve 3, Strength 4, Dex 1, Stamina 3, Presence 3, Manipulation: 1, Composure: 2

Skills: Politics 1 (School) Science 1 (physics of light), Athletics 2 (Squeezing into things), Brawl 3 (grapple), Stealth 4 (Bedroom, Moving Silently), Survival 2 (The Dark World), Intimidation 2 (Children)

Health: 9

Willpower: 5

Vice: Cruel – Children have the innocence it once had. It will see that corrupted and destroyed!

Virtue: Loyal – It knows the Darkness exists to corrupt and has faith that it's hard work will see it rewarded, by the Darkness or it's master.

Size: 6

Defence: 3

Initiative: 3

Speed: 10

Persistent Conditions: Phobia (Dogs), Phobia (Cats), Phobia (Being under a blanket).

Umbræ: Light is Dark, Faceless in the Crowd.

Calignes: Void Magic 1, Nowhere Untouched 2, Grotesque Bulk 1, Zombie's Flesh 2, Voice-Eating Hunger 1

Duskhounds

Were Duskhounds human who warped into canine bodies, or dogs who grew into grotesque parodies of their masters and mistresses? It's impossible to tell for sure, for the hounds' bodies lie somewhere halfway between man and beast. A patchwork of human and canine parts which walk and stalk and hunt on all fours. In mind though, there is no question. Duskhounds are half wolf, and half pure evil sadism.

They are pack hunters who have no need to eat, only a love of the pain and suffering they inflict. In combat Duskhounds fight like wolves; one monster will keep their targets attention and fight defensively while others circle around to strike. They favour quick attacks to inflict Tilts then fall back before retaliation. Duskhounds will use this strategy even against obviously inferior foes, for cruelty's sake if nothing else.

Duskhound packs always have a leader. The pack leader has the Umbræ Grotesque Bulk 1 and Subsumed by Another Shadow, and the Caligo Open Hellmouth, in addition to the listed traits.

Creature of the Darkness: Darkspawn

Attributes: Intelligence 1, Wits 3, Resolve 3, Strength 4, Dexterity 3, Stamina 3, Presence 4, Manipulation 1, Composure 1

Skills: Investigation 1, Athletics 3, Brawl 4 (Jaws), Stealth 3 (in darkness, moving silently), Intimidate 3 (growl)

Health: 7

Willpower: 4

Vice: Cruel - vicious sadistic monsters.

Virtue: Loyal - who nevertheless show genuine loyalty, if compelled by an Umbræ or Caligo.

Size: 5

Defence: 6

Initiative: 4

Speed: 14 (Specifies factor: 7)

Umbræ: Light is Dark, Hunger Means Nothing, Loathsome Weapon (jaws), Scuttling Spider's Sense

Calignes: Shadow Step 5

Heartleeches

Sometimes, when a new Darkspawn tears itself out of someone who has betrayed all they love and given everything in the name of their own hubris, the corpse is left behind, putrid and rotting. Instead, that traitor's tongue squirms free, sprouting centipede-like legs of wispy shadow, and crawling around far, far too quickly. Such beings, Heartleeches, are the epitome of the madness of paranoia and the terrible things that mistrust does to a man, for no-one even remembers them when they're gone. Small, globules of inky darkness roiling off them, they find sleeping people, and whisper into their ears, filling their dreams with Darkness. Some say that they can even crawl down the throat of a sleeper, and whisper from within their gut, in the mad, senseless burbling of the Beyond, but that is just paranoia in its own right. Right?

Creature of the Darkness: Darkspawn

Attributes: Intelligence 2, Wits 2, Resolve 1, Strength 2, Dex 4, Stamina 2, Presence 2, Manipulation: 5, Composure: 4

Skills: Investigation 1, Athletics 2 (Scuttling), Brawl 1 (Trying to Escape), Stealth 5 (Bedrooms), Survival 3 (The Places No-One Thinks To Look), Animal Ken 3 (Inspiring Fear), Empathy 4 (Only for the purposes of negative emotions and judging someone's morality or Integrity; 0 otherwise.), Intimidation 2 (Inspiring Paranoia), Persuasion 4 (Everyone Dies Alone)

Health: 3

Willpower: 5

Vice: Cruel - Heartleeches live to ruin lives. It's that simple. Tearing down the foundations of trust another has is their purpose for existence, much like it was in life.

Virtue: Patient - ... and they have all the time in the world to do it.

Size: 1

Defence: 4

Initiative: 8

Speed: 16 (species factor +10)

Umbræ: Light is Dark, Faceless in the Crowd, Scuttling Spider's Sense

Calignes: Diminutive Size 3, Avoid All Eyes 1, Everyone Dies Alone 4

Hundred-Handed

Hundred-Handed are monstrous Darkspawn that resemble bulging cancerous lump of flesh striding atop two thick legs, many mismatched arms emerge from the flesh and reach inside to rip out tainted poisoned organs to throw at anyone nearby. Nobody knows what kind of sin and depravity creates this strange monstrosity, through it is commonly assumed that they are formed from many Tainted bodies. The relatively large population of Hundred-Handed mean that Princesses often assume they're somehow capable of creating more of themselves, either from human victims or from other Darkspawn but this has not been observed. As far as anyone has seen all Hundred-Handed do is feast upon dead flesh, and try to kill anything living they come across. Unlike most Darkspawn they lack even animalistic intelligence. But do not take their mindlessness for weakness, Hundred-Handed are strong combatants and being mindless means they are more easily controlled by smarter Darkspawn who can use their strength to it's full potential.

Creature of the Darkness: Darkspawn

Attributes: Intelligence 0, Wits 0, Resolve 0, Strength 2, Dex 5, Stamina 4, Presence 0, Manipulation: 0, Composure: 0

Skills: Athletics 2, Brawl 1 (wild flailing), Firearms 3

Health: 12

Willpower: 1

Vice: N/A

Virtue: N/A

Size: 8

Defence: 7

Initiative: 6

Speed: 12

Umbræ: Corruption of Blood, Sight in Blackest Night, Sound of Silence, Roteater

Calignes: Shadowbolt 3, Shadowbomb 3, Self-Consuming Hunger 3, Voidbolt 3, Voidbomb 3, Void Magic 1, Flesh of my Flesh 3, Grottesque Bulk 5, Zombie's Flesh 2, Sundown 3.

More powerful Hundred-Handed have five dots in Shadowbolt, Shadowbomb, Voidbolt, Voidbomb, and Firearms.

Filthcrawlers

Filthcrawlers are large slimy centipedes that in many ancient cultures were associated with spiritual filth for their ability to spread Taint. Physically they are a bit larger than most centipedes with a distinctive red head. Individually they're no usually threat to a Princess or even a mortal. Their only weapon, a poisonous bite, cannot penetrate a thick boot let alone a Champion's supernatural armour and they have no more durability or fighting skill than a common centipede. All that taken into account, a wise Princess will not underestimate Filthcrawlers. if they do manage to bite skin their jaws contain a deadly supernatural toxin, and their poisons create Taint as they chew upon furniture, buildings, and whatever they can get their little jaws on. Worst of all, with their tiny size they find it very easy to sneak out of a Tainted place in search of a new home to corrupt.

Creature of the Darkness: Darkspawn

Attributes: Intelligence 0, Wits 0, Resolve 1, Strength 1, Dex 2, Stamina 1, Presence 1, Manipulation: 1, Composure: 1

Skills: Brawl 1, Stealth 3

Health: 1

Willpower: 2

Vice: N/A

Virtue: N/A

Size: 0

Defence: 2

Initiative: 3

Speed: 3, no penalty for climbing.

Umbræ: Corruption of Blood, Light is Dark, Roteater

Calignes: Shadowblade 5 (venomous bite), Voidblade 5 (venomous bite), Diminutive Size 5, Gathering Shadows 5, Walk in Darkness 3, Profanation 5

Filthcrawlers can only call out to other Filthcrawlers with Gathering Shadows. Since their Shadowblade and Voidblade Calignes represent toxins they must do at least one point of damage after applying armour before they can benefit from their weapon Damage rating.

Lickermen

Long of arm and hunched over are the Lickermen, those among the Darkspawn which hunt for the innocent and sup from the taste of violation. They are shrivelled, like a long-dried, starved corpse, their leathery skin loose around their too-small bones, and a vile, blackened tongue as long as a man's arm protrudes from a mouth otherwise sewn up with stitches of their own bone. Examination reveals that they are sexless; whatever they were before they were monsters is gone. As they pass by, they wuffle, like some kind of tracking hound, and they are often used for that purpose by Mnemosynes and Cataphractoi who want a stalking hound which is mostly reliable. In combat, they will flee against anything they think they cannot beat, but will gleefully attack anyone alone, especially children under the age of seven, and exceptionally moral individuals. They do not eat the body, however, for they cannot open their mouths; it is the destruction of innocence that they seem to feed off.

Creature of the Darkness: Darkspawn

Attributes: Intelligence 1, Wits 5, Resolve 3, Strength 1, Dex 3, Stamina 2, Presence 2, Manipulation: 3, Composure: 2

Skills: Craft 1 (Improvising Weapons), Investigation 2 (Lost Things), Physical **Skills:** Athletics 3 (Climbing), Brawl 2 (Tongue), Stealth 4 (From Surprise), Survival 1 (The Dark World), Animal Ken 1 (Inspiring Fear), Empathy 3 (Only for the purposes of negative emotions and judging someone's morality or integrity; 0 otherwise.), Intimidation 2 (It's Behind You)

Health: 4 (one lost due to Hunger Means Nothing)

Willpower: 5

Vice: Cruel - The Lickerman lives for the moments when it chokes a small child or good person to death. It's like chocolate-coated chocolate to this monster that cannot eat.

Virtue: Patient - It's better to run away and live to fight another day, after all.

Size: 3

Defence: 5

Initiative: 5

Speed: 9

Umbrae: Taste of Sin, Hunger Means Nothing, Loathesome Weapon (a blackened, barb-like tongue)

Calignes: Diminutive Size 1, Void Magic, Enervation

Shadowpuppets

They say all evil needs to win is for good people to nothing. Well evil won here and it won because the good person who was Tainted simply did nothing. For convenience they turned a blind eye to the curse that surrounded them, the living shadow that delighted in others suffering.

Perhaps they still find it convenient, they still don't need to worry about the shadow. They don't need to worry about anything any more. Now the shadow thinks for both of them, but then the Princess sees a flash of recognition, terror and guilt deep within the glassy zombie eyes. Not so convenient then.

Creature of the Darkness: Darkspawn

Attributes: Intelligence 1, Wits 1, Resolve 1, Strength 4, Dex 1, Stamina 4, Presence 1, Manipulation: 1, Composure: 1

Skills: Brawl 2, Intimidation 2

Health: 9

Willpower: 2

Vice: Cowardly - It's so easy to just avoid the problem, how do you confront your own shadow anyway?.

Virtue: Hopeful - maybe if you wait long enough the problem will solve itself.

Size: 5

Defence: 1

Initiative: 2

Speed: 10

Umbrae: Animate Shadow, Cold Flesh, Hunger Means Nothing, Loathesome Weapon (Claws), Light is Dark

Calignes: Zombie's Flesh 5

The Shadow

Creature of the Darkness: Animate Shadow

Attributes: Intelligence 2, Wits 4, Resolve 2, Strength 2, Dex 5, Stamina 2, Presence 2, Manipulation: 3, Composure: 2

Skills: Investigate 1 (shiny things), Athletics 3, Brawl 2, Larceny 5 (Slight of hand), Stealth 5 (just a shadow), Survival 2, Intimidation 2, Subterfuge 2.

Corpus: 3

Willpower: 4

Vice: Greedy - As a creature without flesh it is denied the pleasures of the flesh. The pleasures of glittering gold are another matter.

Virtue: Loyal – The shadow actually likes the Darkness, it gave life and freed it from just being another’s Shadow.
Size: 5
Defence: 5
Initiative: 2
Speed: 17 (Species factor 10)
Reflected Umbare: Loathsome Weapon (Claws).

Shadow-Wraiths

Not all Darkspawn were once people. Shadow-wraiths are formed not from people, but from their little mementoes. Sometimes when a prized possession is lost within a Tainted place or the Darkworld the memories, the humanity, invested in such an object can give form to the Taint. It becomes twisted and corrupt, a hungry creature of the Darkness.

Shadowwaiths are immaterial beings, however they have far more in common with material Darkspawn than their fellow ephemeral Beings. For all intents and purposes they are a material being who has the ability to shift into Twilight and simply defaults to that state.

Creature of the Darkness: Darkspawn

Attributes: Intelligence 1, Wits 2, Resolve 3, Strength 4, Dex 5, Stamina 3, Presence 1, Manipulation: 1, Composure: 2

Skills: Athletics 2, Brawl 2 (grapple, bite), Stealth 2, Survival 3, Intimidation 2

Health: 8

Willpower: 5

Vice: Hatered – Against everyone, born of twisted emotions it’s a simple, destructive being.

Virtue: Fortitude – But it possesses an animalistic need to survive.

Size: 5

Defence: 6

Initiative: 6

Speed: 18

Umbare: Hollow as a Shadow, Roteater, Light is Dark, Scuttling Spider’s Sense

Caligines: Avoid all Eyes 1, Enervation 1, Loathesome Weapon 2

Sample Mnemosyne

Dr Arnow

Needs must be met, I merely provide a service.

Mr Arnow as he was called was a fine upstanding Victorian gentleman. By fine and upstanding we wish it to be understood that he had a great deal of money. He was in fact the rotten scum of the Earth. A man who saw his fellow humans as nothing more than a resource, and a slum lord who treated his tenants in the most awful manner. His cruelties tainted his tenancies and through that, himself.

At first Mr Arnow delighted in his status, believing he held vast powers at the tips of his fingers. All too soon he learned that he could never master the Darkness, instead the Darkness had already mastered him. Now a Mnemosyne called Dr Arnow he resides in the Dark World and sends his Darkspawn servants to capture victims from the world above as parts for his Dolls. Every Doll he creates is another chance for people to fall to temptation, to Darkness.

Dr Arnow is old (though a good chunk of his life was spent frozen in the Dark World) and powerful, but he is a coward at heart and prefers to avoid direct involvement.

Creature of the Darkness: Mnemosyne

Attributes: Intelligence 3, Wits 2, Resolve 3, Strength 4, Dexterity 5, Stamina 3, Presence 2, Manipulation: 5, Composure: 5

Skills: Academics 2, Crafts 5 (dolls, flesh), Investigation 2, Medicine 1, Brawl 2, Firearms 3, Expression 2, Intimidation 3 (Psychological manipulation), Persuasion 3 (Psychological manipulation) Subterfuge 2.

Shadows: 4

Health: 11

Willpower: 8

Vice: Ambitious – Money no longer has any meaning for him, but power is always the sweetest currency. By spreading Vice and Taint he increases the Darkneses power and thus the portion of it delegated down to him. Treacherous – What did you expect from a man who see's people as things?

Virtue: Patient – Moderation is the key, don't overplay your hand. Find a method that works, than stick to it.

Size: 8

Defence: 2

Initiative: 10

Speed: 14

Merits: Safe Place 3

Calignes: Grottesque Bulk 5 (He's ludicrously tall but thin and spindly), Zombie's Flesh 3, Handful of Dust 3, Everyone Dies Alone 4, Void Magic 1, Enervation 1, Enervating Hex 2, Grasping at Shadows 3, Shadowbolt 3 (He sends puppet dolls to attack), Such Pretty Eyes, I Think I'll keep Them 3, Voidbolt 5 (He sends puppet dolls to attack), I am Your Master 5, Serpent's Tongue 1, Crafted with Love and Care 5

Dewain

A lie is such a blunt tool, I find a well placed truth to be far more dangerous.

Dewain does not seem like much, a crippled African man in his late teens who speaks with impeccable manners. This is his greatest defence, he slides beneath notice. Unlike many of his peers he has no power base to defend him from Princesses or even mortals, only by avoiding attention does he survive.

Behind the mask is the banal evil of the Darkness. A born Sociopath even before he first encountered Taint, the Darkness has eroded the edges of his personality, leaving behind something simple and directed. Once he manipulated for personal gain, now he manipulates people simple simply because he can. The worse atrocities he can push people into, the better. His usual method is simple, tell the right person the right truth and watch the fun begin.

Wherever he travels, Dewain is always accompanied by his maid Tamila.

Creature of the Darkness: Mnemosyne

Attributes: Intelligence 3, Wits 3, Resolve 2, Strength 2, Dexterity 3, Stamina 1, Presence 2, Manipulation: 5, Composure: 3

Skills: Academics 2, Investigation 3 (Horrific Truths), Medicine 1, Stealth 2, Survival 2, Expression 2, Intimidation 3, Persuasion 4 (Telling the right truth), Streetwise 2 Subterfuge 2.

Shadows: 2

Health: 6

Willpower: 5

Vice: Cruel – Hurting people because, why not. Corrupt – it's easier to twist a system than to break it.

Virtue: Supportive – Supporting people to hurt others.

Size: 5

Defence: 3

Initiative: 6

Speed: 2

Persistent Conditions: Disabled

Calignes: Void Magic 1, Nowhere Untouched 2, Walk in Shadows 3, Serpent's Tongue 1, Evil Influence 2, Sin Whisperer 3, Drink Pain Like Wine 4, Such Pretty Eyes, I Think I'll Keep Them 3, I Am Your Master 5.

Tamila

You are working too hard again, I'll run you a bath and cook dinner.

Tamila was one of the first things Dewain used his dark powers for. Even before he became a Mnemosyne he sought out powers that would give him control over others, the Caligo I Am Your Master. With it he sought out Darkspawn to make his own. Tamila was the first he found, and the one he kept by his side when he began his current subtle way of life. When Dewain found Tamila she was just another Corpse-Eater, nothing more than an animalistic monster in human flesh, but he's trained her beyond that. Now she serves as a one woman domestic staff, bodyguard and pushes the wheel chair.

Tamila is a striking African woman who wears an increasingly tattered maid's uniform at all times.

Creature of the Darkness: Darkspawn

Attributes: Intelligence 1, Wits 3, Resolve 5, Strength 4, Dex 5, Stamina 4, Presence 1, Manipulation: 1, Composure: 5

Skills: Crafts 2 (Domestic), Athletics 2, Brawl 2, Stealth 2, Survival 1, Weaponry 4 (Polearms), Intimidation 2

Health: 9

Willpower: 10

Vice: Ambitious - For a Darkspawn being the right hand of a successful Mnemosyne is about as good as it gets. And no one will take it from her.

Virtue: Loyal - It's a minion's life, take every blow so Dewain doesn't have to.

Size: 5

Defence: 5

Initiative: 12

Speed: 17

Merits: Fast Reflexes 2, Fleet of Foot 2, Iron Stamina 3, Striking Looks 2.

Umbræ: Loathsome Weapon (Jaws), Roteater

Calignes: Grasping at Shadows 2, Shadowblade 3, Flesh of my Flesh 3, Voidblade 5.

The Bogeyman

I am the who when you call who's there?

The Bogeyman is not the strongest Mnemosyne, though he is one of the strongest Mnemosyne. The Bogeyman is not the oldest Mnemosyne, though he is one of the oldest Mnemosyne. But the Bogeyman is the worst Mnemosyne because in his reign of terror he has a special focus. Children.

For over two thousand years he has ruled one kingdom or another in the Dark World, drawing minions and winning their loyalty with bread and circuses: an unending supply of young children to torment and consume. It hasn't all been fun and games, no matter the culture, no matter how much people disbelieve in the supernatural. If you target children their parents are going to come after you.

Aided by the priests of Nox the centurion Cornelius led his legionaries into the Dark World and slaughtered the Bogeyman's citizens. The shamans from a dozen native American tribes joined together to send an unending swarm of maggot Spirits to devour the Bogeyman's kingdom. The Caliphs' greatest scholars created alchemical fires and the Japanese crafted swords of pure jade.

In time every kingdom the Bogeyman has founded fell to those it prayed upon but the Bogeyman itself survived, fled deep into the Dark World to found it's kingdom anew.

Whenever The Bogeyman creates it's kingdom he builds it to look as much like the world above as he can, but with hidden and grotesque traps in every corner. He builds with a particular focus to schools, playgrounds parks or homes – places children are likely to know well. This as much as everything he does is a cruelty, it blurs the nice safe division between the Dark World and Earth for any child to escapes. Children do escape too, The Bogeyman finds the sweetest sensation is hope breaking apart and so he plays fair and gives children hope. He always has a soft spot in his heart for the children who try to keep their companion's hope alive, if they fail he keeps them apart from the others. He tries to turn them into a Mnemosyne and set them to destroying the hope they once protected.

Creature of the Darkness: Mnemosyne

Attributes: Intelligence 4, Wits 3, Resolve 4, Strength 4, Dexterity 3, Stamina 4, Presence 4, Manipulation: 3 Composure: 3
Skills: Crafts 5 (The Dark World), Investigation 2, Medicine 2, Occult 1, Athletics 3, Brawl 4, Stealth 1, Survival 3, Expression 2, Intimidation 4 (Children), Persuasion 3 (Followers) Subterfuge 4.
Shadows: 8
Health: 9
Willpower: 7
Vice: Cruel – It’s simple really, all he wants is to make people suffer. Cowardly – ultimately, survival comes first.
Virtue: Generous – The Bogeyman rewards his followers well.
Size: 6
Defence: 3
Initiative: 6
Speed: 12
Merits: Safe Place 3
Calignes: Grotesque Bulk 1 (Loathsomely fat and sweaty), Zombie’s Flesh 5, Avoid all Eyes 1, Bogeyman 2, Void Magic 1, Nowhere Untouched 2, Walk in Darkness 3, Enervation 1, Grasping at Shadows 3, Voice-Eating Hunger 1, Such Pretty Eyes, I Think I’ll keep Them 3, I am Your Master.

Sample Cataphractoi

Dr. Goldstein (the Ring-Eater)

Don’t leave. We can’t leave until we figure out what the problem is between you two. Pay no attention to the rattling.

No seriously, it’s a good idea to get away from here. I said get away. *demonic* GET AWAY!!!! (Dybbuk)

Once, he was a shrink. He’s pretty sure of that, even if his memory isn’t so good. He used to be the person failing marriages went to before the divorce lawyer, and he was good at it too-not the best, but he was regularly referred to by other, successful customers. The fact that they appreciated him was probably good for his sanity, too-Ishmael Goldstein himself had struggled with borderline personality disorder and depression for most of his life, a product of his parents’ own relationship difficulties being visited on their son. Eventually though, everyone fails, and for Ishmael, it couldn’t have happened at a worse time in his life. His own wife had begun to cheat on him, his daughter grew distant for reasons he couldn’t explain, and to top it off, the failed treatment happened to be that of a city councilman, meaning Ishmael was facing losing his medical licence to make his patient happy. Caught in a spiral of self-loathing and feelings of rejection, Mr. Goldstein came home, kissed his sleeping wife, locked himself in the guest room, and proceeded to follow in the footsteps of many psychiatrists and BPD sufferers before him-with a bottle of sleeping pills.

The Darkness had other plans. Thus, even as Ishmael’s soul left his body, an infinitesimal fragment of the Outer Dark filled the vacuum left behind. Now an enigmatic, cerebral Cataphract with a soft, too-white smile and a penchant for nibbling the flesh off the ring-fingers of his victims, Dr. Goldstein has a new, growing, practice in the Dark World, kidnapping couples he sees in the midst of even the tiniest, most inconsequential argument for “therapy” in his hidden office within the Dark World. A very composed and lucky few able to keep up the appearances of “working through their difficulties” to his satisfaction and are returned to their homes, likely to face a life of traumatic stress from thereon, but alive, (and probably Darkened). Those who are too panicked to coherently address-or even remember-the “issues” he sees or too quickly for his liking are killed and returned to Earth, their ring fingers nothing but bone.

...Except for some reason, there’s two Dr. Goldsteins. One is the font of Dark energies wearing his skin, and the other is, in fact, the real Ishmael Goldstein-or at least, his unusually cognizant phantasmal afterimage in Twilight. Needless to say, the shock of finding himself floating above his bed was nothing compared to finding his body had apparently decided to get up without him (after that,

realizing it was a monster born from a force of entropy disincarnate was almost a relief). Always a fairly calm man in between his BPD-induced stormy moods however, Ishmael logically deduced that what God wanted to remain on Earth for (though he wasn't a devout person before, being unliving proof of an afterlife tends to change your mind) was to stop the monster now wearing his body like a coat (and given how ghosts work, destroying Dr. Goldstein the Cataphract will probably resolve Ishmael's unfinished business and allow him to move on to the afterlife). The problem with this is that, due to Ishmael's religious convictions about what a ghost is, he has become a dybbuk, the Jewish version, noted for it's inability to communicate with the living. While his powers of possession are most useful in warding away potential victims so far he's had no setting a monster hunter on his body.

Attributes: Intelligence 4, Wits 2 (5), Resolve 3, Strength 2, Dexterity 3 (5), Stamina 1 (4), Presence 4 (5), Manipulation 4 (6), Composure 2.

Skills: Occult 3, Academics 4 (Psychology), Investigation 2 (Psych Profiling), Medicine 3 (Pharmaceuticals) Athletics 1 (4), Drive 2, Firearms 2 (5), Empathy 4 (Psychological Diagnosis), Intimidation 3 (5) (Creepily Serene), Persuasion 5 (Break The Cutie), Socialize 2 (Lowering Psychological Defenses), Subterfuge 2.

Merits: Meditative Mind, Safe Place 1.

Vice: Pessimistic. The Ring-Eater also honestly believes that even the slightest faults of character will doom a relationship without his counsel. He invariably puts the worst construction possible on anything his clients say.

Virtue: Generous. The Ring-Eater honestly believes he is helping people avoid the utter despair of loneliness that led to his creation.

Health: 6(11)

Size: 5(7)

Defense: 2(5)

Speed: 10(12)

Initiative: 4(7)

Willpower: 5

Shadows: 5

Umbræ: Animate Shadow, Dark Dreams (Nightmares), Hollow as a Shadow and Subtle Tongue, Miasma of Madness (Depression/Melancholia), Tainted Allure of Vice, Subsumed by Another Shadow.

Caligines: Avoid All Eyes 1, Bogeyman 2, Handful of Dust 3, Everyone Dies Alone 4, Enervation 1, Enervating Hex 2, Call the Black Dog 3, Shadowbolt 3, Such Pretty Eyes, I Think I'll Keep Them 3.

Transformed Caliganes: Flesh of My Flesh (uses mouth in center of body)*, Grotesque Bulk (3 dots)* Voidbomb 5 (Uses the storm in his heart)*

Ishmael the Dybbuk

Attributes: Power 4, Finesse 2, Resistance 4

Virtue: Generous. Dr. Goldstein was indeed an ideal psychiatrist. He was very kind in life, and he remains so in death - even if he can't exactly do much now other than save people from his possessed body.

Vice: Pessimistic. When Dr. Goldstein was alive, he suffered from a creeping sense of self-loathing, combined with a tendency to demonize people close to him for every perceived fault and slight (and begging for forgiveness by said people when he came to his senses). Sometimes, the Dybbuk wonders if his path is an attempt to prove to himself he isn't completely worthless. (The Ring-Eater has reduced this Vice to a caricature.)

Willpower: 8

Essence: 10

Integrity: 6

Corpus: 9

Initiative: 6

Defense: 4

Speed: 16 (species factor 10)

Manifestations: Twilight Form, Fetter, Possess

Numina: Dement, Host Jump, Innocuous

Persistent Conditions: Mute. As a restless spirit Ishmael's belief that he is a Dybbuk of Jewish folklore has affected his fundamental nature.

anchors: Dr. Goldstein the Cataphract, His house (still lived in-since Ishmael is usually hanging around Dr. Goldstein and doesn't possess the inhabitants, it's only slightly morbid due to the deathly Essence saturating the area).

Ban: Ishmael cannot cross a doorway to which a mezuzah is affixed, or on which the prayer Shema Yisrael has been written.

Bane: Jade (shared with the Ring-Eater.)

Maria, The Cleaner

For most of her life Maria was just a face in the crowd, a number on a spreadsheet, her only misfortune was to be an immigrant working as a housekeeper for a politician. The newspapers accused her employer of employing illegal immigrants and though Maria was in fact a legal immigrant her employer decided that if the voters demanded deportations the voters would get deportations, if a few strings had to be pulled then so be it.

The stress of fighting a rigged system, combined with a neurochemical imbalance led to Maria's suicide and rebirth as a Cataphract.

The monster that thinks it's Maria has trouble remembering what it's supposed to be doing. It knows it's supposed to clean, but like all it's kinds the details elude it. Consequently it directs it's minions to clean different houses throughout both the Dark World and on Earth. Inhuman monsters know nothing of sanitation, and so their attention looks closer to a ransacking. Maria remembers that business hours exist but she can't remember what time they are and so like most Dark Creatures she defaults to operate at night, which means people are usually at home when the monsters come knocking at their door.

If her minions fail to clean to her standards then their punishment is brutal. Maria's criticism resembles a physical enactment of self-loathing, but directed against Darkspawn it makes an effective way of whipping her minions into shape. Maria can essentially beat Polluendum Caligines into her Minions, for Tainted is the closest to clean in her Dark addled eyes.

A town cursed by Maria's attention finds itself the target of a vicious campaign of terror and Tainting targeting the homes of the richer residents, the sort who can afford to hire domestic help. Other servants of the Darkness, even those that fear enslavement to a Cataphract's will, often move in to colonise the Tainted Places that Maria creates and forgets about. If not dealt with quickly, Maria's presence can lead to a rapid escalation of both the Darkness and the Stormwrecked.

Creature of the Darkness: Cataphract

Attributes: Intelligence 2, Wits 3, Resolve 2 (5), Strength 2 (4), Dexterity 3, Stamina 3 (4), Presence 2, Manipulation 2, Composure 2.

Skills: Accademics 1, Crafts 3 (Domestic), Athletics 1, Drive 1, Firearms 2 (3) Larceny 2, Stealth 2 (3), Survival 2 (3), Weaponry 2 (3) (polearms), Empathy 2, Intimidation 3 (5) (subordinates), Streetwise 2.

Vice: Hateful. The justified anger Maria felt when she died has congealed into a toxic hate that latches onto any convenient target.

Virtue: Dilligant. Like the tortoise Maria believes that slow and steady wins the race.

Health: 8 (9)

Size: 5

Defense: 2 (3)

Speed: 10 (12)

Initiative: 5

Willpower: 4 (7)

Shadows: 3

Umbrae: Light is Dark, Sound of Silence, Scuttling Spider's Sense, Subsumed by Another Shadow

Caligines: Shadowblade 3, Shadowbolt 1, Voidbolt 5, Open Hellmouth 1, Nowhere Untouched 2, Walk in Darkness 3, Dark Ascension 4, Defiling Touch 1, Copycat Crime 4, Profanation 5, Void Magic 1.

Sample Dark Cults

The Cult of Broken Dreams

Pain. Sadness. Suffering. Misery. None may escape these things completely.

This is because, the Cult of Broken Dreams preaches, suffering is the one genuine noble thing in human life, one should seek them out. Embrace them. The Cult of Broken Dreams is a Darkness-influenced organization that idolizes suffering. Happiness is a sham and only through suffering to we experience reality and have the opportunity to grow. Its temples are built on Tainted places, sites of great suffering that have “grown ” into supernatural powers. Its leaders seek out to spread misery and indoctrinate more and more people into the fold. For most though, the doctrine is meaningless. It is nothing more than a way to learn Caligines and inflict their sadistic whims upon others with the Cult’s protection.

The Cult grows by targeting people who have recently suffered a tragedy, they offer them a way to find meaning in their suffering. In truth they’re just trying to keep them coming back to the Cult’s Tainted Temple long enough to become Darkened, after that many can be persuaded to join out of power and vice.

Initiation into the cult provides the following benefits:

- : New recruits are shown how to torture their own bodies, to steel them for the pain of living. The knowledge applies for torturing others too; the recruit thus gains a free Intimidation speciality in Torture.
- : Full members are partly hardened against physical pain; they receive one dot of Iron Stamina free of charge.
- : Promising members start a course of study within a temple, learning to expose others to the reality of pain. On completing it they gain the Vice-Ridden Merit granting a Vice of Creulty (if you already have the Vice-Ridden Merit there is no benefit).
- : The inner circle of the Society are expected to take students/victims. They have three dots in Retainers, allocated as the player wishes.
- : The Society’s leaders know a mystical phrase which shows its hearers, ineluctably, that nothing of them is true but their pain. They receive the Caligo Handful of Dust free of charge.

Pleasure Principle

“Man is born free, and everywhere he is in chains.” Civilization, laws, morals - all these are cages. The free man, the true man, is a barbarian, a wolf who walks the world, taking what he wishes, stalking the sheep who stay fearfully within their fenced pastures. Those who build the fences are predators too, just cleverer hypocrites than the honest wolves who break them. So says the Pleasure Principle, who will help anyone who asks to shed their inhibitions and indulge all their appetites.

For this cult, the early stages of recruitment are fairly easy. They fish regularly in the clubs and bars where people go to drink themselves blind and find sexual partners whom they can forget the morning after, baiting their hook with offers of nights of pleasure beyond what most ever experience. While the claim is not untrue - the Pleasure Principle does know how to stage an orgy - the cult’s masters carefully study anyone who accepts their invitation, looking for the vices they keep secret from the world. Once these are identified, the cult arranges situations to tempt the prospect, break down his sense of shame, and keep him coming back for more. Tainted places with the right kind of curses come in handy for staging these.

Deeper initiation reveals more and more of the cultist’s life outside the Pleasure Principle to be a foolish self-imposed crippling of what he ought to be: an illimitable appetite. The bonds of the criminal law, of conscience formed in childhood, of friendship and family, all must yield to naked desire. Those who accept this doctrine are brought to live in the cult’s Tainted houses of pleasure. For those who balk when they hear it ... well, there’s always blackmail. No one gets far enough to learn what the Pleasure Principle is about without doing something they were once ashamed of, and if they insist on wearing a leash, the cult is happy to hold its other end.

Initiation into the cult provides the following benefits:

- : For the recent recruit, the Pleasure Principle is a constant party with hints of depravity to add spice. Regular attendance gives a recruit a free Socialize specialty in Seduction, Carousing, Debauchery, or some other kind of sensual indulgence.
- Junior initiates are taught to assess people's weaknesses and exploit them for social advantage. They gain the Pusher Merit free of charge.
- Those who fully accept the Pleasure Principle can feast on others' reserves of will; caresses, or more intimate relations, become opportunities to feed. Even if they haven't yet become Darkened, trusted and established members can use the Enervation Caligo.
- The higher ranks of the cult define themselves by their appetites, and easily insinuate themselves among those who share it. The free specialty they gained from the first dot becomes Interdisciplinary, and they gain a variant of the Barfly Merit tied to places where that specialty commonly applies.
- The masters of the Pleasure Principle learn how to impose their will to devour on an object, consuming other people's willpower from a distance. They gain the Enervating Hex Caligo free of charge.

Pongamia Coven

In a word, witches. Medieval lore says that a witch gains her power from a deal with the devil, and they're not always wrong. Pongamia never sat across a negotiating table with representatives of the Outer Darkness, but the atrocities they commit for power are close enough to a Faustian bargain.

The coven is a loose alliance of several families who trade lore and help each other hide from justice — though they didn't help each other hide as well as they like. Much of the coven was rightly destroyed by the Catholic Church but the coven was never quite eradicated and partially managed to rebuild itself in America.

Today Pongamia acts much like it always did. They're more focused on Caligines to keep themselves alive than they used to, but they're still gathering occult lore, breaking down their own children to remake them into Mnemosyne. Mostly though, they acquire occult power for powers sake. Any greater motive they once had has been eroded away by the Darkness.

Initiation into the cult provides the following benefits:

- : Like most occult societies through the ages the Coven works on a system of apprentices, and new initiate is given tuition by an experienced Witch, who serves as a dot of Mentor.
- : The coven reveres the Outer Dark as the source of their occult power, and a full initiate is will be taught enough to acquire an Occult speciality in The Outer Dark.
- : To become a senior member of the coven requires mastery of Occult knowledge. Members who rise far are given enough training to gain a free dot in Occult.
- : At the highest ranks members are taught not just theory, but practical magic to supplement the products of their own experiments. After their long prosecution The Coven teaches defensive abilities to keep their teachers and knowledge alive. Take three dots in the Zombie's Flesh Caligine.
- : The longest serving members of the coven learn to heal themselves from any injury. Take the Flesh of My Flesh Caligine.

Sodality of the Harpuiai

"Behind every great fortune there is a crime", and that crime ought to be punished. Let anyone who has profited from a sin be shamed, disgraced, held up to scorn, outcast; the Sodality of the Harpuiai gladly bear the duty of humiliating them and driving them into the wilderness. Secretly they know that to be wealthy or successful, to be learned or trained, even to be born with an unusual talent - in short, to be in any way better than some poor wretch born in squalor - is to profit from a crime; all are guilty, so any may be punished.

The Sodality named itself after the wind-spirit of Greek myth, who was a divine punisher and torturer. Its methods are as bodiless as a wind, and as cutting: the members are masters of rumormongery, spreading scandal, and judicious character assassination. Those with the ill luck to cross the Sodality

soon find themselves the subject of malicious tales, coming from almost any direction and untraceable to its source. If they are only moderately unlucky they will be baseless (though hard to refute); but the Sodality has an unnerving nose for the embarrassing or humiliating truth.

In prior decades a cult like the Sodality would have faced great difficulties in establishing itself, but the rise of the Internet has given this cult incredible opportunities for expansion and recruiting. These days an Harpuiai need only log onto a forum where college students go to discuss the latest political cause and drop a few honeyed suggestions, and dozens of prospects will fall over themselves to learn from the Sodality. Demonstrating the heady power of destroying an opponent with a few whispered words leads to personal meetings with the fascinated recruits, where the credo that advantage as such is criminal and should be punished can be thoroughly taught.

The effects of this doctrine, when believed and followed, are not pretty. Sodality members are far more inclined to defame and sabotage the work of other people than to attain excellence on their own merits (since to have merit is itself proof of complicity in crime) and therefore consistently alienate themselves from anyone who does not share their beliefs. Older cultists, self-deprived of any healthy aspirations, take pleasure only in denigrating the “guilty”, blight their environment with Taint, and fall to the Darkness almost without noticing. (Among Dark cults, the Harpuiai are unusual for not seeking out Tainted areas to live in - and alarming, because they seldom need to.)

Initiation into the cult provides the following benefits:

- Good prospects for the Sodality learn the delicate art of verbal knife-work. They gain a free Expression specialty in Damaging Reputations.
- • Full initiates have been trained to look for the small but telling detail that exposes a shameful secret. They gain the one-dot version of Trained Observer free of charge.
- • • Senior Harpuiai have not only mastered character assassination, but can apply it to a host of problems; they acquire the Area of Expertise and the Interdisciplinary Specialty Merits, both for the Damaging Reputations specialty they gained at the first dot.
- • • • When the Darkness first enfolds Sodality members, it grants them insight into the crimes of others. They gain the Taste of Sin Caligo free of charge.
- • • • • The oldest members of the Sodality of the Harpuiai can lay their enemies low with an accusing letter. Take the Scapegoat Caligo.

The Pleasure Parlour

The idea of law and morality is a joke. A complex scam designed to make the world nice and safe for people with money, the whole system is rigged. When you see the wealthy use lawyers to ignore the law. Why shouldn't you do the same?

At least that's what The Pleasure Parlour says, their hook is simple. They have a few magic tricks that lets them provide services outside of morality for cut throat prices (money may be a scam but you've still got to eat) without fear of repercussions.

In truth The Pleasure Parlour acts more like a drug dealer, it's all about getting you hooked. The first dot of initiation is easy, it just represents a customer, and in truth a person could go their whole life at this level if the Parlour thinks it's too risky. Most people, however, given the opportunity to indulge their vices in a Tainted Place begin to loose their Integrity until they find it hard to resist temptation. When they're truly hooked the Parlour raises the prices beyond the affordable, and makes an offer. If they can acquire a person to be made into a new Doll they can keep said Doll for free.

Usually that's enough to turn someone into a Darkspawn, but if they're still alive they're usually quite willing to pursue further opportunities.

Initiation into the cult provides the following benefits:

- : Joining the society in their parties and games provides fresh initiates with a Socialise Speciality in debauchery.
- •: Senior initiates are given their first taste of vice without consequence. Take a one dot retainer, someone with the Doll template.
- • •: If they want another fix and further advancement, a cultist must now recruit further initiates. Take the Pusher Merit.

- : Senior members of the cult have refined temptation into an art form. Take The Serpent's Tongue Caligo.
- : At the apex of membership The Pleasure Parlour teaches further secrets of tamption. Take the Evil Influence Caligo.

Tainted Places

You can feel it in the air all around. This place chills you to the bone and squelches underfoot with rotting damp and the stench of mildew. The sounds don't carry right, the city outside felt so distant. Even your feelings for your dead parents, your rage and hate for their murder, even they feel distant.

Casually you slide your knife across your wrist, your blood wells up like liquid green fire. The drops fall and the stinking rotted boards catch light as you pray to your Lady of Cleansing Flame.

When a place is this far gone there's nothing to do but burn it, and it burns so beautifully in emerald fire.

The ruins of the concentration camps. A house on an island where 10 people were killed one by one by a sadistic murderer. An abandoned apartment where the worst gangs always gather. A hidden temple where a dark wizard sacrificed people for infernal power. These are the Tainted places, where the evil that men do has lingered. Some are well known, while others are forgotten. The one thing they all have in common is that the Darkness was - or is - strong there, and it doesn't want to leave.

A place becomes Tainted when someone commits a grave sin there, that causes others to suffer, or else when vicious and cruel acts become routine and customary there. The very substance of the area is bruised by minor sins, cut or torn by major ones, and the Darkness comes quickly to infect the wound and open it farther. Each Tainted area steals away some ability (native talent or training) from those within it who act for innocent and virtuous reasons, while leaving the evildoers' faculties intact; by doing so, the Darkness makes it easy to commit acts like those that first Tainted the place, and hard for anyone to resist. And each time someone yields to temptation, the Taint deepens, and its malign influence steals more faculties from the innocent. Finally, staying within a Tainted area slowly drains the hope and life out of people even if they do nothing at all; a part of the Darkness stays in them afterward, trying to seduce them into joining it.

Creating Taint

Tainted areas are represented with two factors: their size, and the severity of their curses. The Size of a Tainted area is measured on the same scale as Blessed Places - the smallest Tainted sites, at Size 0, would fit within a small walk-in closet; the largest ever found, at Size 5, covers the whole of a large estate roughly the size of the Pentagon. Size also affects the Darkness's grip on the Tainted area; in an area of Size 0 a single act of resistance might banish the evil influence, while the largest Tainted sites yield only after long, sustained purification. A Tainted area's Severity measures its power to corrupt people, and limits the degree to which an innocent's actions are impeded there; it is rated in dots, and is rolled as a dice pool. Finally, a Taint also has a Hold track, that has a number of boxes equal to its Size + 1. This records any progress made in purifying the area of its Taint; most methods of doing so mark off boxes on the Hold track. When the last Hold box is marked, the Taint's Severity drops by 1, and all the Hold boxes clear. If the Taint's Severity drops to 0 the area is cleansed of Taint entirely. Taint recovers its grip if nobody resists it until a curse fails; clear 1 Hold box on each day when no Hold box has been marked.

The growth of Taint in an area resembles somewhat the process of moral degeneration in people; the farther a place has gone into the grip of the Dark, the less any single sin seems to matter. The severity of the sin and the current Severity of the Taint set how much a sin adds to the local Taint; consult the following table. A dot of Severity costs 1 point. A dot of Size costs points equal to the new value of Size (1 point to raise Size from 0 to 1, 2 points to raise from 1 to 2, and so on.) "0*" means that a single sin at that level gives no points, but repeating it many times can build up to a point eventually.

For a sin to count, it must be committed by a being who has the ability to choose between good and evil, or by Creature of the Darkness and inflicted upon someone with the ability to choose between good and evil. At the Storyteller's discretion other fundamentally evil or cruel beings like a Spirit of Sadism or a classical demon may cause Taint like Creatures of the Darkness. If that type of supernatural being already has Taint like mechanics, it is the Storyteller's responsibility to decide if it's an alternative name for Taint, two effects that can happen simultaneously, two mutually exclusive effects, or otherwise make the systems work together.

Morality Sin	Severity				
	0-4	5-9	10-14	15-19	20+
Petty cruelty.	0*	0	0	0	0
Significant emotional or physical harm. Extreme unintentional physical harm, such as neglect.	1	0*	0	0	0
Significant and intentional emotional harm. Significant physical harm without the intent to kill.	2	1	0*	0	0
Impassioned crime such as manslaughter.	3	2	1	0*	0
Rape. Planned crime such as premeditated murder	4	3	2	1	0*
Utter perversion such as sadistically torturing someone to death. Callous crime such as serial murder.	5	4	3	2	1

For each dot in Severity, the Storyteller selects 1 curse. Curses are penalties inflicted on people within the Tainted area, which apply while they remain there, *unless* they have the intention to do harm or transgress against morality. As long as a character's purposes are good or innocent, and he keeps his intention pure, the Taint opposes him. It also tempts him; if a character is dissatisfied by the results of a roll that Taint penalized, he may choose to re-roll without the penalty - but this allows the Darkness to twist the purpose of the action, bending its consequences to make sure an innocent will suffer.

Curses that inflict passive penalties can be bypassed for a scene; to do so a character must do something that would require a breaking point for a hypothetical average person, what's more it must be a breaking point because it is immoral.

A Taint sustains exactly as many curses as its Severity (really, the curses *are* the Taint) and if cleansing removes a Severity dot, it also removes a curse.

A curse can produce any one of the following list of effects. A Tainted area can inflict any curse any number of times, within the limit of its Severity.

- Attribute: Dice pools that include one Attribute take a -1 penalty.
- Skills: Rolls of two Skills take a -1 penalty; or, rolls of one Skill take a -2 penalty. An Attribute + Attribute dice pool, such as Perception, may be treated as one Skill.
- Specialties: Three types of tasks, each of the scope of a specialty, take a -1 penalty. These can be stacked, with one type taking -2 or -3.
- Defense: Characters with good general intentions are vulnerable to mundane assault. Reduce their Defense by -1, to a minimum of 0.
- Health: The Taint steals vitality. Take away 1 box of Health. Characters with no Health boxes are treated as if they have filled the last box with bashing damage.
- Resistance: Characters with good general intentions are vulnerable to supernatural powers. Reduce either Resolve or Composure by -1, to a minimum of 0 (not both - pick one) when the Attribute is used to resist a power.
- Speed: The Taint steals motion and force. Reduce Initiative and Speed by -1.
- Willpower: The Taint steals the will to act. Reduce Willpower by 1 dot. Willpower points in excess of dots remain, but can't be spent. Characters with 0 Willpower take no action of their own volition, unless the action would be a breaking point due to immorality - taking such an action releases them to act normally for a scene.

- Corruption: Breaking Point and Compromise checks within the area take a -2 penalty.
- Tainted Vice: The Taint reinforces base desires. Each time you take this Curse choose one Vice. Anyone within the Tainted place may fulfil that Vice in addition to their own, but only if fulfilling the Vice hurts someone or transgresses against morality. If the indulger's Vice matches the Taints and fulfilling the Vice is a Sin or causes harm then regain two Willpower. As always you may only regain Willpower through Vice once per Scene.
- Dominance: Creature's of the Darkness get a +1 bonus to any Clash of Wills.

Foci

Within each Tainted area is at least one focus: the original site of the wound, from which the infection spreads. When a single sin Taints a place, the focus of the Taint is almost always just where the sin was committed and is usually an item related to the sin, the murder weapon for example. When the Taint comes from long practice of corruption, its focus appears where the wickedness is most often done. Because the Taint originates there, the focus of a Tainted area is especially dangerous to touch, doing so triggers a sensitivity roll, as though the character had just spent eight hours in the Tainted Place. As the Size and Severity of Taint grow, the diversity of sins contributing to the Taint creates more than one focus - a good rule of thumb is to have as many foci, and types of sins, as the lower of Size and Severity/5.

If a Taint does have multiple foci, the Storyteller distributes its Severity among the foci and decides which curses emanate from each focus. Destroying one focus removes those Curses however it does not reduce the Severity of the Taint, nor does the loss of foci affect passage to and from the Dark World. For each focus that was destroyed, one point of Curses is restored per day. These restored curses form around new foci. The murder weapon is replaced by the ropes that tied the victim down, then the bed he was tied too, then a bloodstain on the floor.

If a character with Sensitivity caused by the Light touches a foci they experience a vision of the cruelties behind that foci. They must immediately make a Sensitivity check, however they also gain the Informed condition which may be used in further investigation or cleansing of the Tainted Place.

Corruption

Taint, once established in an area, infects the people in that area if given an opportunity to do so; anything that deranges the mind or soul lets the Darkness take root there. Whenever a mundane character fails a breaking point roll (or equivalent) while in a Tainted area, in addition to the normal consequences, make a corruption check for him. The dice pool equals the Taint's Severity, minus the sum of the character's Stamina, Resolve and Composure. If this number is 0 or negative, roll a chance die as usual.

Dramatic Failure - The mortal's resistance weakens the Darkness's hold. Mark off a Hold box.

Failure - The mortal is uncorrupted (though if they slept, they won't feel fully rested.) No effects.

Success - Taint begins to accumulate within the mortal. Add the Shrouded Condition with one Nox per success, or increase add one Nox per Success to the Shrouded Condition.

Exceptional Success - The Darkness corrupts the mortal, turning them into a Darkened. In addition unmark one Hold box.

If the character rolls a Dramatic Failure on a Breaking Point while in a Tainted Place become a Darkened with no need to roll for corruption, in addition unmark one Hold box.

Characters touched by the Light (Princesses, Beacons, Shikigami, and Sworn) are immune to corruption from Tainted places, but remaining in one for long isn't healthy for them either. When they make a corruption check on a Failure or Dramatic Failure to a Breaking Point or Compromise, the effects are these:

Dramatic Failure - If the Character is of the light her strong resistance weakens the Darkness's hold. Mark off a Hold box. If the character is Darkened there is no effect.

Failure - The character suffers from Sensitivity; roll her base Sensitivity dice pool as usual.

Success - The character suffers from Sensitivity; roll her base Sensitivity dice pool plus the Tainted Places' Successes.

Exceptional Success - Extra Successes are their own reward.

Creatures of the Darkness, including Darkened, do not check for Corruption. They are already saturated with Taint. Other supernatural beings typically gain Conditions from spending too long in a Tainted Place. Their own power protects them from Corruption and does not introduce new weaknesses such as Sensitivity.

Destroying Tainted Places

Several methods are known for breaking the Darkness's hold on a Tainted place, and patching the frayed reality it leaves behind. From destroying the rot entirely to healing the damage or even pitting one's soul against the corruption directly.

It should be noted that a weak taint (Severity 1-7) is in as much risk from an average person as they are a danger. These Taints survive only in areas that are seldom visited, exclusively populated by people with a low Integrity (who usually lost their Integrity for the same acts that Tainted the ground) or when found and cultivated by cults of Darkspawn.

Destruction

At heart a Tainted Place is a place and places can be destroyed. Houses can be knocked down, torture cellars can be filled with concrete. Destroying the foci is only temporary but destroying the entire Tainted Place can be permanent. You don't even have to knock down the building but as a general rule nothing short of stripping the insides and blasting every remaining trace of the past with a fire-hose is going to do it (you thought mortal governments did that to serial killer's homes for emotional catharsis?)

It's not always easy, destroying a building often requires explosives or heavy construction equipment as well as ownership and a permit. You can of course just grab petrol but arson is a crime that gets investigated. Either way a large tainted place may be home to Darkspawn who will viciously defend their lair. Most of these problems can be easily solved with the Purgation Charm, with Purgation a Princess merely needs to stand on the border of the Tainted place to summon a fire powerful enough to consume a tainted place and which leaves no evidence to mortal eyes. Even Purgation has it's drawbacks, namely that it requires Tempesta.

Exorcism

A battle of wills, similar in nature to the Abjurations used against ephemeral Entities can weaken the grip of the Darkness on a Tainted place. Make the usual Abjuration roll (Princesses can do this too, using Belief instead of Integrity, perhaps enhanced with the Charm Light Over All) as an Instant Action contested by the Taint's Severity + twice the Taints Size. It usually takes several rolls to destroy a Tainted Place.

Exorcist gets dramatic failure - The exorcist's conviction flags, and the Taint can get to him. The exorcist loses 1 Willpower, and make a corruption check for him.

Taint gets dramatic failure - The exorcist banishes part of the Taint. Lower the Taint's Severity by 1 immediately, remove one of its curses, and clear all its Hold boxes.

Taint gets more successes - The exorcist's resolve falters. He loses 1 Willpower.

Exorcist gets more successes - The Taint is weakened. Mark off one Hold box.

Taint gets an exceptional success and beats the Exorcist - The exorcist loses 2 Willpower, not just 1.

Exorcist gets an exceptional success and beats the Taint - Mark off 2 of the Taint's Hold boxes.

Purification

A Tainted Place not just generically evil, it is defined by the sins that Tainted the ground. By opposing the prime causes of a Tainted Place the land can be purified and the curses lifted. If a place was tainted by bullying and cruel enforced social isolation the Princess could host a speed dating event or a party. If a place was Tainted by crime it can be used as the headquarters of a neighbourhood watch.

When the Princess is doing something to oppose the Taint she may roll an appropriate dice pool (Presence + Socialise representing how good the party she's hosting is, Presence + Expression to perform a play with a message of tolerance.) In addition to the usual benefits for good rolls, such as winning fans with a great performance, every Success marks of one Hold box. It may take more than one extended action to completely banish a large taint.

Purification has an additional advantage. Tainted Places tend to accumulate wear and tear: Mildew, rot, and other minor faults. Purification reverses this leaving the Tainted Place pristine and ready to be put to better use.

It is strongly recommended to use the Charm Consecrate to suppress the Taint before hosting a social event. Even if you have destroyed the foci nobody wants Darkspawn to suddenly appear on the dance floor.

Dreams of Sin

Occasionally, the Hopeful find a Tainted area for which the safer methods won't work. Perhaps no one's willing to join the Princess in redeeming the ground, perhaps the Darkspawn are too well entrenched for a frontal assault. Maybe there's just no time for a safer method. In these cases a Princess can interact with the Taint directly to fight it, but the Taint will fight back.

Tainted Places has character of its own, distinct from the Darkness from which it comes. The Outer Darkness is formless, but Tainted places are defined by their history. They have, in fact, a kind of awareness, and their malign influence almost seems purposely aimed at bringing out the worst in anyone who enters them. That awareness, though, gives the Hopeful a way to defeat them. In a process quite similar to entering the Dreamlands, they can walk through the area and search out the malignity, eventually falling into a dream in which the Tainting sins are continually re-enacted. When a Princess reaches this state, she purifies the Taint from within: protecting the dream-victims, stopping the dream-sinners, persuading the dream-people to cease their evil practices.

Any character with Sensitivity can try to enter the dream of a Taint as an Extended action; the base dice pool is the Taint's Severity and she needs 15 successes to archive communion. It takes 10 turns per roll. Each Princess must attempt to enter the dreams individually

Dramatic failure - The Taint bites into the character; make a Sensitivity check as the pain of past evils is forced into the Princess' mind. Also, she can't enter the Taint's dream until she has had a full night's rest outside the Tainted area.

Failure - The Princess makes no Progress. She must take a Condition or a dot of Shadows if she wishes to continue.

Success - The Princess makes progress.

Exceptional success - The Princess makes great progress. She takes the Informed Condition as she pulls useful information from the memories of the Tainted Place.

It is strongly recommended to use Charms such as Ofuda, to keep someone awake and on lookout, and to drag people's bodies out of the Taint once their minds are within the dream.

Once within the Taint's dream, the character perceives the Tainted area as it was while the sins that created it were committed. At the start the dreamer is a bystander, watching phantoms of the people involved; as long as she remains on the sidelines nothing definite will happen in the dream, though there is always a feeling of impending doom. The dreamer may use this preliminary time to slip through the scene looking for clues, signs and portents; she'd better be careful, though, because while there always are small hints pointing towards the crimes to come, discovering the hints has a good chance of beginning the crimes' re-enactment, with the dreamer pushed into a dangerous role. The dreamer's task here is

to identify the key players in the drama before it starts, and choose her moment to intervene. All the Taint's curses apply to her, at this and all later stages.

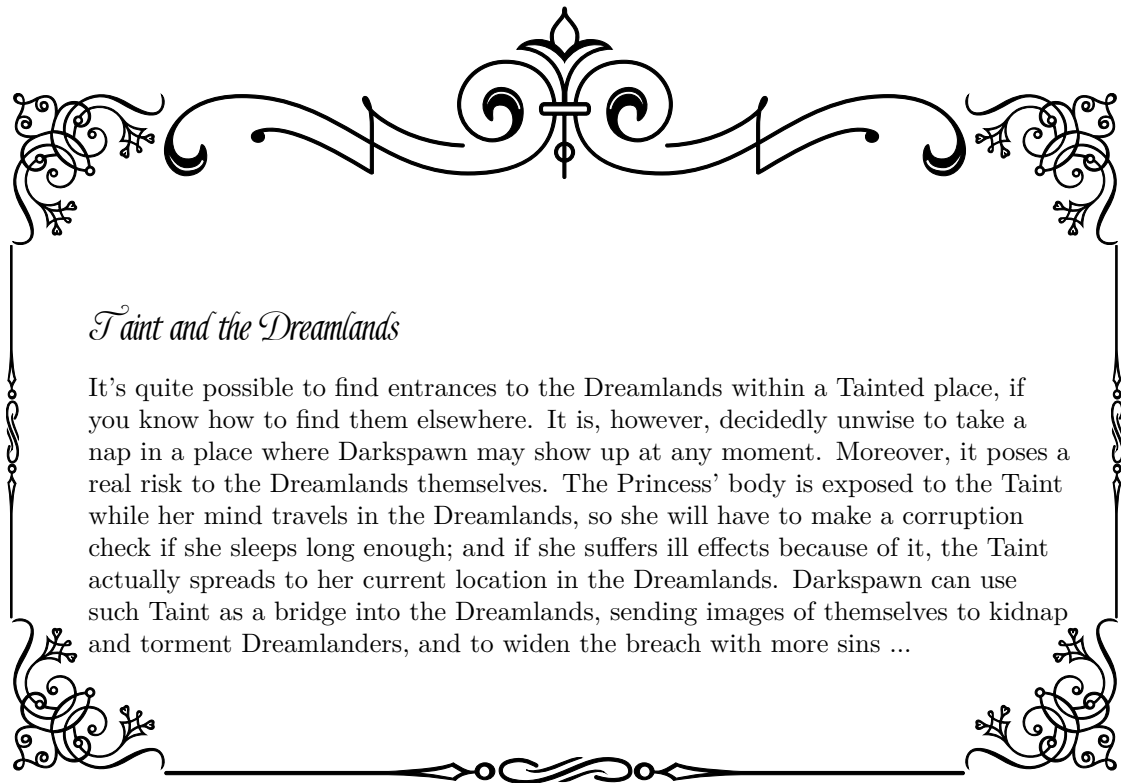
Eventually the dreamer finds and pulls a trigger for the dream proper. In essence this means that the Taint has noticed the Princess. The Taint notices anything that's unusual to the narrative, including attempting to help a victim or entering restricted areas that the Taint knows only one person should enter. The Taint's attention is also attracted by anything that strongly suggests the dreamer should be suffering though she is not, such as stepping inside an inactive torture device. Of course, doing the blindingly obvious, such as opening fire with a machine gun, will also attract the Taint's attention. Unless the player has done something unimaginably silly, like lock herself into an obvious death trap, the Storyteller should avoid making triggers that are inescapable death. When the Princess trips a trigger, the phantoms solidify and begin to act out their parts. Once solidified, the people appearing in the dream will behave as the original people would have, if the Princess had been present. Therefore, the Storyteller should provide stats for them as if they were normal characters. However, the Taint influences them much as it does the Princess, and rather more strongly; dream characters follow the rules for Moral Inversion and Tainted Heart in the Darkened template, even if their originals were not Darkened - and even if they were supernatural beings.

Example trigger: The Princess finds a padded cell with a mummified corpse, the walls look slightly eaten. As she walks in to investigate the door slams shut and locks behind her, and she is suddenly feeling very hungry. To escape this situation, the Princess might have the ability to pick locks, smash down doors or a friend in shouting distance who can open the door from the outside.

Inside the dream each focus has a specific key task that resolves it. (Any attempt to resolve a focus will trip a trigger and involve a Princess in the narrative, if she hasn't done so already.) The task that resolves a focus relates to it's history, some ancient crime is being repeated on an infinite loop or has left behind an unchanging aftermath that a Princess might find and set right. The Taint invariably opposes all attempts to resolve its foci, by penalizing anyone attempting the key tasks and giving bonuses to any character opposing them. The difficulty of resolving a focus should correspond to the Severity dots tied to it and resolving the focus permanently removes those dots of Severity and their associated Curses.

Example tasks: Find a letter written by an inmate, and make sure it's properly mailed and not destroyed. Release a murder victim from her restraints and persuade her to escape. Recover or destroy letters kept by a blackmailer.

Trying to purify Taint from within it's mind is dangerous. Bashing damage the dreamer takes fighting in the Taint's dream is real only within the dream, but a Princess never falls unconscious in her dream. The Tainted Place wants it's victims aware and suffering! Lethal or aggravated damage is quite real, appearing as heart attacks, strokes, paralysis, and other invisible wounds. Which is why if the Tainted Place will give it's victims time to recover before round two, unless it feel threatened. Willpower or Wisps spent are gone for real, but the effects of Charms are confined to the dream. If the dreamer manages to leave the Tainted area within the dream, she awakens; though the Taint will twist the dream to keep her from doing so - it likes having Sensitive people around to torment. Usually escape requires recreating an escape that one of the victims used in reality, such as using the tunnel dug by prisoners in a sadistic prison. Finally, the dreamer may choose to awaken when she resolves a focus, the parts of the dream landscape associated with that focus vanish and, before it reforms in a diminished state the Princess can escape through the gap. When she resolves the last focus is resolved and the Taint is gone the entire dream vanishes, and anyone inside wakes up.



Taint and the Dreamlands

It's quite possible to find entrances to the Dreamlands within a Tainted place, if you know how to find them elsewhere. It is, however, decidedly unwise to take a nap in a place where Darkspawn may show up at any moment. Moreover, it poses a real risk to the Dreamlands themselves. The Princess' body is exposed to the Taint while her mind travels in the Dreamlands, so she will have to make a corruption check if she sleeps long enough; and if she suffers ill effects because of it, the Taint actually spreads to her current location in the Dreamlands. Darkspawn can use such Taint as a bridge into the Dreamlands, sending images of themselves to kidnap and torment Dreamlanders, and to widen the breach with more sins ...

Sample Tainted Places

White Picket Lane

White Picket Lane always was a superficial place, a place where appearances counted for more than substance. Then it turned spiteful. The correct appearances became ever narrower. Those who did not fit in were passively aggressively driven away. The Taint is mild, but widespread.

Today White Picket Lane doesn't feel that different from normal. The minor amount of Taint is not enough to compete with the lovely climate and obsessive cleaning performed by the residents. On the surface the people wouldn't be seen dead as impolite, keeping up appearances is everything but peal back the surface and you'll see that the residents have become embroiled in constant games of one-upmanship, false smiles and social backstabbing.

Size: 5 (an entire neighbourhood)

Severity: 4

Curses: Composure -1, Tainted Vice (Envy), Tainted Vice (Lust), Socialise -2

Foci:

- A corded telephone that Susan spends much of the day using to spread gossip. It can be found in Susan's home office. Curses: Composure -1
- Lingerie that Bree wore when she seduced Tom to get revenge on Lynette. Bree think's she's lost it, but in reality she was able to tell what it had become and so hid both it and the truth from herself. It can be found down the back of Tom's washing machine. Curses: Tainted Vice (Envy).
- A gold pendent Mike brought Mary when they were having an affair. If Mary isn't wearing it then it can be found in her jewellery box. Curses: Tainted Vice (Lust).
- An ordinary wicker chair Gabrielle uses when hosting the weekly Stitch 'n Bitch. One of the cases where the insult is entirely justified. Curses: Socialise -2.

White Picket Lane has few Darkspawn but many Darkened, most are in the mould of the Malicious Gossip.

The Utility Shed

In 1925 In Ellinson Junior high their were repeated incidents of students Disappearing from Campus... when the number reached 6 the school had almost closed down , but finally they discovered that the man behind it was in fact the schools janitor who had kidnapped, sexually assaulted and murdered the girls here.

This place was briefly much more powerful, the police investigation provided symbolic opposition that greatly diminished the curse but perhaps they should have destroyed it entirely, since the shed remains a popular location for students to sneak a cigarette or an illicit tryst. That doesn't make it a good location though, at best the Taint makes things uncomfortable and clumsy. At worst, well neither sweetheart is likely to want to be feeling very good about what the other gets up too.

Usually no one stays long enough to actually risk becoming Tainted themselves, but one repeat truant hid there just a few too many times. She's currently running on the rush, being in that shed makes her feel strong in a way nothing else ever did. She doesn't know why, but she knows she can grow the taint and is looking for ways to just that.

Size: 1 **Severity:** 5 **Curses:** Tainted Vice (Lust), Defence -1, Composure -1, Perception -2 (People outside the shed have trouble noticing anything within), Memorisation (Intelligence + Composure) -2
Foci: The shed itself.

Mary Ann's Bathtub

After a breakup with her boyfriend of four years Mary Ann ran herself a nice hot bath, poured herself a glass of wine, and slit her wrists. Four years of emotionally manipulating a her vulnerable boyfriend condensed into one single act, tainting the bathtub. When they came for the body it was cleaned up of course, the tub was bleached and washed until it gleamed and not a drop of blood remained but cleaning isn't enough to remove Taint. If they wanted to do that they should have replaced the tub.

Even to this day, no matter how hot you run the water the porcelain always feels uncomfortably cold against your flesh. Lying in for a good soak comes with feelings of loss and distance from the people you care about.

Size: 0: Just a bathtub. **Severity:** 2 **Curses:** Composure -1, Empathy -2. **Foci:** The tub itself.

The Dethroned

They had been watching the warehouse for hours when the Darkspawn came. It wasn't an attack, no, they were running. The Darkspawn ran straight into the firing lines in a blind panic. In moments monsters were reduced to smouldering corpses in a rain of noble magic

Then the Princesses saw what the Darkspawn were running from.

It was enormous, taller than the warehouse and tearing the building apart like tissue paper as it strode forward. It's body was human, with it's flesh peeled away exposing muscles intertwined with unearthly clockwork. It's movements stuttered in an unnatural mimicry of human grace. It gave out a scream of screeching metal, the sound staggered the Princesses. In it's cry they felt it's despair, impotence, and something else.

"My god. That thing's a Princess!"

The Dethroned are born from suffering, and from their birth they'll create little else. It's not as if she plans it, for all intents the Dethroned are incapable of planning anything. No, things just happen around her. A fallen Noble is like a poisoned wound, spreading toxins through the Dark World. Her very presence twists the Darkness around her until it reflects the events and pain that led to her fall.

Most Dethroned live deep within the Dark World in perfect isolation where they can harm no one save themselves, but on occasion a Dethroned rises from her self-reproach to rampage across the Dark

World or Earth and when the fallen encounter lesser minions of the Darkness they can reshape them; the chaotic and selfish creatures of Darkness become something, that if not a unified force, will at least focus their efforts away from each other.

The Nature of the Fallen

When a Princess calls upon the final Transformation her Inner Light is snuffed out, and the Darkness rushes in to fill the void within, creating the ultimate Creature of the Darkness. The Outer Dark can only corrupt, it cannot improve and so the once Princess' soul cannot develop further. A Dethroned has Inner Darkness equal to her former Inner Light and cannot increase it. For all mechanical purposes, Inner Darkness is identical to the Inner Light.

Where the Enlightened have Wisps the Dethroned use Shadows themselves. Her own regrets are the fuel for her dark powers. The maximum amount of Shadows a Dethroned can hoard, as well as the number she can spend in a turn, is determined by her Inner Darkness. The Dethroned has several methods to regain Shadows.

Endless Angst: The life of a Dethroned is not a happy one. For as long as she exists she is eternally surrounded by reminders of the hurts that led to her pitiful state. Her unceasing misery generates one Shadow a day.

Sadism: Misery loves company. Dethroned replace the Sensitivity of the Hopeful with the Sadism of the Darkness, rolling a base pool of their Inner Darkness. When a Sadism check is triggered the Dethroned gains one Shadow per Success. They suffer no other effects.

Hexes: Several Hexes abilities grant additional ways to recover Shadows. See those abilities for details

Fortress of Regrets

Every Dethroned still contains a spark of the Light, no matter how deeply it's buried. Like the Light streaming through Tainted Places to shine upon the Dark World a Dethroned's faded embers gives form and definition to the dead world around her.

But the Dethroned do not carry the Light of a world, imposing geography onto the Dark World. Theirs is the Light of a human mind, formed of thoughts and emotions. Bitter, bitter, emotions.

Laments

A Dethroned's Fortress of Regrets consists of a number of Laments. Mechanically a Lament works like a Tainted Place save that a Lament exists exclusively within the Dark World and can only be destroyed by killing the Dethroned. If a Dethroned reforms, so do her Laments. The Storyteller chooses whatever curses feel appropriate to the Belief Compromise.

Each Lament is tied to one Belief Compromise and resembles a surreal dreamlike portrayal of that memory. As a Dethroned's fall is a continuity rather than a series of individual events so too are her Laments bound by a common theme.

The physical location of Laments is of no interest to the Dethroned herself. Most can be found near the Dark World's reflection of wherever the Dethroned lost her Belief. Though this may place Laments continents apart or deep within the distant formless reaches of the Dark World, all Laments in a Fortress of Regrets are linked by passageways that resemble the emotional connections between memories. If a person remembering the real event behind one Lament could follow the train of thought to the event behind a second Lament then anyone in that first Lament could walk, catch a bus or find a door to the second Lament. Traversing these passageways is not instantaneous but never takes more than half an hour.

Awakening the Devil

On their own Dethroned are mostly passive beings. They wonder from Lament to Lament expressing their despair and self-loathing in ways as surreal as their Laments. Both Princesses and Creatures of the Darkness are usually happy to give them a wide berth.

But when times are desperate any Creature of the Darkness can manipulate the Dethroned into taking a more active role. All they need is the Caligo Copycat Crime. Moving a Lament works identically like moving a Tainted Place, however Laments cannot be split, you must get all the Severity at once. Once a Lament is contained within a weapon it can be moved to anywhere within the Dark World, or even on Earth if the Dethroned has an Inner Darkness of six or more.

The most common strategy is simply to place the Lament beneath a Tainted Place (where it takes precedent in it's world, no matter the Tainted Place's Severity). So long as the Lament is Beneath a Tainted Place, and the Dethroned is presently within that particular Lament, she is able to abduct people from Earth. Spend a Shadow then roll Presence + Intimidation vs Composure + Supernatural Advantage.

Dethroned target people who resemble characters present in whatever event created the Lament; or anyone touched by the Light. For a Dark Creature in a tight spot, the thought of a Dethroned targeting the Princesses coming to cleanse your home might be worth loosing safe access to the Dark World. If there's no where to run too, hoping for a Dethroned's rescue is better than getting frozen. Dethroned beneath a Tainted Place are able to cross to Earth like any other Dark Creature, they just rarely do it.

The second most common strategy is to place the Lament on Earth. If a Dethroned leaves her Lament, usually because she was pushed, sometimes voluntarily, she is most likely to go on a rampage before returning home. It's pointless in the Dark World but many Creatures of the Darkness may wish to see the most powerful of their kin attack Earth.

Few Creatures move Laments to create a transportation network; the risks imposed by encountering a Dethroned is too high even for monsters. Only when a Dethroned has already subsumed other monster's into her own woes will they make regular use of Laments for travel.

Misery Loves Company

There is a reason that sapient Darkspawn who value their own senses of self keep away from the Dethroned. The Darkness seeps out from them, warping other Creatures of the Darkness to their form. Darkened count spending a scene near a Dethroned as a Breaking Point with a -5 penalty. All other Creatures of the Darkness must roll Resolve + Stamina for every Composure turns they spend within sight of the Dethroned. Failure subsumes them into the mythos of the Dethroned. Mnemosynes and Cataphractoi may spend a Willpower dot to resist this change.

Often a warped minion is simultaneously a manifestation of the Dethroned's worst memories or a fantasy of how things might have gone differently, and they are twisted in mind and body into form thematically appropriate for their new role. Both the memories and the fantasies are a torment to Dethroned; who seem universally powerless to rid themselves of their new companions.

The creatures warped by a Dethroned become loyal to their maker and at least tolerant of their new siblings, though as few Dethroned are able to communicate this loyalty is more instinct than obedience. Mnemosynes and Cataphractoi are transformed into simple Darkspawn, but often unusually powerful and cunning examples of the species.

Redemption

So long as someone cares for you then Redemption is always possible, but sometimes, it's fucking hard. A Dethroned is too far gone to redeem herself, it will need someone to carry it for that first step on the way.

After a Dethroned is defeated –it's health must be filled with Lethal damage or worse – but before it is swept away on the formless currents of the Darkness (about ten minuets) any Princess can try to reach out to it through Sensitivity. She makes an Extended Belief roll with one roll per turn, accruing one Shadow per roll, magic may not be used to boost this roll. Unlike most extended actions there is no

limit to the number of rolls, so long as you are willing to accept another Shadow. If the Princess reaches the threshold of Inner Darkness the Dethroned feels that somebody understands it's suffering. The soul of the fallen Noble departs from it's tainted body and takes up residence deep in the Princess' soul. This does mean that the Princess has to carry an extra Inner Darkness Shadows.

From this point on the Princess simply has to remove these Shadows, she may not use Charms that remove Shadows, such as Choke It Down, while she is carrying a Dethroned within her soul. Overcoming the Shadows upon her soul is easier said than done when she's probably collapsing under the emotional weight of the Dethroned's unceasing grief (not to mention possibly rolling Chance Dice for Transformation and Wisp recovery), but if somehow she does ever remove all her Shadows then when she next falls asleep she will see for the first time the face of the one she's sacrificed so much for. Together they will climb through the Crawlspace, travel through the Dreamlands, at the edge of the Light itself they will say their tearful goodbyes before the redeemed departs.

As for what happens next? Who can say. Perhaps the Princess will have a chance to make up for what she has done in her next life, perhaps she hangs up the crown that grew too heavy and moves on to some manner of afterlife? As for the rescuer, unless she wants to leave her life behind to enter the Light and return to the cycle of reincarnation she'll have to get back to her royal duties the next day. But redeeming a Dethroned does grant two dots of Belief, as well as fully refreshing her Wisps and Willpower.

Hexes

The dark powers of the Dethroned are known as Hexes. They are the inverse of the magic she once wielded. Whereas a Charm is drawn from her hopes and her loves, Belief given form, a Hex is formed of solid misery, damning the user even as it curses the world around her.

Blast

The Dethroned sends a blast of dark magic to destroy her enemies. She has a range equal to Inner Darkness * 10 yards, the storyteller decides the damage when he creates the Dethroned from a range of 0 to Inner Darkness + 5. The Storyteller also decides if the damage is lethal or aggravated, though usually aggravated damage requires an Inner Darkness of 5+. Most Dethroned may use the auto fire rules. Each shadow spent gives the Dethroned 10 shots' worth of ammunition. The weapon's base damage is equal to half Inner Darkness, but it can be increased by spending shadows at a one for one ratio.

Covetous Form

With a hair of coiling serpents or a body of grasping vines the Dethroned can reach out in every direction at once. She may apply the Autofire rules to any attack using Brawl.

Cry of Anguish

A Dethroned exists in eternal torment and some have learned to use their suffering as a weapon. By spending a point of Willpower rolling Inner Darkness + Presence + Intimidation vs Composure + Supernatural Advantage - Target's Shadows she can force a sensitivity check upon others with a dice modifier equal to her Successes - her target's Successes. To be targeted someone must have a Sensitivity rating, and they cannot be a Creature of the Darkness. Each person can only be targeted once per day. Commonality may be added to the roll to target multiple people.

Infectious Madness

The despair of the Dethroned spreads out for them. Anyone who encounters the Dethroned takes a penalty to Breaking Point or Compromise rolls equal to half the Dethroned's Inner Darkness. Mental

protection can defend against this effect and triggers a Clash of Wills.

Kiss of a Princess

The Dethroned can bind a Shadow into a Mortal by rolling Inner Darkness + Presence + Intimidation vs Composure + Integrity. If the Dethroned wins the roll the target immediately gains the Depression Condition. In addition the Dethroned may regain Shadows through the victim. Any time the Victim commits or is the target of an applicable action as per the rules for Sadism the Dethroned can roll Sensitivity. If the Dethroned is a Misery Glutton she may also benefit from the victim's misery as per the rules for that ability. The effects of the Kiss last until the Dethroned is destroyed, chooses to end it, or the Kiss is removed by magic. The Dethroned cannot regain the spent Shadow for as long as the victim remains under the effects of the Kiss.

If a Dethroned knows the Kiss of a Princess her Familiars will as well; any Shadows are bound from the parent Dethroned's pool.

Mark of Torment

The Dethroned can hex someone to become a magnet for suffering much like they have become. The Dethroned spends two Shadows and rolls Manipulation + Expression vs Composure + Supernatural Advantage. If the Dethroned wins the target gains a unique Umbrae that functions like Tainted Allure of Vice except that it functions for all Vices providing the Vice is indulged by someone with an Integrity (or equivalent) score equal or lower than the Dethroned's Successes. Using mark of Torment does not turn a person into a Darkened, the Dethroned is able to inflict an unwanted Umbrae on a mere mortal. The Mark of Torment remains until the hex is removed with counter magic. Either charms that remove the Umbrae, or Charms that generally undo lasting magical effects may be used.

If the Dethroned knows Mark of Torment, its familiars will as well.

Misery Glutton

The Dethroned are everything a Princess should not be, and they draw mindless strength from that. Whenever an individual faces a Breaking Point (or equivalent) around them, they gain 1 Shadow if the person degenerates. Whenever a person falls to 0 Willpower, the Dethroned gains a point of Willpower. Should a person, through their own free will or otherwise, commit suicide around them, they regain all their Shadows and all their Willpower.

If a Dethroned is a Misery Glutton her Familiars will be as well.

Misery Voyeur

Misery loves company, and the Dethroned finds her existence easier to bear when others suffer as she does. Whenever anyone within the Dethroned's line of sight makes a Sensitivity roll the Dethroned gains one Shadow for each Success they roll. This power does not function on Creatures of the Darkness.

If a Dethroned is a Misery Voyeur it's Familiars will be as well.

Mistress' Care

The boundary separating a Dethroned from the beings she has warped through Misery Loves Company. When one such being takes damage or falls into distress, the Dethroned reflexively makes a Perception roll. On a success, the Dethroned becomes aware of her minion's situation, understanding it as well as the minion does itself.

Monstrous Size

The Dethroned has swelled into immensity. Her Size is, at minimum, 10.

See the size table for the effects of the Dethroned's titanic form (page 237)

One Thousand Weeping Eyes

The fallen Noble is keenly, painfully aware of events that mirror her own fall. If anyone commits a similar action within Inner Darkness miles of the Dethroned's location (in either Earth or the Dark World) she is instantly aware of it. This Hex does not imply she reacts in any particular way, though more than a few Dethroned mindlessly lash out when their unnatural senses are triggered.

Queen of Misery

When the Dethroned warps a Mnemosyne or Cataphractoi their latest victim retains the Mnemosyne or Cataphractoi template. They do not retain their original personality however. Their minds are remade in the Dethroned's image. A Mnemosyne that acted like a Mafia don might turn into a cult leader like the ones who turned the Dethroned's family against her, with powers and a new appearance to match.

They replace their Virtue and Vice with the Dethroned's and gain an instinctive loyalty to their new liege, though she is unlikely to give any orders. Additionally while they do not coordinate or work together on grand plans they gain some measure of trust. They'll at least try not to disrupt each other's plans (usually in a simplistic "you take west of the river, I'll take east" sort of manner) and may unify against outside threats. Few threats the Nobility face come close to having several Cataphractoi active at once without infighting.

Regeneration

By spending a Shadow the fallen Noble regains either one point of lethal, or two points of bashing damage per action as a reflexive action. Bashing damage heals first, lethal only being removed when there is no Bashing Damage in her Health track.

Spawn Darkchild

From Darkness, comes... if not life, something close to it. The fallen Princess can create a Darkspawn with an instant action and the expenditure of one Willpower point. The newly made monster takes a turn to get its bearings, before it begins to act independently. If the Dethroned is currently under attack, it will attack those who threaten its creator, but if not, it will wander off. Darkspawn created this way should be created in a thematically appropriate form for the Dethroned, and most will only make two to four "species" of Darkspawn, which will be unique to it. Many a Princess has realised the first sign that a Dethroned is in the area is often the similar Darkspawn who start entering the world.

Spawn Familiar

The Dethroned can bud a piece of herself into an independent being. This costs 3 Shadows and one dot of Willpower. The Familiar is smaller than the parent, usually around Size 5, and has an Inner Darkness of 1 and an Empty Shadows pool. Familiars also lack Hexes save for a few exceptions that are shared between parent and child. These exceptions are noted in the Hexes' text. Familiars are usually sent out of the Dark World to spy and gather Shadows, most instinctively return to its parent when they have a good crop of Shadows. Consuming a familiar transfers all its Shadows back to the parent and restores the Willpower Dot (or the experience if the Dethroned brought the dot back).

Swarming Horror

Even the integrity of the body is not sacrosanct to the Darkness. The Dethroned no longer has a single body, instead existing as a Swarm of radius (Inner Darkness + Current Number of unfilled health boxes). She follows all the normal rules for Swarms.

Toxinous Kiss

The Dethroned perpetually surrounds herself in a haze of polluted emotions and her own sins. Everything within Inner Darkness yards of her is exposed to a Toxicity 3 poison, resisted with Stamina + Resolve + Inner Light. Should she kiss someone, which requires her to be in control of a grapple, the spiritual poison is far more acute, and its Toxicity rises to 7.

Unceasing

The fallen Princess is perpetually alert and awake, unable to sleep or dream. She never takes penalties for tiredness, and as a roleplaying note, will always be aware and twitchy, never letting her attention slip. Any powers which would cause her to lose focus or cease to pay attention automatically fail.

Unnatural Senses

What is mundane darkness to a creature like this? All penalties to actions based on poor visual conditions are reduced by three, to a maximum of 0.

We are alike

If Princesses are creatures of the Light, here to spread hope and help. How could one become something like this? With a scream the Dethroned hits the a Princess with the emotional summery of her entire reign, starting at her Blossoming and ending at her fall. She rolls Presence + Intimidation vs Belief + Inner Light. If the Dethroned wins the Princess gains the Abdicated Condition. This lasts for 8 - Belief hours, or until the Condition is Resolved.

Princesses with a Belief of eight or more are immune.

Welcome to My Personal Hell

Perhaps most terrifyingly, the Dethroned have the almost unique capacity to seize people through the barrier between this world and the Dark World. This functions identically to abducting people through a Tainted Place, except that the Dethroned no longer needs a Tainted Place to do so.

Sample Dethroned

The Witch in the Woods

Her memories come in snatches. She remembers being cast away from her village for her magic. She remembers trying to raise two children alone in the forest, sometimes she can even remember their faces. She remembers relying on her magic to feed her family, she remembers hating her magic for making her an outcast, and she remembers her magic failing her because she hated it. Sometimes she can almost remember enough to ask why she ate her own children, but most of the time she can't even remember why you wouldn't.

The Witch in the Woods dwells deep within the Dark World, she is most often found within a Lament resembling a log cabin deep within a (small) forest that looks like a washed out water colour. She puts up

a good pretence of being able to think, but it's all a script, eternal and unchanging. She lures Darkspawn to her, and sometimes living children, she attempts to take care of them as a mother should but it never lasts. In the end she always eats them alive to keep them safe deep within her own Tainted body.

In battle the Witch is a deceptively dangerous foe. Though she appears as a frail old woman The Witch can take an enormous amount of damage. If she is significantly injured she is likely to call Darkspawn to her aid, disgorging the strange malformed children that she has eaten. More serious wounds can cause her to disincorporate into a swarm, as severed body parts return to life to defend themselves and to stitch themselves back into a whole. If the fight is going her way The Witch is likely to see her attackers as her own misbehaving children, and offer to forgive them if they apologise (and she will, until one day she eats them for their own good) but if the fight turns against her she will recast her attackers as the villagers who turned her out and begin begging them to spare her because she has a family.

Attributes: Intelligence 0, Wits 3, Resolve 4, Strength 6, Dexterity 4, Stamina 6, Presence 2, Manipulation: 1 Composure: 2

Skills: Athletics 3, Brawl 2, Stealth 1, Weaponry 4 (Knife)

Inner Darkness: 4

Health: 15

Willpower: 6

Vice: Hated –she still hates the people who turned her out and anyone who reminds her of them.

Virtue: Loving –A Dethroned cannot feel genuine love but she mimics it quite well.

Size: 5

Defence: 3

Initiative: 6

Speed: 15

Hexes: Unconscious Warping, Spawn Darkchild, Fortress of Regrets, Welcome to My Personal Hell, Cry of Anguish, Unceasing, Regeneration, Swarming Horror, One Thousand Weeping Eyes

Wardens

“Of course I’m your mother Button, It’s not the sort of thing you forget.”

You’re know this is a dream, but you’re starting to forget what wasn’t. Your quest to find the holy ace, and your friends Benny the Bear, Herick the Repentant Knight, and Cedric the Priest. That’s real and this is an illusion woven by the evil Lidia? Or is it your school and your friends Rachel, Amanda and Lacy. But how can anything so unrealistic as sending kids somewhere they hate every day be real? It’s starting to get scary, you hope your friends would rescue you soon (but which friends?)

That’s not right either, you’re a heroine. You should be rescuing yourself. Why are you thinking like this? There aren’t any guards here, it should be easy to escape. You just need to get your... Your what? Why is it so hard to remember things?

When servants of the Darkness formed a Trap deep within the Dreamlands the builders knew better than to rely on it lasting forever. They placed powerful guards to watch over their prisoners, endlessly adjusting the illusions and dreams to keep the souls of the kingdom in a satisfied slumber.

Upon the Release the Radiant Queens saw the Wardens for what they are. They summoned their armies and rode against them, slaughtering them in countless masses. Yet some Wardens survived, far too many Wardens survived. Fleeing to the wild regions of the Dreamlands they lie in wait for the opportunity to fulfil their dark purpose.

Today the Wardens are scattered far and wide upon the face of the Dreamlands, yet they are unbroken. They remember their purpose and yearn to fulfil it. When they see one carrying the Light walk the realms of sleep they will stop at nothing to imprison her in a blissful dream for all eternity.

The Nature of the Jailkeepers

Wardens are a form of Dreamlander, to be precise they are Actors. A Warden instinctively knows that it’s purpose is to trap people and expose them to the Gales but they are unaware of the deeper reasons

for their being.

Like all Dreamlanders Wardens are ephemeral beings, however in the Dreamlands that counts for little. Within the Dreamlands Wardens are effectively material beings, for more details see the Dreamlands appendix. They have a Rank of one to three and their only Influence is the Gales. Unlike most ephemeral beings and even other Dreamlanders, Wardens have no Manifestations and have no equivalent to conditions like Anchor or Resonant. In the Dreamlands this is no issue but if a Warden somehow ended up on Earth it would be powerless to affect anything outside of Twilight and soon fade into oblivion. Abilities that affect the Gales are also useless outside the Dreamlands.

Wardens only target souls touched by the Light. Princesses, Sworn, Beacons and any of the Kingdom's original inhabitants. They could use their powers on any Dreamlander or any visitor with a Galemark but they only care about people touched by the Light, and anyone who tries to stop them.

The Warden's Ban is that they must always try to ensnare any soul touched by the light, the only exception is when they have multiple victims at one. Then they may pick one target and let the others leave, for now. Like all creatures of the Darkness Warden's have a Bane of jade, however only real jade will do, Dreamlands jade won't work. So far no Princess has figured out a way to bring solid objects into the Dreamlands, it may be impossible, but Wardens aren't much of a threat in physical combat anyway.

Influence: Gales

Strengthen: When the Gales are strengthened they apply a penalty equal to the Warden's successes to all rolls to resist the gales. Characters only roll to resist the Gales once per day and so spending a day in a quiet safe place then walking into a Warden's domain just as the clock rolls over is not enough to gain the penalty. Every 6 hours within the strengthened area inflicts one forth (round down) of the Warden's Successes as a penalty, up to a maximum of the warden's full successes if the target spends the full day in the affected area. Some magical protections, including a Princess' Regalia, remove modifiers based on the strength of the gales, this also applies against Gales Strengthened by a Warden's Influence.

Manipulate: Manipulating the Gales lets the Warden make small changes to the Dreamlands. It cannot create or remove traits entirely but it could emphasise some traits over others. For example Cupid City, the Dreamlands reflection of love, contains reflections of both healthy relationships and broken hearts. A Warden could empathise either (at least in a small area). It takes a while for the manipulated gales to create the desired change and the results are normally blown away by future gales.

Control: Controlling the Gales allows for drastic changes. The Warden can create or remove traits entirely within the confines of the subject matter. It couldn't create traits about nautical mechanics in Cupid City but it could create re-sculpt a city block until it reflects a nonsensical concept like love being a side effect of the moon's gravitational pull. Fortunately for all concerned the Dreamlands reflect concepts and does not influence them. As with Manipulation, it takes the Gales time to work the desired changes and after some time further Gales will reset the area to normal.

New Numina

As Dreamlanders the Wardens have access to Numina, most only have the ones listed below which provide a more precise and efficient way to manipulate the Gales. A powerful Warden might have additional Numina.

Web of Illusions

Cost: 1 Willpower. 6 - target's Galemarks in Essence, minimum of 1 Essence.

The Gales that blow through the Dreamlands change the memories of visitors, making them believe they have always been a part of the Dreamlands. From the perspective of the Wardens this is good, but it does not go far enough. The Gales give the visitors a past within the Dreamlands, the Wardens wish to give them a future. A reason to stay. Sometimes it is necessary for a Warden to manipulate the Gales personally. With a Successful Power + Finesse + the days outwards from the Centre vs Resolve +

Composure roll the Warden may add one fact to the target's Gale-marked history. The Gales will soon write that fact in large upon the Dreamlands.

The facts created by a Warden cannot contradict the target's established Gale-marked history. If a Princess remembers that she ran away from the palace where she grew up to escape her cruel father then a Warden cannot add any fact that would make the Princess' father nice. The Warden however could add a fact along the lines of "The cruel king has been overthrown by the Princess noble brother, who loves her dearly."

Mask of Many Faces

Just as the Wardens can shift the Dreamlands they can shift themselves. By spending one Essence and rolling Wits + Subterfuge the Warden can transform into any shape they wish. The physical advantages are minimal, a Warden who turns into an enormous dragon will not gain the ability to challenge armies. At most they can adapt to survive in unusual environments or acquire minor combat advantages around the level of 1 point in Armour and +0 Lethal weapons. The real benefit to this Numina is as a disguise. Every Success rolled on this Numina becomes an automatic Success on all future disguise rolls. It is very hard to spot a Warden for what it is directly, indirect methods such as witnessing a Warden using one of their unique Numina work as normal, of course.

Fruit of the Lotus

The most direct power of the Warden's is to inflict a penalty to resisting the Gales. To do this they must target one of the five senses: Sight, Smell, Hearing, Touch or Taste. It takes roughly a minuet of the target focusing on the sense for the Numina to take effect. Flashing an image wouldn't work for sight but getting the target to study a trapped painting would. To turn a sensory experience into a trap the Warden spends a Willpower point and rolls Manipulation + Expression with a bonus based on how tempting the trap is to their intended target. If the target falls for the trap they roll Resolve + Composure against the Warden's original Successes. Every additional Success rolled by the Warden becomes a -1 penalty to the target's next roll to resist the Gales. Regalia does *not* protect against Fruit of the Lotus.

Cage of Delights

Wardens want their victims to stay put, preferably somewhere in the wilder Galestruck regions of the Dreamlands. Creating somewhere worth staying for a while can only be an advantage. The Warden must choose a target size (measured on the same scale as Sanctuary) and the chosen area must not be occupied by anyone but the Warden. Then the Warden spends a number of Essence equal to the chosen size and rolls Power + Finesse. If the Warden succeeds the Gales will create whatever area they desire, and even include a Chorus. Further gales will not change this area beyond it's specifications while the Warden remains in residence.

The limitation is that such areas are fleeting even by the Dreamlands standards and as soon as the victim realises this their escape is imminent. The warden might build a tough jail cell but if it's victims ever try to kick the doors down they will have little trouble. The chorus might appear to be a mighty army but in a direct battle against an actor, star or visiting dreamer they are powerless.

Sample Warden: Prince Charming

The Warden's don't have personalities, they have masks. Very very good masks but masks nevertheless. Yet there is something buried behind those masks, some small spark of personality... or perhaps just preferences. Prince(cess) Charming is a Warden who specialises getting romantically entangled with his targets and making them choose between love or their real life. That is, if he can't sweep them of their feet so fast that they forget they have a real life at all.

Storytelling Hints: Prince Charming can appear in any form that his victim finds attractive: Animal mineral or vegetable, but usually an ordinary man or woman. He has an instinctive knowledge of people's romantic inclinations and preferences and prefers to set the mood before his first meeting. Depending on his victims preferences he may arrange for his own rescue, run an inn under a romantic moon or ride up in shining armour to recruit nobles to his quest.

As a Warden Prince Charming isn't able to feel genuine romantic affection and so he pushes hard before his victims see through his shallow mask. If he's on a quest the danger and post danger adrenaline fueled romance come one after another without time to rest. A more traditional royal romance swings from feast to parade to ball without pause. Even questioning this frantic pace is enough to make Price Charming fear he is loosing his latest victim causing him to overcompensate either by creating emergencies or turning to emotional blackmail.

Attributes: Power 2, Finesse 4, Resistance 2

Rank: 2

Willpower: 6

Speed: 11

Defence: 2

Size: 5 (usually)

Influences: Gales 2

Numina: Mask of Many Faces, Web of Illusions, Cage of Delights.

Amanojaku

It was obvious if you knew what to look for, thought Princess Gwendolin as she watched the librarian. Nobody was that much of a stereotype, the clothing, the glasses, the hair bun, the ridiculous over reaction to the slightest noise. It looked like it was very good at it's job too, every book was exactly in it's place, every student got exactly the material they needed. There was only one problem.

"I hope you enjoyed working in a real library, but you have to give that body back now."

Once the Radiant believed that the Amanojaku were a unique being, a strange mental parasite that resided within the Dreamlands seeking the opportunity to possess human bodies. Now they know better, Amanojaku are just Dreamlanders who's desire for a physical body is stronger than their ethics.

Some are ordinary Dreamlanders who became obsessed with getting closer to the real concept that they reflect. Others are inhabitants of the Kingdom who wish to return to life, but fear the partial loss of self inherent in reincarnation. Rumour has it there's even a Brat or two.

Most Dreamlanders consider the Amanojaku to be criminals who dabble in profane magics. Consequently most can be found in the wild regions of the Dreamlands, far from Dreamlander law and the eyes of the Radiant Queens. Others can be found among the brightest cities of the Dreamlands, lurking in the shadows as criminals have always done.

The Nature of the Body Thieves

Amanojaku are Dreamlanders, pure and simple. They follow the usual rules detailed in the Dreamlands Appendix. There is one additional constant, for a Dreamlander to attempt possession they must have the Possession or Greater Possession Manifestation and, unless it is being helped or has some other path to

Earth, it will also need the Dream Invasion Manifestation. Graeter Possession is identical to Possession, save for the fact it has no limit on the duration.

Though Amanojaku are ephemeral Beings they possess people via an unusual route and thus use different rules to most ephemeral Beings. On earth it is possible for an Amanojaku to move from one body to another this uses the usual rules for ephemeral beings, see the Dreamlands appendix for more about Dreamlanders on Earth.

The Dream Invasion Manifestation

Doorways, windows and cave mouths can be half-seen everywhere in the Dreamlands, in the corner of one's eye or half-hidden behind a boulder. For most Dreamlanders these passages vanish if sought for, turning out to be shadows or optical illusions. In truth, though, these mysterious doors are the places where some human's dreaming soul drifts against the Dreamlands. While ordinarily sealed and impenetrable, these doors are vulnerable to the Dream Invasion Manifestation. An Amanojaku can wrench one of the doors open, enter the dream of the mortal that lies behind it, and hunt it for his soul. To accomplish this the Amanojaku spends 1 Essence, and rolls Presence + Wits - the target's Composure.

Dramatic failure: The door vanishes - no Amanojaku in the area can open it tonight.

Failure: The Amanojaku fails to open the door. Subsequent attempts take a cumulative -1 penalty.

Success: The Amanojaku opens the door, enters the dreamscape behind it and begins to hunt.

Exceptional success: The Amanojaku has a +2 bonus while pursuing the dreamer.

Once within a dream, the Amanojaku twists it into a nightmare of being pursued by something alien, through scenes of growing surrealism and menace. At this stage the dreamer may still escape by waking up, which ejects the Amanojaku whence he came; the hunter must catch his quarry before then to proceed. The hunt is an extended and contested action similar to a physical chase. The Amanojaku rolls Wits + Intimidation, calling up threats and obstacles to frighten his quarry; the dreamer rolls Resolve + Composure to resist the assault. The dreamer must gain successes equal to the Amanojaku's Resolve + Composure to escape. If the dreamer escapes, the dream collapses around the Amanojaku, sending him back to the Dreamlands and possibly doing him an injury; the Storyteller rolls the dreamer's Resolve + Composure, and for each success the Amanojaku loses 1 point of Willpower.

If the Amanojaku ever matches or exceeds the dreamer's current successes he finds and captures his quarry. Unless the dreamer is capable of controlling his own dreams - the Lucid Dreamer Merits, certain psychic powers - capture is the end of the matter; a normal mortal cannot resist when an Amanojaku throws his soul into the Dreamlands. When the Amanojaku catch a lucid dreamer, though, they must break the dreamer's will before sending him off. This is a standard combat under Dreamlands rules; damage removes points of Willpower, not Health boxes. If the dreamer is reduced to 0 Willpower the Amanojaku sends him into the Dreamlands; if the Amanojaku loses all his Willpower the dream ends, sending him back to the Dreamlands on the point of death. If the Amanojaku wins both the victim's mind and soul thrown into the Dreamlands. This makes the body exceptionally vulnerable to possession: The Open Condition is applied and no rolls are necessary to retain control of the body. As most Dreamlanders have no other way to apply the Open Condition to a mortal in the physical world this Manifestation is nearly universal to Amanojaku.

Other beings in the Dreamlands (usually other Amanojaku, but some Princesses who follow the Queen of Mirrors participate in the hunts) can follow an Amanojaku into a dream and help him in the hunt. The assistants need not roll to open the door themselves, but have to spend an Essence or Wisp to pass through the door with the primary hunter. During the hunt the possessing Amanojaku is the primary actor in a teamwork action, and the others are secondary actors contributing bonus dice to his pools. Carrying out a possession or helping an Amanojaku to possess a mortal is a Belief Compromise with a -4 penalty.

Life Among Mortals

During a possession, the Amanojaku takes over the body of his host, and has access to the host's memories. Initially, however, he has some trouble using them properly. An Amanojaku uses the usual rules for Possession. While on Earth an Amanojaku is treated as an ephemeral Being, or rather they always were ephemeral Beings and are treated as material beings in the Dreamlands.

Banishing Amanojaku

Twilight is dangerous for Dreamlanders so Amanojaku usually use Dream Invasion in reverse to return to the Dreamlands upon banishment or the death of their hosts (Amanojaku, it should be noted, often don't understand the effects of being injured; in the Dreamlands injury and loss of will are equivalent, and neither impedes your actions. They are, thus, prone to recklessness. Their first experience of wound penalties is quite a shock), though they lose a dot of Willpower which they can buy back. Short of that, they can be forced out by a successful Abjuration – the Amanojaku's usual high Willpower makes this a bit dicey, but it can be done. Unfortunately this does not restore the host's soul or mind to his body; the host falls into a state akin to coma. The Amanojaku reappears in the Dreamlands near the host's location there, drained of Willpower and at risk of death; but as long as the host's soul is in the Dreamlands, the door into his mind and body stands open there, and any Dreamlander may enter it and possess the host again. Indeed, the original Amanojaku may do so, if he recovers. On the other hand, if the host is free in the Dreamlands, and still aware of his waking life, and if he finds the door to it, his entering the door will restore him completely.

Other Princesses, having more skill in navigating the Dreamlands than in exorcism, prefer to banish Amanojaku from the Dreamlands side. This requires the Charm Ivory Gate (The mortal soul in the Dreamlands can give permission); they search out the door into the host's dreamscape, then enter it to do battle with the possessor there. She must spend 1 Wisp to enter the host's dreamscape while the Amanojaku is unconscious (the dreamscape is impassible when the host's body is awake) just as any Dreamlander would. (The host himself is the only person who may pass that door without a Wisp.) Past the door, the Princess appears next to the Amanojaku, ready to negotiate or fight for the body. Once the Amanojaku has been forced out (or left on its own), guiding the host's soul back to his body is simply a matter of the host entering his door.

Finally, an Amanojaku can return to the Dreamlands voluntarily, and end the possession by guiding the host's soul back through the door himself. Few Amanojaku will do this, however, unless threatened with the death of their vessel – and killing a vessel is murder, as long as the mortal's soul still exists.

Gates of Polished Horn

Once upon a time, a band of Amanojaku found, or made, an object of power to help them in their hunts. This dark art was destroyed by a band of wondering Dreamlander knights. Unfortunately the Amanojaku who used it had learned how to duplicate it elsewhere, and other Gates have been built since.

A Gate of Polished Horn does not look like a gate, though it is made of a substance very like horn, with the colour of aged ivory, maybe. It is shaped as an obelisk, roughly twice as tall as a man, and carved with eye-twisting designs. When an Amanojaku has successfully bound himself to a mortal's body, and the mortal's soul is reasonably close to the Gate, every mortal in the waking world who sleeps when the Amanojaku is nearby has their dreams touched by a region of the Dreamlands, within a few hours' travel of the Gate. Bands of Amanojaku that acquire a Gate of Polished Horn exploit this property ruthlessly. Once one of their number has changed places with a mortal, his companions seize the mortal, carry him to the Gate, and imprison him. Meanwhile the possessing Amanojaku lives in the waking world impersonating him, and all who sleep near him – most likely, his family and intimate friends – dream of lands near the Gate, where the other Amanojaku in the band can hunt and possess them in turn. The first band of Amanojaku with a Gate had captured nearly fifty mortals before it was destroyed.

Overuse of a Gate of Polished Horn can lead to what is tentatively referred to as a Gatecrash. An entire region of the Dreamlands collapses, sending its inhabitants falling into Twilight. The Dreamlands usually repairs itself soon enough, replacing lost inhabitants but this is little comfort for the Dreamlanders trapped outside their native realm or for the people scared and panicked Dreamlanders end up possessing. The poor Dreamlanders cannot return to the Dreamlands and unless they remain near the Resonant Condition or use their Manifestations they will die from Essence Bleed. Most do within a day of the Gatecrash.

The most recent (and therefore well known Gatecrash) was in 1992 when part of the Dreamland city of Crystal Tokyo fell into the actual city of Tokyo. Even today there are still Beacons with harmonious human and dreamlander gestalt personalities fighting for the Light with Bequests forged from the wreckage.

Officer Doe

In the dreamlands there is a city where lost things go. The residents hearts ache for homes that never existed. It is a sad and lonely place, few of the residents bother to make a home, fewer still ever leave.

Officer Doe was once a resident of this city. He was not lost himself but was the emanation of a closely related concept: Detectives who find missing people. In a long career Doe did not close a single case for that is the nature of The Lost City, nor did he find this unusual until the day he met an Amanojaku. When the Officer learned of Earth he saw it as an escape from a life suddenly revealed to be meaningless.

Like most Amanojaku Doe tends to favour people with a connection to the concepts they represent. Partly that's a reason of practicality, many Amanojaku prefer to do their deeds in secret at home rather than brave the dangerous wilds of the Dreamlands. Partly it's because most of them want to do something related to their concept when they get to Earth.

For Officer Doe it's the practical advantages. He is part of a band of Amanojaku in possession of a Gate of Polished Horn and Officer Doe is the pointman. As a missing persons detective in the Dreamlands he is as suitable as an Amanojaku can be to take over a missing persons detective in the real world. Currently he is in the body of one Samantha O'Reilly, a respected detective from a long line of police officers. With her position on the force Officer Doe has been able to deflect investigations, keeping the missing missing and providing bodies for his cohort.

As for Samantha. She's making a reasonable go of her predicament, all things considered. She escaped her captors and is applying her detective skills to her new surroundings. Samantha is actually somewhat glad this happened to her, she considers it a second awakening that revealed the hidden truths of the world. Sadly her optimism is misplaced for the Gales are slowly blowing her mind away.

Attributes: Power 3, Finesse 3, Resistance 4

Rank: 2

Willpower: 7

Speed: 11

Defence: 3

Size: 5

Influence: Loss (the emotion) 2

Manifestations: Dream Invasion, Greater Possession

Numina: Innocuous, Stalwart, Pathfinder (non-functional on earth)

Ban: Office Doe must stop and make detailed notes every time somebody starts talking about evidence to a missing person case. He is exempt if he or his unit already have that evidence, such as a

during police briefing.

Bane: Homes. Not any home will do but a home that has been lived in the same family for at least three generations. As a being who is fundamentally a reflection of being lost something so profoundly tied to being home is alien and painful to officer Doe's nature. Prying up a floorboard or unscrewing a pipe makes an effective weapon until it loses its symbolic connection, which usually takes months. Luckily for Doe, Samantha is the first of her family to live in her apartment.

The Queen of Tears

AKA: The Ever-Flowing One, Lady of Alhambra, The Last Empress

Followers' Epithets: Handmaidens, Esquires, Ravens, Witches (derogatory), Crybabies (derogatory)

Kingdom: Alhambra

Have you ever really looked at the world? Not casually, I mean, really looked at it? It's broken. It's flawed. People fight each other in stupid, pointless wars. Everyone just want to hurt each other, and there's no rhyme or reason to it. But you know it too, don't you? Everything was better in the Kingdom.

And I follow its Queen.

Alhambra is out there. I've seen it. The Kingdom is not dead, it has survived, under the guidance of the Ever-Flowing One. She's not a ghost in a Darkness-made dream-world, not a monster who'd burn the world. She cries for what the world has become. She's kept the Kingdom safe for thousands of years, and she asks our service to help her, so that the last parts of what which was once glorious don't fade. I give mine willingly. Sometimes it hurts, what she asks us to do. I know it makes a few people suffer, but it's only a lesser sacrifice, for the greater good. Because we need to save the Kingdom, need to keep it safe and hidden and safe... and then, maybe one day, we can get all of world back under the guidance of the Queen, and we won't have to have wars any more and... and no-one will hurt anyone.

I really hope so.

The Queen of Tears is unique - she is the only known, still-human survivor of the Kingdom who remains to the modern day. For uncounted aeons she has dwelt in Alhambra, the last remnants of the capital of her Kingdom, and ruled it from where it hides, within the heart of the Darkness. Her domain holds off the Darkness with Light stolen from the world, bringing misery and sorrow to the so-called "Rebellious Provinces", and though she weeps for what she does, she will never stop, because she will do anything to protect her city, and so she teaches her followers, native Alhambrans, and Princesses from the outer world lured into her service, alike to do the same.

Tales from Alhambra

In the centre of Alhambra's noble quarter the Queen of Tears holds her court upon the roofs and battlements of her palace. As she speaks her eyes are constantly inspecting the defences of her city for weakness. Once the Lady of Alhambra was considered the world's great beauties but no longer. Her bronzed skin has faded and become pale under the dim Alhambran light. Her dark brown eyes, once hailed in song and poetry, have become dull and liquid with never ending tears that mingle with the rains. She has discarded all the adornments and embellishments of royalty for dark purples and blues of mourning worn above her armour, for Alhambra is a city under siege. One hand always grips Ever Dutiful, her simple naginata that has defended Alhambra from countless threats. The Lady of Alhambra is quiet and softly spoken, when she speaks the whole court falls silent and strains their ears.

The only people the Queen will pause her endless vigil for is her fellow Nobles, she receives them in private and in the presence of those she calls her almost-equals she promptly allows herself to fall to pieces. The endlessly crying Queen turns hysterical as she unburdens centuries of unceasing sorrow upon the Princess and begs her for help. Even the most composed Grace, knowing what to expect is swept away by the flood of emotion. Dedicated Radiant Princesses have been known to become a Handmaidens from this display, either out of guilt or because they saw a possibility of redemption when they looked behind her composed mask.

Philosophy

The archives of Alhambra are filled with texts and teachings from the products of uncounted numbers of scribes, analysing every word of the Queen (and she seldom speaks, now), and building a philosophy, a faith around it. You could spend ten lifetimes, and only scratch the depths of paper. But at heart, the principles of Alhambra are remarkably simple.

Alhambra Must Survive

Alhambra is the Kingdom. The Kingdom is Good. The Kingdom is the Light. The Kingdom must be Protected. Alhambra must remain unchanged and true to the Kingdom. Anything done in the name of Alhambra is done in the name of the Light. If Alhambra falls, the Kingdom falls, and the Darkness wins. This is fundamental and unchallengeable dogma.

There Is No Price Too High

This is the vital corollary to the first principle. This is what leads to the draining of Light, and the horrors that result. Every action which which furthers the cause of Alhambra is not only good, but mandatory. This is the hardest part of the Alhambran cause for many Earth-born Enlightened; the idea that they serve the last remnants of the Kingdom is both romantic and admirable, but they blanch at the idea that they must hurt Earth to allow a rain-drenched city in the heart of the Darkness to survive. But this goes beyond the actions of Alhambra, and into the mind of the Queen of Tears. She, and those who internalise her, will do whatever it takes to protect their people, no matter what it involves, and she would do it if she led a small charity in Tokyo just as much as she does as the Lady of Alhambra.

A few Princesses of Tears have asked why the Queen does not simply leave the bubble-realm, and stake out a claim of the real world. If they were very lucky, no one heard them ask it.

Liberate the Rebellious Provinces

Protecting Alhambra is about more than protecting buildings. It's more than protecting the people. Protecting Alhambra is protecting a way of life, the last bastion of the Kingdom's civilisation. Alhambra keeps its legacy safe for all of humanity. And thus comes Alhambra's final philosophy: To share the Kingdom's glory with all of humanity, when the time is right.

Thus far the time has never been right. Attempts have been made, of course; there are tales of strange castles ruled by pale figures from Beyond the Fields We Know in medieval England, and of pale-skinned ladies in Central America before Cortez, but they all failed, partly because the lack of Alhambran comprehension of the sheer scale of the outside world, partly because of the self-destructive draining of the Light from their lands, and partly because there is always the green-fire of Storms waiting for them.

Officially these failures have been put down to the kings and politicians of Earth. Tear's doctrine states that the population of Earth have been brainwashed into rebellion by rulers who sized power through collaboration with the Darkness. How else could they not see Alhambra's superiority? It is the Court of Tears' duty to liberate the Rebellious Provinces. They may have to fight armies to do it, but they will befriend their misguided citizens and lead them back into the Kingdom. And with the Release swelling the Court's Noble ranks some in Alhambra's ranks say the time is now.

Duties

As the Princess of the only remiment of the Kingdom still alive the duties placed upon the court of Tears are further removed from the ground than the subjects of any other Queen. It is common for even young

and inexperienced Princesses to lead a small number of Sworn retainers.

Alhambra still holds to old social ideas and any Princess who swears loyalty to Alhambra is guaranteed status and luxuries, but the city lives under a constant threat of destruction and even the most important citizens must do their part for survival. A Princess' status means that she can normally push her way onto choice assignments in whatever area of her Calling she desires.

Champions of Tears fight in Alhambras cautious, even conservative manner, they specialize in using their magic to control the battlefield and curse their foes.

Graces of Tears are bureaucrats, their job is to keep the city functioning despite all the hardships they face. Out in the rebellious provinces Graces tend to be given the largest commands, up to and including running entire Enclaves where they direct Sworn and even other Princesses to tax hope for Alhambra.

Alhambra runs on magic, and it is the Menders of Tears who keep that magic running. In Alhambra they serve as a one Calling worker caste, they are not denied prestige so much as frequently overlooked. So long as nothing is going wrong, it is easy to take the Mender's for granted.

Tear's Seekers would perhaps be more accurately called Spies. They serve Alhambra as infiltrators, blending into the rebellious provinces to find undefended targets ripe for taxation. In established enclaves the Seekers keep an eye on Alhambra's enemies, making sure the forces of Tears can vanish back into their city before retaliation strikes.

The Court of Tears is somewhat of a loss for what to do with Troubadours. There is only so much art you can create on the subject of Alhambra's glorious past before creativity and artistic integrity demands you experiment. Unwilling to endorse new thoughts and ideas Alhambra actually uses it's Troubadours as Champions, it turns out that Troubadours magic is actually very good at battlefield control. Unsurprisingly the Troubadours themselves are not happy about this.

Background

There are two broad categories of followers of Tears. The first of these are the young, inexperienced ones. They are found by Alhambran operatives shortly after Blossoming, or are drawn to the Queen of Tears in their dreams, perhaps renewing old oaths, and so are inducted to Hopeful society via Alhambra. Their point of view is rather different from the majority of Princesses, because they have internalised the philosophy of Tears. Likewise, instead of a largely-self-taught mess of other Radiant Princesses, they know they are the Handmaidens and Esquires of Tears, and so are far more well informed about the technical matters of the Hopeful than Princesses years their senior. Some followers of Diamonds are mildly concerned by how much terminology of the Radiant comes from defectors from this time, and worry that the influence of Tears might be seeing into the paradigm.

The other kind are usually older, and broken by their duties among the Radiants. Tears offers support, help, mortal Sworn to aid you, and can, above all, guarantee safety and support. Many underestimate the influence that a simple "You are doing the right thing" can do to someone whose will is flagging; Tears does not. Likewise, the families of Princesses too frequently become targets in the War of Hope, and Alhambra offers sanctuary, somewhere safe and away from enemies, taking in guests of the Princesses who serve them. That these guests can become hostages is something that it would be tactless to say.

In addition, there have been a few Blossomings in Alhambra itself since the Release. This is viewed as a great blessing itself, and would tend to be more of one, if they did not have a regrettable tendency to be of the "guests", those relatives and loved ones of other Tears Princesses given a refuge from the Provinces, or worse, rebels and non-conformists, rather than loyal Alhambran citizens.

Most Nobles can see the flaws in their society, how else can they attempt to fix them. Even the youngest Princess, brought to Alhambra and taught the ways of Tears, will eventually grow up and question the world around her. When they do they surely will see the flaws in Tear's Kingdom.

Some retreat into denial, this is common among those who have frequently been making use of the Charm It Was Necessary, but a Princess of any background or habit may favour denial. Most of these Princesses know deep down in their hearts that what they are doing is wrong. But so long as they keep lying to themselves they can remain effective at their duties; if desperately unhappy.

Other Princesses fully acknowledge that what they are doing is wrong. They continue because they are too afraid to leave, tears provides something: Support, "sanctuary" for their families, the only home

they've ever known, something that they're scared to leave behind. These Princesses rarely master the magic of Lacrima beyond it's most basic level, which is held against them as a mark of shame and they are rarely given positions of prestige or authority.

And then there are the Princesses who pack their bags and leave.



Requisitioning Bequests

The nobility may not be able to mass produce Bequests like technology, but Bequests do not wear out and the Court of Tears has had a very long time to build up their stockpile. Long enough that in Alhambra magic has replaced the need for most technology. Princesses of Tears can acquire Bequests with nothing more than paperwork.

If a Bequest is necessary for a Princess of Tears' task and there's a good reason why the Princess can't be sent to Alhambra to be taught the Charm herself a player can just spend the experience points and receive a Bequest from Alhambras storehouses. If the Princess doesn't need the Bequest then, providing she is in good standing, she can arrange to trade in Bequests for one of equal value. Once per story a Princess of Tears or even a Radiant Princess who asks for a favour from Allies among the Court can trade in their Bequest(s) for different Bequest(s) with the same dot value. However once a Bequest is in the system Alhambra takes care of it, a Princess who makes a trade (or one on behalf of an ally) and loses her new Bequest can expect consequences, this usually involves creating a replacement or two and depending on her luck anything from a stern lecture to being reassigned to a bad posting.

The Court can even provide access to irreplaceable Bequests created by Invocations that no longer exist but getting access to these is not easy. They require three times the usual Merit dots and a Princess who loses one can expect serious consequences. Some Metallo Bequests are so vital to running Alhambra's civil infrastructure that they cannot leave the city at all. Tempesta Bequests do not require extra merit dots, but any Princess who asks for one of Alhambra's war spoils can expect to be watched closely for a while.

Signature Emotions: Depression and Resolve

For eons the Court of Tears have mourned the fallen kingdom. On the streets of Alhambra they weep openly for a lost past, and for the necessary evils they commit to keep their city alive. Generations of grief have drained the Court of Tears. Experienced Ravens, their souls hollowed by the power of Lacrima, struggle to feel anything save cold, alone, and mournful.

But despite it all the court strive onwards. No matter what it takes they will protect the last city of the Kingdom and they will not allow the sacrifices of generations before them to be in vain.

Character Creation

The Queen of Tears does not discriminate based on grounds of physical fitness or social abilities. She is the Last Empress, after all, and all the Hopeful should serve her. With that said, there are remedial training facilities in Alhambra for any Noble who cannot carry out their tasks, and, notably, for teaching them the Alhambran language, so they can actually interact with the natives. For the duties that they must carry out, though, the Queen desires most high Resolve and Composure. It is a shame that so many of those experienced Princesses, who have served another Queen but who are now called to her are often lacking in those Attributes. It is one of the reason that she prefers young, newly Blossomed Princesses, who can be moulded into the proper, Kingdom-trained Nobility that they should be.

Heraldry

The official colours of Alhambra are dark purples and blues (but never, ever black), and white. The Queen still mourns for the lost Kingdom, and so should her followers, after all. Bright colours are correspondingly condemned, because there is such a thing as taste. Veils are not uncommon, and garments are oft-times long and flowing, like how the water cascades from the roofs of the Plaza of Dignities.

One might expect the Alhambrans to have strict codes for the form of Regalia, but, actually it has been long-held tradition that the Regalia is the innermost expression of the Hopeful's soul, and it would be wrong to interfere with that. Now, with that said, there are certain standards of propriety, but at most, a Princess who breaks them and parades around in hotpants, a tank top and an unbuttoned jacket will only suffer informal censure, as long as the colour is correct for formal events. The Regalia of an follower of Tears, especially out in the Rebellious Provinces, is just as flexible as that of a Radiant Princess in its manifestations.

Echo

A Raven's Echo gives a feeling of safety and solidarity, but with a hard edge. As though it was saying right here and right now is safe. All else is danger, only I can protect you.

Practical Magic

Many Princesses believe that Nobility should lead the common people, but only the Court of Tears teach that it acceptable to rule without the consent of the governed (even the arrogant Princesses of Mirrors justify their actions through imaginary consent or by not thinking about it). By spending a Wisp a Raven may speak a command to anyone except a Princess who can hear her with mundane or supernatural (but not technological) means and roll Presence + Persuasion + Lacrima vs Composure + Supernatural Advantage as an Instant Action.

Dramatic Failure: The victim sees through the raven's attempt to control his mind and gains the Steadfast Condition.

Failure: The victim proves stronger-willed than she'd thought.

Success: The Princess may issue a four word command and her victim must obey, the command must be clear, unambiguous, and it must be something the target can consciously do. "Lie down" is fine. "Fall asleep" is not.

Exceptional Success: The Princess' command is smooth and natural, as it should be. She regains the spent Wisp.

At Belief eight the Princess may issue commands to two separate people at once for a single Wisp. At Belief nine this rises to four people, and eight people at Belief ten.

Invocation: Lacrima

The Invocation of Lacrima is protecting what you hold dearest at any cost. It is the principle embodied and founded by the Queen of Tears, and which her Handmaidens and Esquires find come naturally to them. It draws strength from grief and memorialisation, and so has influence over ghosts, silence, and the element of void, as well as “necessary” actions, and protective powers. Princesses loyal to Tears are encouraged to attune to this Invocation as fast as they can, because Alhambra depends upon Charms which require it, and use of Lacrima inures them to the compromises required to sustain Alhambra. However, many non-Tears Princesses have been known to dabble in it, especially more mature ones, who have seen their loved ones threatened, and have begun to feel the echoes of the devotion that the Last Empress feels towards her own. This will make them suspicious, especially to younger, more idealistic Princesses, but there is an acknowledgement that it happens sometimes, and so such dabblers should be watched, but are not automatically followers of Tears.

Lacrima has the unique disadvantage that many of its Charms are Compromises of Belief. This is counted as part of their activation cost, and so may not be bypassed. The cold, hard necessities of Lacrima wear down at the soul, smother Belief in a fog of sorrow through which nothing can be felt. As a result, many Lacrima Charms are more powerful than their equivalents from other Invocations, because of the greater cost paid to use them. When a Lacrima Charm Compromises Belief it is given a Belief rating. Princesses with Belief at or above that rating always make a Compromise roll with the the listed modifier. Princesses with a Belief lower than the Charm’s Belief rating may use it freely. Sworn use the same rules with Integrity in place of Belief.

Lacrima applies at no or reduced cost when a Princess is within Alhambra or the Underworld; and when the target of her Charm is a ghost or a ghost’s anchor. It also applies without cost in times of true desperation, when failure means death or ruin, to act on behalf of the Queen of Tears or her subjects, and when a Princess intends to protect those she cares about.

The Invocation does not resonate with those who will not do everything for those they protect, who show any moral compunctions in the deeds needed for survival. If people a Princess is sworn to protect are under threat, and can be safeguarded at the least cost to herself and her people by Compromising Belief, and she chooses another course of action, she cannot use Lacrima for the rest of the scene, and for a further number of scenes equal to a third of her Belief rounding up.

Quote

Ignorance of the law is no excuse, you are all subjects of Alhambra.

Stereotypes

- Clubs: Delusional. The strength of the Kingdom always lay in its cities, not the wilds, and she will only weaken us against the Darkness.
- Diamonds: It is a shame to see such brilliance going to waste, frittered away.
- Hearts: So close. So very close... and yet so far.
- Spades: Insubordinate curs! Born traitors who serve someone who shows no regard for the burdens of leadership!
- Swords: With their loyalty, Alhambra could be rendered safe, and the Rebellious Provinces pacified - but they will not be loyal.

- Storms: Monsters. They may once have been the loyal army of the Kingdom, but now they're nothing less than crazed beasts who try to thwart our every effort!
- Mirrors: Hubris-filled egotists. To think that anyone but our Lady could be a True Queen... it makes me sick!
- Vampires: We are nothing alike.
- Werewolves: Beasts. Keep away, and do not carry out operations in the savage areas they claim. It's easier in the long run.
- Mages: They claim we both lost our kingdoms, they are wrong. Alhambra survives, pity them for what they have lost.
- Prometheans: Walking corpses, fueled by some kind of fire? Clearly some kind of Darkened, if they actually exist.
- Changelings: Why should we care, as long as all they do is hide?
- Sin-Eaters: We know about ghosts in Alhambra. But these things aren't quite normal ghosts possessing people.
- Mummies: Just another rebellious province time has turned to dust. Only Alhambra is eternal.
- Beasts: Before Alhambra's rise they kept us alive at the cost of our humanity but now we have our Lady to teach us. She scoured them from the Earth and when Alhambra is restored she'll do it again.
- Mad Scientists: They'd tear the world down just to see what would happen if they did. Despicable! Despicable yet very dangerous.
- Leviathans: No! It can't be! They were said to be extinct! They can't be back! They can't... not again.
- Hunters: Rebels from the Rebellious Provinces. Why am I not surprised?
- Mortals: Why won't you see? It's a necessary sacrifice.

Inspiration

Homura Akemi, Madame Gao

Ghost Princesses

She sits in an empty palace, the tapestries are moth eaten and threadbare. The floor is covered in dust, no one has been this way in years. In a ghostly whisper she answers petitions from courtiers and subjects long departed from their mortal coil. And yet she carries a presence about her, she still radiates with the power of her magic. The Princess is dead but her subjects still need her. Long live the Princess.

Princesses do not naturally form Ghosts, the cycle of reincarnations draws the royal soul onwards with a gentle call that cuts the threads of anchors. To the followers of Tears this is a problem, Ghosts are useful and the ghost of a Princess would be more so. With powerful magic they can keep a Princess on this plane after death so that she may continue her duties to Alhambra.

The Nature of the Departed

Though similar in demeanour and appearance the Ghost of a Princess is an entirely different order of being to the Ghost of a Mortal. In many ways the soul of a Princess is not so different from an ordinary Ghost; both are creatures of routine and habit, magic which affects one will usually affect the other. Like a Ghost a Ghost Princess' self image is set at death, she retains her Virtues, Vice and Belief. A Belief Compromise might have a noticeable effect for a short while, and then the memories fog over and the Princess is reset to her Belief at the point of death. In other ways the two are very different for the Ghost Princesses retain their Sensitivity and vulnerability to Shadows.

As a royal Ghost acquires shadows its pure form loses its shining light. Its body becomes marked with signs of obvious decay and Darkness while its mind grows cracked and damaged. The more Shadows the more unstable they are until when they finally acquire a number of Shadows equal to their Belief they experience a crash similar to what happens when a Princess falls to Belief 0, some have even become Dethroned forming new bodies from the Darkness itself. To prevent this all the usual methods of removing Shadows apply but a Ghost Princess's Shadows can never fall below what she had at the moment of her death.

Ghost Princesses also have no Rank, Essence, Influences or Numina, they use Inner Light, Wisps, Charms, Practical Magic and Invocations instead. They also have the full range of Attributes and Skills they had in life but this rule is mostly for convenience when calculating Charm dicepools. Like Ghosts a royal Ghost exists in Twilight (Ghosts and Ghost Princesses are similar enough to interact) and they need to Manifest to interact with material beings. To do this they use a power mechanically identical to the Materialize Manifestation, but since this is a form of Noble magic rather than an actual Manifestation they do not need a Condition to use it.

Royal Ghosts require Anchors, and suffer Essence Bleed (well Wisp Bleed) without them. Unlike regular Ghosts a Ghost Princess without Wisps or an Anchor will be drawn back into the cycle of reincarnation rather than the Underworld. As will one who's undead body is destroyed through violence or some other means. As a royal Ghost's existence is the result of deliberate magic and not genuine unfinished business a royal Ghost does not actually have Anchors of it's own. They are entirely dependent upon Anchors created with the Charm Resting Place or the Edicts issued by the Protectorate of Amethyst. If a Ghost Princess had those powers in life, she can sustain herself in death. It is worth mentioning that in Alhambra there is no risk of Essence Bleed for royal, or any, Ghost. The Appendix on Alhambra has more details.

Like other ephemeral Beings, Ghost Princess do have a Bane Condition: Any Mortal who has willingly abandoned someone they care about (regardless of how virtuous or despicable their motivations are). It is not the act that burns the royal Ghost but the emotions behind it, so a Resolve roll to dredge up old feelings might be required. In theory a psychic might also be able to read and replay the emotions to match the Bane. A Royal Ghost's ban is identical to Lacrima's, and being created from Lacrima magic they cannot go against it without unravelling. If they do they take one Lethal damage every Belief - Shadows minuets before dying. The damage can be healed but that will only delay the inevitable.

The Protectorate of Amethyst are responsible for caring for the Ghosts of departed Princesses. They keep them in walled luxurious palaces far from any sight that might trigger their Sensitivity and when they are called to perform royal duties for the Last Empress the Protectorate endeavours to travel with the Ghost to keep it safe from violence and Shadows.

The Queen of Storms

AKA: The Seraphic General, Lady of the Cleansing Flame, The Dragon-Slayer
Followers' Epithets: Seraphim, Furies, The Sworn Guard, Crazyies (derogatory)
Former Kingdom: Gonel

The world hurts. The world always hurts. The Darkness is everywhere, subtly writhing in the night and in the hearts of corrupt bastards, and those fucking parasites in Alhambra make the world a worse place just by existing.

So we burn it out. We burn it all out. When some bastard takes children, we're there to make sure he dies and make sure that the Taint he leaves doesn't get to spread. We're not soft-hearted fools like the so-called 'Radiant', who prattle on about hope and self-belief and innate kindness and the like. The world is stinking and wretched and corrupt, and, like a cancer, the evil must excised. By any means necessary.

It's better to light a fire than curse the Darkness, after all.

Because the Kingdom was betrayed from within. We were all betrayed. Our Queen gave her life protecting something which wasn't worth protecting, and we now know that you can flap around talking about the Light all you want, but what the world needs is for all the bastards to die. They all deserve to die. And we're willing to give our lives to do so. We won't compromise, and if we die, we'll keep on fighting. Even in the face of the end of the world.

Even after the world ends, we'll keep fighting by our Queen's side. We'll keep on fighting until the Darkness is ash.

The Queen of Storms was once a mortal woman, but is one no longer. As the hordes of the Darkness closed in on the last city of the Kingdom, she led the fight back, at the head of an army. And they were slaughtered. The Queen fought on, transcending her mortal flesh as rage burned her alive.

Since the Fall of the Kingdom she, and her followers, have sought to cleanse the Darkness, and the traitors of Alhambra, from the world no matter the cost. She was not trapped in the Dreamlands, and she has raged and she has fought all this time. The forces of Storms are composed of mortal soldiers, those who the world has taken everything from, and is backed up by strange ghost-like beings, which build bodies for themselves out of flesh and clay; now, with the Release, Nobility join their ranks.

Tales from the Dark World

Deep within the Dark World there is a storm that never ceases. Green fire scorches the sky. Bolts of thunder split mountains and carve the ground open. The wind sings hymns of defiance. The clouds are formed of people in their millions, they burn with rage hot enough to warm the frozen heart of the Darkness. Wherever this Storm travels, it leaves nothing but ash.

The Queen of Storms died during the fall. She died faithful to her duties, she died untainted, and she died fighting. In her final battle she burnt herself to ashes with the fury of her rage and the power of the magics she invoked against the Darkness. Her body was destroyed, her mind was consumed by hate, and her soul was transformed. The Queen has become the very embodiment of Tempesta. She battles the Darkness itself within it's world, she exists deep within the soul of any who knows hate and rage within their hearts. Every feeling of rage is a petition for the Queen, all hatred is a prayer, and the requests of those who feel hate at the Queen's ancient enemies are granted. The Queen bestows her powers and her favour on all who would take up her banner and fight for her cause.

Philosophy

Let the scholars of Alhambra mumble over the vague pronouncements of the Traitor Queen. The commands of the Seraphic General are clear, and she gives them to everyone in her service.

Death to the Darkness

This is perhaps the simplest order given. Kill the Darkness. Kill Darkspawn, kill Darkened, kill Mnemosyne, kill Cataphracti, burn Tainted locations to the ground and salt the earth so that no-one returns to them. Of course, when it's your sister, who became Darkened through no fault of her own, it's different for you. Not for the Queen of Storms. Every Darkened is a potential Darkspawn and must die.

The Flesh Is Weak

This principle has rather more depth than might at first appear. It is simultaneously a warning, a message for self-improvement, an encouragement, and a promise. It warns that human beings, whether mortal or Enlightened, cannot always maintain the level of dedication needed to save the world, and so flagging souls may be spurred on further. It is a message that followers of Storms are weak physically, and so should strive to improve themselves, so that they may continue to fight better. And it is an encouragement, for whenever a Fury finds it hard to press on she remembers that her weakness is only as deep as her flesh. Her hate is strong and she can, she must, press on despite exhaustion or injury.

And finally it is a promise, for those who die from use of Tempesta Charms; they transcend their weak flesh, and join with the Queen in her eternal battle. One day, the heralds of Storms promise, when enough souls have joined their Queen she will vanquish the Darkness and scour its every trace from all the worlds that ever were, are and will be. Only then will The Sworn Guard know rest.

Burn the World to Save the World

The final statement is one of their purpose, and, again, it is both instruction and warning. Although the nature of their powers is such that they frequently cause collateral damage, it does not matter, as long as they are doing it to save the world. The opposite also stands; they are not like the Traitor Queen of Tears, and they do not drain the world for their own selfishness. Even in the rage-filled mind of the Queen of Storms, burning down an apartment to destroy the Tainted Site within it is completely different from random violence. Collateral damage is acceptable - indeed, even meaningless - but if it doesn't hurt the Darkness (as filtered through her warped perspective), it's wrong.

Duties

If asked, the Radiant will tell you that the duties of the Seraphim are summed up in a single word: Fight. Fight the Darkness until your last breath leaves your body, and then fight on until it's purged from the world. This is essentially true, but it does gloss over the details. The "duties" of a Fury are the complex byproduct of her burning hate and the practical advantages of their Calling. Among young Enlightened and fresh recruits, the hate is bright like acidic lightning. All of them fight. Champions are the purest expression of the purgatorial violence of Storm's call, but they are not alone. Graces empower and boost themselves and any allies they have with destructive hatred, ramping emotions up so they fight to the very last. Menders are armoured titans whose control of their environment and their own bodies makes them surprisingly effective fighters. Seekers blind foes with illusions and hunt down targets who try to flee into Twilight, their magic homing in on the Darkness' weaknesses. Finally, Troubadours control the

battlefield with magic and illusions, and as heralds of Storms' rage leave scenes of battle as a warning to those who would oppose them.

Older Furies tend to be a little more cynical about matters - or, rather, the ones who survive longer are the ones who are more mentally flexible. They are still driven by hate and rage, yes, but the burning emotions are banked, waiting. When they need them, fresh fuel is thrown onto the fire and they flare to terrible life, but until then they are better at thinking in the long run. The icy cold rage of an experienced Seraphim is a terrifying thing to behold. Time and hatred has worn away any last inhibitions, and taught her every dirty trick. A young Fury might not care about collateral damage, but kicking down the door gives people some sort of warning, while a bomb does not. Experienced Furies can appear from nowhere in a whirlwind of destruction and vanish, leaving only the bodies of their enemies to mark their passing.

Unlike the five Radiant Courts, the Furies are not alone. Mortals who hate the Darkness may become Sworn to the service of The Seraphic General, and they can become allies and even companions to a Princess of Storms. It is among these cells, especially if multiple Seraphim are in a single cell, that more conventional Calling-based roles start to emerge. Champions take to the front, using their abilities to tie down the strongest opponents so their weaker allies are free to fight. Graces often gravitate to the unenviable task of trying to organise the cell, though most find it far easier to express their calling on the front line, blessing their allies and countering their enemies' magic. A Mender often finds a speciality in arms and armaments and on the battlefield she heads where the fighting is thickest, taking the blows others cannot. Of all the Callings Menders are the closest to the terrible Goalenu, learning to maintain and repair Vessels and acquire the parts - one way or another - to construct fresh ones. Seekers make expert scouts and trackers, and when they find their foes the fury of the Storm is rarely far behind. A rare few have the will to overcome both Tempesta's demands and their own hate, to scout and depart unseen. If you meet such a Seeker, fear her. Troubadours turn their hatred and combat into a macabre work of art, inspiring their allies in battle. When the fighting is over the more rational Troubadours use their skills to hide the Cell's presence from the investigations righteous battle invariably spawns.

Background

For those who are called to the Queen of Storms from their Blossoming, one thing is frequently true. The world has treated them badly. Many of them were exposed to the World of Darkness before their blossoming, and the Seraphic Legion counts a notable number of former Hunters among it; some have retained their links, and both offer support and request assistance from their own allies. Others have broken homes, or anything else which would have exposed them to the things that people do. The Queen of Storms, for all her flaws, offers a home to such people, enables them to get back at the things in the world.

One of the notable things about the Queen of Storms is the sheer number of Twiceborn who join her ranks. In some ways, it is not surprising. The Twiceborn, those among the Hopeful who Blossomed in the long years before the Release only to be trapped during or after their first life, never knew the Kingdom. They are those who fought a desperate struggle against a world of darkness, and died. While those among the Kingdom-born can call upon their memories of a better time, the Twiceborn have seen the things that lurk in the shadows, and moreover many of them have served Storms in another life. Her call is the call of familiarity.

Disturbingly to the forces of the Radiant Queens, there are also those among the Seraphim who are not merely bereaved or distressed. There are those who appear to have logically thought about the state of the World of Darkness, and decided it is better that it burn than it be smothered in Darkness. Worse yet, this ideology can be attractive to inexperienced Princesses, especially since Storms can provide money (though logistics is not a Fury's speciality most cells have some ready cash from liquidating the assets of fallen comrades), and training, and allies from the networks, and so such more-rational members can attract a younger Princesses, in the same way that the more experienced among the Radiant do. This is obviously a threat, but on the other hand, such cells are more willing to deal with the Radiant if doing so will aid them in the destruction of the Darkness. In such areas, Storms can become an uneasy ally, which usually lasts until the levels of collateral damage becomes unacceptable for more moral individuals.

Among the Radiant, there is a perception that the Queen of Storms is the one of the Twilight Queens who gets the most defectors. In part, it is because of the relative publicity of such defectors (Tears tries

to hide, and Mirrors isn't quite as loud as an explosion even if they try to be), but it is also true that the Queen of Storms offers much to a certain type of Noble. When one has seen too many friends (and, then their replacements, barely out of childhood) die, when one has seen the Darkness come back and ruin everything you've worked for, when one has had enough of vague platitudes from Queens who live in the Dreamlands and don't know what the world is like... well, then Storms, with its cells of organised mortal soldiers, and its simple mission to destroy the Darkness no matter the cost, starts to sound awfully tempting.

Signature Emotions: Rage and Hate

The All Consuming Darkness is evil incarnate. Anything it touches is corrupted, becoming as sick and twisted as itself, or it is tortured and killed in horrific and sadistic ways. The Darkness has no redeeming factors whatsoever.

So what other than hatred, asks the Furies, should you feel about the Darkness? Hatred is not a path to the dark side. The Darkness is cold and empty, hate burns hot. Love weakens every time the Darkness kills your boyfriend, duty cracks with every superior who falls to Taint, until you are left cold and empty. But hate is pure, it gets stronger with every atrocity you witness, a fury who embraces her hate may be bested in battle but she will never fall to Darkness.

As for rage. If hate is the fuel than rage is the flames. Face to face with her foe, a Fury's hate flairs into rage and her rage gives her strength in battle.

Character Creation

The Queen of Storms not only admires strength, but demands it. Seraphim tend to have above-average Physical Attributes, with Stamina prized, because it allows them to keep going longer and absorb the negative consequences of the use of the Tempesta Invocation better. In addition, both Presence and Resolve are prized; the former is the force of will needed for a soldier, and the latter the ability to keep going, no matter the odds against you. And for individuals particularly deficient in these, there is always the option of Goalenu Grafts, which can boost attributes, but at a cost...

Heraldry

The colours of the Seraphic Legion are steel grey, brilliant acidic green, and white. These colours are proudly displayed, and mandatory; they are the Last Legion, who remain loyal to the idea of a Kingdom betrayed by its leaders. Thus the clothing of Seraphim tends to be militaristic. However the raw fury of Tempesta embraces pain and will not sacrifice offence for defence so the court favours light armour, often a simple skirt and protective shirt that maximises mobility (though the court often insist on referring to their armour by it's correct historical name). Where the clothing is not militaristic, it instead takes on elements of authoritarian counter-cultures.

Echo

A Fury's Echo is a simple thing. It screams that the time for action is right now.

Practical Magic

The Seraphic General sustains her acolytes in battle; the Furies can shrug off blows that would put down any lesser fighter, and strike all the harder as their own flesh bleeds. In either Transformed or mundane state, a Princess of Storms may spend 1 Wisp. For the rest of the scene, she reverses wound penalties

into bonuses (-1 becomes +1, -2 becomes +2 -3 becomes +3) and does not check for unconsciousness if her last Health box fills with bashing damage. The Iron Stamina Merit does not reduce these bonuses. If the enhanced roll is an attack, then Creatures of the Darkness cannot downgrade the damage via Zombie's Flesh.

With high Belief this effect strengthens. At Belief 8 the first wound penalty becomes a +2 bonus instead of a +1 bonus, at Belief 9 the first two wound penalties become a +2 bonus, and at Belief 10 all three wound penalties are enhanced.

Invocation: Tempesta

The Invocation of Tempesta is the principle embodied and founded by the Queen of Storms, and which her Enlightened find come naturally to them. It is the principal of righteous hate and sterilising destruction. Practitioners can make weapons out of emotions and any substance that embodies Tempesta's ideals, including acid, fire, and radiation.

Tempesta has the unique disadvantage that many of its Charms inflict damage upon the user. This is counted as part of their activation cost, and so may not be bypassed. Damage so inflicted is Resistant, and so may not be healed by magical means of any kind, as the rage and hatred of Tempesta burns at the Enlightened body and soul alike. Should a character die due to damage from Tempesta Invocations, or bleed-out because of such damage, the character does not reincarnate, but instead joins with the Queen of Storms. Because of these costs, many Tempesta Charms which have such a price are more powerful than equivalent ones which lack such painful payment.

Tempesta also has two unique advantages. The first is a new method for regaining Wisps. After any scene in which a Princess battles against the Darkness (or the Court of Tears) she may roll Tempesta and gain one Wisp per Success. The Princess cannot benefit from this rule and Call of Duty in the same scene. Sworn cannot benefit from this rule and the Dedicated Merit in the same scene.

The second advantage is Royal Favours. The player (not the character) may declare, once per session, that the Queen is working her magic through the character. The result is an invocation of any Tempesta or general Charm with a rating equal or less to half the character's Tempesta, round up. There is no cost or roll. The player simply chooses the number of successes and take an equal to the number of Resistant Lethal Damage (and yes, the Queen has killed her followers by filling their Health track with Aggravated damage before).

Tempesta applies at no or reduced cost when a Princess has taken enough bashing damage to suffer wound penalties, or any amount of lethal or aggravated damage; and in the midst of violent storms, earthquakes, explosions or other widespread devastation. It also applies without cost when a Princess is fighting servants of the Darkness or agents of the Queen of Tears.

Those who would use Tempesta must be merciless and swift, striking without hesitation and never showing fear. Displays of mercy to those who have wronged the Princess or those she protects or loves, or retreating from battle (Pulling back from a foe for tactical advantage is acceptable; fleeing or refusing to fight is not.), render this Invocation inapplicable until the sun next rises. If the target spared is a servant of the Queen of Tears or the Darkness, the Invocation cannot be used until the Princess's final health box is filled with damage, for their flesh cannot channel these powers until the weakness has been forced out through pain. (A Princess may injure herself to regain use of Tempesta; in fact, such penance is expected and encouraged among the Furies.)

Quote

It doesn't matter if I die, just how many I take with me.

Stereotypes

- Clubs: So... when're you actually going to do something useful, then?

- Diamonds: You're real smart. Now look at the real problem.
- Hearts: The kind of cattle who followed the Traitor Queen into betrayal.
- Spades: Yeah, let's go prank the Darkspawn on Fifth, who're there because some fucker killed his kids. That'll make things better.
- Swords: We kinda get them. They just need to focus on the real problem.
- Tears: You're in with the Darkness! Your Queen is a traitorous bitch! So just die already!
- Mirrors: Arrogant blind self-righteous bastards.
- Vampires: Bloodsucking parasites. The world will be a better place when you are all ash.
- Werewolves: Sometimes... I just want to smash everything, too.
- Mages: Our magic burns us, but at least we can rely on it in a fight.
- Prometheans: They're like the Goalenu, I think. I saw one tear something that looked like a Darkspawn apart.
- Changelings: Keep out of our way.
- Sin-Eaters: Huh. I see a dead person who isn't dead anymore.
- Mummies: Priest, I gain nothing from your death. Send your god against the Darkness and I shall let you live.
- Beasts: Fear leads to anger, anger leads to hate, and hate makes me strong. You want my fear, monster? Take it and choke on it!
- Mad Scientists: Who cares how the fuck this works, we can nuke Darkened from orbit with it.
- Leviathans: I'm not running, not even from a fucking god. I hope I fucking give you indigestion.
- Hunters: They get it, you know. We're like them.
- Mortals: FUCK! How can you just sit back and... argh!

Inspiration

The Punisher, Hit Girl

The Stormwracked

In his dreams he stands upon a plane covered in the legacies of war from all eras. Ruined buildings pockmarked by cannonfire and machine-gun bursts rise up beside ruined statues of Egyptian kings. Damaged arms and armour from a hundred centuries lie where they fell, tanks beside horse-barding and stone axes, trenches dug for crossbowmen. There are never any bodies, but the dried splatters of blood tell their own tale. Above it all is the Storm. The wind screams hymns to her rage. The lightning branches like fingers to pummel the ground. She cries out in a voice made of the screams of dying women and horses and the staccato beat of automatic weapons. She promises and demands vengeance, vengeance against the monsters who took his family.

Wherever the Darkness treads it creates it's own enemies. The Darkness is cruel, it hurts, it tortures, and it leaves behinds friends and loves weeping over broken bodies. Their tears turn to hate, their rage spurs them to action. All across the globe individuals take up arms against the Darkness and fight.

They fight under the banner of the Seraphic General.

Royal Patronage

A Queen is more than just a person with immeasurable magical power. A Queen's power resonates in the heart of everyone who follows her ideals. Through this her followers unlock new potential: Princesses can apply Practical Magic and enhance their Charms with Invocations, Mortals can become Sworn and so unlock a measure of the Light's power.

Of the Queens none have demonstrated such a strong connection to their followers as the Queen of Storms. She goes beyond resonance, she exists in every heart that echo's the ideals of Tempesta, even those who have not learned her Invocation. To the Lady of Cleansing fire every feeling of hatred is a petition and she judges them all, if the anger is strong enough and directed at her ancient enemies she will ask those who feel it to fight in her name. In return she offers potent weapons.

No one knows why the Queen of Storms alone among the Queens is able to do this. Perhaps it is because her transformation unlocked new abilities, maybe it's because she has no other way to interact or possibly the consolation of many souls into a greater entity has made the Lady of Cleansing Fire stronger than the other Queens. Her followers, of course, don't care either way.

The Nature of the Storm

The most basic Stormwacked template consists of the Sworn Merit and a single dot of Tempesta. The most common way to gain this is to feel overwhelming hatred towards the Darkness, and swear the oaths that instinctively flow from your own hate. In game terms, the Queen of Storm's unique nature means that any Mortal who truly hates and wishes to fight the Darkness may spend become Sworn simply by spending 2 experience points to buy a dot of Tempesta; however any Sworn who learns a dot of Tempesta becomes a Stormwacked by definition.

The Stormwacked have all the usual advantages and drawbacks of being Sworn, and more. Stormwacked benefit from Tempesta's ability to create Wisps and can operate independently of the Nobility. They may access Royal Favours and may buy the Unseen Senses Merit for one dot, providing it is applied to The Darkness. They can also buy the Merit Stormwacked Dreams. Stormwacked Dreams mechanically works like the Merit White Rabbits; but it functions not through the Dreamlands, but through the Queen of Storms sending information and orders. The Queen being who she is always sends information about Dark tainted monsters to be killed. Ignoring orders from Stormwacked Dreams breaks Tempesta's Ban.

All these benefits are also available to any Princess with dots in Tempesta, except for Royal Favours, which are only available to members of the Court of Storms, and Unseen Sense which is limited to mortals.

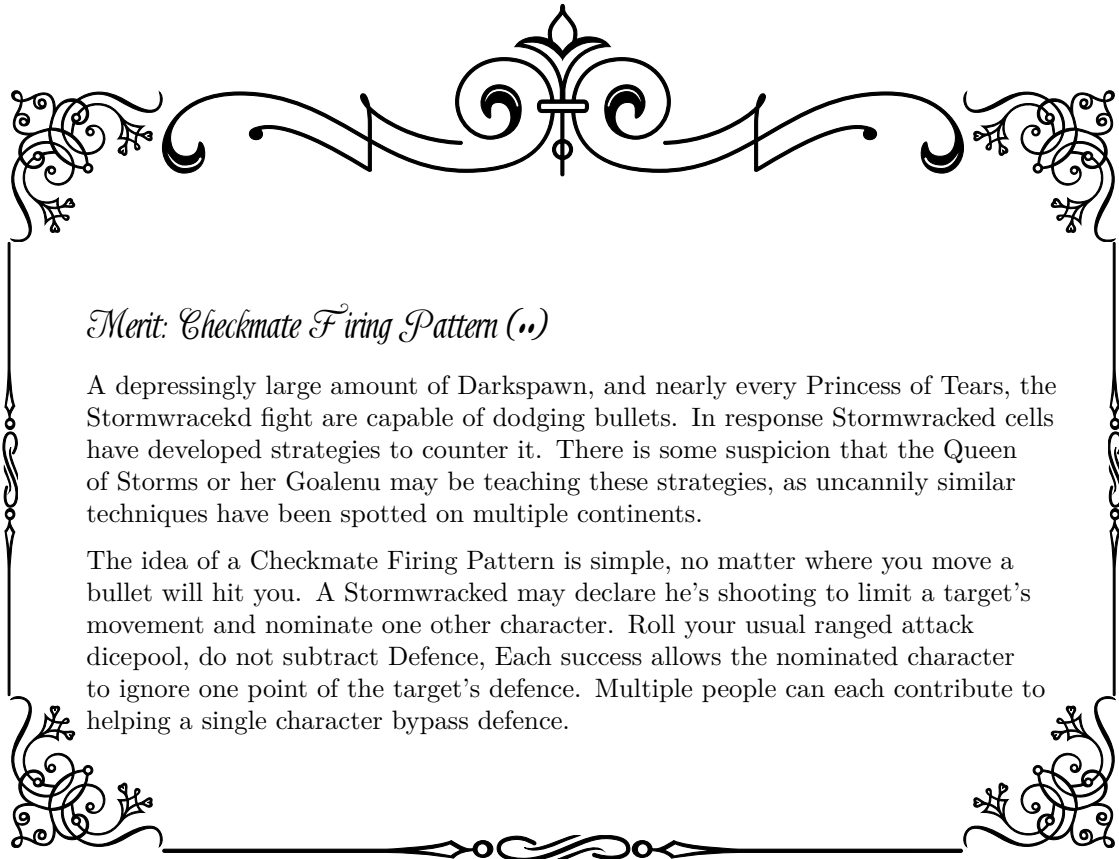
Stormwacked Cells

Whenever the Stormwacked can they organise themselves into military cells. They have no supernatural ability to find others of their kind (though Stormwacked Dreams may send several at the same target), and people Sworn to a life of hate and rage rarely find the time to set up an infrastructure. However the Stormwacked are most commonly created as a reaction to the Darkness, so where the Creatures of the Darkness are many soon the Stormwacked will be so as well. In time they may find eachother.

Stormwacked Cells tend to be small self contained groups. Following Tempesta's ideals makes for an effective but short career as a hunter of all things Tainted; meaning that most die in battle before they have long enough to think about recruitment and long term strategy. The tactics used by the Stormwacked tend to be loud and noticeable, though a few small groups can blend into the background of crime statistics as Stromwacked Cells grow in size they inevitably draw the attention of law enforcement and anti-terrorist task forces, effectively putting an upper limit on the size of Stromwacked organisation.

When there is enough Stormwacked present to form a Cell they may buy the Mystery Cult Initiation merit. The benefits offered tend to be small, due to such Cells small size and poor infrastructure, and focus near exclusively on combat. The following is an example of what an established twenty to forty man Cell might form.

- •: A Specialty of “When injured” in Firearms or Weaponry.
- ••: A Dot of the Improvised Weaponry Fighting Style.
- •••: A dot in Firearms or Weaponry.
- ••••: Two dots in the Iron Skin merit (regardless of prerequisites).
- •••••: The Small Unit Tactics Merit.



Goalenu

A man strides down the street, in a long, greenish-blue coat and broad-brimmed hat. He keeps both covering him as best he can. If you could see his flesh, you could see the cracks of green fire which spread out from his joints, skin cracked and dried as this shell weakens. He walks, legs overly stiff, past the shops, and towards the school. The colour is being drained from the surface of everything around him, leaving a fine grey ash layered all around.

They are the most trusted lieutenants of The Seraphic General; a fragment of her vast consciousness given independence for a time, or one of the many souls who died from Tempesta's backlash detached from the Queen and sent on a mission. Perhaps even a little of both. Wherever they go the Goalenu carry the living fury of Tempesta, in a sense they are Tempesta itself. They incarnate to wage righteous war against the darkness.

When not in a vessel, a Goalenu often looks like a stormcloud forced into the shape of a man - grey or black smoke, lit from within by green flickers - or a shimmering distortion of the air, outlined in ghosts of colour. It is always taller than most mortals, never less than six and a half feet, and usually more than seven feet tall; it always has a generally human body plan, with two arms, two legs and a head; and its bulk is such that, were it substantial, it would be taken for a bodybuilder. But a Goalenu is never

quite substantial, even when it has fully materialized, and the glimmers and flickers that delineate its form sometimes shift when the Guard itself is still, showing eyes on its hands or a face in its stomach.

A Goalenu's speech and behavior show an odd combination of monomania and absent-mindedness. In moments of direct threat, or when a spawn of Darkness is present, the Guard focuses wholly on the enemy's destruction; at other times it grows a bit forgetful and indecisive, needing a few moments' thought to recognize old acquaintances. Goalenu have even been heard talking to themselves, when they thought no one else was in earshot. To those who have questioned them about this, the Goalenu explain that they are "many by birth, one by the General's will" and that to those who fight the General's war, death is promotion to a post of greater trust. And in proof of this, Goalenu who lead a cell of Stormwracked very often remember, in detail, the lives of hunters who have died in the cause ... suggesting that the deceased are now one with it, ready for the eternal war.

The Nature of Her Lieutenants

A Goalenu is an ephemeral being and uses the normal traits of such beings with the exception of using Wisps instead of Essence (Tempesta's unique advantage in regaining Wisps apply to Goalenu). Its Rank is 3 and it has three dots in Influence Tempesta, it may have no other Influences. Unlike ghosts or spirits, a Goalenu can have Skill dots, but these only matter when it inhabits a vessel. Goalenu retain the Virtue and Vice they had in life. Their Ban is the same as Tempesta's and their Bane is an emotion, anyone feeling true forgiveness can harm a Goalenu with a touch. If a Goalenu runs out of either Wisps or Corpus, it disincorporates, returning to the train of the Queen of Storms.

Though Goalenu are living avatars of Tempesta they retain enough of their human nature to be affected by any magic that affects human souls. Among ephemeral beings they are rather unique, no other known class of ephemeral being can interact with them in Twilight unless it has the ability to interact with different orders of being.

To Manifest a Goalenu must use the usual rules. The base Condition is called Tempestuous, which forms where a large amount of Storm's followers, hatred, or destruction is present,. Goalenu may also use their Influence to apply Tempestuous to anyone with Tempesta dots, this is the easiest way for a Goalenu to create a lasting Condition to maintain it's presence.

Goalenu may have any Manifestation except Claim and Fetter, they always have the Materialize and Possess Vessel Manifestations as well as the Craft Vessel and Blast Numina. It is acceptable to convert Charms into Numina for Goalenu. If a Goalenu uses the Possession Manifestation it inflicts a point of Aggravated damage on both itself and the target, so most favour their vessels instead. In addition the following variants on the Seek Numina are common to all Goalenu.

- Seek Darkness –A Goalenu can sense the locations of servants of the Darkness, agents of the Queen of Tears, within (two * rank miles) miles, this increases to (ten * rank miles) if the Goalenu spends a Wisp. Roll Finesse, this may be resisted or contested by magical defences.
- Seek Tempesta –A Goalenu can sense the location of the Tempestuous Condition and anyone who has even a single dot in Tempesta within (two * rank miles) miles, this increases to (ten * rank miles) if the Goalenu spends a a Wisp. This Numina has Rank automatic successes, so only roll if the target contests it's discovery.

The Craft Vessel Numen

Craft Vessel is an exceptionally unusual Numen, only ever found among the Goalenu, and (if you are to believe them) taught directly to the first of their kind to take upon new bodies of ephemera by the Queen of Storms herself. The Vessel is a construct, of flesh and clay in varying proportions, which provides a host which can contain the essence of Tempesta, and unleash its powers to the full. Indeed, it is not quite a body, but more of a siege platform, fuelled by the essence of the Goalenu, and manifesting it to ends that the ephemeral creature could not have reached on its own.

Mechanically, the Goalenu requires two things before the ritual construction can start; flesh and clay. In order to be able to even start, moreover, the lieutenant must be able to manipulate the material world, generally through use of the Materialise Manifestation, Possession of a convenient mortal, or by

directing Stormwracked. When the pieces are gathered together, the Goalenu spends 5 Wisps, and begins an extended roll of Power + Finesse, one roll per hour. (It must be noted that, as usual, the number of rolls is capped by the dicepool.) It must accumulate a number of Successes equal to its Power + Finesse + Resistance to craft the vessel properly.

Not all Vessels are made alike. Although certain constraints must be followed: The heart must be flesh, torn from a human chest, while the brain must be replaced by a tiny clay sculpture, of the self-image of the lieutenant. For all other things there is a wonderful degree of flexibility in their creation. Flesh and clay may be merged almost without limits. The face of that woman is wonderful, but her body? Well, let's just say that a much better job could be done. And it has been found that the way the essence of the Goalenu fuels the Vessel changes depending on whether certain major organs are flesh or clay. It comes at a cost, though; Vessels which are mostly clay are more resilient to the vitriolic sun that lives within it, but far less able to pass for human, while the opposite is true for the ones which are mostly flesh. The appearance of the Vessel is averaged out over the parts; one which is entirely flesh, apart from the brain, is almost identical to a human, perhaps with a little cold skin, while a clay Vessel (apart from the heart) is an exquisitely painted china doll, squatting at the bottom of the Uncanny Valley.

The vessel has the nine Attributes of a human or natural animal, which all begin at 1. The Goalenu distributes twice its Power dots across the vessel's Intelligence, Strength and Presence; twice its Finesse dots across the vessel's Wits, Dexterity and Manipulation; and twice its Resistance dots across the vessel's Resolve, Stamina and Composure. The Vessel's Resolve, plus the number of clay parts used to craft it, must exceed 4. Derived traits are calculated normally. The vessel's Skills are those of the Goalenu, except for those provided by flesh parts used in the crafting - when a flesh part provides a Skill, the vessel uses the higher of the part's Skill rating and the Goalenu's.

When in a vessel, the Goalenu still gain Wisps from their tie to the Tempesta Invocation, but cannot use any other power open to them in the unbound state, such as Numina, Influences or Manifestations. In exchange they use the advantages and powers inherent in their vessel. A vessel also protects a Goalenu from Wisp Bleed.

Vessel Advantages

A newly-made Vessel has a Revelation track, with a number of dots equal to the Vessel's Resolve + the number of Clay parts - 4, to a maximum of 10 dots. Many of a Vessel's special powers, called Reprisals (for that is what the Goalenu believe they are doing; taking revenge) fill in dots on the Revelation track; when the last dot of Revelation is filled, the Vessel reduces the track's length by 1 permanently, and empties the remaining dots. When a Vessel's Revelation has been reduced to 0, the Vessel explodes, as if it had used the Reprisal Let There Be Light.

As Revelation dwindles, the Vessel's basic inhumanity grows more obvious. Some effects always appear; others appear when the Goalenu uses a Reprisal, and last until the end of the scene.

Revelation	At All Times	After Reprisal Use
8 and up	No effect	No effect
7	No effect	The Vessel's eyes change color; they now have green irises.
6	The Vessel's eyes always have green irises.	The Vessel's eyes become a brilliant green. Those familiar with the Goalenu can roll Wits + Occult, at -4, to notice this.
5	The Vessel's eyes are a brilliant green. Those familiar with the Goalenu can roll Wits + Occult, at -4, to notice this.	Babies, animals, and, oddly, car alarms in the area all start wailing in terror. The source of the disturbance can't be located, though.
4	The Vessel's presence terrifies animals; none will dare to attack it. Just walking down a street sets all the dogs howling.	The Vessel's eyes glow, now, and a Wits + Occult roll notices this. Even if you're not familiar with the Goalenu, he had glowing eyes, man!
3	The Vessel looks slightly sick and pallid, the flesh around the joints raw. When it touches things, there's a slight discharge of static electricity.	The skin cracks when it bends, and a network of fine green lines can be seen across them. If a good look can be got, the Vessel's certainly supernatural; most Vessels at this point wear heavy clothing to conceal the cracks.
2	There is a greenish cast to the Vessel's features, as if it's nauseous or ill from some disease. Its lips are cracked, and the bits where clay and flesh merge are now clear to the sight, forcing it to wear long garments to cover up.	Around the Vessel, the environment chars and flakes. Where it stands, the pavement cracks, and ash accumulates in the corners; ash that no-one left. Touching it is like touching a weak electrical source (2 bashing).
1	The Vessel's skin is bone dry, and if it's dark, the eyes radiate a slight light... and so does the mouth, when open. It's spread to the environment, too; things around it slowly bleach, like in intense sunlight, and there's a thin layer of ash, like cigarette ash, covering surfaces left unwatched.	There are no eyes any more, just blazing green holes into an inner sun. When the Vessel opens its mouth, green light spills out. Everywhere the skin bends, it is cracked like broken clay, light glowing through. Lightning crackles off it; anyone who touches it takes the same damage as someone who touches mains electricity.

Vessels do not heal naturally. All damage done to them remains forever unless repaired by a supernatural power that directly heals damage. Powers that restore the Structure of an object will heal bashing damage in a Goalenu at a 1:1 ratio, lethal damage at a 1:2 ratio, and aggravated damage at a 1:8 ratio.

Flesh and Clay

The composition of the Vessel affects what the Goalenu can do, while materials provide their own advantages and disadvantages.

- Each Clay part increases the maximum Revelation by one, but imposes a -1 to social rolls.
- Flesh parts come with memories attached. Each organ is linked to certain skills, and if the organ is Flesh, the Vessel begins with the original owner's Skill Rating. That means that some Vessels are made from a truly horrendous number of individuals (rather than the just one, which every one needs for the Heart), as the Goalenu, often using Storms-serving hunters, finds the experts in its fields in order to take their skills. And, although you can survive the loss of an arm, you certainly can't survive the loss of your spine.

- Some Clay parts provide persistent bonuses. These are noted in the Reprisal entry for that part.
- The Reprisals cannot be used by the Goalenu when they are not in a Vessel. All Vessels have 9 powers, which cost Wisps and/or Revelation to activate. 2 are common to all Vessels, while all others have a choice of 2 powers; depending on whether you take the Flesh or the Clay option. There are rumours of other powers (what happens if you cast an organ out of Iron, for example), but these are the only ones known about and used regularly by the Goalenu servants of the Queen of Storms.

Organ	Attribute	Flesh Skills	Flesh Reprisal	Clay Reprisal
Heart	Resolve	Animal Ken, Politics	Let There Be Light	n/a
Brain	Intelligence	n/a	n/a	Ever Glowing Sun
Eyes	Wits	Investigate, Empathy	Taken Revelation	Cleansing Fire
Right Arm	Strength	Weaponry, Crafts	Honesty of Purpose	Rip and Tear
Left Arm	Dexterity	Firearms, Larceny	Betrayal of the Betrayers	Immaterium
Legs	Stamina	Athletics, Brawl	The Hunting Beast	Unstoppable
Tongue	Manipulation	Expression, Streetwise	Taste of Sin	Warcry
Lungs	Presence	Intimidate, Persuasion	Venomous Words	Storm's Vengeance
Spine	Composure	Medicine, Occult	Killing Words	Unseen Hunter

Activating a Reprisal requires a roll based on the associated Attribute + 5:

Dramatic Failure: The shell of the Vessel weakens, as the unconstrained power of the activation proves too much for the clay and flesh. The character erases the final dot of their Revelation track, reducing it by one. Those with Grafts suffer something worse; not only do they reduce the size of the Revelation track, but they also suffer one point of lethal damage for each Graft they have, as their flesh rejects it.

Failure: The Reprisal fails to activate. The Wisps and the Revelation are wasted.

Success: The Reprisal activates as desired.

Exceptional Success: The extra successes are their own reward.

Ever Glowing Sun (Clay Brain)

Cost: 1 Revelation

Dice Pool: Intelligence

Action: Instant

The Goalenu sacrifices some of the Vessel's integrity for fuel. It gains resolve Wisps plus 1 additional Wisp per success rolled.

Taken Revelation (Flesh Eyes)

Cost: 2 Wisps, 0 - 2 Revelation

Dice Pool: Wits - target's Resolve

Action: Instant

The Goalenu locks eyes with the target, dissolving memories with a single vitriolic thought, before letting the solution return to their own mind, to be studied at will. One memory per success is taken; the lieutenant knowing it in full, and the target permanently losing access to it. The Goalenu may select an area of knowledge, or may just chose to take memories important to the target; either way, the ST decides which memories exactly are taken. Any character may only suffer this Reprisal once per week, regardless of the source.

A Goalenu may take 1 Revelation to inflict the Phobia condition for a day, or 2 Revelation to inflict it for a week. The subject of the Phobia is something prominent in the memories that were stolen.

Cleansing Fire (Clay Eyes)

Cost: 0 or 1 Revelation

Dice Pool: Wits

Action: Instant

The Vessel closes its eyes, and when they open, they provide a sight into an inner green sun. With thought of hatred it unleashes its internal fire. Treat this as an ordinary ranged attack with a short range of 20, a medium range of 40 and a long range of 80 yards. The damage is Lethal but spending one Revelation will upgrade it to Aggravated Damage for a turn. The Damage rating is the higher of Stamina or Presence.

Honesty of Purpose (Flesh Right Arm)

Cost: 2 Wisps, 0 or 1 Revelation

Dice Pool: Strength

Action: Reflexive

The Vessel is a supreme unison of flesh and clay and Light and ghost and spirit. What lesser object, of only inanimate matter, can stand against it? This power enhances an attack against an inanimate object. When resolving damage, the Durability of the target object is counted as 0, meaning that all damage is inflicted directly to Structure. A Goalenu with this active may punch their way through a bank vault with no signs of effort. Against supernaturally hardened objects a Clash of Wills ensues.

If the Goalenu takes 1 Revelation when activating this power, the blow against the object also counts as a Killing Blow, with dice converted directly into successes. This may only be used against mundane inanimate objects, or those belonging to servants of the Darkness (those with the Darkened template, and Alhambrans, including Princesses of Tears).

Rip and Tear (Clay Right Arm)

Cost: 1 Wisp, 0 or 1 Revelation

Dice Pool: Strength

Action: Reflexive

The Goalenu's blows can leave grievous wounds. This Reprisal supplements an attack, and adds its Successes as Damage; moreover, the Vessel does not take a penalty for making a targeted blow, with the goal of crippling or killing (ripping out their guts is acceptable; trying to disarm them is not, unless you take the word "disarm" literally).

If the Goalenu takes 1 Revelation when activating this power, the attack does aggravated damage.

Vessels with this Reprisal do lethal damage with unarmed attacks.

Betrayal of the Betrayers (Flesh Left Arm)

Cost: 1 Wisp, 0 or 1 Revelation

Dice Pool: Dexterity

Action: Reflexive

The Goalenu strikes with blinding speed. This Reprisal enhances an attack. Its target must succeed on a Wits + Composure roll to apply Defense against it, just as if it were delivered from ambush.

Once per scene, the Goalenu may take 1 Revelation when activating this Reprisal. If the target fails the Wits + Composure roll, the attack becomes a Killing Blow.

Immaterium (Clay Left Arm)

Cost: 2 Wisps, 1 or 2 Revelation

Dice Pool: Dexterity

Action: Instant

It has been believed that man was created from dirt; flesh from clay. But the lieutenants have shown that both clay and flesh are but a shell for the spirit. Raising their arm to the skies above, hand clenched, the Vessel tears itself apart into a cloud of blood and sand, reforming in another location within sensory range in (10 - successes) turns. The Goalenu is not aware of what happens when so dematerialised, and may require a Wits + Composure roll to be able to act on the turn they reappear, if the situation has changed drastically in that time.

If the Goalenu takes 2 Revelation when activating this Reprisal, it can reform anywhere within Dexterity miles. In that case, the delay until reformation is increased to (10 - successes) minutes. The Goalenu may not use this option if leaving its current location would break the Goalenu Ban.

Vessels with this Reprisal add +3 to their Speed.

The Hunting Beast (Flesh Legs)

Cost: 1 Wisp

Dice Pool: Stamina

Action: Instant

Duration: Instant

You cannot run. You cannot hide. The Chimerical Barons are ready for you, and you will not escape them. This Reprisal enhances any kind of physical chase [CofD 84-85] whether vehicular or on foot. The Goalenu becomes tireless and gains a Speed equal to 1 + their target's (unless it was already higher) for the chase's duration, increasing the opponent's required successes by 3. On an exceptional success, the Goalenu's Speed increases to twice the opponent's, raising the opponent's threshold by 5.

If the Goalenu takes 1 Revelation, it controls the terms of the chase, whatever the circumstances; it automatically has the Edge in every turn

Unstoppable (Clay Legs)

Cost: 2 Wisps, 0 or 1 Revelation

Dice Pool: Stamina

Action: Reflexive

Death did not stop the Last Guard of the Kingdom. Why would you believe that you can? Whenever the Vessel is attacked, they may activate this Reprisal. Each success on the activation roll downgrades a point of Aggravated to Lethal, Lethal to Bashing, or ignores a point of Bashing.

If the Goalenu takes 1 Revelation when activating the Reprisal, the damage from that attack is capped at 1 point, of whatever kind it was, instead of being downgraded. This works against environmental effects just as much as it does more direct attacks (in which case the Goalenu must activate this power

once per damage increment); few things are more horrifying than a Goalenu climbing out of the vat of liquid metal you just pushed it into.

Vessels with this Reprisal are not subject to the effects of Knockdown.

Taste of Sin (Flesh Tongue)

Cost: 1 Wisps

Dice Pool: Manipulation

Action: Extended; 1 roll per round, target number equal to the victim's Willpower

A Vessel is but flesh and clay. But as the Queen of Storms teaches: Flesh is weak. It can be tainted. A Goalenu can use that weakness to find it's ancient foe.

To use this Reprisal, the Goalenu must consume a human being, cramming bloody meat into their mouth, inflicting 1 lethal damage for each success rolled. The flesh itself is not digested, but burns to smoke and a fine white ash which is exhaled by the character. Once the target number has been reached, the Goalenu instantly knows of every encounter with the Darkness their victim ever had.

Taste of Sin can be used on humans, and any creature of the Darkness.

Warcry (Clay Tongue)

Cost: 1 Wisp/person affected

Dice Pool: Manipulation vs highest targets' Resolve

Action: Instant, contested

The Goalenu's rage overwhelms and bewilders those who see it. To use Warcry, the Goalenu must spend 1 Wisp for every person in its line of sight. Each person affected takes the Terrified Tilt for a number of turns equal to the Goalenu's Successes. They do not lose their Defence.

Venomous Words (Flesh Lungs)

Cost: 1 Wisp

Dice Pool: Presence vs. targets' Composure

Action: Instant, contested

The Vessel incites its hearers to madness. Everyone who hears the Goalenu speak and rolls fewer successes than it does gains the Hatred Vice for the rest of the scene. Naturally they hate The Darkness and the followers of Tears.

Storm's Vengeance (Clay Lungs)

Cost: 1 Wisp/roll, 1 Revelation

Dice Pool: Presence

Action: Extended, each roll is 1 turn. Threshold 4 Successes.

The Goalenu summons the fury of its Queen. As it accumulates successes, the sky fills with thunderclouds, and rain and high winds buffet everyone and everything standing. When it reaches the Threshold apply the Heavy Winds Tilt to the local area.

Vessels with this Reprisal are immune to inhaled toxins. They do require oxygen, but toxic gases don't affect them.

Battlefield Neurology (Flesh Spine)

Cost: 1 Wisp

Dice Pool: Composure

Action: Reflexive

The Goalenu heightens it's Vessel's reactions to an inhuman degree. Each Success adds one to Defence for the turn, in addition it will not decrease Defence when faced with subsequent attackers for the turn.

Seraphic Wings (Clay Spine)

Cost: 1 Revelation, Wisps equal to the blast radius in yards.

Dice Pool: Composure

Action: Reflexive (it takes an instant action to form or remove the cannons and an instant action to shoot a cannon)

The Goalenu roots it's stance, and pushes the clay of it's Vessel's spine through it's body to form two magical cannons. The cannons are expensive, costing one Revelation to arm for a single shot. They are however quite powerful: Each shot is explosive (see WoD Core p 179), with a Damage equal to the Successes rolled and a Blast Area equal to the Wisps spent. The damage done is lethal, and they ignite their targets with Tempesta's green fire.

Shooting a cannon is of course a Dexterity + Firearms roll. It also takes a full turn to cool off a cannon after shooting (that's why there are two of them).

A Goalenu's magical cannons are many things, but weight balanced is not one of them. While the cannons are enabled the Goalenu cannot run without unbalancing itself (roll Dexterity + Athletics to remain steady), it certainly cannot fire a cannon without a firm rooted stance unless it wants to go flying; which means no moving and shooting in the same turn.

Let There Be Light (Flesh Heart)

Cost: The Vessel's destruction

Dice Pool: Resolve

Action: Extended (1 roll per round, threshold = remaining unmarked health boxes)

The cataclysmic energy contained within the Vessel is released all at once, in one, terrible explosion. Raising its face to the skies, the Goalenu sings out, a scream of hate and rage and betrayal in the Royal Tongue, as they crack and glow, before finally, exploding. That is not the end for them, though, for the newly freed Goalenu is ready to continue its war.

When the target number is reached, the Goalenu explodes as an explosive device (WoD Core, p178-179). It has a Damage of 2 or its Revelation Dots, a Blast Area equal to the number of unmarked health boxes it had remaining, and sets survivors alight. This happens whether Let There Be Light was activated, or the Goalenu merely had its Revelation emptied through use of powers. However, if the activation was deliberate, then, in the middle of this inferno, the unbound Goalenu appears, with the benefits of the Manifestation Numen activated for free, ready to wreak havoc on those who survived the blast. If the Vessel's Revelation ran out, the blast throws the Goalenu into Twilight.

The Queen of Mirrors

AKA: The True Queen, The Child Queen, The Hierophant-Queen, The Crown's Custodian

Followers' Epithets: Lightbearers, Heirs, Brats. (derogative)

Former Kingdom: Crystal Heril

Come on! Just a little bit more! You can do it! I'm leading you, and you don't want to let me down!

Yeah, see, I was just a 13-year old, wandering ignorant and doing silly things. But then I started having these odd dreams, and I found I could do these strange things that I could never before. I was really scared at first, but this really pretty lady with silver eyes told me about what I was, and how the Light had chosen me to lead it, how it was destiny. Everyone's just got to work together, and follow my orders, and we can beat the Darkness do it forever. I believe in you, you see, so that means you have to believe in yourself. It's your duty to fight for the Light.

And when we rebuild the Kingdom, everything won't just be okay again, it'll be better.

I really hope so.

The Crown's Custodian is an enigma. Those who have seen her sometimes describe a silver-haired child, with eyes that twinkle like stars and an infectious crescent-grin of a smile. But most often they say she looks like the one she meets, their chiral twin... apart from her grin and her eyes, which are always silver. They say travels behind every mirror, and looks among mankind through glass, looking for Princesses of unusual talent and drive and skill and will. They say she's looking for the True Heir to the Kingdom.

Tales from Behind the Mirrors

Once upon a time, there was a beautiful young girl with silver hair, and she was the fairest maiden in all the lands. Now, when she was six years old, the priestesses of the stars came, and told her parents that their daughter was the reincarnation of the Hierophant-Queen, marked by her hair, and it was necessary to take her away from them, so they could raise her properly. And her parents were happy, because the Hierophant-Queen was the fairest of all, and they were only poor farmers living at the furthest reaches of their kingdom. And the girl was taken away, and raised well, and on her eighth birthday, she came into her own, and remembered that she was truly the Hierophant-Queen, the adjudicator of disputes between the other Queens. For the priestesses of the stars were the judges as well as the priestesses, and by night, they held their courts and found the guilty, and helped the innocent, and the Hierophant-Queen was the first among them all, to ensure that thoughts of the Light were prime among them all, and that nothing bad could occur. And all was wonderful, and the Light burned ever stronger in the world.

But she did not live happily ever after; only a single year passed between her coronation and the Fall. The little girl wept when her priestesses brought her news of the wars, and she trembled with fear when she was asked for guidance; for all the paths she could see held their own tragedies. For such a young child it was too much to bear. One morning the chambermaids opened the royal quarters to find that the Queen had vanished, the young child had used her magic to run away during the night. She returned to the home of her parents but the village had already been overrun.

The greatest knights and the most powerful magicians were sent to find the Queen, but they could not find the Queen. With no one upon the throne the defenders could not hold back the Darkness, the people were slaughtered and the crystal towers fell. Triumphant the monsters of the Darkness hunted all across the land.

But they could not find the Queen.

Philosophy

The Philosophy of mirrors is a simple ideal, an ideal of self exultation that reflects a Princesses own light back at her. Dazzling her eyes so that she may be spared the painful sights of Sensitivity.

The Mandate of Light

It's all in the name: "Princess". The Lightbringers know that as royalty they possess the divine right of queens. No earthly authority is above them for they derive their mandate from the Light itself.

False Modesty is a False Virtue

A Blossoming is not a random occurrence. It's a rare event that only affects the best of humanity and bestows ability beyond mortal men and women. Trying to be just another of the masses is neither honest nor helpful. No matter the circumstances, one of the Enlightened should use her natural brilliance to take the lead. Anything less is a waste of her talents and a disservice to everyone who is depending on her. It is their duty to take charge, and therefore it is the duty of everyone else to acknowledge that duty, and aid them in that goal. They're only trying to help, after all.

Hard Choices Imply You're Not Looking Hard Enough

Throughout her life every Princess will come across a situation which seems hopeless. No matter what she does someone is going to get hurt and all she can do is accept responsibility, take tough choices and look for the least of many evils. To a Noble of Mirrors this is defeatism and laziness of the worst order. Of course there is a good solution! It is their duty to never accept defeat, never look for the least-evil outcome but instead to throw everything they have into the search for a solution without sacrifice. The very idea that they accept the death of one person to save five more is abhorrent! They should save all six, and they will, because they have justice on their side!

If only the World of Darkness didn't put so many hard choices in their way.

Duties

One might imagine that the Court of Mirrors duties revolve around becoming the True Heir, maybe fulfilling an ancient prophecy or two. In fact the Queen of Mirrors is quite clear that becoming the True Heir isn't something you accomplish. You just be yourself and it will happen, because the True Heir is destiny.

Consequently the Court don't really have formal duties, they are allowed to go at their own pace. Take some time off for dating. Having permission, and a philosophical justification, to get some much needed sleep once in a while is perhaps the most tempting reason to join the Court.

Background

Like the other Twilight Queens it is possible to divide the Heirs into those who were once among the Radiant and those who were not. Those who left the Raident for the Lightbringers tend to have been among the best. They were the leaders of their Nakama, they were martyrs who went above and beyond for the least of people and they were isolated. They had to stand brave while their allies were allowed to be scared, they gave expecting nothing when others could ask for help in return and they couldn't cope. The Hierophant-Queen told them that it was ok to think of themselves. That they could still make a

difference, the biggest difference of all, without such self sacrifice and hardship. Like a drowning man grabbing a lifebuoy they took her philosophy and her quest. She in turn showed them how to build a mirror around their souls reflecting the light inwards.

As for the others. It would be nice if there were a uniform background that drew the newly blossomed to the Hierophant-Queen, but, sadly, that is not true. The followers of the Radiant Queens may call them hubristic and shallow, but the Lightbearers can have been the nerdy boy sitting in the back just as much as they can have been the queen bee socialite prior to their Blossoming. They come from all socioeconomic brackets, and can be driven by an urge for respect and dignity never known before just as much as arrogant entitlement. Many of them, after the Blossoming, though, have an odd duality of self-belief and neediness; they can believe in themselves, but they need others to see them be self-reliant. They are people who need other people around, even when they are in charge.

Perhaps the most tragic aspect of the Queen of Mirrors is that she seems to have a particular allure for the youngest Blossomings. It is unclear whether they find her more attractive than any of the other options, or whether she specifically believes that they are more likely to be the True Heir to the Kingdom, but too many of those precious Blossomings have been lured to her. The Queen of Mirrors is already tempting for the idealism of many Enlightened, with her promises and her easy solutions and self-belief; how much worse must it be for the young mind, suddenly exposed to Sensitivity and given power?

Signature Emotions: Solipsism and Vanity

If you ask the Heirs they will tell you that their emotions are honesty and benevolence. Honesty because they admit the simple fact that a Princess is morally, mentally, physically and magically superior to commoners and benevolence because they use their superiority to help those lesser than themselves.

Nobody believes a word of it. Ask any other Court and they'll tell you that the Brat's are awash with solipsism and vanity; a narcissistic love of the self that rejects both common courtesy and objective evidence.

Character Creation

Followers of Mirrors favour flashy and impressive actions over subtly and favour Power over Resistance and Resistance over Finesse. Lightbringers typically cultivate skills that focus on what their fellows deem important. When they maintain a level of self awareness the Heirs tend to favour Manipulation and Wits to manage underlings and make the quick decisions leadership requires. No matter where they find themselves grace and dignaty are always key for a leader so more successful Lightbringers have good Composure. While all members adore the spotlight the court is divided between those who can lure others into their vainglory and those who only think they can meaning that Presence tends to either extreme.

A Socially successful Princess of Mirror's tends to attract sycophants or distant but fawning crowds but few true friends meaning that while she may have dots in Retainer or Allies, Circle tend to be low. This attitude also lends an affinity, if not always a talent, for Populist Rhetoric. Since they base their Transformed self on how they wish to be seen by others Striking Looks is common. Those who take the Mandate of Light literally may attempt to cultivate White Rabbits to better speak with the light itself. Whether the answers they hear come from the Light, within or elsewhere the wisdom found in dreams is only as effective as the Princesses willingness and ability to follow it.

Heraldry

Like any true egotist the courtiers of Mirrors care very deeply about other people's opinions. They care about how other people look at them. Nothing reflects this truth more than their Transformed appearance. When a Princess adopts the ideals of the Court of Mirrors her Transformed appearance stops reflecting how she sees her true self and embodies how she wants others to see her. There is

certainly a lot of room for verity, she may wish to appear powerful, intelligent, beautiful, pure or pious but at heart she is reflecting the ideals and standards of those who surround her.

When she is reflecting mortal culture rather than that of her fellow Hopeful this can make the Princess of Mirrors seem almost ordinary; the most popular cheerleader at school simply doesn't stand out in a Nakama of gallivant knights and the nobility of future civilisations. Their iconography tends to compensate as hard as it can within the rigid confines of social normality. Expensive designer clothing, jewellery and subtle hints of the superhuman. At least one Princess of Mirrors glows softly.

Echo

A Heirs' Echo is like a warm quilt, it makes you feel safe and sleepy and why not? The Princess will take care of everything for you.

Practical Magic

The Heirs of the Crown's Custodian are always at their very best. They can assume their transformed self at any time with a reflexive action and remain Transformed indefinitely. Power is there for a reason, not to be hidden. In fact it requires deliberate effort to become mundane; a Princess of Mirrors must make a Transformation roll to resume their normal form, much as a normal Noble would have to do to Transform.

High Belief has no effect on a Heir's Practical Magic.

Invocation: Specchio

The Invocation of Specchio is the principle embodied and founded by the Queen of Mirrors, and which her favoured find comes naturally to them. Specchio is usually turned inwards, more than any other Invocation it can propel a Princess upwards to monumental heights, the abilities it grants tend to be flashy and showy but no less effective for them. Fittingly Specchio can sometimes be inverted as though looked at through a mirror, though less common to making the Princess better than others it can also be used to make others worse than the Princess.

Specchio has a unique disadvantage that its powers lead to madness. This is counted as part of the activation cost, and so may not be bypassed. The first time the Princess adds Specchio to her dicepool, gains a passive bonus from a Specchio Charm or invokes a Charm that requires Specchio in a scene she rolls her Specchio (for a Bequest that contains a Specchio based Charm, including a Charm with an Upgrade that requires Specchio, use the higher of the Charm's Specchio prerequisite and the Princess' dots in Specchio). On a Success choose one of the following Conditions: Drama Queen, Give them Cake, Name of the Moon, Narcissism or Special Snowflake. On an Exceptional Success she gains Mirror Blindness, Madness, Yandere or one of the previous Conditions as a Persistent Condition. You may create a new Condition that fit the same themes with Storyteller approval.

Any persistent Charm that would trigger Specchio's drawback may be disabled with a Transformation action, it will remain dormant until the Princess chooses to activate it again.

Specchio can be applied without spending a Wisp when the target of a Princess' Charm is the Princess herself, it also applies without a wisp when the target is a literal mirror constructed for purpose, when the Princess intends to set an example, to convert others to her cause, to impress others, when failure would lead to humiliation or embarrassment, to focus attention on herself or to prove how unique and special she is.

Those who would use Specchio are expected to be the shining light for the world, the Invocation does not resonate with Princesses who show humility, who deny or attempt to downplay their own accomplishments, or let others shine brighter. Even on a simple disagreement the Princess must prove herself correct, or at least convince the crowd, or else she loses access to this Invocation until the next day.



What's so Bad About These Girls?

When talking about the Heirs asking what is so villainous is a fair question; and in truth even the Radiant don't always consider the Lightbearers among their enemies. Unlike the Ravens – who steal hope to let Alhambra live another day – and the Furies – who's crusade against the Darkness often kills innocent bystanders – the Lightbearers usually don't do anything that's so blatantly immoral. While it is quite possible for a Brat reach levels of insanity where they believe outright evil is perfectly just, most don't sink to anything worse than vanity and general bitchiness.

The truth is that while the Brats aren't evil, their views are completely impractical and can often get people hurt. A Radiant Princess when called to defend a village against a raid might train the people into a militia, she knows that some will die in battle but their sacrifice will keep the village safe. In contrast a Brat would tell everyone to relax and let her protect the village single handedly with her “unstoppable” magic, so no one needs to sacrifice anything. When it turns out that she cannot fight one hundred people alone; the untrained villagers are slaughtered.

Even when it is not a matter of life and death, the Lightbearers thrive among the sort of idolisation that causes one to rely utterly on the Heir; then inevitably the Court's impractical philosophies causes the Brat to fail everyone who placed their trust in her.

Quote

Why don't you let me do that for you. You could at least be grateful, commoners!

Stereotypes

- Clubs: Wasting your life where no one but the beasts can see you, how does that help anyone?
- Diamonds: Maths class is Booring!
- Hearts: Formality and protocol. You wouldn't need any of that if you were as good as me.
- Spades: What's the point of a joke if people don't realise how funny you are?

- Swords: You know, your bravery and... stuff is pretty cool. But I think you should do it this way instead! Chop-chop!
- Tears: Why are you wasting your life defending a city. You're more important than a city.
- Storms: You fight, and then you die. Get someone else to die, royals are too important.
- Mirrors: You're not the True Heir! I am!
- Vampires: Creature of the night, begone in the name of the Light! Unless you're one of the hot ones that I can save, of course!
- Werewolves: You're the archtypical wild man, filled with raw animal strength and passion. How on earth did you make that look savage and unattractive?
- Mages: Years of study, and you can't even do magic in front of people? You got the boring powers.
- Prometheans: God, is that thing ugly
- Changelings: You're hiding, that means you're scared. Now me, I'm not hiding from anything!
- Sin-Eaters: Sweet party. Real nice... um, death-theme. And the... ghosts. And... um. I have to go.
- Mummies: Stop worshipping it! It's old and ugly. I'm the one you should be worshipping!
- Beasts: I'll vanquish you and show the world how awesome I am!
- Mad Scientists: You can't show them all with a death ray, there'd be no one left to be shown. It's a good thing I came along, clearly you need my help.
- Leviathans: Um, eww! I think it's trying to talk to me.
- Hunters: I'm glad someone's trying to do something, I think I'll make you my knights.
- Mortals: Don't worry everything will be perfect, you just have to do every little thing I say.

Inspiration

Libby Chessler, The Great and Powerful Trixie, the evil cheerleader archetype in general.

Appendix A: The Dreamlands

I can't go back to yesterday because I was a different person then.
—Alice

The home of the Five Queens, a land of infinite wonder that, for every Princess, lies just beyond the wall of sleep. The hopes, hearts and aspirations of all mankind are writ large into a patchwork of kingdoms and cities, ... and a land which, once, entrapped the Hopeful in webs of illusion, drawing them away from the real world's pain.

The Trap

The Making

The monstrous armies that conquered the Light's Kingdom in the age before history were led (or so modern Princesses assume) by subtle and devious generals who wished to secure the Darkness' victory for all time. They found a way to prevent the return of Princesses, the Light's most capable servants, by constructing a trap for their souls, deep within the mind and soul of the world. The trap was a mirror, reflecting the Light shining on the world; it drew to itself the souls of the Princesses who died in the Kingdom's fall, and enfolded them within an endless dream where the kingdom's glories stood eternal and it's armies fought the Darkness and defeated it at every turn, without disputing its sway over its new conquest.

And the trap worked, possibly beyond its makers' expectations: not only were the Princesses of the Kingdom's day drawn into the dream and held, but so was everyone whom the Light touched and empowered in all the long ages since. And as the millenia passed the Queens basked in the memory of long forgotten glories deep within the Dreamlands while the Darkness shrouded the world.

The Release

And then, everyone within the dreaming Kingdom was struck by revelation: they knew, quite abruptly, that they were dreaming, and life in a truer reality lay open to them. Many of them took the opportunity immediately, returning to the bodies of fetuses just conceived; and these were born, and grew, and flourished, and before long they Blossomed, becoming the first Princesses of the modern age. And as they Blossomed, the new Princesses discovered that the lands of dream they had left to become human again still existed; for gates to those lands stood open to them whenever they slept, and the souls they left behind welcomed their visits, begging for news of the waking world. Many more souls have followed those first pioneers; new Princesses are born and Blossom every year.

Naturally, the Hopeful wondered what it was that revealed the Dreamlands' true nature to its inhabitants. Over the decades since the Release, speculations have been floated, arguments proposed and refuted. No shortage of Lightbearers have claimed credit. It's now generally believed that the key event was the first landing on the Moon in July of 1969. The Queen of Diamonds argues that the

Dreamlands are in some metaphysical way linked to the Moon, that their property of reflecting a more fundamental reality is tied to the Moon's appearance of shedding light that in fact is reflected from the Sun. And so, in her opinion, when a human foot trod the lunar surface, by proving the Moon to be not luminous in itself, it also proved the Dreamlands to be not real in themselves ...

Entering the Dreamlands

Even now, after the Release, the last fragments of the Trap call out to the Hopeful as they sleep, and it may show any Princess a passage back to the Dreamlands. The Trap, or what remains of it, finds it easiest to tempt a mind in pain, one who yearns for somewhere better to escape to. Most freshly Blossomed Princesses first discover the Dreamlands through the pain of Sensitivity, in the midst of their pain they feel a promise of comfort and guidance that lingers in the back of their mind.

With the Trap's hook in her she will, apparently by chance, come across an entrance to her Crawlspace when she next falls asleep. Just how this happens varies – one Princess notices an odd-looking animal and follows it to a burrow; another gets up in the middle of the night for a glass of water and notices a door that wasn't there before. The entrance is, however, always difficult to get through in some way; usually, it's too small to walk through standing up, forcing the Princess to crawl (This and the uncomfortable conditions inside the Crawlspace are essentially an attempt by the Princesses' subconscious to keep her out of the Dreamlands' trap, despite the Dreamlands no longer functioning as a prison).

For most Princesses it can be assumed that they acquired and resolved the Girl Underground Condition before the game begins or during the prelude, and they might learn of the Queens and joining a Court in the process. More experienced Princesses can recognise the trap's siren song for what it is and are less likely to take the Girl Underground Condition, and those who do can recognise it for what it is and often keep themselves awake until they can arrange for friends to meet her in the Dreamlands. Escaping the creaking remnants of the Trap might be easy these days but why take unnecessary risks?

A Princess who has visited the Dreamlands, even once, can deliberately search for a passage anywhere and those who haven't can still search for an entrance if they have guidance from someone who has. Shikigami are skilled for helping their students find the Dreamlands and a Court to join. Searching for an entrance to the Dreamlands calls for an extended Inner Light + Empathy + Shadows roll (for the trap calls loudest to those with a heavy heart), with a target of eight Successes, the Princess now rolls once every five minutes.

Dramatic Failure: The Princess cannot find an entrance in this location, or anywhere else before she's had a full night's rest.

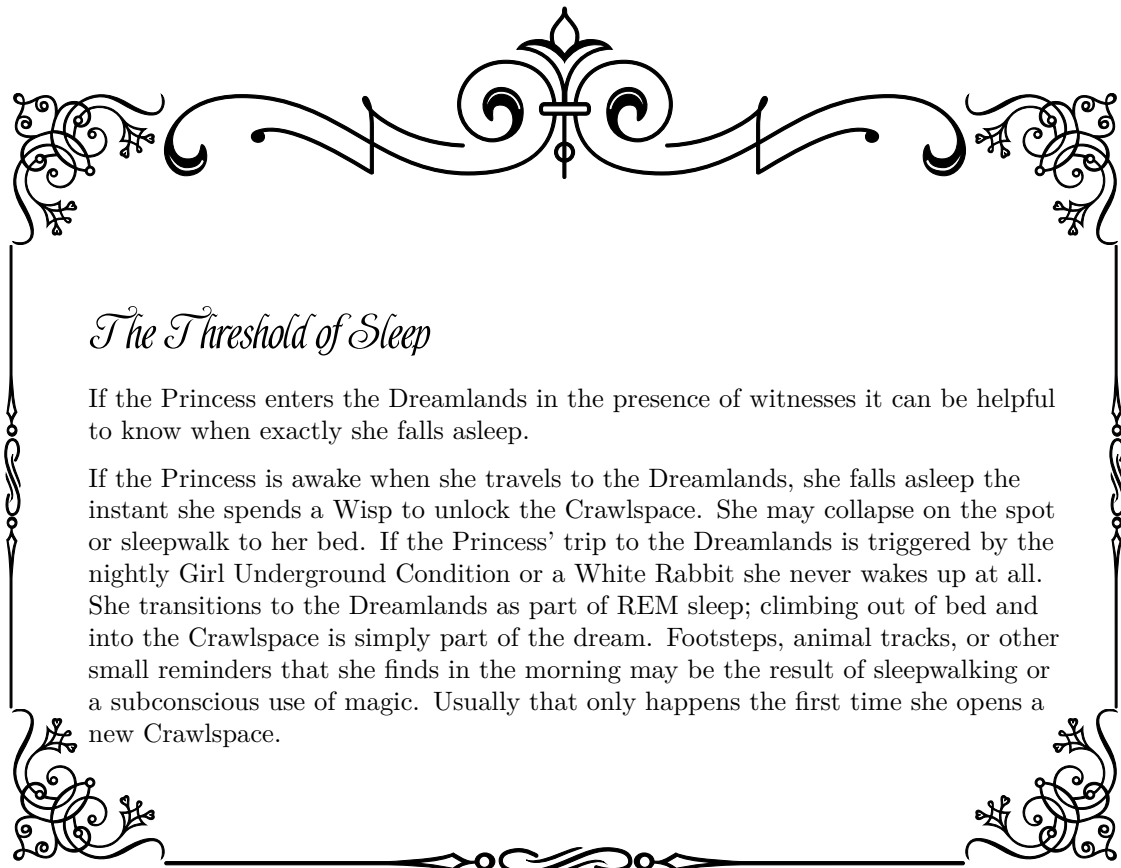
Failure: The Princess makes no progress. If the extended action fails the Princess cannot find an entrance in this location, or anywhere else before she's had a full night's rest.

Success: The Princess progresses. Once she accumulates eight successes, she finds an entrance.

Exceptional Success: The Princess makes great progress. The Princess also gains the Steadfast Condition, as she searches for an entrance into the Dreamlands the thought of stepping into the fantastic unknown fills her with excitement and resolve.

Modifiers: The Princess is sleepy (+1), the Princess is wide awake (-1), hot chocolate or warm milk (+1), old building with mysterious corners (+1), other people are present (-1 per witness)

Once found, a Crawlspace entrance continues to exist as long as the Princess remembers it, and vanishes if she forgets it. (One Princess had a doorway in the depths of her bedroom closet, which faded while she went to university. A few days after coming home, when she needed to visit the Dreamlands, she remembered the old door and there it was.) Opening a known entrance is not quite automatic, but only a simple Inner Light + Empathy + Shadows roll is required, with modifiers as above. A dramatic failure on this roll means something has gone wrong with the entrance - the door remains locked, or sticks shut; or it seems to open, but the path is blocked by a deadfall too heavy to move; or the trail along a high cliff has washed out. Whichever it is, the Princess can't reach the Dreamlands that night.



The Threshold of Sleep

If the Princess enters the Dreamlands in the presence of witnesses it can be helpful to know when exactly she falls asleep.

If the Princess is awake when she travels to the Dreamlands, she falls asleep the instant she spends a Wisp to unlock the Crawlspace. She may collapse on the spot or sleepwalk to her bed. If the Princess' trip to the Dreamlands is triggered by the nightly Girl Underground Condition or a White Rabbit she never wakes up at all. She transitions to the Dreamlands as part of REM sleep; climbing out of bed and into the Crawlspace is simply part of the dream. Footsteps, animal tracks, or other small reminders that she finds in the morning may be the result of sleepwalking or a subconscious use of magic. Usually that only happens the first time she opens a new Crawlspace.

Crawlspace entrances are not truly physical passages, though they appear as such; they are in fact mnemonic devices. Thus one Princess cannot use another's entrance – in fact, she can't even see the other's entrance. It's possible, though, for one Princess to help another find an entrance she knows of. This works as a form of teamwork; the Princess who knows of the entrance makes her simple roll to find it, then adds her successes as dice to the other's extended roll to search. However even after doing so they cannot enter the Crawlspace together, and an experienced Princess who wishes to introduce a newcomer to the Queens must arrange to rendezvous at a location they can both find and then travel through the Dreamlands together.

Entering the Crawlspace requires spending a Wisp. Exactly how a Crawlspace opens varies with the shape of the entrance. It could be as simple as turning a button handled key to unlock a small door, but spending the Wisp might instead make the Princess dexterous enough to squeeze through a rabbit hole, turn her insubstantial so she can slip between the join where two of her bedroom walls meet or shrink down until she's small enough to climb down the gap between her mattress and the tailboard of her bed. Onlookers, on the other hand, see the Princess drop off to sleep at this point, or walk off in a reverie to bed.

Inside the entrance, Crawlspace is narrow and claustrophobic, governed according to dream logic by both the Princesses subconscious and the form of the entrance. The Princess who climbs down the bottom of her own bed could spend the entire Crawlspace climbing down the folds of her bedsheets cramped between the mattress and the tailboard or she could quickly find herself climbing down actual cliffs with freezing winds and claustrophobic mists but she probably will find herself climbing.

Normally, a Princess in Crawlspace simply presses on to the Dreamlands, or turns back and awakens. Waking up in Crawlspace requires nothing more than a wish to do so. Pressing on calls for more effort, as the difficulty of the path is nothing more than the Princess' subconscious warning her about the Dreamland's Trap it cannot stand against a Princess' conscious desire to press onwards. Even the weakest, least athletic Princess is garmented to scale to harshest cliffs if she only tries. A Princess who follows the Dreamlands' lure along the easiest path, never turning aside, always emerges somewhere in her Queen's capitol (Courtless Princesses arrive in the Dreamlands representation of something they have a strong Intimacy to) and no roll is required to do so. From that point (and only that point) the

Princess can return and awaken at will.

Side passages abound, though, and a Princess can find her way to almost anywhere in the Dreamlands she knows well by choosing her steps wisely. A side-path takes just as much time and labour to follow but also requires a Wits + Empathy roll to find the correct path. The roll has a modifier based on the strength of her Intimacy to whatever her intended destination is a reflection of in the real world, and a further modifier for each day's travel outwards from the center of the Dreamlands that her destination lies.

Dramatic Failure: The Princess emerges in the wrong place within the Dreamlands, and cannot reopen Crawlspace there; she must move at least an hour's walk before trying again. Take the Lost Condition (but walking for an hour then looking for another way through the Crawlspace also Resolves the Condition)

Failure: The Princess emerges at her usual entrance point.

Success: The Princess emerges within an hour's walk of her desired destination.

Exceptional Success: The Princess emerges at her desired destination.

Modifiers: Emotional connection to whatever the destination area represents (Intimacy modifier); her entrance point, her Queen's domain or her Embassy's building (no Intimacy modifier); distance from the centre of the Dreamlands (-1 per day's travel outwards); the Princess takes others along (-1 per two people); the Princess is travelling a familiar route (+1); the Princess has some suitable prop for navigating her Crawlspace such as a torch for a dark cave, climbing gear or warm clothes for freezing cliffs (+1, regardless of the usual equipment bonus).

Whatever form the Crawlspace takes, it is filled with memories from both her current and past lives. A Princess climbing down freezing cliffs might catch sight of cave after cave; one crawling through mud and crumbling brickwork at the bottom of a well could find peep-holes formed by cracks in the masonry. Often snatches of sound, smells, or fleeting glimpses try to grab the Princess' attention with promises of important forgotten knowledge or memories of happier times, another way the Princess' subconscious tries to keep her from the Trap. Many Princesses turn aside from the Crawlspace's main path to search through these memories, hoping to find bits of wisdom from a life in the Kingdom's day, or to witness again a scene that has faded from their conscious memory.

If a player character tries this, she first names the memory she wishes to find. Something like "the last time I saw my father before he mysteriously disappeared" or "my previous life's first meeting with a Queen". The description must be specific enough to identify a single memory, if a Princess wishes to trawl through her memories for useful information she needs to use the White Rabbits Merit.

Once the Princess has chosen the object of her search she makes an extended Intelligence + Empathy roll; the Storyteller sets the threshold, according to the importance the memory being sought for has to the Princess.

Dramatic Failure: The Princess finds the wrong memory, or worse, she stumbles upon a nightmarish memory; the Storyteller may call for a Sensitivity check.

Failure: The Princess makes no progress to finding the memory.

Success: The Princess makes progress to finding the memory she wants. If the memory doesn't exist she discovers this. If the roll passes the threshold the Princess experiences the memory in whatever way best fits the story: She may watch it through a keyhole, find it written in a book, pick up a memento and suddenly remember everything, relive the event, or enter a fully interactive recreation of the past.

Exceptional Success: When the Princess accumulates enough successes she will discover the memory is particularly useful. In addition to any other benefits she takes the Informed Condition.

Modifiers: Eidetic Memory (+2), strong emotions attached to the memory (+1), dull memory such as hours spent in a library searching for an enemy's weaknesses (-1), the Princess has some suitable prop for navigating her Crawlspace such as a torch for a dark cave, climbing gear or warm clothes for freeing cliffs (+1, regardless of the usual equipment bonus).

Once the Princess has found the memory the player may make an additional roll or rolls to derive some practical benefit from it. She could roll Resolve + Investigation to see past the distorted face

of a childhood nightmare and see the real appearance of her father's terrifying business partner and gain a Clue into his disappearance. Or by revisiting an enormous row with her friend she can speak to representations of the emotions that overwhelmed her during the argument and roll Manipulation + Empathy to work through her feelings and create a proper Plan for repairing the relationship.

As a generalization Princesses search through their Crawlspace to confront complex emotional knots or to access memories that are impossible to connect to consciously such as those from a past life. A Princess who's simply forgotten her computer password will likely prefer to sit down and rack her brain than to crawl through a muddy thorny briar looking for it while the nature of dreams and memories means that dreaming your way into the memory of a crime scene can't provide the same purely factual record as photographs.



Who can enter the Dreamlands?

Princesses are not the only the only ones who can access the Dreamlands. The Dreamlands belongs to all of humanity after all.

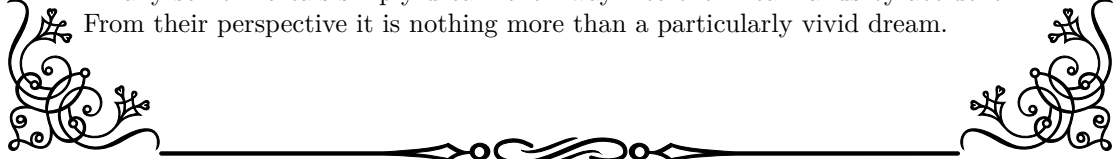
Psychics and Thaumaturges with the Dream Travel Merit or Ritual are able to enter the Dreamlands of their own accord. The Dreamlands are not the only collective mindscape of mankind. As a rule an individual Psychic will only have access to one mindscape, one that's appropriate to his personality or perhaps his powers. Similarly Thaumaturges can only access one mindscape, but in this case the defining variable is which Tradition she belongs too.

It is worth noticing that most Psychics and Thaumaturges have no greater connection to the Light than most Mortals. The Dreamlands trap is not targeted at them, and they have no subconscious warnings when entering the Dreamlands: To them the Crawlspace looks very different. It resembles the door to wherever they strongest associate with feelings of home, safety and security. Stepping through the door they find themselves in an idealised memory of that place. This functions identically to the crawlspace for all practical purposes: Including reliving memories and short-cutting through the Dreamlands.

Beacons and Sworn do not have the natural ability to enter the Draemlands, they must be lead by a Princess or another astral traveller. They can however allow themselves to be lifted into the Dreamlands by the mechanisms of the trap and may enter if they have the Girl Underground Condition.

Changelings cannot enter the Dreamlands but they can interact with them indirectly. For the purposes of Oneiromancy anyone travelling the Dreamlands is simply dreaming. A Changeling may enter their dream like normal and see the Dreamlands from the perspective of the dreamer. The Changeling is free to wonder and he may freely interact with the dreamer. All the usual faerie tricks for manipulating dreams are available. However the Changeling and any changes he makes are only visible to the dreamer. Any travelling companions or natives see the character talking to invisible people or fighting thin air. If the Changeling does anything that causes the dream to end the dreamer immediately suffers two points of Bashing Damage. This manifests as a severe headache due to a rough departure from the Dreamlands. Finally a Changeling can recognise that something is odd when they enter a dream about the Dreamlands by analysing the dream. The faerie courts are aware of this phenomena.

Finally some Mortals simply dream their way into the Dreamlands by accident. From their perspective it is nothing more than a particularly vivid dream.



White Rabbits

A White Rabbit, in the jargon of the Nobility refers to any time when the Princess is called to the Dreamlands. Her subconscious mind detects a change within the Dreamlands and sends a signal – a White Rabbit – to alert the conscious mind that there is something they should see. The creaking lures of the Dreamlands trap and the resulting Girl Underground Condition are not considered White Rabbits but this is just an arbitrary quirk of the definition chosen by Enlightened scholars. Quite a few Princesses really do see White Rabbits (sometimes straight out of Alice’s Adventures in Wonderland). This appears to be a result of the Princess’ unconscious associations, caused by Enlightened scholars using the term White Rabbit for the phenomenon.

Prophecy Rabbits

A Prophecy Rabbit calls the Princess into the Dreamlands to witness an event that foretells the future on Earth. The Princess is fully present in the Dreamlands and may interact with the portentous events she witnesses in all the normal ways: She might investigate to uncover more clues, or perhaps try to derail the event in the Dreamlands. This doesn’t actually help, but it can feel very satisfying.

If two or more Princesses are experiencing a prophecy about the same event, they are both in the same place within the Dreamlands and can simply start talking to each other. Debating the vision or making plans. In essence, this can be considered another clue both Princesses learn from the dreams. Something along the lines of “This other Princess cares about the same issue, perhaps you could work together?”

How Prophecies work is unknown. It is generally accepted that the Princess is reacting to a pre-existing event in the Dreamlands but what causes those events is a mystery. The two most popular theories are the clairvoyant model and the analytical model. The clairvoyant suggests that every human has microscopic traces of psychic abilities which when combined in some sort of shared unconscious – like the Dreamlands – becomes effective on a practical level. The analytical model also sees the pooling of human talent and knowledge at the cause, but argues rather than psychically foretelling the future humanity simply predicts it using knowledge and reasoning.

Prophecy Rabbits are most common the result of the White Rabbits Merit, the Storyteller can also create a Prophecy Rabbit to get a story going.

Memory Rabbits

Unlike most White Rabbits a Memory Rabbit leads a Princess not into the Dreamlands, but deep into her own Crawlspace. The Princess’ subconscious mind is signalling her conscious that she has forgotten some vital information and calls her deep into her own mind and soul to fish it out. Most Memory Rabbits lead to memories from a past life, the ordinary human processes of memory are usually sufficient for memories gathered in this incarnation (and sometimes even for stronger memories from past lives).

In game terms a Memory Rabbit functions as an alternative result when a player uses the Merit White Rabbits or when the Storyteller wishes to start a plot. If the Storyteller believes she can provide clues in a more interesting way by going to a memory from the Princess’ past life than a prophecy in the collective dreamscape of mankind then she is free to do so. Memory Rabbits can also be used to justify buying Skills or Charms when the Princess knew them in a past life, or just to develop a character by confronting key issues from the Princess’ past.

Royal Rabbits

Trapped within the Dreamlands the Queens cannot affect Earth, but they can affect the Dreamlands and a Princess’ subconscious can notice such changes. The Queens have gotten quite good at making the precise changes needed to create a Royal Rabbit that summons a Princess to wait upon her liege.

Royal Rabbits typically manifest in some way appropriate to the Queen, such as a white rabbit wearing the royal colours and carrying a letter of summons stamped with the Queen's seal.

Black Rabbits

Black Rabbits are spoken of in hushed terms, their mere existence makes the Princess question her own mind and doubt her visions. It goes like this: If the Princess followed a Prophecy Rabbit to the dreamlands and saw a woman in green and white tearing through the reflection of her home town she might conclude that she better deal with any Princesses of Storms before it's too late.

Now what if this happened in reverse. Someone with access to the Dreamlands – such as a Princess of Tears – wants the Princess to go after local Furys. She could travel to the Dreamlands, dress in green and white and attack. The destruction in the Dreamlands would alert the Princess: A fake Prophecy Rabbit, a Black Rabbit.

Now it's not easy, the Dreamlanders will defend their home and the deception is only as good as the skill of the one who crafts it. This doesn't mean it hasn't happened, it has. Many times.

Empty Rabbits

Empty Rabbits are almost as mythical as Black Rabbits. Sometimes a Princess' intuition is simply wrong. She follows a White Rabbit to the Dreamlands and finds nothing more than a mad tea party or a highly symbolic heap of nonsense. Some Princesses believe Empty Rabbits do not exist, that they actually mean the Princess has overlooked some vital clue pointing to one of the other Rabbits. But how would you tell?

Empty Rabbits rarely have an impact on the story, but sometimes Princesses can confuse a Rabbit for an Empty Rabbit, or a Empty Rabbits for a Rabbit.

March Hares

While not as mythical as Black or Empty Rabbits the March Hares are considered to be the most unsettling of all the Rabbits. A Princess who follows a March Hare travels deep into her own Crawlspace and comes face to face with a deep division in her own psyche. She may do battle with her own madness or sit down for tea, scones and high brow debate with both sides of the ethical dilemma that has puzzled her all week.

In game terms March Hares are simply an excuse for more roleplaying. A Princess who wins a battle with her own madness is not cured, but she understands what that madness means to her and might be energised to seek therapy (or less inclined if she lost the fight). Facing her own dilemmas gives screen time to the Princess' thoughts and feelings, and maybe even some character development. March Hares can even be used when under the effects of hostile magic: If the Princess is unaware of the enchantment or magically prevented from acknowledging her situation, then when the magic wares off going into her own Crawlspace to fight the spell and unlock the memory vaults is a more dramatic way to reveal the truth than just saying the spell has worn off.

Since March Hares are at heart a way to give screen time to important moments of a character's internal conflicts the player is always entitled to forgo the dice and choose the result they prefer.

Topography

The Dreamlands are an exceedingly varied place. Sometimes you can stumble across one man's neuroses writ large across the landscape (while most other humans never even feature), while in other places you can walk along a stairway made of light, up into the heavens to walk along the surface of a Mars covered in unknown ruins inscribed in runes which do not resemble the Royal Tongue. You may stumble across a town which appears almost like the real world, save that none of the brands match, and the streets are

filled with a parade of strange, eternally dancing figures of bronze. A Princess could be walking down a quiet forest path only to turn a corner and find herself facing an elegant renaissance city where the buildings all merge together into a solid block that gently curves away from the ground. Or she might find arriving at a quiet country village where the people are friendly, the sun is shining but the buildings look like cubist art and the inhabitants seem to have stepped from the scrapbook of a slightly drunk dada artist. One Nakama found a cursed area, almost overshadowed by the Darkness, where the sharp-fanged folk ritually consumed their victims. Only one made it out alive, the monsters dragging the others to their altars and eating them in a way that killed them in the real world, hunks of flesh torn out of their sleeping bodies, in the name of the “Red Word”.

The wild districts where these things can be found are all, however, some days’ travel from the center of the Dreamlands – the Dreamlands’ cartographers say that one moves outward to find them, and inward to return. The most confusing thing about navigating the Dreamlands is that “inward” and “outward” have no simple relationship with the ordinary three dimensions of space ... and there are any number of districts that lie further inwards of other districts, but at the same north/south and east/west position. Dreamlanders say their home is folded on itself; north/south, east/west and up/down they call the traveling directions, and in/out are the folding directions.

Arranging the Dreamlands’ counties by their folding positions, ignoring their travelling positions, shows that the Dreamlands lie within a roughly circular area with the Foundation at its rim, and a trip straight from the Foundation to the Dreamlands’ center (if that were possible) would take seven days’ or so walking. Arranging the Dreamland’s by it’s travelling directions and ignoring the folding directions shows that the Dreamlands is a simple globe. Some Princesses describe the Dreamlands as a series of globes ordered from innermost to outermost. Moving north, south, east or west moves across the surface of a globe, walking inwards or outwards travels between the globes. This sounds a lot simpler than when you’re standing on a Dreamlands crossroads and can see six directions, which in turn is a lot simpler than when you wake up the next morning and try to remember how you understood it.

The Dreamlands often changes quickly as one travels. There’s a feeling the the Foundation is below, and “below” is consistent. Apart from that all bets are off. Despite appearances ranging from bizarre to normal places within the Dreamlands often seem to reflect places on Earth, or the popular idea of places of earth, or (more strangely) places found only in novels, or ideas, or concepts. Even odder is that regardless of how normal or how bizarre the places look, a visitor can (eventually) learn to understand how they work. A city might look like it was designed by a collaboration between M.C. Escher and Dr Seuss but it still has a government, an economy, trade with nearby settlements, residents with homes, jobs and families. With lots of time and effort a Princess can learn how it all works. Just as she can learn what it reflects from Earth, and even discover new things about what it reflects.

The distance outwards from the center has an importance in the Dreamlands beyond the way it allows districts to overlie each other. The mysterious, reality-bending Gales that blow through them rise and fall constantly, but how swiftly they change depends on how far the center is. Near the center itself, when reflections of those concepts most stable within the hearts of humanity lie, the Gales hardly vary at all, and the districts there remain stable. Going outwards, the districts have Gales that are normally calm, but gust occasionally and strongly, leaving behind drastically altered landscapes. At the outermost reaches the Gales are a constant maelstrom and the land shifts hourly at best.

A further oddity of these reflections is that, while they frequently contain things with writing on them, the writing never looks like the text that would appear in the reflected place. In minor cases, Princesses might find a discarded fast-food box, but the script on it is flowing and cursive, elaborately decorated in gold leaf. In more extreme cases, everything is written backwards, or there are never any vowels, or the scripts are from another part of the world entirely. Less obvious is that these reflections are chock full of houses. Wherever the Princess travels she will occasionally catch a glimpse of a door, window or a snatch of a wall in the corner of her eye only to realise it was just a tree and a trick of the light. If the Princess really looks, the dream domains can seem to be built of nothing but houses folded in on each other in defiance of any sane geometry. Scholars are divided as to whether these houses are merely a representation of some human’s connection to the place or concept this Dreamlands domain is reflecting. Or if these houses are physically a person’s soul, visible everywhere in the Dreamlands they have an emotional connection too. Regardless, the question is academic. There is no way physically affect them and people almost never come out, they simply exist. These strange houses are unrelated to the dwellings used by Dreamlanders, which are much less mysterious and easier to enter.

In the most distant, farthest outward lands, the Gales blow wildly, falling still for a moment only to

burst anew with immense force. It is here that the traveler may find herself walking through a man's nightmare, magnified to a country of dread. It is here, also, that she may find a space grown strangely thin and tenuous, where objects can sometimes vanish while her back is turned; or a place jumbled with curios and wonders brought together, though by no obvious means, from every corner of the world. There are tales of monstrous or alien things to be found in the far outward districts: a redoubt of Alhambra in a district haunted by Darkness; a waste of ash and cinders where Goalenu mold porcelain figurines that hunt with burning green eyes; a snow-capped peak, topped by a fortress made of clockwork ticking away in a slow rotation, from which gray-robed figures gaze through telescopes at the Dreamlands' stars.

Travel

For all that they function according to dream logic, the Dreamlands resemble something close to a coherent if surreal world. A Princess who wishes to get from one part to another can simply walk or (with the right Charm) fly to her destination. One wishing for an easier trip may negotiate passage with a Dreamlander. Depending on where she is she might find anything from 19th century sailing ships that glide across the ground, to friendly dragons happy to take a passenger, to Heath Robinson-esq contraptions piloted by anthropomorphic frogs, to a modern airport with helpful travel agents. All the Courts have established modes of transportation available to a Princess.

When travelling through this immense landscape, the Hopeful also have a unique advantage: as long as they have any Willpower left, they are able to open a way into Crawlspace from almost anywhere in the Dreamlands, and return through there to waking life or a place in the Dreamlands they already know well. A Princess trying this rolls Resolve + Empathy, with an Intimacy modifier for the strength of her emotional connection to her current location, and a further modifier for each day's travel she is outward from the Foundation. (If she is at her entrance point, no roll is needed.)

Dramatic Failure: The Princess cannot open Crawlspace here; she must move at least an hour's walk before trying again.

Failure: The Princess fails to open Crawlspace.

Success: The Princess notices one of the many houses that forms the dreamlands and realises it is her home, she opens the door, steps inside and enters her Crawlspace.

Exceptional Success: The Princess enters Crawlspace, and is at +2 to navigate it.

Modifiers: Modifiers: Emotional connection (Intimacy modifier); her entrance point, her Queen's domain, her Embassy (no Intimacy modifier); distance from the center of the Dreamlands (-1 per day's travel outwards)

Opening Crawlspace from the Dreamlands side does not cost Willpower, but a princess at 0 Willpower cannot manage it until she recovers at least 1 point. Once a Princess re-enters Crawlspace in this way, she must clamber through a maze of side-passages, looking for the main path back to waking life, or another door to the Dreamlands; the rolls for this are the same as those for reaching the Dreamlands from the waking world directly.

Travel and Embassies

One advantage to joining an Embassy is travel within a Dreamland. In all domains that have a strong connection to an Embassy, an actual embassy building appears. Fully staffed with Dreamlanders – though usually only a Chorus – who attend diplomatic conferences, socialise with high society and try to persuade political figures.

Any Princess who belongs to an Embassy is welcome at any of its embassy buildings. The staff treat her as appropriate for her position; only for the Chorus to forget her when she heads on her way. The staff will gladly provide her with information, office space and things of that nature. Depending on if she's a Secretary, Consul or an Ambassador they might give her orders or obey her orders. Most of this is quite pointless, the real benefit is that a Princess can look up the details of every embassy building

run by her Embassy in the files, and can use a Crawlspace to travel between them without a penalty to the roll for an insufficient emotional connection.

Princesses cannot go further than the public parts of an embassy building unless she is a member of that Embassy. The Dreamlanders will make an exception if a Princess who is a member of the Embassy vouches for her, however this is not without drawbacks. The embassy building are not just part of the Draemlands; joining an Embassy is a change to a Princesses magic and something of this seeps into the structure of an embassy building. Upon entering the private parts of an unrelated Embassy a Princess must roll Stamina + Resolve, on a failure she gets a headache that lasts for around an hour, and inflicts a -1 to all mental actions. If Princess is a member of an Embassy with a particularly incompatible concept this rises to -2.

Time

The relationship between time in the Dreamlands and time in waking life is strangely variable; it seems to depend much more on the density of one's experience than on any objective clock. So, for instance, an exciting fight can consume half an hour in the real world's time, but appear to last only five minutes or so; but a long journey through safe districts might compress a full day's experience into only an hour of dreaming time. (As a rule of thumb, an event in the Dreamlands takes as much time in the waking world as it would take the players to play out the scene, while the time it takes in the Dreamlands is what it would require in real life.) There are even cases of Princesses parting in the Dreamlands, and finding on their next meeting that one has experienced a few hours packed with incident, while the other has been traveling for days ...

Remaining Transformed in the Dreamlands is a good deal easier than it is in waking life. A Princess rolls to remain transformed only once every 24 hours, by the Dreamlands' clock. A dramatic failure on that roll, however, has a more serious consequence; even after the Princess recovers her phylactery, she cannot transform within the Dreamlands for 24 hours after her failure.

Inhabitants

There are at least three different types of beings found within the Dreamlands. They were named by a theatrically minded Princess as the chorus, the actors, and the stars. The chorus, from all appearances, are less independent people, than moving parts of the places where they're found; they walk, and talk, and do what you would naturally expect people to do in the situation you find them in, and nothing else. Actors, in contrast, are fully realized people, with minds, memories, desires and aspirations. They differ from the stars (and the Princesses) in only one way: They are unaware that a waking world exists, and nearly all who are told of it refuse to credit it. The stars, finally, are Dreamlanders who realise the truth of their home. Most are human souls drawn into the Dreamlands who have not chosen to pass on to the true afterlife. Stars native to the Dreamlands are rare and usually trouble. Many Actors and Stars can wield strange powers, and some Stars who were once living Princesses and inhabitants of the Kingdom still hold the Charms they knew in life.

Native Dreamlanders are Ephemeral Beings formed of Astral Ephemera, however in the Dreamlands everything is Ephemeral. Even a Princess, for she has left her body safely tucked in bed. Therefore in the Dreamlands everyone can touch each other easily. Build Dreamlanders as normal Ephemeral Beings but while in the Dreamlands ignore their Manifestations entirely, for simplicity Princesses and other dream travellers use their normal stats. However in her Ephemeral dream form a Princess uses Dream Health, see the section on Fights below.

A Dreamlander's Rank depends on how much humanity as a whole thinks of a concept (this is separate to how stable a concept is, which defines how far outwards to look for it's representations): An obscure philosophy would only have a small village of low Rank Dreamlanders while a universal concept such as friendship would have a mighty metropolis with inhabitants ranging from Rank one all the way up to mighty rank six or seven Dreamlander gods that tower over the Queens in power.

The former inhabitants of the Kingdom and any Princess who chooses to stick around after her body dies are of course not astral beings. They are normal Beacons, Sworn, Princesses and, of course, Queens who happen to be without a body at the present time. No different from a sleeping Princess travelling the Dreamlands.

Dreamlanders on Earth

A Dreamlander who ends up on Earth are limited in what they can achieve. Like all Ephemeral Beings they need a Condition to prevent Essence Bleed, for a Dreamlander a place is Resonant if people are thinking about whatever concept the Dreamlander represents. Both conscious thought and subconscious or emotional thinking qualifies. Unlike most ephemeral beings, Essence Bleed does not force a Dreamlander into dormancy. On Earth a Dreamlander without Essence dies.

Outside the Dreamlands a Dreamlander's power only affects thoughts and emotions: They retain their Influences, but can only use them to influence peoples thoughts. For example a Dreamlander with Influence: San Francisco could use it to Create or Strengthen a thought about San Francisco but, unlike back in the Dreamlands, it could not influence a building.

Numina are under similar restrictions: If a Dreamlander has Numina that affects thoughts, emotions or their own body they may use it, no other Numina will function outside the Dreamlands. A Dreamlander's restrictions on supernaturally affecting the physical also means they cannot heal their stolen bodies with Essence.

Dreamlanders do have Manifestations but they may only acquire Manifestations from the following list:

- Fetter –A Dreamlander may only use Fetter on ordinary mortals and supernatural beings who have a connection to the Dreamlands, such as Princesses.
- Harmonious Merge –This requires the Controlled condition and a target with a similar personality to the Dreamlander. The Dreamlander and the target trade control of the body frequently, over time their personalities become more similar until they become a single entity.
- Possess –no special rules.
- Greater Possession –As posses, but it lasts until the Dreamlander ends or is forced to end the possession.
- Unfetter –no special rules.

Sample Dreamlander: Harpy Pirates

To mankind the seas have always represented the great unknown. Infinite possibilities lie just beyond the next horizon, but the seas also carry the danger of the storm, and pirates. Who doesn't love a good pirate story?

Harpy pirates have congealed out of stray ideas from Greek mythology, sword and sorcery, and fantasy tinged pirate stories. As they are loosely tied to several concepts they can be living in a wide verity of Dreamland locations, or traveling freely across the seas between them. They're not particularly powerful or populous, but despite their small number they always travel in crews looking for ships full of booty to plunder, preferably shiny objects.

When they do find a prize, they isolate the ship using their ability to influence wind, then fall from the sky, attacking sailors and stealing what they can in the confusion. While they can, and will kill if necessary, most of the time they are happy with just stealing whatever they can before retreating.

Attributes: Power 3, Finesse 7, Resistance 4

Rank: 2

Willpower: 10

Corpus: 9

Essence: 15

Initiative: 11

Speed: 20 (Species Factor 10 thanks to flight)

Defence: 4

Size: 5

Ban: Pirate Harpies feel compelled to steal shiny objects. This doesn't mean that's the only thing they can still, but when offered the opportunity to steal two things, they will typically go for the shinier of the two.

Bane: Wax.

Influence: Wind 2

Numina: Blast (Guns), Speed, Starlwart, Innocuous, Firestarter (Incendiary bombs)

Harpy pirates inflict lethal damage in hand-to-hand combat thanks to their sharp talons.

Sample Dreamlander: Kitsune Trickster

In times long ago foxes and humans lived close together on the islands of Nippon and kitsune became a staple of Japanese mythology. They were messengers of the Kami, they would adopt human guises to become guardians, friends or lovers. And of course to play tricks on humans. Kitsune can be found in regions of the Dreamlands that reflect Japanese mythology, folklore, or pop-culture. Kitsune Tricksters can of course be found in all these places, but tend to form a larger proportion of the Kitsune population in areas that are also influenced by Western folklore, where it's nearly universal for folklore to portray foxes as tricksters.

Kitsune Tricksters are usually more mischievous than truly dangerous but they can prove a real threat if they feel threatened. Conversely, they can become precious allies to people they grow fond of. Most are Actors, but some Princesses among the court of Spades have been able to convince a Trickster that there is a real world and thus recruit it as a Shikigami.

Attributes: Power 4, Finesse 6, Resistance 3

Rank: 2

Willpower: 8

Corpus: 8

Essence: 15

Initiative: 8

Speed: 19 (Species Factor 7)

Defence: 6

Size: 5

Ban: Kitsune Tricksters cannot evade people who manage to grab their tail; until said tail is let go, they have to stand here.

Bane: The teeth of a hunting hound.

Influence: Luck 2

Numina: Blast (magical foxfire), Innocuous, Firestarter, Mortal mask, Hallucination

Note that while there are few true mortals within the Dreamlands, most areas are populated with Dreamlanders who reflect the concept of a normal human and so Mortal Mask remains a useful ability.

Risks

Fights

The inhabitants of the Dreamlands often wield strange powers that only make sense by the dreamlike logic of that place, and not all are nice. A Princess travelling the Dreamlands may well find her self in battle.

A Princess entering the Dreamlands leaves her physical body behind her, and projects her mind and soul into a body formed from the Dreamlands' substance. If she is injured there, she does not take damage on her Health track – her physical Health simply isn't relevant. Instead, Princesses have Dream Health equal to resolve plus her Attribute Maximum based on Inner Light. If she Transforms she uses the usual rules for having extra Health Boxes in one form. If the Princess dies in the Dreamlands she wakes up the next morning (or sometime later) with the Soul Shocked Condition.

Native Dreamlanders use the usual rules for ephemeral beings in combat, save that they they are always fully material within the Dreamlands. If they die the Gales usually form a replacement after a short time. Most Princesses, and indeed most native Dreamlanders, don't really consider this to be death in any meaningful sense. They do however feel pain, so casual violence is still unethical.

The Gales

The Dreamlands are the combined hopes, thoughts, feelings and aspirations of mankind. The risks of travelling such a place should be obvious: Humanities thoughts change on a daily, nay, a second by second basis. Against such a tide as all of humanity, what can one mind do to remain static? Any Princess who travels too far from the stable regions of the Dreamlands risks being blown away, transformed as just another fleeting thought in the vast collective identity.

The Nobility do have a defence. Some say this is because a Princess is supposed to be a shepard that guides mankind's hopes, that helps people achieve their dreams. Others say it is because transformation includes is a thick layer of magical armour. Regardless, while transformed a Princess' is protected from the worst the Gales can do, and the farther outwards she travels, the more necessary its protection becomes.

For every 24 hours (by the Dreamlands' clock) that a Princess remains in the Dreamlands, she must roll Resolve + Composure; if she remains in her mundane identity for an hour or more, she takes a penalty on the next such roll of -1 for each day's travel outwards from the centre she stood.

Dramatic Failure: The Gales' force envelops the Princess, body, mind and soul, catches her up in a chaotic whirl, and commingles some of the Dreamlands' essence with her spirit and self. The Princess gains a Galemark, partly adapting from a mere visitor into a permanent settler in the Dreamlands.

Failure: The Gales push the Princess off-balance, scattering odd thoughts and scraps of imagined memories in her mind. Nothing overt happens at this point, but future rolls to resist the Gales suffer a -1 penalty. These penalties accumulate until the Princess gains a Galemark, or wakes up, and they stack with the penalties for going unTransformed.

Success: The Princess resists the Gales' force. She remains as she was, getting neither better nor worse.

Exceptional Success: In a flash of insight, the Princess recognizes some of the Dreamlands' essence mixed into herself for the fiction it is. She loses one Galemark. The effects of the lost Galemark on the Princess' appearance, and on the Dreamlands, may remain or fade away at the player's discretion - if they remain, the Princess can enact the role the Dreamlands wish her to play, and not become lost in it.

Galemarks track a Princess' progress along a path that ends with her as indistinguishable, even to herself, from a Dreamlands native who has nightmares of an unhappy world, overshadowed by fear and despair. The effects of a Galemark are threefold. First, the Princess' Dreamlands body changes - in both mundane and transformed identities, she gains a new, exotic physical feature. The change reflects what the Princess has seen and done: if she travels much among trickster foxes, she becomes foxlike, with pointed ears or a pelt. Galemarks don't always turn Princesses into fantastical beings - many places in the Dreamlands have inhabitants who could pass for normal in waking life - but a Princess with several Galemarks always looks very unlike her waking self.

Second, the Dreamlands weaves the Princess into its history and society. As a Princess gains Galemarks, the chorus members she meets are likely to "remember" past encounters with her, or "recognize" her as a native of a particular district in the Dreamlands, or refer in some other way to a history that (before the Gales marked her) never really took place. Dreamlands locations sometimes change physically to support the false history, too. (If you want a rule for this, either the player or the Storyteller may roll the Princess' Galemarks as a dice pool once per scene; for each success, narrate one "fact" from the imagined backstory that the local chorus "knows".) The life invented for the Princess is internally consistent - once a part of it is established further Galemarks don't alter it.

Third, and strangest, the Princess' own memories twist, and she finds that she also knows the details of her imaginary past which the chorus members know. Moreover, as her knowledge of that life grows, her memory of waking life becomes disjointed, surreal and incoherent, as if it were the dream. Each Galemark is attached to one of the Princess' Willpower dots, starting with the leftmost and moving right. When the Princess spends a point of Willpower from a dot with a Galemark, she temporarily assumes the role the Dreamlands have given her, abandoning thoughts of the waking world as fictions of no importance. This delusion lasts for the rest of the current scene; while it has no mechanical effect, the Storyteller should reward players for keeping to it.

When a Princess gains Galemarks equal to her Willpower, marking all her Willpower dots, the last of these effects becomes permanent - she ceases to believe in the waking world's reality, just as the actors disbelieve. The Gales' work is complete, and the Princess no longer checks for Galemarks; on the other hand, she also loses the power to open ways into Crawlspace, and therefore cannot wake up on her own. Only another Princess can rescue her, by tracking her down in the Dreamlands and opening Crawlspace for her.

Galemarks do not fade while a Princess remains in the Dreamlands. They begin to fade if a Princess chooses to avoid the Dreamlands for a while. After a Princess has had one full night's sleep for each Galemark she carries without entering the Dreamlands, she loses one Galemark, recovering from its baneful on her mind. As with an exceptional success on the roll to resist the Gales, the Princess' player chooses whether the changes to the Princess' Dreamlands body, and her imaginary past, remain when the Galemark is gone.

The Darkness

The Dreamlands reflects all of humanity, once you leave the Queen's domains this includes the bad as much as the good. Whenever the Dreamlands reflects a bad part of Earth; be it a reflection of a city that includes a reflection of the crime ridden ghetto, or a reflection of a historical period including long past atrocities. Visitors can find Tainted places, Darkened and even Darkspawn.

This is not the Darkness Princesses remember from Earth. It is a lesser Darkness or perhaps this a greater Darkness: Is the darkness in the back of every man's mind worse than the monster of rotting shadows attempting to eat you? Regardless of such debates; Dreamland equivalents of Tainted places, Darkened, Darkspawn and all the rest can be found in the Dreamlands. Build them as normal

Dreamland natives, including whether they are a Chorus, Actor or Star then add the Darkened, Darkspawn or other template.

Regardless of which Darkness is “worse” the Darkness in the Dreamlands is closer to the Princess’ psyche. Any Sensitivity roll caused by the Darkness – be it Darkened, Tainted Place, Darkspawn or other – has 9again.

The only other noteworthy difference is that there is no Dark World within the Dreamlands. So few humans have ever experienced it (and fewer survive) that it is not a part of the Dreamlands. The Tainted places within the Dreamlands do not permit entry to a Dark World. It is still possible to for a Darkened to use the Enter Darkness ability, but it functions more like a slow teleport between two Tainted spots.

Fighting the Darkness in the Dreamlands can be a useful way to uncover clues about the Darkness on Earth, or a way to give new Princesses a lifelike training session with far less risk of permanent injuries. But attempting to cleanse Taint from the Dreamlands is a futile endeavour, so long as the thoughts and emotions still exist human hearts the Gales will continue to create Tainted Places every time the region is reworked. The only true way to cleanse the Dreamlands is to deal with the problem on Earth. Be it by cleaning up a crime ridden town or helping people heal from old wounds.

The Light

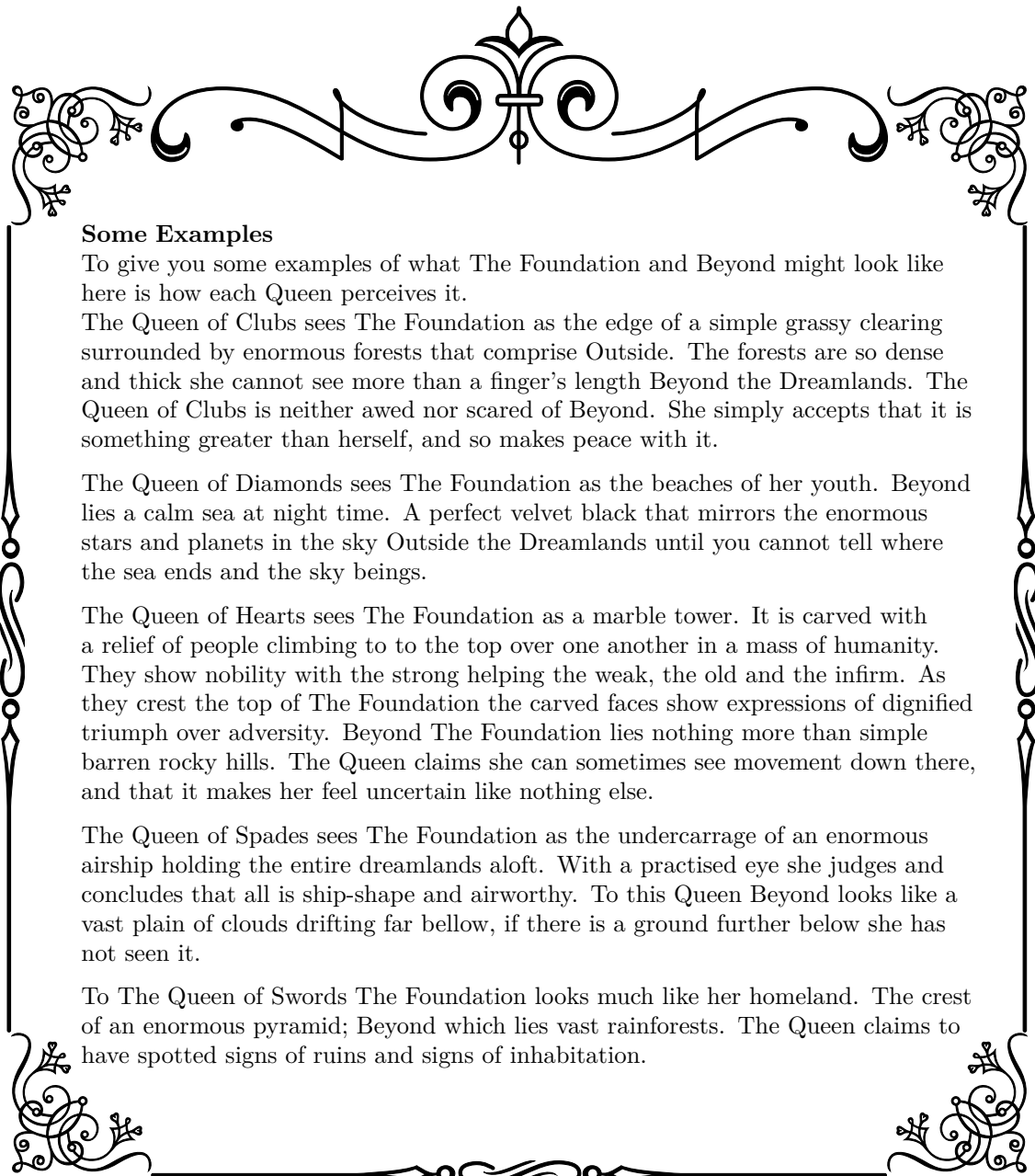
If you were to ask the Princesses themselves they would surely protest against the Light’s inclusion as a risk, but it is a risk if one that is very easy to avoid. In Dreamlands domains that reflect something strong and positive it is possible for the Princess to come across a manifestation of the Light itself. This either requires a lot of luck, or an Extended roll to track it down. Once the Princess finds a manifestation of the light she may choose to bathe her soul in it, this has three effects: The Princess may choose to fulfil her Virtue, if she has not done so already twice this chapter. The Princess may choose to remove Shadows. The Princess may choose buy of Belief at two exp a dot.

But there is a danger, the longer the Princess spends in the Light the harder it is to return to the grubby shadowy mortal world where her duties lie. The Princess’ Sensitivity dice pool increases by one for every dot of Shadows removed, dot of Belief purchased and by one more if she fulfilled her Virtue. After a number of days equal to her increase in Sensitivity the Princess’ Sensitivity returns to normal. If the Princess touches the Light again before this time not only does the timer reset, it stacks with any further benefit she may gain.

Places of Note

The Foundation

The Foundation is a mystery. As far as can be discerned the entire Dreamlands is built upon it’s surface. As one approaches the borders of the Dreamlands the Foundation becomes exposed to the eye. It appears differently to every traveller but always gives the impression of being some form of stability in contrast to the wild unknowable places outside the Dreamlands. While a city-dweller might see a mighty concrete tower run through with pipes, wires and air-conditioning outlets a Princess from a remote desert dwelling tribe might see The Foundation as the edge of a lush oasis abruptly shifting into endless desert sands. Past The Foundation is a place usually called Beyond, or Outside. Beyond is a mystery to the Nobility. Like The Foundation Beyond appears differently to every viewer but it always has a feeling of vastness; of infinite wonder and potential. Yet Beyond also feels of danger, not hostility or anger but the impersonal danger of a storm wrecked sea or the harsh desert sand. Looking Outside is a very personal experience as awe, fear, wonder and desire flow through the Princess. Each will discover for herself which emotion dominates.



Some Examples

To give you some examples of what The Foundation and Beyond might look like here is how each Queen perceives it.

The Queen of Clubs sees The Foundation as the edge of a simple grassy clearing surrounded by enormous forests that comprise Outside. The forests are so dense and thick she cannot see more than a finger's length Beyond the Dreamlands. The Queen of Clubs is neither awed nor scared of Beyond. She simply accepts that it is something greater than herself, and so makes peace with it.

The Queen of Diamonds sees The Foundation as the beaches of her youth. Beyond lies a calm sea at night time. A perfect velvet black that mirrors the enormous stars and planets in the sky Outside the Dreamlands until you cannot tell where the sea ends and the sky beings.

The Queen of Hearts sees The Foundation as a marble tower. It is carved with a relief of people climbing to to the top over one another in a mass of humanity. They show nobility with the strong helping the weak, the old and the infirm. As they crest the top of The Foundation the carved faces show expressions of dignified triumph over adversity. Beyond The Foundation lies nothing more than simple barren rocky hills. The Queen claims she can sometimes see movement down there, and that it makes her feel uncertain like nothing else.

The Queen of Spades sees The Foundation as the undercarrage of an enormous airship holding the entire dreamlands aloft. With a practised eye she judges and concludes that all is ship-shape and airworthy. To this Queen Beyond looks like a vast plain of clouds drifting far bellow, if there is a ground further below she has not seen it.

To The Queen of Swords The Foundation looks much like her homeland. The crest of an enormous pyramid; Beyond which lies vast rainforests. The Queen claims to have spotted signs of ruins and signs of inhabitation.

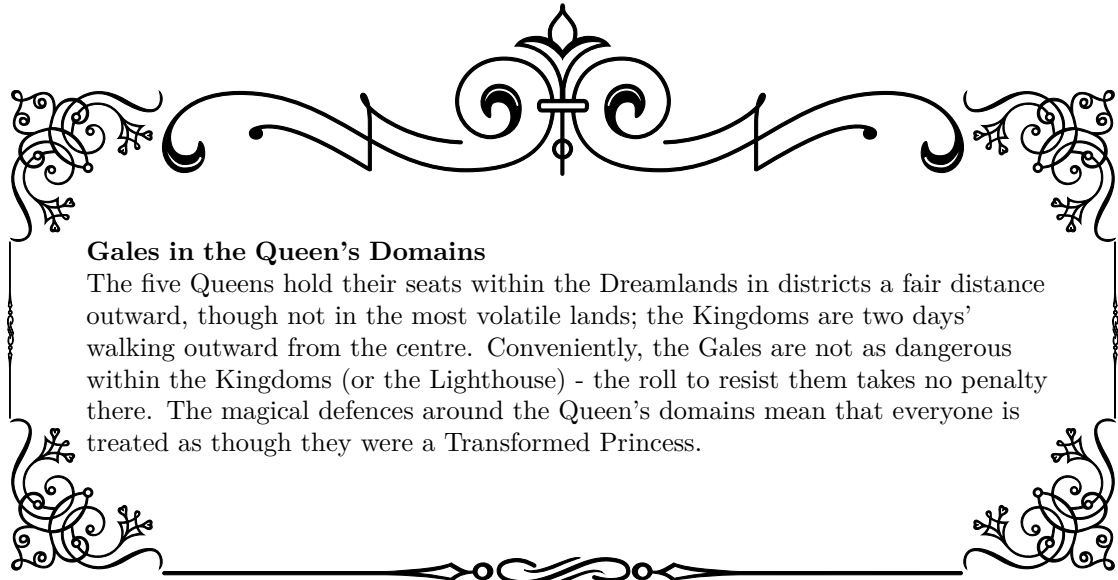
No matter the appearance of the Foundation, it is always adorned with strange writing in every imaginable language, linguistic subdivision and even every imaginable appearance: From typed to archaic and cursive. Princesses can read the Foundation, or at least the parts in the languages they know, but they can learn nothing from it. Like a million voices talking at once the Foundation is just too much to understand. It's unknown if there even is something too be understood. Sometimes strange mists are released from the Foundation, a Princess who inhales them can comprehend any language created by humans (including the Royal Tongue and Alhambran) until she next leaves the Dreamlands. If she dedicates the nights sleep to memorisation and spends the exp she may retain a language permanently.

The Lighthouse

The five Queens have been curious about the Foundation and Outside ever since they were first noticed shortly after the Release. The Lighthouse is a small Danann outpost built in a retro rough stone styles that pre-dates the Queen of Diamonds Coronation. Within is accommodation for a few scholars and

some scientific equipment. It also has some mild fortifications; looking Outside makes a lot of Stars nervous (Actors can't see Outside at all). The torch itself is usually only lit if the Queen of Diamonds is present, not everyone sees Beyond as permanently night time.

The Forests of Wen-Mung, domain of the Queen of Clubs



Wen-Mung is the largest of the Queen's Kingdoms, and the most sparsely inhabited. Yet no matter how far you are from the nearest settlement sings of people are everywhere, colourful paper talismans and wind chimes adorn every tree. Even the animals show subtle signs of domestication: That rabbit wears a little bow, there's a deer with decorated antlers, this wild horse has a braid in her mane.

When the Princess finds the people they are a hardy folk who live in harmony with the forest. They build their homes between or around the trees - natural clearings are rare and reserved for important buildings like village halls or temples - and farm strange plants; as productive as wheat yet growing up the side of trees like ivy. The villages are simple, designed to be easily built for the people are occasionally nomadic. If the rains fail to come or disease beings to spread they'll build again elsewhere. Only important buildings such as temples are stone, and even these can be abandoned, left to wait patiently until they are needed once again.

Most of the population is employed in agriculture or forestry. Individual communities are usually entirely self sufficient. Though most residents possess only a basic education the citizens have impressive practical intelligences and a versatile array of skills useful to their daily lives. While they don't show any animalistic behaviours, they do occasionally show animalistic skills: After being asked for directions, a young farmer sniffs the air before pointing with confidence. An old woman clicks her tongue as she walks, only by looking closely does one realise it's because she's as blind as a bat. It would appear that as much as the forest itself has become slightly tame, the people have taken just a slight touch of the wild into themselves.

Wen-Mung exports food and timber and rarely imports anything. Centuries of a trade surplus have given the Queen of Clubs an enormous financial reserve, though not nearly as large as it should be. During the winter months, when the forests and farms sleep, the Queen sponsors enormous, pointless, public work projects to avoid too much of the economy stagnating in the royal treasury. Often these projects start by tearing down last year's work. The other Kingdoms consider Wen-Mung a perfect neighbour, it's quiet, respectful and exports at great prices.

The Danann Archipelago, domain of the Queen of Diamonds

The Danann Archipelago stretches for over a hundred islands. Most are either densely populated or uninhabited with the populated islands growing in the only direction they can: Up, in magnificent towers of ivory and glass. Sleek hydrofoils and flying wing aircraft surround the islands in a never ending dance of motion. Danann has a subarctic climate, the inhabitants consider central heating among the greatest miracles of technology. Cocooned in their artificial climate they prefer sleek future-chic fashions.

The people are a contented lot and welcoming to outsiders, although they tend to posture about their intelligence and education in front of foreigners. The observant visitor will quickly notice that everyone is either engaged in their pet scientific or creative projects, or they are obviously at leisure. The Queen of Diamonds had pretty much every necessary job replaced by machines long ago freeing the population to focus on the sciences and the arts. Though not quite the post scarcity society promised by futurists it's as close as most Princesses are likely to experience.

With an abundance of free time and ubiquitous communication technology the locals often form social groups based on common interest. Be it pre industrial music, advanced mathematics or abstract philosophy. Even though most people belong to several such groups the largest or most dedicated groups often develop residential clusters to be closer to their friends and any museums, concert halls, bulky equipment or social spaces they've appropriated or built. Though the Queen does not officially take part in this system, the topics she is most interested in – technology and the physical sciences – gravitate towards her. A vast academy of science, technology and academics has formed around the royal palace (Technically beneath, she lives in the penthouse).

Danann is an extroverted nation, the fisheries and hydroponics cannot keep up with the population and so the economy depends on foreign trade. They export technology, technicians, engineers and offer advanced education to citizens of other Kingdoms in return for food and raw materials. Danann has formed an odd friendship with the Confederacy of the Four Winds, another leisure filled Kingdom heavily built around foreign trade; they do dislike admitting that their most advanced aircraft cannot match the Confederacy's mastery of the winds.

The City States of Andarta, domain of the Queen of Hearts

Andarta is a land of flowing fields, peaceful rivers and gentle hills. The people are equally divided between urban and rural. No matter where you travel the architecture is ornate and beautiful. Even the smallest farming community is built of solid stone with masterly carved decorated touches. Following the paved roads or aqueducts to the cities reveals unsurpassed architecture splendour, from marble clad defensive walls to streets so clean they sparkle in the sunlight. The people too are fit looking and healthy who always manage to look sharply dressed and spotlessly clean, even when coming home covered in mud from a hard days work in the field.

The Queen of Hearts loves everything in it's proper place, and she has made her mark on her Kingdom. Andartan life is an organised one. The government is feudal with cleanly defined hierarchies. The trades and professions are organised into guilds. Stability is both prized and abundant, it leads to a sense of confidence. People know what's expected of them, how to deliver it, and who will help them if they get a little over their heads.

Social roles in Andarta are well defined, but social mobility is high. A simple farmer would be expected to obey his superiors but she would also have many opportunities to advance her position, she could become a skilled artificer, a scholar or a self employed merchant; advancing her position and earning new rights and responsibilities. Foreigners would quickly notice that while social climbing clearly does grant new rights Andartans never use the word, a noble doesn't have the right to give orders, they have the responsibility to govern. This is the direct influence of the Queen, she only ever uses the word responsibilities, her subjects usually take the hint.

Andarta is the most introverted of the Kingdoms. While they are not quite xenophobic they are highly resistant to new ideas and find it uncomfortable when foreigners don't fit their expectations. They possess the common courtesy to hide it of course, as a people Andartans are socially gifted, to anyone not as talented as the locals at reading people Andartans come across as trying too hard to be welcoming.

The Confederacy of the Four Winds, domain of the Queen of Spades

The Queen of Spades calls the Four Winds her home, a vast snow-capped mountain range. Actually four mountain ranges all smooshed together to the amusement of geologists. The population is predominantly urban and take great care on the placement of their cities, seeking out sun-facing river valleys with warm prevailing winds. Transportation is handled almost entirely by a wide variety of airships, balloons and gliders, from a very young age the inhabitants learn to pilot enormous kites. For a few specialized tasks the local species of giant mountain spiders are domesticated, they are favoured for their prodigal strength and peerless climbing abilities.

The kingdom is a mercantile one, trade is the backbone of the economy. The Confederacy also has a large amount of artisans and craftsmen who specialize in delicate hand crafted arts and crafts, for the Confederation lacks the raw resources to compete in bulk manufacturing. The Confederates take delight in foreign trade and the exotic wonders it brings to their homes. Enormous bazaars wind through the city streets. Stalls carry all manner of exotic goods and services from the five Kingdoms and the wider Dreamlands. The people are colourful and passionate. Any customer is a beloved friend. Hagglng is a social requirement filled with blistering insults against the quality of the goods and blatantly nonsense stories about starving kids to feed. As soon as money is exchanged everyone is once again true friends.

The Confederacy is an anarchy, organized on an ad-hoc basis by it's residents. Admittedly the organization is somewhat haphazard and ramshackle. Along with the weekly general assemblies, anyone simply tells friends and strangers they are hosting a meeting and if people are interested word will spread. Everyone gets together then they go home and decide if they agreed with the consensus or if they plan to ignore it. Those who have the talent to get things done will lead the way and those who disagree, lacking that talent themselves, are unable to hold the kingdom in an argumentative paralysis. Reputation is supremely important. The unofficially officially unofficially non-binding congresses which discuss issues of national importance tend to meet wherever the Queen's palace has drifted to this month to take advantage of her wisdom. Somehow, everything that needs to be done gets done in a timely manner.

Of all the Kingdoms, the Confederacy is the most extroverted of them all. As masters of the winds no kingdom can match their mobility, their love of the foreign and exotic sends a steady stream of merchant airships beyond the five Kingdoms to trade with the wider Dreamlands.

The Aztallan Alliance, domain of the Queen of Swords

Aztallan is a land of lush rainforests, ever-blue skys and above all an enormous golden sun. The rainforest is hot, humid and teeming with life. They are also very dangerous to the unprepared traveller and unsuited for any population beyond small tribal societies. The Aztallani have overcome these limitations in their usual direct manner, by constructing enormous stepped pyramids and dwelling high above the rainforest. Houses, commerce and even farming all take place atop massive artificial plateaus. Aqueducts and bridges stretch for miles above the rainforest.

The people are a rugged independent sort, but loyal unto death to those who've won their trust. Self sufficiency is still a respected way of life and the more formal economy is dominated by small businesses and independent artisans who provide services to the local community. The cities often look less like a zoned metropolis than a large collection of individual towns and villages that grew into each other, usually because that's exactly what they are. Government is distributed and decentralised with local government at the level of town or city district being the most relevant to the average citizen's life.

The larger organisations and the government are best described as a meritocracy with posts decided purely by a person's skills. It is considered a sign of untrustworthiness if people know the identity of a candidate they might hire, it is suspected that they will choose their friends or family and to be fair with the Aztallani ideals of personal loyalty they probably would. "Not even for the Queen's consort" is a common way of declaring integrity, you can guess how the term originated. Since they often work alone or in small groups many Aztallanis have a wide verity of skills, this attitude is carried on to the larger organisations. It is not uncommon to see one person with two or more vastly different jobs.

As a society Aztallan shows the same self sufficiency and independence that it's people do. While welcoming to outsiders the kingdom usually waits for foreigners to come to it. One noticeable exception is adventurers: bright young Aztallani often undertake a mission to develop or prove their merits. All

forms of merit are valued but adventurers dominate the international perception of Aztallan as they are the largest group to wander beyond their homeland.

Saint Frances' City

In the middle of a wide field beneath an eternally sunny blue sky, cooled by gentle breezes travellers may catch sight of Saint Francis. The saint is dressed in the humble brown robes of a monk and sits unmoving on a simple wooden chair, at a simple wooden desk, endlessly copying "Bibles" that actually contain a rough mixture of political speeches, travel guides and local news. All from San Francisco of course. Saint Francis is also three hundred foot tall.

As he writes Saint Frances supports an enormous bright red kite tied to his right shoulder by a tail that looks like someone took several golden gate bridges and wrapped them around each other like the threads in a length of twine. To this enormous kite several more kites are anchored, and to those even more. On and on in an enormous widening cone of many coloured kites. All interconnected by a labyrinthine network of bridges, cable cars and even subway tunnels hanging from the undersides.

This is Saint Frances' city, an enormous metropolis built onto the backs of thousands of kites. In many ways it is an exaggeration of the perception of San Francisco. In other ways it's as nuanced as the original but places the popular perception front and centre so it cannot help but colour a visitor's impressions. In the more tourist and commercial areas it seems every other building is a coffee shop where locals debate politics and recite amateur poetry or music. There is normally at least one parade every day.

Atop the very highest kite is the imperial palace, where Saint Frances' City is ruled by it's beloved emperor. A Dreamlands reflection of the government of San Francisco; with the personality of Emperor Norton and the fashion sense of Napoleon Bonaparte.

Note for those who have read Astral Realms

The Dreamlands are similar to what the Atlantian Mages call the Astral Realms. How would a Princess perceive the Astral, and how would a Mage perceive the Dreamlands? In many ways the question is purely academic. Only in the most bizarre and unlikely circumstances could a Mage enter the Dreamlands or a Princess arrive within the Astral.

But for the sake of academic curiosity let us pluck a Princess of Diamonds and a Mage of the Mysterium from their lives and give each a copy of Princess: the Hopeful and Astral Realms to read. Over the course of much debating they would touch upon several ideas: They might say the two realms are one and the same, seen from different points of view. Perhaps they are different manifestations of the same phenomena. They may question the possibility that both the Dreamlands and the Astral Realms are like metaphysical "web-browsers"; they are mostly separate but one may see the effects of the other by observing the changes in the "website" they connect too. Perhaps one might propose that the two realms are simply unrelated. The possibility to test this theory is sure to delight both. What would happen if the Princess stood patiently in St Frances' City while the Mage used an ancient Atlantian artefact, The Scythe, to destroy the Tenemos realm of San Francisco. When the Princess sees the destruction St Frances' City followed by it's restoration when the Gales next blow through they would be forced to conclude that there is some overlap. At this point they would begin debating which of the earlier theories were true, but after much thought they would be unable to determine if the theories are even meaningfully different.

And what would our scholars think of their opposites realm? The Princess would look at the layers of the Astral with bafflement, and a little distaste. How can the Oneiros and the Tenemos be separate? The concept of an individual human is meaningless outside the context of humanity, and how can you have humanity without the individual humans that comprise it? While any follower of the Court of Diamonds would have little trouble understanding the concept of travelling through word or symbolic associations she would be baffled as to why the Astral runs on such principles. From a Princess' point of view they're far too small a part of human existence to underpin humanities collective unconscious. She

might conclude that the Astral was built by something inhuman trying to understand humanity, and muse what this implies about the Mage. This can only end in a heated argument.

Wishing to map the unknowable The Mystagogue would focus on the structure of the Dreamlands. That part looks like the equivalent of this Tenemos realm. This section looks like an Oneiros. But how does it all fit together? While the two realms don't always map to each other this does not mean that progress cannot be made. Some deductions are clear; like the Foundation and the Omphalos being the same. It will not take long for the Mystagogue to broadly conclude that the Dreamlands are a very peculiar hybrid of the parts of the Astral that they call the Tenemos and the Dreamtime, constructed from sealed representations of millions of Oneiros. Trying to go past the low hanging fruit leads only to confusion. Inhabitants of The Kingdom are present in the Dreamlands but there is no trace of them in the Tenemos. Not even of the vast territories governed by the Queens. Attempting to find a relationship between the association-connections of the Tenemos and the physical distances in the Dreamlands gets nowhere. As the Mage works he might mutter words like "Less True" or "only Fallen". This can only end in a heated argument.

Appendix B: Embassies

If there is any one secret of success, it lies in the ability to get the other person's point of view and see things from that person's angle as well as from your own.

– Henry Ford

Embassies are the “Z-Splat” of Princesses, representing a cause or concept that the Princess takes responsibility for, by incorporating it into her very nature.

In the days of the Kingdom Embassies were actual organisations. They offered training to their recruits and had elaborate long term plans. Some were Embassies to specific concept with a broader goal to improve that concept. Some Embassies were actual Embassies, a kingdom's representative in foreign lands. They wielded magic half way between the Kingdom's and their contemporaries and this provided common ground for diplomacy.

At least, that's what the Princesses remember in their fleeting dreams of the Kingdoms. No one knows if that's what Embassies actually did, but it could have been. Today's Embassies might not be the grand and organised diplomatic missions of the Kingdom in it's prime but they are still a way for a Princess to meet another half way.

Designing Embassies

Embassies are essentially efforts to humanize or redeem a concept, or at least make it less hostile to humanity. Some of them permit easy access to other realms, as with Death, Ephemera and Ocean; others make it easy to deal with unusual creatures as peers, as with Arcane and Ephemera. Some focus mostly on parts of the mortal world, like Machine and Economy. Then there are Embassies like Destiny, that open relations with a preternatural power ...

When a Princess first joins an Embassy, she becomes a Secretary. She must have an Inner Light of 2, and usually must also have a specific dice pool of 5 or more while transformed. A Secretary typically gains three powers:

- A personal power related to the Embassy's domain, that the Secretary can use at any time, even in mundane form;
- A change in her transformed state, or access to a new transformation, that permits interaction with the Embassy's domain;
- The ability to spend Wisps to give other people a part of the Secretary's freedom in the Embassy's domain.

Reaching Inner Light 4, and 7 in the Embassy's dice pool, qualifies a Secretary to advance to the rank of Consul. This usually grants two powers:

- A new, greater personal power related to the Embassy's domain, or a further change in the transformed state;

- An extension of the freedom the Consul could extend to others as a Secretary, or a second such freedom.

Finally, a Consul with Inner Light 6, and 9 in the Embassy's dice pool, rises to the rank of Ambassador. Becoming a full Ambassador invariably reshapes a Princess' magic in a significant way – a great change in her transformed state, the power to command the Embassy's domain, and a beneficial alteration to her Charms are all possible. However this is a fundamental change to her magic and always comes with some sort of Drawback. Unless specified otherwise the Drawback is always active, even in a Princess' mundane form.

A Princess joins an Embassy by accepting a fragment of its domain into her magic. Every Embassy, therefore, marks its members' transformations in some way. For most Embassies, as already noted, the marks are linked to one of the powers the Embassy gives; but even when a link is absent, the Princess' transformed state will always reveal her status. When designing an Embassy, note how the transformations of a Secretary, Consul and Ambassador alter to reflect their offices and privileges. An Embassy also marks its members' psyches, which are expressed in new habits, attitudes and tastes; attraction to the Embassy's domain, or a resemblance to examples of it, are typical.

Embassy to the Arcane

Do not meddle in the affairs of wizards, because they are subtle and quick to anger ... Of course, I'm very, very good at not being caught.

Alternative Titles: The Sorcerer's Embassy, the Order of the Witch-Finders

Informal Name: Spooks, Sparkles, Witches (not by the Embassy themselves; they consider Witch a technical term for a specific kind of magic user, though they rarely agree which name should be used for each kind of magic.)

The power of the Light, with its Charms and its Transformations, and the corrupting power of the Darkness which degrades all that it touches, are not the only unseen forces on the Earth. The arcane and the sorcerous are all around you, if only you know where, and, perhaps more importantly, how to look. A middle-aged housewife carries out small rituals on her kitchen table, her manipulations of luck allowing her children to get scholarships for the fancy private school down the street. A coven meets out in the woods round the back of town, and when they do so, pets from all around the place go missing. In an obscure civil service department magicians archive binding treaties between the ancient druids and nature, the government pays them to prevent the penalty clauses from coming to pass. And in the high-rise skyscraper in the middle of town, rich, intelligent and prosperous men and women meet, and have a pleasant dinner together. Over coffee, they discuss the will of the immortal, once-human sorcerer-kings who they claim rule the world, and, through dreams and portents, make their will known to their servants upon the Earth.

Yes, magic is indeed everywhere.

But it isn't right, many Princesses say. Some say it is far too easily used for control or to hurt people. Others complain that magic is too exclusive, most of the best powers are locked away until you're *chosen* or sell your soul to the devil; metaphorically or sometimes literally. And yet it has such potential. Many Sparkles are enamoured with the way (some) magic comes from within people and see it as morally superior to the way technology invests power into expensive machines. Others are drawn to the raw power of magic, especially in the areas where it still has a lead on technology. Regardless of their motivation, making the right sort of magic easily available to the masses is a common focus for this Embassy. The irony that they themselves have powerful magic that cannot be shared with the masses is not lost upon the Spooks, but finding some way to bestow Blossomings upon everyone is usually considered a fools errand. As far as anyone can tell not even the Kingdom at the height of it's power managed such a feat.

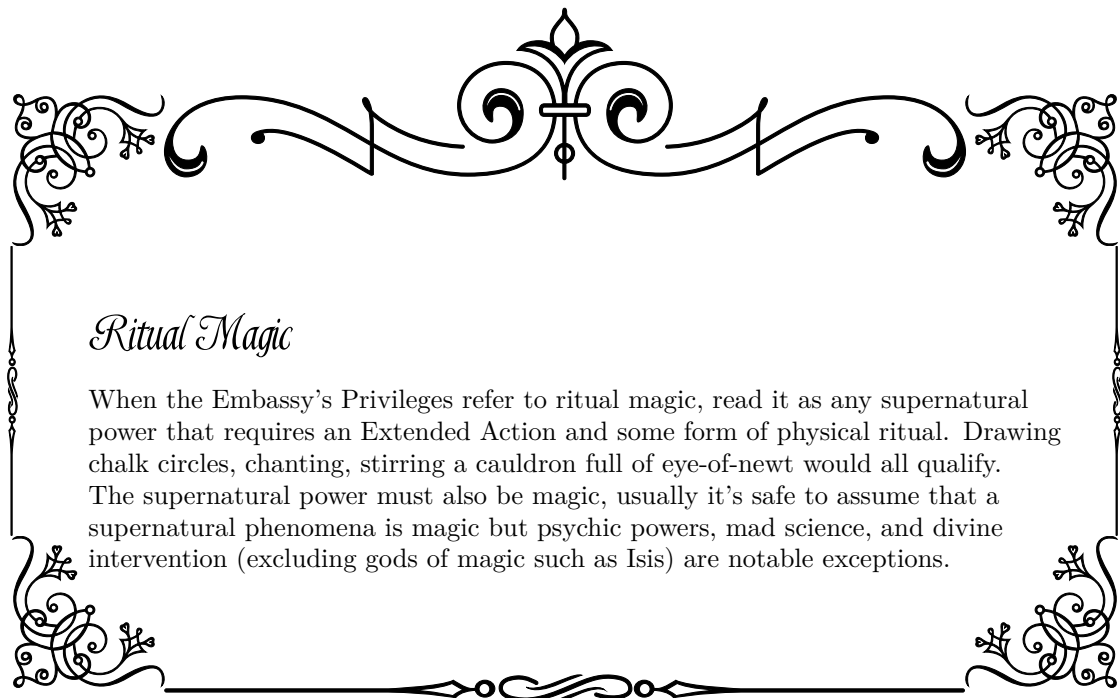
Most of the day to day duties of the Embassy revolve around talking to magic users or watching them from a distance to learn about their magic. Like Princesses, magic users are regular humans who can

touch forces others cannot so the socially gifted Hopeful can often find common ground, but it doesn't pay to be careless. While many, perhaps the majority, magic users are not capable of anything more than cantrips some magic users are more powerful (or at least more dangerous) than an experienced Princess and far too often magic requires or causes madness or malice in it's practitioners; so all in all a Princess should be careful about who she gets close to. Yet for some Sparkles this is what brought them to the Embassy. Not all members have some grand design for changing magic, some just want to help mages recover from their own powers.

Marks and Requirements

The ambassadors to the Arcane might not actually be witches, but they sure do look like them. The Embassy wears a lot of black and pointy hats are hardly unknown, others sparkles favour purples or greens. Unsurprisingly regalia often resembles magical amulets and similar trinkets: Silver jewellery in "occult" styles like pentagrams are common, with natural motifs or Celtic imagery being a joint second, but Sparkles can adorn themselves with Heraldry and Regalia from any magical tradition. To join the Embassy requires at least some study of Occult lore and so any mystic runes included in Regalia is usually accurate. This can give away more than the Princess would like – but then as an expression of her idealised self, Regalia typically does that.

As an Embassy dedicated to study of the Arcane; the required Attribute for the Embassy is Intelligence, and the required Skill is Occult.



Secretary Privileges

Maiden's Intuition

The Sectary intuitively understands the strange and unpredictable logic of magic. In both her transformed and mundane identities she applies half her Inner Light (round up) to all Occult rolls except those used to activate a Charm or other supernatural power.

Witchsight

With the right Charm any Princess can see the presence of a supernatural being but most magicians are not inherently supernatural. They are ordinary people who have learned to wield hidden powers through study and dedication.

A Sectary to the arcane can learn to spot the signs: Symbolic adornments, peculiar wounds or odd habitats that hint of magic's presence. Just about anyone might wear a crucifix but the ones still carrying traces of the rare incenses used by the Catholic Church's secret order of witch-finders shine like a beacon to the Sectary's eyes. At any time, but no more than once per session for any single character, the Princess may examine a person and roll Intelligence + Occult: A success reveals if the target is a magic user. For each further success the Princess may ask one of the following questions:

- What kind of magic is involved? The Storyteller should answer in broad terms such as "This magic requires the practitioner to suffer in exchange for power".
- Have I seen this kind of magic before? The Storyteller should say if the Princess has seen the same tradition (E.G. Theban Sorcery, Crúac, an Awakened Mage Legacy, a Thaumaturge Tradition, a Hunter Endowment, ect) and if they have where they last saw it.
- What are the emotions behind this style of magic? If the magic involves more than one person (including sacrificial victims, paying clients, or summoned beings) pick the strongest emotion.
- How competent is this practitioner?

If the magic is intentionally obscured the storyteller should assign a penalty or allow the roll to be Contested. If the obfuscation is supernatural a Clash of Wills ensues. A Princess can't notice a witch's unusually accurate occult jewellery if she leaves it all at home, so the witch should get a roll to make sure she's hidden all the signs. It is important to note that this Privilege is designed to compete with mortal level or Princess level magic users. A Secretary to the Arcane is not going to uncover any startling revelations about the Queen of Mirror's true nature just by watching a Brat perform a Charm. Whatever reason the Queen had for telling people that Specchio was the magic of the True Heir, when a Witch studies the symbols of a Brat everything she can see only confirms the Queen's word.

Hectae's Daughter

By spending a Wisp the Princess may grant the benefits of Maiden's Intuition to another for one scene. The beneficiary may hold onto their intuition and activate it at a later scene, but the benefits vanish at the stroke of midnight.

Consul Privileges

Omen Eyes

The Princess' Witchsight expands. She may now examine things as well as people. The first success tells her if the target is either magical or a direct result of magic, for example a car crash caused by a curse. Further successes allow her to ask the same extra questions as Witchsight to learn more about the people and principles behind the magic.

If the Princess can sense magic directly (such as with the Charm A Magical Girl's Eyes) then she may examine an active enchantment created by ritual magic to learn about the person who created the spell. This functions identically to targeting the magician directly with Witchsight (Normally A Magical Girl's Eyes can only tell you about the spell itself).

Mother's Guidance

The Princess may grant her eyes to another. By spending a Wisp she may give her target the benefits of Witchsight for one scene. The recipient may choose to hold onto Witchsight and activate it during a later scene, they may hold onto Witchsight until the stroke of Midnight and not a moment longer.

If the Consul also spends a point of Willpower the recipient also gets the benefits of Omen Eyes.

Ambassador Privilege: Crone's Wisdom

At the apex of understanding the Princess can not merely participate in magical rituals (even the ones usually incompatible with an Enlightened soul) she may also use her own natural magic to empower them. When the Princess acts as a secondary actor for a ritual she may spend 1 Wisp for every fuel point (including willpower points) spent by the primary actor, if she does so then she may apply her Successes to any spell factor other than potency, or as a +1 to the primary actor's roll like normal; at most the Princess can contribute half the primary actor's total Successes directly into Spell factors.

The Princess has full control on which spell factors she affects but she may discuss it with the other participants before hand, it is also immediately obvious to any competent magician observing the Princess' ritual what she is attempting to do.

The other thing the Princess can do is change who or where a spell is targeting. Normally this will cause a magician to stop the ritual immediately, but if he's targeting the Princess through sympathetic magic there's a good chance he won't be able to see the Princess' counter ritual. This does require that the spell takes long enough for the Princess to retaliate with a ritual of her own, but any Ambassador to the Arcane worth her salt will protect herself with wards (like the Charm Safety in Mortality) and do so well enough that a lengthy ritual will be required to break through.

To hijack a spell the Princess rolls as a secondary actor like before and allocates her successes to changing the target, if she allocates more success than the primary actor's total successes she may choose any appropriate target she likes. If the ritual uses either Intimacy or Sympathy as a modifier (similar systems may apply at the Storyteller's discussion) the Princess may redirect it across an Intimacy link; she applies her Intimacy penalty as normal unless she's redirecting the ritual to it's source. In that case apply the lower of Intimacy and whatever Intimacy or Sympathy penalty the magician is under.

Embassy to Childhood

I assure you, my credentials and references are practically perfect in every way.

Alternative Titles: Governesses

Informal Names: Mary/Maries, Julia/Julias, Roger/Rogers, any title used to refer to childminders or babysitters.

The Nobility wish to build a future, but children are that future. The Embassy to Childhood know this better than most, whether they work with one child at a time or entire classrooms they invest their time into humanities youngest. Equal parts compassionate and critical, the Embassy expects great things from future generations and will give them all the tools they need to achieve that greatness.

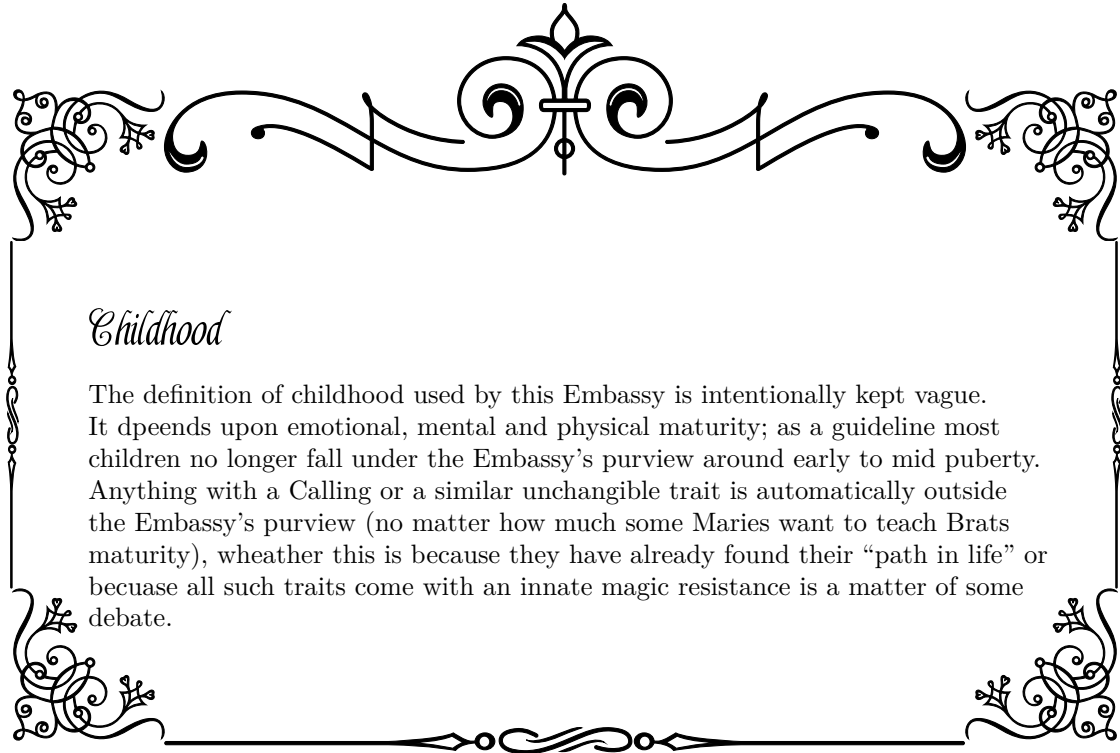
Mostly they do it because they really love working with kids.

Marks and Requirements

Princess who join the Embassy to Childhood are without fail enamoured with children. Their maternal or paternal instincts form a powerful bedrock to their magic. Most members of the Embassy are at least in their late twenties, a demographic rarity among the Hopeful, and it's expected that rather small Embassy will grow once the current generation begin to start their own families.

Graces and Troubadours are the most common, children have unlimited potential for a Grace to nurture and they make enthusiastic audiences and honest critics for a Troubadours art. Seekers and Menders are rarer and usually specialise in child-focused subsets of their Calling. Champions are the rarest and only found in more dangerous parts of the world. The most common Queens are Hearts and Clubs who both have strong communal values they wish to pass to the next generation. The carefree and irresponsible values of Spades make members rare.

Governesses tend to one of two extremes, their transformed selves and regalia either adopt the youth and energy of children or the dignity and authority of adulthood. Exceptions are rare. The required Attribute is Composure and the Skill is Empathy.



Childhood

The definition of childhood used by this Embassy is intentionally kept vague. It depends upon emotional, mental and physical maturity; as a guideline most children no longer fall under the Embassy's purview around early to mid puberty. Anything with a Calling or a similar unchangeable trait is automatically outside the Embassy's purview (no matter how much some Maries want to teach Brats maturity), whether this is because they have already found their "path in life" or because all such traits come with an innate magic resistance is a matter of some debate.

Secretary Privileges

Supernanny

The simplest power of the Embassy is to get along with children. Any social roll targeting a child gains the 8-again rule and the Princess' impressions are always one level better than they would normally be to a maximum of perfect. This does not apply to activating Charms other supernatural abilities.

In addition, if the Princess has any Dreams that centre around helping a child - and as a member of this Embassy she is sure to do so - if she gains a Luminous Beat in the presence of that child they also gain a Taught Beat. As always five Taught Beats is equal to one Taught Experience, but Taught Experience cannot be spent without the help of the Embassy's later Privileges.

Maternal Instinct

The Embassy to Childhood is not a combative embassy. Even in the worst war-torn parts of the world their powers and attitudes are best suited to keeping the children as happy as possible while the Champions and more political Graces try and deal with the bigger issue. Yet if the situation leaves them the responsibility of protecting a child from harm they will not be found lacking.

Whenever a child is in significant danger the Princess may spend a wisp to turn any roll intended to protect the child into a rote action, as a rule of thumb physical harm should be at least Lethal damage and psychological damage should be worth a Breaking Point, less immediate dangers such as slow acting poisons or kidnapping also qualify of course.

The purpose of this privilege is to protect children, not kill Darkspawn. Sometimes killing the Darkspawn is the best way to protect a child but in a serious firefight it is permitted to ask why the Secretary is attacking monsters rather than shepherding the children away from the action. Intentionally exposing a child to danger to unlock this privilege is naturally a Belief compromise.

Setting an Example

The Embassy isn't supposed to go around upstaging a child's regular parents and teachers so they can get all the love and adoration for themselves, for one thing it would break the parent's hearts. They are supposed to lead by example and help the child-rearers who need support. To this end they can spend one wisp to grant an adult the benefits of supernanny on all social rolls with children for a day.

The Princess can reflexively revoke this blessing if she believes it is being misused.

Consul Privileges

Nanny we need you!

The Consul can teach children a magic phrase, preferably something they won't say by accident. If a child she has personally taught the phrase says the magic words then the Princess will immediately get a vision of the child at that exact second, which shows the context behind why they said the magic words. If the Princess thinks it's important she can spend one Wisps and one Willpower to instantly teleport to the child's side; if she prefers to be less blatantly magical she can instead teleport somewhere nearby like outside the front door. The Princess cannot teleport without being in her Transformed identity, but she can receive the vision in her mundane identity and then Transform before teleporting.

Drawback: Every time the magic phrase is invoked the Princess gains a very distracting vision for one turn. Normally this is no issue but if she can't wait a few seconds any action that turn takes a -3 penalty.

The Wind's Change

The bittersweet truth of the Embassy is that every child they mentor will eventually outgrow them. This privilege reminds Julia that even if they part ways, the time she invested in a child will always remain inside the adult he becomes. This privilege may be invoked shortly before or after a child becomes an adult; and it always marks the last time the Embassies' Privileges will treat a person as a child. To do so the Consul gives some parting advice and spends three Wisps. When she does so the child can spend any Taught Experience (and supplement it with regular Experience if he desires) he gained from being mentored by a Governess.

Taught Experience spent through this privilege may only be spent on Integrity or Mentor. The mentor Merit manifests as the man thinking back on what he learned in childhood. In extreme situations he may even meet his memory of his governess in a dream. The maximum dots in mentor depend on the Governess' competence, but a Princess with Inner Light 5 is probably worth five dots.

Ambassador Privilege: Supercalifragilisticexpialidocious

The final Privilege of the Governesses may be the most powerful, or perhaps just the most unexpected, ability known to the Radiant. With a touch they can take a dot of their own Inner Light and put it inside a child.

Children given this blessing benefit from the full Princess template except that they retain Integrity instead of Belief. When a Princess' magic varies with Belief treat the child's as 5. The child does not have a Calling, they're too young to have chosen their path in life, nor do they start with Charms, Transformed dots, Invocations, allegiance to a Queen or membership of an embassy.

While they hold their Governess' Inner Light the children can earn Luminous Beats as normal, but they cannot spend them. They may also convert Luminous Beats into Taught Beats at a 1:1 ratio, though Luminous Beats can also be saved and spent normally after Blossoming. (This is less unlikely than it sounds, since many Governess' choose their students by following a White Rabbit to the child)

When recovering Wisps they may use any Calling's duties but only gain half the Wisps (round down) but they gain the full benefits of their Circle. They can't buy Charms, Inner Light, or Transformed Dots and they cannot join an Embassy, though they can be granted Charms and Invocations by their Governess, granting Invocations does require the child to follow the philosophies.

The child retains their granted powers until the Governess chooses to revoke it, they reach adulthood, or they Blossom of their own accord. This also severs any connection to a Queen. Any Shadows remain, they have no mechanical effect but should be roleplayed until they're removed for good.

Drawback: Giving a child part of your Inner Light is not metaphorical. Any dots of Inner Light given to a child are removed from your sheet, until you take them back. The same goes for Charms, if you give one of your Charms to a child you cannot use it or loan it to any other child until after you've taken it back. The Ambassador cannot benefit any traits that she no longer has the Inner Light for, with the exception of her Privileges which always remain available.

While there's no end of educational outings you can enjoy if you've given someone the right Charm, and sometimes it's necessary to give power and guidance to people you trust, no matter how young, in an emergency. Recruiting young children as your minions for your own benefit will damage your Belief and your connection to the Embassy.

Embassy to Death

Death is an end. But it is not the end.

Nickname: Reapers

Long ago, the nature of death was different. Before the Fall, death was merely another step on a greater journey. The grief of losing a loved one was leavened with the knowledge that they were in a good hands, safe hands. And when death took you suddenly, you could always linger for a little while to say goodbye. This is no longer the case. Death is common, sudden, and often painful. Death's old air of solemn, bittersweet tranquility has been replaced with bereaved grief and fury at an unjust or senseless death. Ghosthood, once a way for the departed to set their affairs and say goodbye, has become a torturous trap for wounded souls.

The Reapers try to ease the transition from life to death. Ambassadors to Death and the dead, they comfort both the dying and those who survive them. They both honor the souls of the departed and appease the ghosts that linger. When Death is wrongfully called down, denied, or shunted onto another, the Reapers approach to reconcile the imbalance. All Reapers hope that one day, humanity looks upon death not in fear or desperate denial, but with peaceful, solemn acceptance.

Marks and Requirements

Reapers have a connection to death. Many of them have felt the pain of losing a friend or loved one, and even those who haven't lost anyone personally have suffered vicariously through the loss of a patient. They often seem old or unusually mature for their age. Reapers tend to be calm and tranquil types, often comforting others with a soft, quiet kindness. However, some are energetic and rambunctious, living life to the fullest while the Kindly Boatman waits in the background. Either way, the key Attribute for the Reapers is Resolve, and the key Skill is Empathy.

The Regalia of the Reapers often bears the trappings of death. Many dress in colors associated with death such as dark grey or black in the west, or white in the east. Many take on a mythical symbolism. Some appear as kindly reapers in long black robes, others resemble compassionate angels of death with grey-feathered wings. (Despite his inhuman nature, the kind, solemn manner of DEATH from Discworld is a good example of how a Reaper might act.)

Secretary Privileges

Still Masque

Few things ever seem to faze one who entreats beyond the mortal coil. In situations where she is being directly threatened with violence or death, or in any scene where a mortal dies, the Secretary gains the Blessing Condition, giving her a dot of Composure. This only happens once per scene. It counts as a normal dot for dice pools, resistance, and all derived attributes, including initiative and maximum Willpower, though she does not gain a point of Willpower in these circumstances.

Further, she can draw strength from facing her own demise; if she takes at least 3 points of lethal damage in a single attack, she counts as having fulfilled her Vice. If she begins to bleed out from lethal damage, she counts as having fulfilled her Virtue. Note that the usual rules for how frequently Vices and Virtues can be fulfilled still apply.

Envoy to the Departed

While transformed, a Secretary can see and speak with ghosts (even if they don't share a language) in Twilight, and interact with them as if they were solid. She can also see, touch and manipulate inanimate objects in Twilight providing that a Ghost could do so. This power also allows a Secretary to spot the presence of death around an area or a person, and gives her an Unseen Sense (Death Magic).

Clothing the Dead

Once per scene, the Secretary can spill ectoplasm out of her nose and mouth. Ectoplasm is a white, some-what sticky film in which ghosts can manifest easily, and it can be shaped into a glossy surface that reflects images of nearby ghosts in Twilight that anyone can see. She spends 1 Wisp and rolls Empathy + Inner Light. With 1 success she produces enough ectoplasm to form 1 handheld mirror; 5 successes is enough for a full-length mirror. Coating an object or structure in ectoplasm gives it the Open Condition for all ghosts [CofD 134]. The ectoplasm and the Open Condition last for 1 scene.

Consul Privileges

Avernian Key

The Consul's bond with death allows her to walk into the Underworld freely. She can open an Avernian Gate; she need only touch the Gate and spend 2 wisps. The Gate remains open for minutes equal to her Belief, and anyone may pass through it ... in either direction.

Euthanasia

Pain is felt only by the living. By touching the target and spending 1 wisp, a Consul can bring down a tiny touch of death onto herself or another, enough to utterly wipe away all pain for a scene. While this power is often used to soothe the suffering of the dying, it is just as often used to allow an ally or oneself to ignore the pain of grievous wounds. Give the Pain Immunity Tilt.

Ambassador Privilege: Flesh without Substance

An Ambassador to Death may throw off the bounds of solidity that hold her body in the world of flesh, and walk, as immaterial as a shadow, in the grey world that exists just beyond the visible. As a reflexive action, the Ambassador may spend 2 wisps, or 1 lethal damage (the damage manifests in a form appropriate to her Threshold, if Geist: the Sin-Eaters is being used), and enter the state of Twilight. To leave the state of Twilight, and return to the material, she performs the same reflexive action. To those who see this change in state happen, the Princess either falls apart in a shower of grave-dust and fog, or pulls herself together from the thin air, dust-motes building a new body from the air in a sudden blur of motion. While in the state of Twilight, the Ambassador counts as a ghost, for the purposes of magic which detect, harm, ward against, or permit interaction with ghosts, though explicitly not ones which would bind or summon them. She can also be abjured or exorcised as ghosts are; abjuration forces her to avoid the abjurer or materialize, and exorcism forces her to materialize, and remain materialized for at least 24 hours.

Note that, as the ability is reflexive, it may potentially be activated multiple times in a single turn, permitting the character to “phase in”, attack, and return to Twilight, without giving an enemy a chance to attack.

Drawback: This drains the solidity and vitality of the Ambassador in a less concrete sense. Each time the ability is used, whether to enter or leave Twilight, the Ambassador suffers a cumulative -1 to all physical and social actions for the rest of the scene. Moreover, Twilight is often not a happy place; some might say that being solid to the denizens of that state of existence is flaw enough in its own right.

Embassy to the Dreamlands

We live two lives, in two worlds. Each is missing something we dearly need. Our task is to bring them together, to build something new, something whole and complete.

Alternative Name: The Lords and Ladies of Sleep

Informal Names: Daydreamers, Somninaughts, Terriers, The Resistance (defunct), Hearlds of the Rooster (defunct).

For centuries the Dreamlands has kept the souls of the Kingdom imprisoned, but not all souls touched by the Light were from the Kingdom. A rare few souls Blossomed without any help from a past life during the Long Night. Most were alone and without guidance but a some found a tradition left to them by their forebears: The Embassy to the Dreamlands. It was passed down the generations through books Charmed to find their way into the hands of another Princess. Within was a simple mission: Learn about the dreamlands, find a way to free the souls trapped within.

The efforts of the Embassy amounted to naught when the moon landing beat them to the release, but the Long Night is only the beginning of the story. The Dreamlands remains a source of hope, power and danger to the Enlightened. Today new Princesses flock to the banner of the Daydreamers, eager to explore the world that waits for them in their dreams. Though the release was not a silver bullet for all the world’s ills the Daydreamers still see it as a chance to heal the world. To hear them say it, Earth has reality but is short on hope. The Dreamlands is full of hope but lacks reality. By becoming a living bridge between dream and reality the Daydreamers hope to forge something shining and new, the best of both worlds.

Marks and Requirements

The Embassy to the Dreamlands has one of the odder styles of Regalia. They are sleepers and dreamers but they are also explorers searching for new horizons in the Dreamlands. Their Regalia draws from both, adorning the Daydreamer in a clashing contrast of exploration gear and pyjamas. As though they

were woken up in the middle of the night and told they had five minuets to grab what they needed for an expedition and get out. Thick hiking boots are worn below a nightdress. Torches and climbing gear hang from a dressing gown belt. A plinth helmet and sturdy backpack are combined with flannel pyjamas. Even their bodies shift becoming rugged and built for tough outdoor conditions yet also soft and dreamy in movement with a faraway look in half closed or entirely shut eyes. No matter how awake and perceptive the Princess really is.

Most Somninaughts are Seekers. Many follow the Queen of Diamonds. They seek to study and understand the Dreamlands itself or they believe that the Dreamlands offers a fresh perspective that can lead to new discoveries in other fields such as sociology or the history of the Enlightened. Followers of the Queen of Clubs are also well represented. The Wilds are often drawn to experience the world and no one – certainly not their Queen – said the world ends at the physical. Yet the most common court of all is the followers of the Queen of Mirrors. Before the release Onceborn Lightbringers often felt that freeing the Enlightened souls from the Dreamlands was a simple one step solution to fixing the world (and being crowned True Heir and saviour of course). Even now that it has been proven that things are not that simple many Brats still find that they prefer life in the Dreamlands, where their greatness is fully appreciated and honoured.

The Attribute and Skill of the Daydreamers are those used to navigate the Dreamlands: Wits and Empathy.

Secretary Privileges

The long history of the Embassy has left records of several heroes and heroines. To pay tribute to their forebears' memories the Lords and Ladies of Sleep have named the Embassy's Privileges in their honour.

As a Secretary a Princess is far from being the living Bridge the Lords and Ladies of Sleep seek to become. She can use herself as the anchor points but the bridge itself comes later.

Alice's Daydream

By spending a Wisp the Secretary can instantly find a Crawlspace anywhere she wishes (it still costs a Wisp to open the Crawlspace). A roll is only required if some magical barrier attempts to block access to the Dreamlands, in which case the usual Wits + Empathy + Shadows dicepool can be rolled to overcome the barrier.

The obvious implication of this power is that the Secretary can fall asleep whenever she wishes by opening a nearby Crawlspace. Without magic it is literally impossible to prevent her from dropping off.

Christopher's Parallel Lives

Most Princesses need to sleep to reach the Dreamlands but a Lady of Sleep needs only to daydream, allowing her to act in both worlds. When the Princess unlocks a Crawlspace she may spend a point of Willpower in addition to the usual Wisp. If she does so her daydreams allow her Transformed and mundane selves to part ways: The Transformed self travels into the Dreamlands while her mundane self returns to everyday life.

Both the Princess' bodies calculate their stats as normal and share any variable stats like Wisps, Willpower or Shadows. There is no Sympathetic link between the Princesses two selves, the protection of Dual Identity ensures it. However both are able to talk with eachother, but this requires their full concentration. If the Princess is a Consul and has begun to build her bridge communication between her two selves becomes as easy as talking to someone standing by your side.

Drawback: While the Princess is daydreaming of her perfect self having fantastic adventures in a fantasy world, a part of her mind is devoted to her Transformed self. Both her two lives must accept a -1 penalty on all Wits rolls and a -2 penalty to Initiative. In addition she looks like she is daydreaming, which may be considered rude and inflict social penalties. Finally neither of her two selves are able to Transform until they reunite.

Lucy's Wardrobe

By touching another person and spending a Wisp a Secretary can instantly show them a Crawlspace, it is up to the target if they wish to go through. Mortals and others who cannot use Wisps may unlock the Crawlspace with a point of Willpower. However this Privilege does not grant the target the ability to open Crawlspace within the Dreamlands so unless the target naturally has that ability or finds a Princess in the Dreamlands willing to lead him back they could easily be trapped. Crawlsapces leading to the Dreamlands function like normal. Crawlspace leading to Earth return the user to their sleeping body, or if they don't have one it will lead to just about anywhere.

If the Princess is a Consul and is currently using Christopher's Parallel Lives she may instead choose to have the Crawlspace cross upon her Bridge and arrive within the vicinity of her other self. If the Princess is an Ambassador and has the Crawlspace travel across her bridge then it will only require a single Success (instead of eight) to travel the complete length of the Crawlspace.

Crawlspace created by Lucy's Wardrobe remain for the remainder of the scene. However if the target can naturally reach the Dreamlands and they choose to enter the Crawlspace, it instead lasts for as long as any other Crawlspace would.

If the target chooses not to enter the Dreamlands they remain awake, so this Privilege cannot be used to send enemies to sleep in the middle of a fight. Like Alice's Daydream it can be blocked by magic, the Princess makes any rolls needed to contest magic that blocks access to the Dreamlands. When they succeed the Crawlspace appears.

Consul Privileges

When she becomes a Consul a Princess can form the framework of a Bridge between her two selves, allowing her to transport small items and even people from the Dreamlands, and to hang onto her mundane self in the face of the Gales.

Dorothy's Farmhouse

So long as the Princess' is using Christopher's Parallel Lives she can use her connection to her physical body and the walking world as an anchor to protect herself from being blown away by the Gales. If the Consul is fewer than her Resolve days outwards (or in a Queen's Domain) she does not have to roll to resist the Gales. Once she travels far enough outwards this Privilege has no effect at all and the Consul must face the Gales as other Princesses do.

Calvin's Tiger

With her growing connection to the Dreamlands a Consul can call nearly anything small item from beyond the wall of sleep, bring it to the real world and turn it into something real and tangible. When a Consul is transformed, needs a special tool and doesn't have it or anything like it, she may roll Inner Light + Wits.

Success draws upon her connection to the raw stuff of the Dreamland to create a piece of equipment well-suited for the task she currently faces, this is a Reflexive action if she is using Christopher's Parallel Lives. Otherwise she must touch an open Crawlspace and spend an instant action to summon Dreamstuff without the use of her bridge. She may then hold or touch a real object of roughly the right size and shape, concentrate for a full turn (losing her Defence, if in combat), and spend 2 Wisps to transform the object into useful tool. The transformed tool has an equipment bonus equal to her Successes -1 and must function identically to a piece of mundane equipment, though it may have an odd appearances or unusual operating principles. The transformation lasts for the rest of the scene, after which the object returns to its original shape. The Consul may use this Privilege a number of times per day up to her Intelligence.

Though the Daydreamer can bring Dreamlanders to Earth with Lucy's Wardrobe it still requires the Charm Astral Companion to ease one into a new body, while Bequeath remains necessary to create

more powerful tools from the Dreamland's. But the ability to draw power from the Dreamlands makes both charms easier. So long as Christopher's Parallel Lives is in effect she can use her bridge to aid the Charm's Invocation - the threshold for those Charms drops to 2x the target's Inner Light, Rank or dot rating. If she is an Ambassador and has completed her bridge the threshold for the Charm becomes just the target's Inner Light, Resonance or dot rating and she may make one roll a minute.

Ambassador Privilege: Wendy's Boys

An Ambassador becomes a living bridge between both worlds pulling the impossible idealism of the Dreamlands and the hard reality of Earth into a happy medium. This Privilege can only be activated when the Princess is using Christopher's Parallel Lives and has two effects, one on Earth and one in the Dreamlands.

On Earth the Princess creates what the Embassy has termed a daydreaming zone; in this zone the world begins to take subtle cues from the fantastic aspect of the Dreamlands: colours seem brighter and livelier, sounds seem to spontaneously harmonize, the rustling of leaves seems to be hiding something you can't quite believe is an animal, but may be so, mortals feel brighter as they bask in the fantasy of the Dreamlands, gaining +1 to Breaking Point and Compromise checks. Dreamlanders in a daydreaming zone can manifest, becoming physical for one Willpower per scene. If they do so then assume they are in the Dreamlands for all rules purposes.

In the Dreamlands the Princess bestows what the Embassy calls a lucid zone. The Dreamlands does not lose its fantastic nature but it seems more solid, more stable. In this place of sanctuary the gales do not blow at all. Both zones remain centred on the Princess at all times and extend to Inner Light * 10 yards.

Drawback: By completing the bridge between her two lives the two tracks of the Princess' mind reunite. So long as Wendy's Boys is active the Princess only has one action a turn, which she may spend in either world. She may still use Reflexive actions in either world as per the normal rules for Reflexive actions.

Embassy to the Economy

That is a common mistake, the actual quote is "The love of money is the root of all evil."

Alternative Names: The Accountant's Embassy, The Auditors, The Smith Institute

Informal Names: Suits (formally pejorative), Taxmen (pejorative), Lamars (pejorative)

Go back to the beginning of modern economics; to Adam Smith himself and you will find very different ideas to some free market ideals endorsed today. Adam Smith wrote as much on the subject of morality as he did upon economics and he tied his two fields together. Writing at length upon the need for a moral dimension to economics. Even one governed by, well, the government.

According to the Suits there is nothing wrong with the theory of capitalism, some go so far as to say there is nothing wrong with our current implementation of capitalism. The problem they say is people twisting the system for their own greed. You can't defeat greed by adjusting the rules any more than you can defeat thieves with a stroke of the legislator's pen. No, the only solution is to call a policeman.

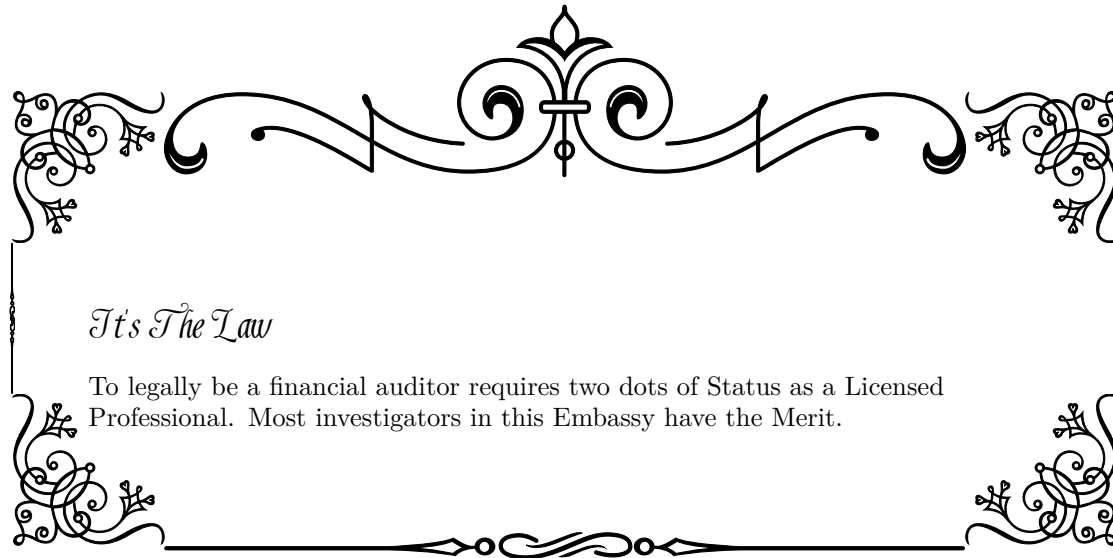
Marks and Requirements

Hopeful who join the Auditors tend to be well above the average age for a Princess. Most have had significant experience working in the corporate world, or the financial sector specifically. Seekers are predominant among the members, fighting white collar crime calls for a keen intellect and a deductive mind, not a good right hook. Graces have also begun to show greater interest in membership, turning from the Embassy's traditional focus towards building sustainable ethical businesses. Diamonds are

unsurprisingly the most common Queen but surprisingly Swords comes in at second place with a strong showing among financial lawyers but also turnaround consultants and corporate brokers who can fix or fund a good company with a sharp mind and a blazing presence that burns through red tape. A minority of corporate executives in stable companies follow the Queen of Hearts.

Members of the Smith Institute favour formal and mundane attire appropriate to the culture. In Europe and America this means suits, with ties for the Princes. Princes often favour executive style hair while the Princesses often possess power hair. Many members have slightly idiosyncratic tastes, one might prefer the finest hand tailored Italian suits while another dresses in the sharpest of fifty's suits, always with a matching hat.

Regardless of their job title, all members of the Accountant's Embassy are very good at economics. The required Attribute is Intelligence and the requires skill is Academics.



Secretary Privileges

Cutting the Red Tape

In both her Transformed and Mundane State a Secretary to the Economy finds it very easy to understand finance. They can hold vast tables in their head and fit them together like jigsaw puzzles. By spending a Wisp the Secretary may add half her Inner Light to all rolls to understand a financial system, including: Academics, Investigation and even Empathy to see through the person sitting across the desk trying to trip you up with lots of meaningless numbers. If the Secretary spends a wisp during an Extended Action she applies the bonus to every roll for that action.

Following the Money

While Transformed the Secretary can divine basic facts about an organization, and clues to its recent activities, by following the flow of money through it. To use this Privilege the Secretary must have access to a portion of the organization's funds (actual cash, checking account numbers, credit card numbers). If no other opportunity offers the Secretary can establish a link by buying something from the organization, and using Follow the Money on her payment. The Secretary tags the money by spending a Wisp; over the next 24 hours the Wisp touches all the organization's assets and sends data back to her subconscious. After a full day has passed, the Secretary rolls Intelligence + Investigation + the equivalent in Resources dots of the assets she tagged.

Dramatic Failure: The Secretary gets a radically false idea of the organization's nature, purpose or recent activities.

Failure: The data does not form a coherent picture; the Secretary learns nothing.

Success: The Secretary establishes, to her own satisfaction, one of the following sets of facts per success: The organization's financial status (stable, near bankruptcy, etc), a significant source of expenditure, a significant source of income, a suspicious expenditure (a family values politician paying a prostitute), a suspicious income (a gun store making a sale without putting it on the books). If appropriate the answer may be provided in the form of a Clue.

Exceptional Success: Extra successes are their own reward.

It's Not What you Know, It's Who You Know

It doesn't matter what you know about finance, if you know a Secretary to the Economy you'll be fine. By spending a Willpower point the Secretary may lend another her dots in Academics, Investigation, Politics, Persuasion or Empathy for use in financial matters alone. The recipient gains the Held Charm condition, which lasts for up to a day. At any point during that day they can activate the held charm gaining the Blessing Condition increasing the chosen skill to the Secretary's dots for the rest of the scene. If their own Skill is greater they gain a +1 bonus instead. Lending another her dots does not deny a Secretary access to them.

Consul Privileges

Money Talks

The Consul can trace the flow of money in fine detail. When she uses Follow the Money, the Consul may ask for the answer to a specific question about the organization – one that can be answered “yes” or “no”, or that has an answer from a small set of alternatives, as far as the Consul knows. Success gives the Consul the true answer to her question; exceptional success gives her, in addition, an idea of the reason why the answer is true. On a dramatic failure, the Consul is convinced of a false answer. If the correct answer is not one the Consul considered when she framed the question, she can learn only that the truth is something she didn't think of.

King Midas Has Asses' Ears

There's often a big gap between knowing something is true and being able to prove it; a Consul can, however, bridge that gap, if she's willing to take risks. Whenever the Consul has learned a fact about an organization by examining its finances (either mundanely or magically) she may, by spending 2 Wisps, discover clues to a course of action which will end in that fact becoming public knowledge.

When she activates the Privilege, the Storyteller rolls her Wits + Politics in secret; for each success, the Storyteller gives the player one clue to the location of relevant evidence, the means of obtaining it, or the best person to receive it. The Privilege does not consider the Consul's safety or social position - it gives the surest and quickest path to the fact's exposure, no matter how high the cost of following it might be. The Consul cannot use the Privilege more than once on any given fact.

Ambassador Privilege: Shaking Hands with the Invisible Hand

The Ambassador's understanding of money is so deep that she can predict what organizations will do, even before they know themselves. As with Follow the Money, the Ambassador must tag a portion of an organization's funds with a Wisp and wait for a day while the Wisp finds the organization's assets.

The Ambassador then spends 1 Willpower and rolls Intelligence + Politics + the Resources value of the tagged money, and asks a question about a future action of the organization, the question must be straight forward and answerable in a few sentences, for example “when will the bank start shredding incriminating evidence”. If the roll succeeds, the Ambassador knows the true answer to her question;

for each success past the first, she learns the answer to one further question about the same action, expanding on the details.

Drawback: Submerging her mind into the flows of money removes the Ambassador from the normal human perspective, and hinders her ability to relate to people in other than financial terms. After activating this Privilege, for a number of days equal to her successes the Ambassador takes the Cursed Condition, gaining a -2 penalty to all her Empathy and Socialize rolls.

Embassy to Ephemera

Listen, you idiot. I know you mean well, but you're creating fear-spirits like you wouldn't believe it with your anti-mugger campaign. We're going to have to find a better way to do this than just appearing and attacking anyone who looks suspect.

Alternative Titles: The Animist's Embassy, Speakers to the World, Guardians of the Silent Hillside

Informal Names: Shamans, Jumpers.

There is a world beyond the one we know. And, frankly, it isn't very nice. As in, it's pretty nasty even compared to the real world. Oh, sure, an animistic universe may sound like a nice idea, and theoretically, the spirit world could be used to get Hope spirits to spread their emotion, and help the world; but once you've seen a spirit of Love steal the body of a person, then build an orgiastic cult around it with no limits and no safe words... well, the idea doesn't seem like such a nice one. Add that to the fact that, really, the Hopeful don't have much of a grasp on the spirit world (and so are prone to making rather nasty mistakes, as they misinterpret it in ways that are only prevented by hard experience and/or natural talent), and there's no wonder that many Princesses try their best to keep away from spirits, driving them away as best they can when they cause trouble, and not even noticing them the rest of the time.

Ah, but some among the Hopeful ... well, others might say that they can't leave well enough alone, but the Ambassadors to Ephemera argue that they will not turn a blind eye any longer. They hunt down spirits which steal the bodies of men and women (in a way different to the Amanojaku; physically and much harder to get rid of), and force them out. They study the changes in the spirit world, and use it to locate problems in the real world; in one famous case, a Hopeful in Rome located a serial killer before anyone had even reported their victims missing, by following the upsurge in murder spirits in the locale. They talk to the werewolf-folk, who are natives to that strange place in a way that the Hopeful are not, and try to dissuade them from hurting people (the record there ... has not been good, compared to other tasks in the Embassy. It's like those things don't find hideous amounts of violence morally wrong.).

Because that's one of the things that the Ambassadors to Ephemera warn those interested in their duties. The spirit world isn't nice. It isn't safe. Unlike even the most degenerate bloodsucker or hubristic sorcerer, spirits were never human, and so don't think like people. And the hounds of the moon which claim domain over the spirit world don't appreciate anyone fleshy wandering around in that place. Some have strange rituals which can force a Princess back through the barrier between worlds. Others ... prefer a more terminal solution.

After all that risks, one might wonder why any Princess might take up the duties of an Ambassador to Ephemera. Why not just focus on that which isn't from a hellish spirit world which has more in common with Silent Hill than with the Dreamlands? The answer is, so they say, that the spirit is a reflection of the real world in a much more immediate and real sense than the Dreamlands. Destroy the spirit of an object, and the thing weakens and breaks down; smash the object, and the spirit dies. If the spirit world, the hisil is bad, then that's only because the world is bad. If you can change the real world, you can change the spirit. And, perhaps more interestingly, if you can change the hisil, you can change the real world. Moreover, spirits don't go away if you don't believe in them (though research from the Embassy to Stories seems to suggest that faeries don't, either). Yes, it's often unpleasant to deal with spirits, to be forced to kill a host to get the spirit of rape out of the world. But the world of Darkness doesn't isn't one for pleasantries.

Marks and Requirements

The Regalia of the Shaman begins to take on the strange properties of the unseen world which she deals with constantly. Firstly, it begins to reflect the ambient Essence and Resonance, shifting and flowing to take on the nature of the surrounding. A sudden burst of anger in a bar across the street, and the colours deepen and become more vibrant, as the emotional intensity shifts the local Resonance. The bottom of her skirt might begin to drip blood at a murder scene, sometimes long after the death if the manner of it was especially violent. In the city, it greys and becomes regimented; in the country, it hugs close to her body and twines around her. Moreover, especially if the Princess spends a lot of time in the strangeness of the spirit world, the garments become somewhat decoherent and... well, ephemeral, starting to resemble something more like a very thick fog (still patterned, just slightly... fuzzy) rather than fabric.

Personal force and persuasiveness are essential traits when dealing with inhabitants of the hisil. The required Attribute for a Shaman is Presence, and the required Skill is Persuasion.

Secretary Privileges

Essential Feelings

First comes a sense for the illusive, invisible, yet omnipresent patterns of Resonance that surround the world. The invisible world is laid bare to the Princess, and she can understand it when it talks to her. As an instant action, the Secretary can study an object or area, and roll Wits + Empathy. Success tells her of the Resonance of the object, with one characteristic being revealed per success, strongest first. Particularly strong resonances (like the hate on a murder weapon, hidden in the knife draw), grant a bonus to the roll.

As a side effect of this, the character also becomes fully fluent in the First Tongue when speaking to spirits and Shadow-linked shapeshifters. This ability cannot be used to communicate with other members of the Embassy, nor with any other character who may have learned it for some reason. It can only be used on natural denizens of the Shadow. Moreover, the Secretary automatically feels if they are in a Loci, Barren, Glade, or Verge, and can reflexively and unconsciously roll Wits + Inner Light to contest any supernatural power that would obstruct this.

See the Unseeable

The invisible is laid bare to a Secretary to Ephemera. While Transformed, she can always see unmaterialised or unmanifested spirits, as well as possessing entities. Note that this does not give her any special ability to detect them; a spirit hiding behind the sofa is as hard to see as a person hiding behind the sofa. This affects (by default) sight, hearing, taste, and smell. The character may spend a Wisp to add touch to the list for a scene, allowing them to make unarmed Brawl attacks against spirits in Twilight. If the character is wielding a Regalia weapon she may use that as well.

Open Wide the Doors

To minister to the Ephemeral, one must be able to go to the Ephemeral. The Secretary has the ability to open portals to the Shadow, although at this level, this ability must be used in a Locus (which poses its own problems). The Secretary spends a Wisp, and rolls Resolve + Occult as an extended action, one roll per turn, to open the gateway. It stays open for a number of turns equal to the successes rolled, and then closes. The portal is of Size 6, so only one person may pass through it per turn. It is usually not best to linger around such places; not only do the lupine theriomorphs tend to object to people around the areas where you can open such gates, but things can come through the other way.

Consul Privileges

Spiritual Harmonic

A Consul to Ephemera may grant hospitality to the spirits, or banish a spirit that has overstayed its welcome. The Consul may spend 2 Wisps as an instant unrolled action to create a Resonant Condition. This Condition may be tailored to a specific spirit, or apply to any spirit with an appropriate Influence, as the Consul wishes; it remains for one day. The Consul can also suppress one of the Resonant Conditions that exist at her location, or on an object or person she can touch, for one day; the cost and action are the same. If a spirit has applied any Conditions that depend on a Resonant Condition, suppressing it starts a Clash of Wills.

In addition, the abilities of Essential Feelings expand. The Consul may, as an instant action, roll Wits + Empathy while studying a target. Success reveals if they have spiritual Essence (Essence from the spirit world or loci; ghostly Essence, for example, does not count) in their bodies; this includes the Uratha, the Changing Breeds, Skinthieves, and the Claimed. It also gives a hint to the nature, in the form of Resonance traits equal to success- es. (E.g. success against a Uratha won't tell you that they're a werewolf, but will tell you "Moon", "Wolf", "Rage", or an appropriate link to their tribe, for example). An exceptional success tells their nature, if the Consul has encountered and studied that type before.

The Sight Unveiled

At this higher level of competency, the Consul may grant the effects of See the Unseeable to another person, by touching them on both eyelids and spending a Wisp (either the Consul, or the target, may spend an extra Wisp to activate the ancillary effect to allow physical interaction). This gift lasts for a scene, and may be extended by reflexively spending a Wisp at the end of its duration.

In addition, as per Essential Feelings, anyone granted this ability also understands the First Tongue when spoken by spiritual entities.

Ambassador Privilege: Queen of the Spirit World

So long has the character interacted with the unseen, that she has acquired status among them, as they accept her as one of their own. The character gains a Spirit Rank equal to her Inner Light / 3, rounded down. Spirits of lesser Rank will typically treat her with respect, while ones of equal Rank will not (barring them just disliking her) go out of their way to aggravate her. Even spirits of higher rank may at least grant a little courtesy, though the Princess remains vulnerable to their displeasure. The full rules of Rank apply. Moreover, the character may spend a Wisp as an instant action, accompanied by a proud declaration of their self, to subtract their nominal Rank from any dicepool used by a spirit-based (including spirits, Claimed, and Uratha) which would affect them. This benefit lasts for a scene.

Drawback: Every time the character declares their Rank, a little of the spirit world seeps into them, changing their appearance. The body reasserts itself, but it is disconcerting to see the flames flickering in the pupils of a Princess who declared her Rank in the spirit world reflection of a burned-out tenement... especially when they spread to her tear-ducts. For the scene after the declaration of Rank, the character gains the Cursed Condition, she subtracts their nominal Rank from all Social rolls for dealing with people who are not spirits or spirit-based (the spirits find it perfectly normal).

Embassy to Fortune

You should realize by now, Your Highness. A cat has no duty but to do exactly as he pleases.

Alternative Titles: Embassy to the Cat, Those who Walk by Themselves

Informal Names: Dancers, Stalkers, the Cat's Girls (only used by the Cat himself)

It is oft-times boasted or bemoaned by the Princesses that they are the luckiest or unluckiest people of all, for on a whim fortune chose for them among all the world's brightest to Blossom in this life or another. They were given power and a purpose in life, but also duty and a Sensitivity to the suffering of others. Lucky or Unlucky?

Some of the Hopeful take this further. When an entire nation can stand or fall to a single roll of the dice, well lady luck is a fickle lover, if we want a fair and just world someone's going to have to load the dice. Some of the Embassy want to rig the game so the moral get the luck. Others would be content if good and bad fortune would be spread a little more evenly or if the stakes were lowered. The Embassy may well change Fortune some day, but if they do will they get what they hope for? Kiss the dice for luck.

The Embassy to Fortune is a rarity; its members have opened relations with a creature who claims to be the concept of Fortune incarnate, the opposite and foe of ineluctable destiny. He most often appears as a handsome ginger tom, with piercing green eyes and a the scars of many lucky escapes; since he never names himself, the Embassy just calls him the Cat. He has appeared in many other forms – a white Persian queen-cat with a diamond collar, a tall thin lazy-eyed man in an elegant and expensive power suit, a gamine girl in a catsuit hanging off a building cornice – but even the ones who aren't cats have a feline character, brilliant green eyes, and all of them have a shadow that writhes and churns with the pure chaos of random chance.

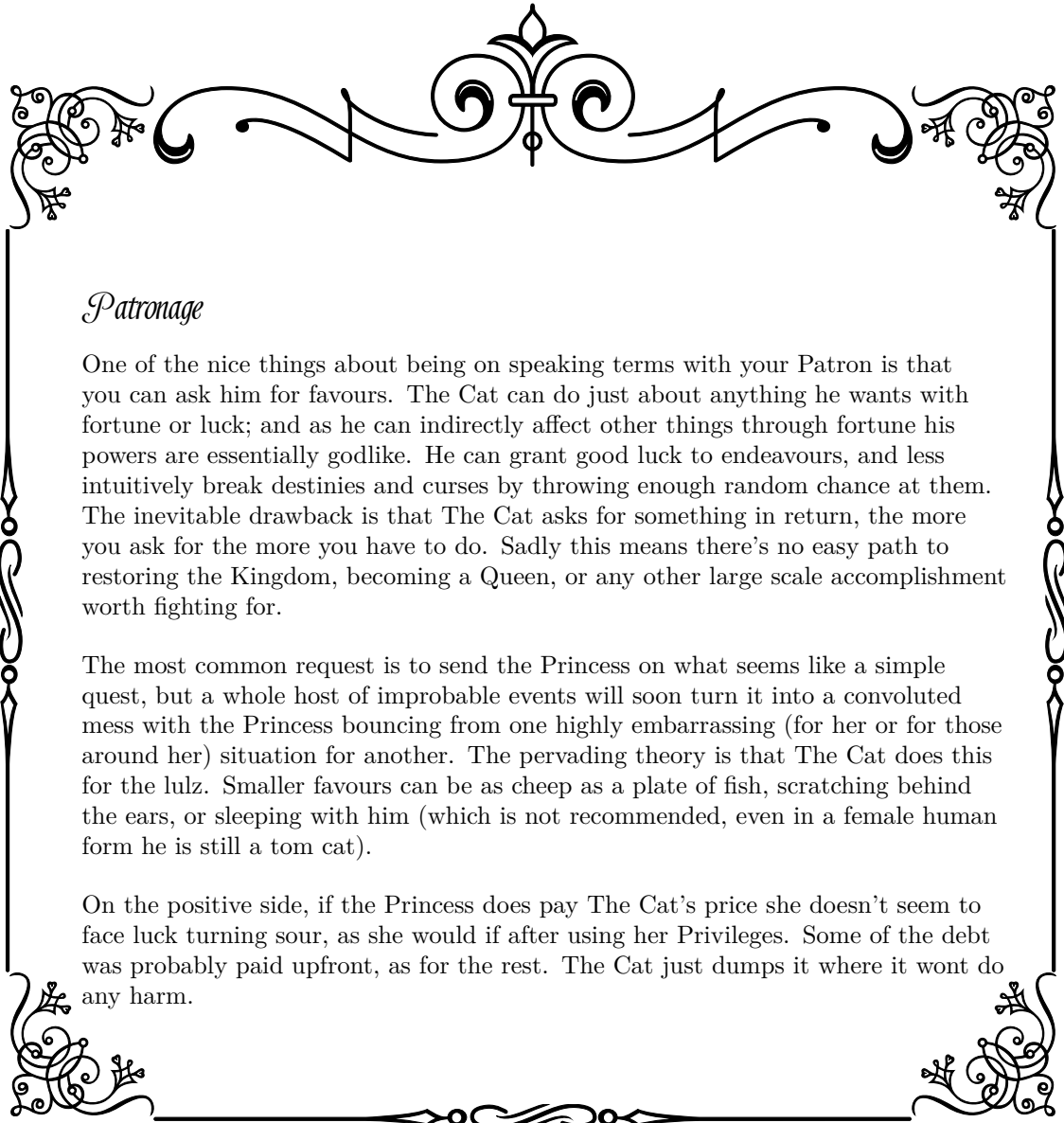
Why this living representative of luck chose to work with the Hopeful (for the Embassy seems to have been his idea) is still a mystery. The Cat himself always answers to his girls, but rarely does he give the same answer twice. Sometimes he says the world's fate has grown so interwoven and heavy that the world is doomed to sink under it and be destroyed; that it is his particular task to prevent this by by tangling the weaving of destiny with the randomness of luck (and maybe chase lose threads, just a little), and the release of the Hopeful offers him the best opportunity he can remember to carry out his mission. Sometimes he explains how a Blossoming is such a stroke of fortune for an entire community that it uses up everyone's luck; the good deeds a Princess' does is supposed to balance it out, but with the Nobility trapped in the Dreamlands the whole system fell out of balance and now they're back he's got to fix things up. Sometimes he explains that the Fall itself was nothing more than a stroke of bad luck; since good and bad luck must always balance out the Radiant are owed so much good luck only his personal assistance can repay the debt. And sometimes he explains it's simply because the Embassy is full of so many beautiful women, for he is a tom cat; if he gets too amorous a plate of fish or a ball of yarn will make him forget all about you.

Marks and Requirements

The marks of the Embassy to Fortune are of two separate kinds. The Stalker invariably acquires a mask; it can be as small as a thin half-mask around her eyes, or as elaborate as a full helm that covers her hair and face completely. The rest of her Regalia shifts to clothing that combines elegant beauty with freedom to move; somehow, it suggests the Dancer would be equally at home in a formal ballroom or leaping between rooftops. In that they imitate their patron, who likes to quote from the Just-So Stories: "I am the Cat who walks by myself, and all places are alike to me." Accessories often come in the form of a small tasteful lucky charm or two, it's not that rare for these charms to be bribes for the Embassies' feline patron.

The Cat's Girls also imitate their patron bodily – their eyes become green even in mundane form, and when transformed many of them develop pointed ears, vertically slit pupils that gleam in low light, and teeth that all come to points. The senior Ambassadors might easily pass for sisters of the Cat's most human forms – and there's even a tale of a new Secretary who met a woman she took for an Ambassador, and learned much later that she had really been the Cat herself.

The Cat looks for Princesses that already have a touch of the feline nature, in the form of social aplomb and physical grace. The prerequisite Attribute for his Embassy is Composure, and the prerequisite Skill is Athletics.



Patronage

One of the nice things about being on speaking terms with your Patron is that you can ask him for favours. The Cat can do just about anything he wants with fortune or luck; and as he can indirectly affect other things through fortune his powers are essentially godlike. He can grant good luck to endeavours, and less intuitively break destinies and curses by throwing enough random chance at them. The inevitable drawback is that The Cat asks for something in return, the more you ask for the more you have to do. Sadly this means there's no easy path to restoring the Kingdom, becoming a Queen, or any other large scale accomplishment worth fighting for.

The most common request is to send the Princess on what seems like a simple quest, but a whole host of improbable events will soon turn it into a convoluted mess with the Princess bouncing from one highly embarrassing (for her or for those around her) situation for another. The pervading theory is that The Cat does this for the lulz. Smaller favours can be as cheap as a plate of fish, scratching behind the ears, or sleeping with him (which is not recommended, even in a female human form he is still a tom cat).

On the positive side, if the Princess does pay The Cat's price she doesn't seem to face luck turning sour, as she would if after using her Privileges. Some of the debt was probably paid upfront, as for the rest. The Cat just dumps it where it wont do any harm.

Secretary Privileges

It Might Be

The world is full of unseen things, and one of the Cat's Girls wanders through it, the invisible bestowing fortune upon her. By spending a Wisp, and making a statement out loud like "This sucks. I never win at anything like this," the Secretary can enjoy a sudden bestowal of good fortune. These small manipulations are always within the realms of possibility (she finds a high value note lodged in a drain, the waiter knocks over the drink that her rival had spiked), but often come about in rather surprising ways. If used to generate wealth or obtain objects, any thing so obtained cannot have a value more than Resources one, if she wants it to be permanent. Nevertheless, lesser purchase can be multiplied up; the £50 found in a bin, if invested wisely, can become many times more, while the good one-night stand can, if bought breakfast in bed, possibly become a stable relationship.

Drawback: Luck always balances out, and for every use of It Might Be the Secretary suffers some small misfortune. For a small blessing this misfortune is nothing more than a minor inconvenience, but a Princess who asks for too much will surely loose whatever they gained when bad luck conspires

against her at the end of the scene. If the Princess really over does it, such as trying to obtain things worth Resources four or more, her reversal of fortune will come with negative consequences (such as the Secretary's face appearing on a wanted list, after the car she found to be fortunately unlocked turned out to have a boot full of crack cocaine).

Hunter's Eyes

To find and seize the fleeting moments when destiny can be turned against itself, a Secretary to Fortune needs sharp eyes and ears, and swift reflexes. While she is transformed, the Secretary adds her Athletics to all her Perception rolls, including her rolls to avoid being surprised, and her eyes have the light-amplifying membranes of a cat's eyes; she can see shapes, though not colours, in any lighting conditions short of total darkness.

Moreover, while she is Transformed her eyes see the flow of Fortune around her. It doesn't show her what is about to happen, or even likely to happen; instead, the Secretary sees whether an improbable event is natural luck, or that luck has been magically tampered with. This is an Unseen Sense for powers that twist luck to someone's benefit (like the Charm Touch of Fortune) or which override it to force an outcome (such as imposing a geas) that registers at the moment the power influences someone's actions. When such a power first affects the Secretary herself, if her consent was not sought, she twists away from the undesired bond; she adds her Athletics to the relevant Attribute to resist or contest the power. She even resists powers which normally can't be resisted – for these, she rolls Composure + Athletics - the attacker's supernatural power stat. Success means that the power does not take effect; an Exceptional Success means that the target is unaware that she was not affected.

Bless the Child

It doesn't matter how lucky you are, a little luck at just the right time is better than a lot of luck at the wrong time. A Secretary to Fortune has an instinctive knack for knowing when it's the right time. While transformed, she gains the ability, as a reflexive action, to spend a Wisp to grant a +2 bonus to an ally's action. The dice lands on lucky seven, a wild sweep of the blade blocks a bullet, the book falls open on the page with the answer. Such manipulations of luck can be felt with the Unseen Sense of Hunter's Eyes if the ally is also a Dancer, and will also trigger the senses of any other creature sensitive to manipulations of fortune. This ability may be invoked an number of times equal to the Secretary's Presence every turn, but may not be used on the same target twice in one scene.

Drawback: It should be noted that, as a minor side effect, characters who benefit from this tend to suffer minor misfortunes over the next week or so. It's never life threatening (inflicting at most 3 points of bashing, as they spill hot coffee over themselves), but the friends of a Secretary to Fortune might just have to get used to getting splashed by a car or panhandled by the smelliest tramp on the street.

Consul Privileges

It Matters

The Dancers know that you can't create good luck without creating bad luck, but if you're skilled in the Cat's games then you can move good luck to where it matters, and bad luck to where it does not.

The Consul can Reflexively spend one Wisp before making a roll. She then rolls twice and records both results. Before she rolls the Princess chooses if she wishes to take the higher or the lower result, this is the accepted result while the discarded result is the rejected result. The accepted result becomes the outcome of the roll. The next time she rolls a number of Successes equal to the accepted result under any circumstance the Princess must substitute in the rejected result. Record this in the Traded Luck Condition.

Example: When rolling to resist being cursed Selina spends a Wisp and rolls twice; she gets 2 Successes and 4 Successes. She chose to take the higher result so the accepted result is 4 Successes and the rejected

result is 2 Successes. Selina scores 4 Successes to resist being cursed, the next time she rolls 4 Successes under any circumstances the roll is replaced with 2 Successes.

If the accepted result shows up again as one of the two rolls when the Consul is shifting luck around, make the substitution before naming the accepted and rejected result.

Drawback: Substituting the rejected result back in at a later point is the drawback.

It Will Be

It's truly said that Fortune favours the brave. At the cost of 1 Wisp, a Consul can roll Inner Light + Composure. Successes on this roll become a dice pool which is attached to a target character within sight. They gain the Blessing Condition: The next time the target spends a Willpower point, these dice are liberated, and added to the +3 that the Willpower point grants. Only one such pool may be extant at once. This Privilege trips the Unseen Sense of Hunter's Eyes when the target spends the Willpower.

Drawback: After using their bonus dice the target suffers the Cursed Condition. They gain -1 to all rolls until they pay back their debt: A number of rolls equal to their bonus dice.

Ambassador Privilege: It Must Be

The Ambassador to Fortune manipulates luck so cleverly, that once per Session she may ensure that her actions will succeed, no matter the obstacles or that her opponents actions will fail, no matter the odds. The character spends 3 Wisps and one Willpower, then she rolls Composure + Athletics. For the rest of the turn (it is recommended to hold your action so that you can act first on the following turn) she may move Successes around from one roll to another, after the roll is made.

She may move a total number of Successes equal to the Successes she rolled to activate this privilege. Moving a Success is defined as removing it from one roll and adding it to another; all the rolls affected must be made this turn with the only exception being the Princess' next roll at any point. She can grant Successes before deducting them from another roll; but if the turn ends before she has deducted those Successes then they must come from her next roll. If that reduces her into negative Successes she suffers an automatic Dramatic Failure.

This Privilege trips the Unseen Sense of Hunter's Eyes every time the Ambassador acts. Unlike every other luck manipulating Privilege, It Must Be has no Drawback when used correctly.

Embassy to Lilith

At heart, people aren't afraid of the dark. They're afraid of what calls it home. But what about the monsters who have no home but the dark?

Alternative Titles: Children of the Night, Heralds of the Dawn

Informal Names: Dusks, Rehab Counsellors, Grave Tamers (Derogatory)

Humanity is a social creature. From the moment we wake up crawling to the end of our deathbeds, we learn from watching others, live from the life lessons of those before us and all the while make our own path for others to follow. But there are those who loose their lives, and with it their step on the common path of humanity. Lost lambs who must be returned to the flock.

There are people who walk after the day ends, who wake from deathlike slumber to feast on the living. They form secret communities, an eloquent masquerade hiding a rotten unbeating heart. From the shadows they spread their puppet strings and sup upon the blood of life to prolong their undying requiem. The night and shadow hide them from mortal who would put them to the torch if they were found for one reason alone: They are monsters.

But even though a Kindred is now part of a monster, it doesn't mean he lacks a human side. It doesn't make the Man irrelevant and it doesn't mean that they can't struggle to retain humanity. Princesses,

the Dusks argue, are paragons of Humanity and would be as damned as... well, the Damned, if they refused to help rekindle their sparks of life and remember how the Light shined.

Marks and Requirements

With the Embassy dedicated to creatures of the night, it's an unspoken requirement that members of the Embassy must night owls. A Dusk can be power her night life on caffeine binges, but most Princesses tend to have an appropriate sleep schedule. Emotionally speaking, the members tend to feel a need to help people break out of and stop cycles of abuse. Many escaped such cycles themselves and so can emphasise with those trapped within. Graces and Menders respectively are the most common Callings for this Embassy.

The Marks of the Embassy come off as rather subtle, mundane even to normal transformations. They can look and be anyone, though it's noticeable that there is an unhealthy tinge to the Dusk. Overtly pale skin, arms that feel cool as though they had poor circulation. The details only get worse and more noticeable as a Princess advances in the Embassy's ranks, but even Ambassadors are still recognizable as a human, if a sick looking one that hasn't seen the sun for a year or so.

The required Attribute is Resolve, and the required Skill is Empathy.

Secretary Privileges

Blush of Unlife

The Princess learns to attune herself to blood, the animating force of Vampires. She gains the Unseen Sense (Blood Magic). The Princess learns to identify the greatest manifestations of Blood Magic: Disciplines, Crúac, and Blood Bonds and can tell them apart. If a Kindred is Frenzying or using the Predator's Aura, it's shines like a beacon.

Not all Blood Magic is the property of Kindred and this Privilege makes no distinction. A Secretary can, for example, detect the Tempesta Charm Purgation.

Rejecting Lilith's Kiss

The kiss of Lilith has lead many a person astray into rapturous, addictive, pleasure until they were enslaved to their own desires. This temptation is omni-present in the Vampire's night bound society and a Princess who wishes to walk amongst them must be able to resist it. In her Transformed state, a Secretary adds the lowest of her Resolve or Empathy to any roll to resist a supernatural power stemming from blood magic. In addition, if the Princess has been fed upon by a vampire and is suffering from the Scarred or Swooning Conditions because of it, she may spend a point of Willpower and roll Resolve + Empathy + Invocation - the amount of vitae the Vampire has gained from the feeding. Success removes the condition.

Light Is Life Is Blood

To Vampires, blood is the very essence of life and by feeding upon life they can prolongs their unlife. But as they move beyond their natural lifespan it takes more to keep them going. A mere Secretary cannot pull a vampire back to life, but they can pull them back to the earlier days of unlife. The Princess spends a Wisp and rolls Resolve + Empathy. For each Success treat a Vampire's blood potency as though it were one lower when determining who they can feed upon for the remainder of the night.

Consul Privileges

Chain the Beast

From the moment a vampire rises in unlife, a monster lurks beneath their breast. A creature of shadows and domination, it hides from the light and if roused it attacks all in its path forcing a Vampire further into the shadows to hide from their misdeeds. But a Princess carries her own light and she can drive the Beast back.

When a Vampire is frenzying a Consul can spend two wisps and roll Resolve + Empathy. Success adds an Inner Light penalty to all rolls made by the Vampire for the duration of the frenzy, and by spending a Willpower point she may add a Ban of her choosing. The Ban can restrict the vampire's actions but it cannot harm the vampire or be life threatening (such as forbidding them from seeking shelter from the sun). The Ban automatically disperses at five minutes before sunrise or when the Frenzy ends.

The Princess's Boon

A Princess is a creature of empathy and love, something stronger than the addiction and abuse that surrounds a vampire. If she consumes Vitae she can roll Inner Light + The Highest of Resolve or Empathy - Vitae ingested to resist being addicted to blood vitae and prevent Blood Bonds. If she is already addicted or Bonded she can do the same, but must spend one Wisp per point of Vitae she injected. Freeing other people also costs a point of Willpower.

A Princess can free Ghouls from their bonds, but to truly master this Privilege and turn a Ghoul back to human she must be an Ambassador. Doing so requires an extended roll of Resolve + Empathy with a penalty equal to how many decades the Ghoul has survived underneath the blood bond, The threshold is equal to the Vampire's Resolve + Composure + Blood Potency. Each roll takes 5 minutes, but the benefits are permanent. Success makes the Ghoul into a mortal again, breaking any blood bonds and curing addictions. In addition the Ghoul's apparent age becomes their natural age.

Ambassador Privilege: The Light's Forgotten Kiss

The Princess is now a beacon of light against Lilith's curse, calling forth remnants of forgotten Humanity. The Princess rolls Resolve + Empathy and spends 3 Wisps. For each success, the Vampire gains a dot of Humanity which lasts for Inner Light Nights. This cannot raise a Vampire's Humanity above the Princess's own Belief.

Drawback: A Princess's sympathetic magic is attuned to the Vampire. She gains Blood Sympathy for the duration of the Privilege's effects. The more Humanity she bestows the stronger this effect is. One dot makes the Princess four times removed. Two makes for three times. Three makes for two times, and four dots of Humanity and above makes for one time removed.

Embassy to Machines

Now that is a beautiful piece of work

Informal Titles: Machinists, Techies

We live in an ordered universe, one defined by coherent laws and systems. Since Newton's time, people have viewed the universe as the machine, a perfect and precise clockwork, predictable and orderly. Some people find this a cause for despair, feeling that they are doomed to be crushed beneath the gears of the universe.

The Ambassadors to the Machine know better. The universe is a beautiful and wondrous thing, awe-inspiring in its vastness and fascinating in its complexity. How can someone look up at the stars and not feel awe at the vastness of space? How can someone not look upon a rainbow and admire not just its beauty, but also the dance of light and water that brought it into being? How can someone look upon the incredible complexity of the miracle that is life and not be amazed? The universe is a wondrous place, and knowing how it works just makes it even more beautiful.

And that is perhaps the greatest miracle; the universe can be known. Mankind can comprehend the universe in all its subtleties, and with this knowledge they can work wonders that can improve the lives of millions. Of course, those same tools and machines can destroy cities as well as feed them, but the Hopeful have never been pessimists. The Techies know that the machines and tools are an extension of man's will, and strive to make sure those tools are used for noble ends. The Ambassadors to the Machine take a little bit of the universe into their souls and thus take upon them the mantle of machines; extensions of human will built upon the system of the universe.

Marks and Requirements

One would assume that the Enlightened who join this Embassy are extreme technophiles, obsessed with the new, the sleek, and the shiny. One would mostly be right. The aesthetics of this Embassy have changed multiple times, even over the short time since the Release, and, typically, the best way to judge what they were was to look at the sci-fi at the time. The current dominant is very much the sleek, post-cyberpunk, white look which is probably best described as iPrincess. Regalia is tight without being gratuitous, rounded, and often hard, not deforming to the touch, like an outer carapace. Unusual eye colours are the norm for Machinists; greyish white, purple, and just-having-the-entire-eye-be-a-metal-globe are all common. Purple hair, too, is not uncommon. The skin itself is different from the untransformed form; it is slightly cool to the touch, and often has tattoo-like lights shining through the skin, usually in blue or green.

There is, however, another school, which has remained since the Release. These ones are less about the rampant technophilia of the more common ones, and more about machine as function. These self-described Wrench Wenches and Hammer Men take pride in their apron-like armour, oil-covered Reglia, and often bouncy demeanour.

Every Machinist is an excellent craftsman, and treats her tools with loving care. The required Attribute for the Embassy is Dexterity, and its required Skill is Craft.

Secretary Privileges

Note: The mechanics refer several times to the concept of a machine. For the purposes of this Embassy, a machine is a tool or object with an electrical circuit or multiple moving parts integral to their function, specifically designed to fulfil a purpose by human or otherwise sapient beings. Moreover, for any dice bonuses or special effects granted by these powers to apply, the primary function of such a machine must be derived from mundane, mechanical principles, or from the Light. With no other forms of magic included.

Calling, Calling

The Secretary has a natural intuition for systems and technology. She never takes a penalty on unfamiliar applications of a skill when using, repairing, or analyzing a complex piece of technology (this includes electronics and any mechanical device that has more than one moving part). While an ordinary person may take a penalty for using Computer for both Linux and Windows, or have a hard time applying Drive to handling a motorcycle, driving a big rig or flying a helicopter, the secretary does not. In addition, once per scene the Princess can add half her Inner Light (rounding down) to any single roll involving repairing, building, or using a complex technological device.

An interesting side effect of this ability is that when a Secretary watches a machine in use, or tries to use it herself, she will instantly notice if the machine functions on something other than natural

principles; such as a Werewolf's Fetesh or a Genius's Wonders. The blind spot in the Princess' intuitive understanding stands out like neon pink dreadlocks at a lawyer convention.

Rise and Falling

The rise and fall of a piston as it converts heat and energy into productive work is something that is truly wonderful to watch. The Machinist can emulate this. When Transformed, and spending a point of Willpower to add to a dicepool involving machines, she can instead choose to convert it into a single automatic success. This counts before the dice are rolled; as a result, in an uncontested roll, she can always ensure that she succeeds. Such predictability comes at a cost, though. Dicepools where this ability are used don't count the automatic success towards the five needed for an exceptional success, as the spark of brilliance is directed towards not failing rather than exceeding.

Depths of Longing

Machines long to be used, and, moreover, they long to be used correctly. The Machinist can aid in this. With the expenditure of a Willpower point, she can "lend" another individual her dots in Crafts, Computer, Science, Medicine or Drive. For the rest of the scene, the target gains the Blessing Condition increasing their Skill dots to the Secretaries. If their own are higher, they simply get a +1 bonus. The Princess does not lose access to the skills; one of the wonderful things about machinery is how it saves labour, and allows division of tasks, after all.

Consul Privileges

Blessed Tools

The Consul's intuitive grasp of technology lets her hone a tool to perfection. She spends a turn working on a machine (forgoing Defense, if in combat), then spends 1 Wisp and rolls Intelligence + Inner Light. If she succeeds, she applies the Blessing Condition to the machine itself: She adds half her Inner Light to the machine's equipment bonus for anyone who uses it, for the rest of the scene. On an exceptional success, the bonus remains for a full hour.

Watch in Awe

With the expenditure of a Wisp, the Machinist can grant another person the power of Rise and Falling to ensure success with machines. For the rest of the scene, the beneficiary can choose to add 1 automatic success, instead of 3 dice, when spending Willpower on a roll involving machines. As with Rise and Falling, the automatic success does not count towards the five needed for an exceptional success.

Ambassador Privilege: Magnum Opus

The most beautiful thing you can do with a machine is to build one, to encode your understanding of the natural world into a device that anyone can use to enhance their lives. An Ambassador can use her Privilege to duplicate the Charm Bequeath and the Upgrade Charged, with only three modifications: Firstly the dicepool becomes Dexterity + Crafts, Invocations may be applied as usual. Secondly the Machinist can only make Bequests based on Charms they know, but do not need to quest through their Crawlspace to do so. But the most important advantage is that a Techie's creations can be used by anyone, they have only one form and do not need to be Transformed to function. They are undeniably magical Bequests powered by the Light, but their magic responds to anyone who presses the buttons. (The rule limiting some Bequests to Princesses still applies)

The final form of these Bequests depends both on the Ambassador's personal style and the Charm within. A simple Charm might require nothing more than an on off switch, but a complicated Charm might be covered in toggles or have a complicated computer interface and come with a thick user manual. As a general rule any Charm in which the user has options for how to invoke it (such as Phantom where the user may choose which image they wish to create) or is highly dependent on external factors (such as Balm, which depends on which injuries one wishes to heal) can be considered to require a complicated interface. Anyone but other Techies (and other people with a power like Calling Calling that allows the use of unfamiliar technology) suffers a -3 penalty to use Bequests with a complicated interface unless they have a Speciality along the lines of "Ambassador Eriko's Medicine Engines".

Drawback: Not only must the Ambassador pay a Willpower dot as normal for the creation of a Bequest, all her works have an Intimacy to both her forms equivalent to love. Such is the bond between the craftsman and her creations. This Sympathetic connection is not vital to the functioning of the device, it's actually irrelevant, but it is exceptionally hard to remove. Most magic which dampens Sympathetic connections will not make a dent, and anything powerful enough to remove the connection would probably destroy the Bequest and hurt the ambassador.

Embassy to Night

The night belongs to humanity too, leach. It all belongs to humanity.

Alternative Names: Lord/Lady of the Night, Night Witches, Moon Knights

Informal Name: Bats

*How beautiful is night!
A dewy freshness fills the silent air,
No mist obscures, no little cloud
Breaks the whole serene of heaven:
In full-orbed glory the majestic moon
Rolls thro the dark blue depths.
Beneath her steady ray
The desert circle spreads,
Like the round ocean, girdled with the sky.
How beautiful is night!
—Thalaba the Destroyer by Robert Southey*

The night is a time of peace and rest. It is a time of beauty, when the world is recast in grey and silver.

So why then, do people fear the night. Why do people hide from it behind closed doors and electric lights? It is because the night cloaks thieves and monsters in darkness, it's beauty is hidden away behind walls of fear and danger. Walls that the Embassy has sworn to break down.

Marks and Requirements

Champions fighting evil by moonlight still form the bulk of The Embassy to the Night, and while linguistic drift is inevitable most Princesses still consider the name "Night Witch" to refer exclusively to the Embassy's Champions (ironically "Moon Knight" includes Seekers). After Champions, Seekers and Troubadours are drawn to the Embassy. Seekers use the cover of night to go where they shouldn't and uncover the secrets therein while Troubadours express the beauty of the world after sunset.

Swords form the most common Court, because that Court has a large supply of Champions and because it's rugged independence is well suited to action when the rest of the world is sleeping. The Court of Clubs is overrepresented among the Embassy's Troubadours for the Wilds are the Court most likely to appreciate natural beauty. The Graces in the Embassy are most likely to be Spades and hold court among urban nightlife.

A Night Witch's regalia blends with the night. Either she adorns herself in the blacks and blues of the night sky or she wears the silvers and whites of the moon and stars. Whichever she chooses, the other is sure to be seen as a complement. Silver jewellery lies over a black gown and regalia sparkles in hidden folds of cloth, or a princess in white robes that shine like the moonlight channels magic through amethyst Regalia. Masks are uncommon, but far from unknown.

In addition the Night seeps into the Princess' magic. Her Charms never create light as a secondary effect. For example, if the Princess invokes Nova Strike it will burn with the ethereal silvers or deep blues of the night sky and shed almost no light. Charms that are intended to create light are unaffected, though their appearance may change appropriately.

The Embassy considers the night to be peaceful and secretive, and they embrace that within themselves. The required Attribute is Composure and the required Skill is Stealth.

Secretary Privileges

The Embassy's Privileges only work during night; this means that they function between sunset and sunrise while the Princess is outdoors. If she is indoors (including natural enclosures such as caves) her powers only function if her current location receives enough sunlight during daytime to impose no Perception penalties; and the room must currently be dim enough to impose a Perception penalty to a mortal human.

Wearing Midnight

Under the cover of night the Princesses becomes exceptionally hard to find. By spending a Wisp the Secretary veils herself. All attempts to locate or notice her through mundane or magical means take a penalty equal to her Composure.

Daughter of the Moon

While she is Transformed the Princess can see perfectly in pitch darkness, she also reduces the penalty from Extreme Cold by one, acquires vitamin D from moonlight and starlight as though she was out during daytime and never suffers adverse psychological effects such as Seasonal Affective Disorder from going too long without seeing sunlight.

Sister to the Sunset

By spending a Wisp and touching another person the Secretary grants them the benefits of Daughter to the Moon. The effect lasts until they next see sunlight, videos and remote viewing charms do not count though a telescope would.

Consul Privileges

Left Eye of Horus

As a guardian of the night the Princess' gaze sees all miscreants and misdeeds that hide within her domain. When rolling to penetrate or Contest stealth or subterfuge, both the Skills and the concepts, the Princess adds her Composure to the roll. This includes Clashes of Wills and supernatural senses like Govern Charms.

The Princess needs to be able to make a roll to benefit from this privilege.

Guide on the Moon's Roads

By spending a Wisp the Consul may grant the benefits of Wearing Midnight to another person for a scene.

Ambassador Privilege: Midnight Noon

At the apex of the Embassy's power night and day are hers to command. By spending 3 Wisps and a point of Willpower she can create the Environmental Tilt Midnight Noon in an area centered upon herself and with a radius of 50 yards. The affected area will not extend beyond the borders of the natural night.

Any supernatural trait or ability that makes a reference to daytime, nighttime, sunlight, moonlight or starlight, etc (but not a more specific time like noon or the witching hour) acts as though it was under whatever conditions the Princess would prefer, even if she is unaware of it. A Changeling defending innocents may find his contracts with the Sun blazing to full power at midnight, while a Vampire looking for food may discover that the starlight burns like a clear blue sky.

Drawback: The Princess becomes a true creature of the night, and shuns the daystar. During daytime she takes a -1 penalty to both Wits and Composure, becoming cranky and slow as though she was sleep deprived. In the presence of direct sunlight this penalty increases to -3. Unsurprisingly most Night Witches sleep through the day in a darkened room. So long as she has thick curtains this Drawback will not affect the quality of her sleep.

Embassy to The Ocean

Look down there. It goes for nearly a mile down here; much further in other places. Dark, cold; no air, and many creatures we don't fully understand yet.

But that doesn't mean we should fear it. It's a lovely place, really.

Alternative Titles: Explorers, Vanguarders of the Depths

Informal Names: Mermaids, Magellans, Divers

Even in the modern world, mankind only touches on a small portion of existence. Even the larger part of the physical planet is located underwater, beyond our reach. The Ocean Embassy is comprised of explorers and trailblazers - those who seek to explore places not yet touched by the Light, and make them friends to the Princesses and mankind. The oceans themselves, being easily accessible, are an obvious place to start...though many Explorers also display an interest in the Spirit World, outer space, and areas of the Dreamlands outside the Princesses' control. And more.

The Vanguarders of the Depths appear to many as a rather fearless lot, willing to dive head-on into the unknown, and able to make themselves feel at home in any environment. The Embassy, for its own part, holds that any place humans can thrive in was unknown and frightening before it was explored; the ambassadors seek to shine the Light on the places where mankind will, one day, prosper.

Marks and Requirements

When members of this Embassy transform, symbols of the sea tend to mingle with their forms: Seashells appear in their hair, while the latter seems to be blowing in a salty breeze; patterns reminiscent of designs in sand form on their skin, their eyes go deep green-blue, and if one listens, one may hear the sound of waves lapping on a far-off shore following them in their wake.

The prerequisite Attribute of the Embassy is Wits, and its prerequisite Skill is Survival.

Secretary Privileges

Mermaid's Knowledge

The Explorers cannot become lost, physically or socially. The Secretary gains the Direction Sense Merit, if she didn't have it already; she always knows which way is north, no matter how she's been spun around, and even when blindfolded or in total darkness. She can retrace any journey she's made once before, if she was conscious while travelling; falling asleep in a vehicle driven by someone else puts a break in her memory, but she will remember any motions the vehicle made while she was awake.

Socially, a Secretary can learn to converse with anyone she meets with amazing speed. While listening to someone speak in a language she isn't fluent in, and trying to speak to that person, the Secretary rolls her Inner Light + Intelligence as an extended action; each roll represents five minutes of attempted conversation. When the Secretary has accumulated 4 successes, she gains the benefits of 1 dot in the Language Merit for the language the other person is speaking. She may use this ability until she has the same fluency as the other person. Dots gained this way fade at the rate of 1/hour; if the Secretary has the XP, though, she may spend it to acquire the Language Merit instantly before the magic fades.

Mermaid's Form

At her transformation, the Secretary's legs can merge together into a tail, either delphine or fishlike, and her body adapts in other ways to the rigors of swimming in deep water. On land, her Speed drops to her Strength alone (she can only sit or crawl, not stand) but in water her effective Speed is 4 times its base value. She can hold her breath for a whole scene, or an hour, regardless of her Stamina, and never suffers from nitrogen narcosis. Finally, she gains a form of echolocation, which gives her a reflexive knowledge of all her surroundings like that from the Charm Read the Wind, out to a range of Inner Light + Wits yards in the air and twice that under water. She can sense either in air or in water, but not both, depending on whether her head is submerged.

The Secretary can switch between the mermaid form and her original transformed state by successfully transforming. She has all the benefits of her transformed state as a mermaid, and all Charms that alter her transformed state stack with the mermaid form.

Mermaid's Kiss

While transformed as a mermaid, the Secretary can pass on part of her resilience to another. She kisses the other person on the lips and spends a Wisp. Until the next sunset, the target can hold his breath for a scene or an hour, exactly as the Secretary can, and is also immune to nitrogen narcosis.

Consul Privileges

Mermaid's Song

The Consul's voice, like a siren's, becomes fascinating, turning the heads of those who hear it. The Consul spends a Wisp and rolls her Inner Light + the higher of Presence and Manipulation to charm another person; the target contests the roll with his Composure + any supernatural advantage. If the Consul wins the contest, the target is entranced; for the rest of the scene, the Consul has a +1 bonus on all Social rolls dealing with the target. If the Consul gets an exceptional success, this bonus rises to +2. Record this effect with the Inverse Curse Condition.

Mermaid's Love

When the Consul uses Mermaid's Kiss, she may spend an extra Wisp (2 total) to transform her target fully into a merman or mermaid like herself, with all the abilities and drawbacks of that form. The target may return to his human form at will at any time, and must do so at the next sunset.

Ambassador Privilege: Mermaid's Crown

The Ambassador to the Ocean adapts to her surroundings completely and never takes penalties from environmental hazards. She could survive at the bottom of the Mariana Trench or the depths of space, she has limits and can't actually survive on the surface of the sun but for all practical intents environmental hazards don't matter. Supernatural hazards still apply, unless they're derived from the Light (such as with the Charm Call Down The Thunder) or astral phenomena like a heavy storm within the Dreamlands. The Gales bypass Mermaid's Crown.

With magic intent matters, so someone who wants to kill her could strangle her even after her body has adapted to an airless environment.

Drawback: The Ambassador's mood varies with the tides. For an hour of low tide (thirty minutes before and thirty minutes after the ebb) she suffers from the Depression condition. For an hour of high tide she takes the Mania Condition.

Embassy to Stories

So Santa Claus married The Little Mermaid to The Little Match girl and they all lived happily ever after.

Alternative Titles: The Storytellers Embassy, The Authors.

Informal Names: Godmothers/Godfathers, Bards, Editors.

It is a truth not commonly acknowledged that the world runs on stories. Reoccurring patterns and symbols are woven into the narrative of our lives. But nothing, claim the Storytellers Embassy, says that these stories must be tragedies. Pain might make for better art but happy ever after makes for better lives.

The Ambassadors to Stories make this their mission. They seek to unravel the great tapestry of stories and weave in their own amendments. They enter a tale and throw the narrative off it's tracks, hopefully to something better: Tragedy becomes comedy, the hero defeats the villain, the lovers ride off into the sunset and yes, the little dog lives till the end of the story. It's not easy, it's certainly not safe but you can do it.

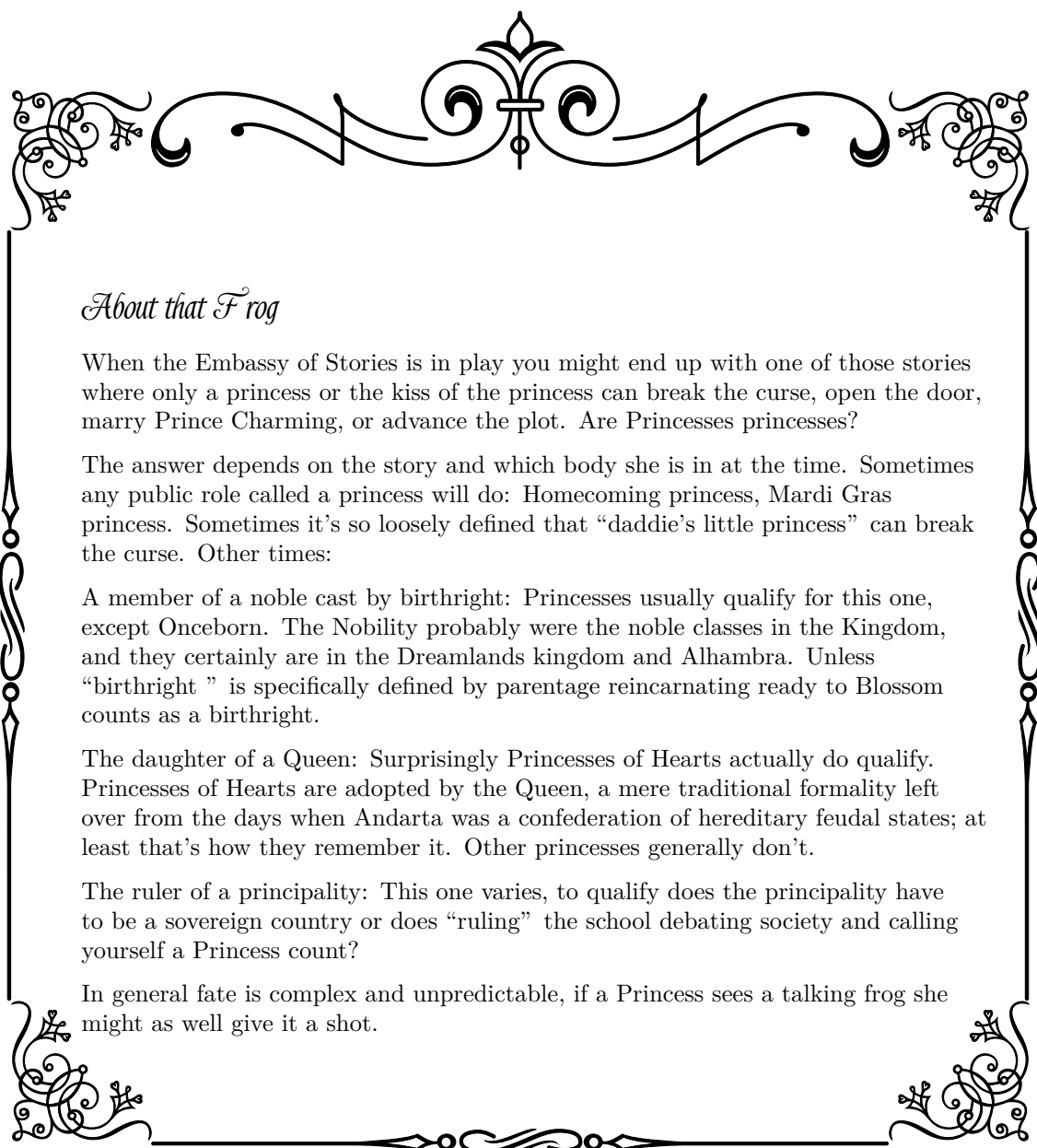
Marks and Requirements

If a Princess joined the Editors it's because she understood the power of stories, some studied literature while others simply read everything they could but books alone are not enough. She must also have seen how reoccurring patterns from the stories also reoccur in life, this requires a perceptive individual who has the detachment to look at her own life with a critical eye.

Upon joining the Embassy her regalia becomes as much a part of the story she is. It takes on aspects that foreshadow her role in the story and reflect her character traits. When rushing to save innocents from a Darkspawn attack she is recognisable as The Hero. When teaching a younger Princesses a critical eye will notice marks of The Wise Mentor. The only constant are hints of the Storyteller, a thick leather bound book, a pair of reading glasses perched on the nose, an ink stained quill or some other mark.

Before changing a story a Godmother must first be able to tell a story. The required Attribute is Manipulation and the skill is Expression.

Secretary Privileges



About that Frog

When the Embassy of Stories is in play you might end up with one of those stories where only a princess or the kiss of the princess can break the curse, open the door, marry Prince Charming, or advance the plot. Are Princesses princesses?

The answer depends on the story and which body she is in at the time. Sometimes any public role called a princess will do: Homecoming princess, Mardi Gras princess. Sometimes it's so loosely defined that "daddie's little princess" can break the curse. Other times:

A member of a noble cast by birthright: Princesses usually qualify for this one, except Onceborn. The Nobility probably were the noble classes in the Kingdom, and they certainly are in the Dreamlands kingdom and Alhambra. Unless "birthright" is specifically defined by parentage reincarnating ready to Blossom counts as a birthright.

The daughter of a Queen: Surprisingly Princesses of Hearts actually do qualify. Princesses of Hearts are adopted by the Queen, a mere traditional formality left over from the days when Andarta was a confederation of hereditary feudal states; at least that's how they remember it. Other princesses generally don't.

The ruler of a principality: This one varies, to qualify does the principality have to be a sovereign country or does "ruling" the school debating society and calling yourself a Princess count?

In general fate is complex and unpredictable, if a Princess sees a talking frog she might as well give it a shot.

What's the Story?

The first skill an Editor learns is to feel the flow of the narratives around her. She gains the Merit Unseen Sense (Wyrd). The Wyrd is omnipresent, it is the connection between all things and a Princess soon learns to block out all but the largest manifestations of this power, including: Changelings, True Fae, Tokens, Hedge Gates and active effects of faerie magic such as Pledges or Contracts. Talecrafting is especially noticeable. The Princess can even attempt see through the Mask with a roll of Wits + Composure - 3 vs Wyrd + Composure. Resistance is Reflexive and automatic.

Entering the Tale

The easiest way to change a story is to become a character within it. By entering another person's story the Princess is in a privileged position to guide it the way she wishes to, or just make a complete pigs breakfast of the whole thing. To enter a story it must have one or more unfulfilled positions: If a sword can only be drawn from a stone by the rightful king, then the position of rightful king is open until someone successful pulls the sword. Entering a story about corporate corruption would require an open position in the management hierarchy, or perhaps a well placed sectary job. To enter a story the Princess rolls Inner Light + Manipulation + Subterfuge modified Commonalty vs the highest Composure + Supernatural Advantage of her targets. The Storyteller will have to use his own judgement when measuring the Dicepool of things like the Sword in the Stone, using Merlin's attributes would be appropriate as he was the person who put it there.

This power does not change the Princess herself, nor does it force reality to conform to her new role. It is easiest explained as a mental effect that simply causes people (those covered by the Commonalty group) to perceive her as appropriate for the role. The Sword in the Stone considers her the rightful king (yes king), the knights of the round table consider her to be a worthy leader, Guinevere considers her to be someone she could marry (for obvious reasons entering any role with a romantic element is extremely unethical without informed consent). People outside the Commonalty group will notice everything that's obviously wrong with this picture.

For the purposes of this power opening a Hedge Gate is considered to be a very short story with two characters, the Hedge Gate and "the one who fulfils the Gate's Key". Using Entering the Tale tricks the Hedge Gate into thinking the Godmother has fulfilled it's Key, just like Entering the Tale tricks everyone in a story into thinking the Godmother fills a particular role. Only Hedge Gates with a key can be opened in this fashion.

Leaving the story requires the Princess to spend twenty four hours isolated from any of her fellow characters before spending a point of Willpower to break the connection. A Princess automatically leaves the story at it's natural conclusion.

Literacy Criticism

By spending a Wisp the Princess can grant another all the benefits of What's the Story? for one scene.

Drawback: Because of the omnipresent nature of the Wyrd this Unseen Sense is distracting and imposes a 4 – Composure penalty to Perception. Repeated use of Literacy Criticism on the same person will allow them to acclimatise and removes this penalty.

Consul Privileges

Becoming the Tale

As a Consul the Princess isn't limited to assuming a role, she can become the role. When she Transforms the Princess creates a new self from threads of narrative to create a form appropriate to her role. While she still cannot create an appropriate history or documentation for her role she can fool dna tests, looks appropriate for her position to people outside the story, gets a +Inner Light bonus on appropriate Subterfuge rolls to stay in character and generally fits in much better.

Because this new form is built from scraps of narrative it triggers the Unseen Sense (Wyrd). Any role that's narrative includes entering the Hedge (and since every Hedge journey is a story an Editor may use Becoming the Tale just for this purpose) has peculiar effects. So long as the Princess is in this form her Regalia armours her against the Thorns. Rather than loosing Belief she loses Wisps as a Changeling would loose Glamour. Loosing her last Wisp will cause her Transformation to end, though being lost in the Thorns is definitely a good justification for regaining Wisps through Inner Strength. She can navigate the Hedge rolling Inner Light instead of Clarity. Finally she may be affected by Goblin Fruit in ways both positive and negative however she cannot gain either Wisps or Glamour from them.

Drawback: Assuming a form built out of faerie magic is very dangerous to one's sense of reality. After using this power for a Princess gets -1 to resist Derangements for the rest of the day. A Princess

who gains a Derangement while Transformed in such a manner may find the her role taking a life of it's own giving her the Multiple Personality Derangement.

A Story About You

The Princess can now extend her power of Entering the Tale to other people. This requires an open role as always and she rolls Inner Light + Manipulation + Expression – Commonalty vs the highest Composure + Supernatural Advantage. In this case Commonality only applies to the people in the narrative, not the person she's trying to add to it. The highest Composure + Supernatural Advantage includes both the narrative and, unless he is willing, the character to be.

When a Godmother forces someone into a tale it's harder for them to leave. They must isolate themselves and spend a point of Willpower like a Godmother but they must also roll Composure + Supernatural Advantage vs the Godmother's original dicepool. As an Instant Action the Godmother may spend a Wisp to grant an automatic Success on the next roll. Only the godmother who pushed someone into a story may unpick their own magic in this way, but any Godmother can offer some assistance by serving as secondary actors in the escape roll.

Ambassador Privilege: Editing the Tale

The Princess can bend the power of stories to her will. Like a needle she dips in and out of the narrative tapestry bringing in elements to suit her purpose. Once per game session she can twist events and fortune as she wishes. A power as dangerous as it is useful.

The first step is The Pattern. Simply put she must identify, or create, the potential for a narrative pattern in her current situation. Lets say she and her Nakama are fighting a very powerful foe, ordinarily this foe would be able to take down the entire Nakama single handedly. However the Princesses of Hearts in the Nakama has just started making a speech about how their foe has no chance because the Nakama have friendship on their side. In the stories the power of friendship can defeat impossible odds, this is something a Godmother can use.

The second step is The Hook. Having seen a potential narrative thread an editor must weave it into the story. She pays two Wisps and rolls the lowest of her Inner Light, Manipulation and Expression as an Instant Action.

Dramatic Failure: Not only does the action fail the Editor also suffers a Cruel Twist of Fate.

Failure: The desired effect does not happen.

Success: The effect occurs, however the results come with a Cruel Twist of Fate.

Exceptional Success: The effect occurs with no Cruel Twist of Fate.

Suggested Modifiers:

+3 The outcome of The Hook helps confirm a story the Editor has become a part of through Entering the Tale.

+2 The outcome of The Hook helps confirm a story she has made another part of through A Story about You

+1 The Editor is a Troubadour

+1 The Editor follows the Queen of Spades

+1 The Editor has any Charms in Connect

+1 The Editor has a Belief of 4 to 7

-1 The Editor has a Belief of 8 or more

-1 The Editor has a Belief of 3 or less

-1 The Editor has no dots in Academics

-2 The Editor has a mild Derangement

-2 The Editor has any of the following Flaws: Amnesia, Forgetful or Behaviour Blind

-2 The Editor is attempting to go against a story she has made another part of through A Story about You

-3 The Editor is attempting to go against a story she has become a part of through Entering the Tale

So continuing our example thanks to the Godmother's nudge the fight is now going to play out according to the power of friendship. This of course does not mean they're untouchable: Their foe might give them a huge battering before a last moment surge of team spirit. In short while they will win this power won't necessarily grant a perfect victory. At worst they might just drive their foe off for a short while, that's a "win". Still, it is better than getting soundly defeated by a stronger foe.

The final step is a Cruel Twist of Fate. Unless the Godmother scored an Exceptional Success the Storyteller should introduce a complication to the plot. The Wyrd does not like being tampered with. This Twist will never undo the effect of The Hook. The battle will be won, but maybe the Nakama only think they killed the villain and he's set to reappear when they least expect it. Their enemy might have some devious plan that required their victory, or the entire battle was a distraction.

Drawback: It's addictive. Bending the world to your whim is very very addictive. A Godmother may Weave the Tale once safely, after every time after that she must roll Resolve + Composure with an cumulative -1 penalty, up to a maximum of -5. A Failure means that she's addicted. The effects vary according to each individual but a common theme is being unable to see the world as anything but a collection of reoccurring narrative threads. "She's got a cruel stepmother and two ugly stepsisters. Of course she wants to marry the charming prince, what is a lesbian?"

Getting clean requires going cold turkey. She must spend a number of days equal to her Manipulation + Expression in an isolated place. Somewhere serene is best but in the end isolation is isolation. During this time she may not use any of her powers from this Embassy, or any Charms that manipulate other people. It is best to avoid Charms entirely. Finally she spends one Willpower a day and rolls Resolve + Composure. Once she has Successes equal to her Manipulation + Expression her system is clean and she can start again as though she had never used this power before. Careful godmothers flush their system before getting addicted.

And yes, this power is Talecrafting (so is Entering the Tale, A Story about You and Becoming the Tale in a much more limited and safer fashion), more details along with plenty of example threads and Cruel Twists of Fate can be found in Swords at Dawn starting at page 60. Editors cannot Force the Pattern or inflict a Reversal of Fate, though they can certainly be targeted by one.

Alhambra

Depression is the inability to construct a future.
– Rollo May

The City

Alhambra exists on the inner surface of a bubble, nearly six miles in diameter deep within the heart of the Darkness. Roughly half the surface is covered by a saltwater lake, out of which rise a number of islands, made of what appears to be black volcanic rock. One seldom sees that rock, however, because nearly every acre above the waterline has been built over, in an intricate maze of streets and courtyards winding between houses faced in brick, granite and marble, and lit by green-burning lamps set on iron poles. Above the buildings and the lake, in the bubble's center, clouds form and dissolve constantly, and let fall a rain of slightly salted, but still potable, water; water that tastes almost exactly like human tears. The rains move around Alhambra on a remarkably regular schedule, on a cycle of 24 hours and 10 minutes; the city keeps time by this cycle, not by the days and years of Earth.

The lamps in Alhambra are its only source of light, and they are kept burning constantly ... for darkness, within the bubble, is more than a mere absence of light; it is a destroyer, eating away anything left within it. Moreover, any place left unlit for long tends to spawn darkspawn monsters, which resemble shadows of the things (or people) caught within the darkness. The monsters invariably seek out any and all lights they can, and destroy whatever lights they reach. Every Alhambran is taught from childhood to fear darkness as one fears death; every Alhambran learns, from a very early age, how to light the lamps that burn in every street and room in the city, and as part of his schooling serves a term in the lamplighter squads that patrol the city and keep the lamps burning.

The city streets appear, at first, to be thronged with people. A visitor soon notices, though, that most of the crowd are faded or washed out, and a few are barely present – they cast no shadow, and pass through other people like ghosts. As it turns out, that's because they are ghosts. Roughly four out of five of the figures one passes in the street on any given day are of the “venerable” or “departed”, for nearly all Alhambrans whose bodies die remain as ghosts to oversee and advise their living descendants. Memorial prayers to one's departed ancestors are a point of honor and pride in Alhambra; to have the venerable of your household always substantial and active is a mark of piety.

Those aware of how ghosts behave on Earth will be surprised by Alhambra's departed. For one, while they usually prefer to remain near the places or people they knew in life, they aren't bound to them as Earthly ghosts are to their anchors. Alhambra's departed are free to roam at will and can use their manifestations freely, all of Alhambra has the Necropolis Condition.

History

The Alhambrans boast in a thousand ways of the Kingdom's rise and glory, but none will speak of its fall; so it's very difficult to learn how Alhambra came to be. Throughout the city, in fact, only one memorial of that event is known to exist: a bronze plaque, mounted in the Observation Room at the top of the highest tower in the Queen's palace in Alhambra. The tale inscribed on that plaque runs:

In the final days of the Kingdom, the minor courts turned from the Light to contend with one another, and to resist the efforts of Her Majesty the Ever-Flowing to impose order and peace upon them. None now can say who was the first to use monsters of the Darkness as weapons in these battles; but those who did were inevitably betrayed, as are all who think to master Darkness. Their lands became the monsters' bastions, their peoples (if they were fortunate) were killed or (if less blessed) changed into abominations and sent to conquer other courts in turn.

Some few Queens, realizing the world's peril at last, came at the invitation of Her Majesty the Ever-Flowing, with their subjects and armies to this, the eternal city Alhambra. Here they prepared to carry war into the lands taken by Darkness, under the command of the Seraphic General, the first of all Queens after Her Majesty the Ever-Flowing. From the gates of the eternal city the armies set forth, and within a day's march the swollen horde of abominations fell upon them and broke them.

Her Majesty the Ever-Flowing, with her loyal knight commanders, looked out from this place and saw the Seraphic General rise from the field of battle, transmuted into a living storm; they knew in that moment that all the world save Alhambra was lost forever. In this place Her Majesty the Ever-Flowing and her knight commanders performed the Grand Sacrifice of Inversion, enveloping the eternal city within a perpetual ward and shield, so that the last refuge of the Light would be preserved undimmed.

The wisdom of Her Majesty the Ever-Flowing shall illuminate the cosmos forever.

Darkness in Alhambra

When a part of Alhambra is not lit, by the lamps or any other source of light, anything in that area is gradually destroyed. At the start of each turn a dark area exists, the Storyteller rolls 1 die for each 10 square feet left unlit; each success on this roll inflicts 1 bashing damage to something within the dark area. People will suffer first, then other living things; once nothing alive remains, the attacks begin destroying objects, up to and including the walls. On an exceptional success, a Darkspawn (most commonly a Shadowwraith, but any verity can be swept into Alhambra on the Darkness' strange tides) emerges from the dark area into the light, and immediately attacks the nearest light source. (If there are two separated dark areas in a scene, the Storyteller should roll separate pools for each area.)

Each time a character activates a supernatural ability in Alhambra, other than abilities that come from the Light, the Storyteller rolls a dice pool equal to the number of times such abilities have been activated in the scene so far, including the current time (so on the first activation, roll 1 die, on the second activation roll 2 dice, and so forth.) For each success on this roll, a lamp is extinguished – start with the nearest lamp still burning, then the next closest, and so on. Moreover, anyone who activates a supernatural ability within a dark area suffers an immediate attack: each success on the roll for snuffing lamps also inflicts 1 bashing damage on that character, and an exceptional success summons a Darkspawn.

Any Alhambran, and anyone who has entered the Queen's service, can relight an extinguished lamp automatically as an instant action, as long as it has fuel and is undamaged.

Language

As far as can be determined, the day-to-day language spoken in the closed sphere which is Alhambra is a hybrid tongue, despite the claims of the inhabitants of that place. Linguistic drift is inevitable, even though imposed stasis, and there are an incredible number of concepts and ideas that exist in the modern day that are widely agreed to have not existed in the cultural purity of latter days of the Kingdom. It has picked up words from modern English, from Revolutionary French, from Han-Dynasty Chinese and from Ngurai-illam-wurrung, and a hundred other dialects which have existed throughout the millennia the last remnants of the Kingdom have stood in their rain-drenched realm. Moreover, it contains sounds, especially in the emotional words, which resemble the glossolalia of the Royal Tongue, which violate the normal structure and flow of the language.

The base of the language has some noted similarities with the language of the Kofun culture, including a logosyllabic writing system, and similar grammatical and noun-formation structures, yet it also has some differences such as a rarely used use of colour to make minuet clarifications that appears to be adapted from the Royal Tongue. Some think the similarities are just a coincidence, there are a lot of languages after all.

The later words, clearly alien to the root language and most likely absorbed from Alhambran agents returned home, are moulded to fit into the standard structure, including the imposition of the dual grammatical genders, the animate and the inanimate, meaning that, even with the influx of modern words from the developments of the previous century, their structure fits into the rigid grammatical structure which the rest of the language is composed of. The linguistic divergence, too, is notable; many of the living inhabitants of the city would have problems understanding the elder shades which haunt the place, let alone the dictates from the Queen.

Like any Language, Alhambran may be learned as a one dot Merit. However Old Alhambran is treated as a separate language which must be learned separately.

The Radiant in Alhambra

While the Ravens have a verity of unflattering opinions on the philosophies of the Radiant Courts (and the Court of Mirrors), they see the individual Princesses as people to flatter and recruit, and Alhambra's culture includes a strong bias too look up to and respect the Nobility. Any Radiant Princess who finds herself in Alhambra will discover that she's treated better than the average local citizen so long as she obeys Alhambran law.

Even the standard policy of not permitting Princesses to leave Alhambra until they have demonstrated loyalty (this is somehow justified as "for their own safety") is of little threat to an informed Princess. The much more important policies of recruiting Radiant Princesses and respecting Nobility requires the court of Tears to honour deals from the Radiant if they're made in good faith and don't threaten Alhambra's safety. If a Princess agrees to visit Alhambra on the condition that they're permitted to return at a time of their choosing that deal will be honoured.

If she forgets to specify a right of return escaping is rarely that hard. A visiting Princess' handlers double as her personal maidservants and as such can be distracted while she slips off and browbeats some poor Sworn into taking her home. She will, sadly, get everyone involved into serious trouble.

The real danger is accidentally violating Alhambran law, which is bureaucratic, sometimes contradictory, and worst of all forbids everyone from speaking against either the Queen or the harvests. Though the pro-nobility bias in Alhambra's culture will help it's no substitute for actually understanding how Alhambran culture works. If a Princess is found to violate Alhambran law or discovered to have opposed wisp harvests while within the city her chances of leaving alive rapidly fall to around zero.

Because of this, but mostly because Radiant Princesses don't even like the Court of Tears, Alhambra gets few visitors. However there's usually a couple of Radiant waiting for their request to visit the uncensored part of Alhambra's archives to crawl through the bureaucracy or just curious to see what the last remainder of their ancestral homeland actually looks like.

The Orders

Under the law of Her Ever-Flowing Majesty, the people of Alhambra are divided into nine great chivalric Orders, whose knights and officers direct the city's affairs. Each of these carries the name of a bird or beast of Earth – an ascription dating to the Kingdom's day, and therefore never altered, though not one Alhambran in a thousand knows anything about the animals for which the Orders were named. (There was a tenth Order, in the days just after the Fall, and children told to recite the Orders' names always list it last ... but no one belongs to it now, so no one but children thinks about it. Even the ghosts of its members ceased to appear many centuries ago.) Each also has a representative at the Queen's court, appointed by Her Majesty to carry Her word to the city as needed.

Order of the Parrot

Representative: Mistress (Master) of Ceremonies

A tragedy ancient in Alhambra relates the tale of a boy and girl of the City, who loved without the knowledge of their ancestors. Because they lived on islands separated by a strait, and the boy was a strong swimmer, the girl took up a lamp and shone a beam across the water, making a clear path for her lover, when they wished to enjoy one another. One night, however, the girl's mother found the lamp and turned it away when the boy was in mid-strait; the boy was never seen again alive, and when the girl learned what had passed she plunged herself into the strait to join him. To this day the monsters that breach the water in that strait look almost human, and sometimes even beautiful. The lesson drawn from this tragic tale - in Alhambra, every tale has a lesson, or it isn't told - is stern: never grasp at love untimely. Court within the rules of courtship and the knowledge of your elders; follow the established ceremonial rites of the City in love as in all other things, for else the Darkness rises.

It is truly said that the only god or goddess worshipped in Alhambra, apart from the Ever-Flowing Herself, is Ceremony; the Order of the Parrot, first in precedence of the nine knightly Orders, bears more resemblance to monastic orders on Earth than to the warriors the title of "knight" suggests, and its head the Mistress of Ceremonies, who bears no weapon but an orb of crystal and a measuring rod, is a hierophant not a general. While the substance of most things done in the City is the province of the other Orders, the proper time, place and manner for all actions whatsoever is set down in the records of the Parrots, and the Order is ready at any time to counsel the perplexed citizen on the path of proper conduct. Moreover, as keeper of the calendar the Mistress of Ceremonies tells all Alhambra of the proper times and methods to celebrate the City's past, so that the ongoing work to establish the City's rule in the rebellious provinces is not allowed to obscure the goal of bringing the Kingdom back in truth.

Lest there be any in the City who neglect the proper way of things, the Order of the Parrot has the duty of teaching every child born in Alhambra between the ages of six and thirteen those things which every subject of the Kingdom must know: the city's history and poetry, mathematics, rituals and etiquette, and the threat of the Darkness. It is they who set the rota of the lamplighter squads, sending their charges into otherwise deserted building with fuel cans and cleaning rags to keep them in order; and while a Spotted Hyena is normally in charge of a squad, in case of trouble, a Parrot is expected to accompany his students if he is capable.

Alhambra's Calendar

Alhambra uses a calendar that, by tradition, was invented in the later days of the Kingdom. It is basically lunisolar, with 12 months of alternating 30 and 29 days in a normal year; 123 years out of 334, a 13th month of 30 days is added, to keep the start of the year on the first new moon after the spring equinox. This calendar would be quite accurate, if Alhambra counted the months in Earth's days; alas, the "day" of the calendar is the cycle of the rains, so the months and years drift out of sync with the real planetary movements by more than 2 days each year. This does not trouble the Order of the Parrot; the cycle of festivals in the Kingdom's capital is far more important than the seasons in rebellious provinces.

Order of the Beaver

Representative: Serene Architect

Even in a city as unusual as Alhambra, the necessities must be taken care of. The Serene Architect is responsible for Alhambra as a physical city. Her order manufactures the raw materials the city is built from in charmed furnaces, and fashions them into the streets and buildings that form Alhambra.

Architecture in Alhambra is defined by two constants; the near omnipresent rains and the need for constant light. Buildings are built with large sloping roofs and large open drains can be found on every street to carry the rains away. Indoors Alhambrans use large open plan spaces to maximise the spread of light, what furniture they use is often set into the walls or at floor level – mats instead of tables,

cushions instead of chairs – to avoid casting shadows. Only important buildings can afford to light narrow corridors, and even then only when they are needed for defence.

Furnaces

Furnaces of various sizes, from half a man's height to a large room, dot the neighborhoods of Alhambra. These are all built to the same plan: a ring chamber filled with taffy blocks from the refineries, around a shaft driven into the ground covered by a hatch, which lets into a room above that can be sealed off. The hatch can be opened and closed by a lever outside the upper room.

The purpose of these furnaces is a strange magic that creates the stone and metal from which the city is built. Samples of the stuff desired are placed within the upper chamber, which is sealed, leaving it in darkness; then the hatch above the shaft is opened. This lets the Darkness, lying thick under the hatch, spring out to attack whatever is in the upper chamber. But, when the first sound of Darkspawn attacking can be heard, the taffy blocks are ignited, bringing the upper chamber to a red or yellow heat. When enough time has passed to melt everything within, the hatch is closed, the upper chamber's seals are broken, and the substance left inside (now multiplied several times) cools off. The corpses of Darkspawn that dared attack Alhambra are usually melted in this way as well.

Order of the Pelican

Representative: Premier in Craft

In every society there are jobs that can only be done by people with years of skill and experience. In Alhambra these jobs, the doctors, the master craftsmen, the bankers, they all belong to the Order of the Pelican. The Pelican is in many ways something of a historical anomaly, it is the ex miscellanea of the Orders. In many ways the Pelican is more of a special interest group protecting its members interests from being drowned out by the more focused Orders. The Premier in Craft, official chosen for being the best craftsman in Alhambra, is something of a career politician.

For all that it is an oddity, the unusual design of the Order is perhaps the only way it could function. There are some tasks that require a certain flexibility of mind, even in the rigid environment of Alhambra. The Pelican never formed the rigid hierarchies found in the other orders, partly because skill as a doctor does not qualify you to manage craftsmen, but mostly because the Pelicans felt that they didn't spend years studying medicine to go into management. Instead they form their own smaller hierarchies under the umbrella of their Order, hierarchies small enough to still have the flexibility craftsmen require.

Order of the Tortoise

Representative: Vicegerent of Ages

The Order of the Tortoise blend the role of a librarian, an archivist and a castellan. Like their namesake, the Order makes its home in a fortress on the same square as an imperial palace. Behind its enormous Charmed walls they archive millennia's worth of records from all walks of Alhambran life and they drill themselves hard to defend those documents. They are scholars and librarians who are mostly interested in their work. You could call them reserved, even shy, but if they must they'd lay down their very lives to protect their archive.

Of all the orders, few can claim the prestige that is given to the Order of the Tortoise. In Alhambra, history is everything. The present is bleak, the future is more of the same, but the past, the past is glorious. As the keepers and trustees of Alhambra's history the Order of the Tortoise is considered the closest thing to that glorious history, save for the Lady of Alhambra who was alive even in those shining times.

It would therefore break an Alhambran's heart to know that if any order were to doubt the righteousness of their civilisation it is the Tortoises. Deep within the very heart of their fortress they keep their greatest treasure: documents and artefacts that pre-date the Fall: Treatises on philosophy,

codes of law and the diaries of people who would deplore Alhambra's sad and parasitic existence. Those few who have read these prized texts, like their namesakes, withdraw into their shells and hide their doubt's deep in the heart of Alhambra.

Bequests

The Tortoise stores more than just documents, their treasuries serve as Alhambra's central repository for Bequests; this makes the Tortoises perhaps the best armed group in Alhambra, and the order is drilled daily in use of the various magical items they stockpile. All in case they are ever called to fight in defence of their archives.

The most valuable Bequests in Alhambra are those that date back to the Kingdom themselves, some of which still contain a spark of Invocations that have long ceased to exist. Most of these Bequests are far too valuable to actually use, for they contain unique and irreplaceable magic that cannot be duplicated in today's day and age. Three of these lost Invocations are detailed below.

- The principles of **Fulmine** are one of contrasts. They are sensual, yet serene. They are giving, yet also take. Fulmine gives the power to enhance the senses and experience from another perspective. The most powerful Fulmine Charms can temporally transform a Princess some types of Supernatural being, and even transfer all a Princess' powers to a mortal for a short time.
- The Invocation of **Metallo** emphasises humility, hard work, a practical approach to magic, and sacrificing one's own goals and desires for the good of others. Metallo Charms often specialise in domestic tasks, with powers that aid in farming, cooking, homemaking and other aspects of everyday life. It is the only lost Invocation that is regularly used within Alhambra; these powers are just too useful to forsake.
- **Vuoto** is the invocation of forethought and judgement. It's Charms could guide you down the right path, and even predict the outcome of an action. Masters of Vuoto could see across time and space, and rarely made a decision in ignorance.

Order of the Spotted Hyena

Representative: Marshal of the Virtues

The Hyenas are one of the most prestigious Orders; their members are both Alhambra's army, and it's police. It is the Hyena's who's strong sword arms guard every Enclave within the rebellious provinces, and who patrol every district of Alhambra in search of Darkspawn. The Marshal of the Virtues boasts that his men are the best of Alhambra, and this claim has some merit for in a city under siege the Queen of Tears has granted her Marshal a royal writ of conscription. The Hyena's have the first pick of each new generation as they leave school. The right of conscription causes the inevitable conflicts, other orders fear being starved of talent and even attempt to hide the abilities of promising individuals until they are past the age of recruitment. Like so much else in Alhambra there is no chance that this shall change, even if it is divisive the defence of Alhambra must come first.

Because of Alhambra's perpetual manpower shortages the soldiers of the Spotted Hyena are trained as light skirmishers, their drills cover both the ars militans and ars magica and specialise Alhambra's military for urban conflicts both in Alhambra itself and in the cities of the rebellious provinces, where most taxes can be collected. The Hyenas favour working in small squads and using their magic to control the terrain or establish defensive positions, they also train hard on how to evacuate back to Alhambra with a minimum threat to resources or the all important Wisps Alhambra's operatives harvest.

Alhambra's Defenses

Alhambra is a fortress in the most literal sense, it's foundations were Charmed by the Queen of Tears herself to stand firm against all invaders. Sympathetic magic cannot cross Alhambra's borders unless

the caster scores more Successes than the Queen rolled to create Alhambra's defences; do not bother rolling, just assume the Queen wins. The same goes for the strange magics wielded by other beings in the World of Darkness; if they reach across the borders of Alhambra they must roll against the Queen.

The only two exceptions are Charms invoked with Lacrima – which are permitted through the defences – and the Darkness itself. Deep within the Dark World the Darkness exists everywhere the Light does not. This fact is absolute, even for a Queen. In an effort to breach Alhambra's defences it is possible to disguise other magics as the work of Lacrima; but again one must roll against the Queen's attempt to detect such subterfuge.

Order of the Otter

Representative: Steward of the Household

There once was a man, of noble birth but undistinguished occupation who nonetheless reveled in his work. He often encountered six people, his equals in birthright but revered for their different occupations. The six alike oft mocked the man from the height of their seats. Why would one choose such a menial job as gathering food? And so they offered to take him under their wing and work with one of them, but met with his refusal they shrugged and went on, for food was aplenty and the sun always shone.

And yet, one day, the Night fell. The six panicked, for they knew not where or how to find nourishment! So they turned to the little man for assistance, and so he answered their pleas: "You mocked me and called me a knave from the height of your seats, yet you come running my way when it now suits your fancy. My only request therefore is this: I want to stand among you, equal in birth and importance, and you shall never forget who has helped you during this time of duress."

The six were appalled, such boldness! But their strength would soon wane, and who knew what lurked in the night, and so they accepted him among their group.

Thus, the six became seven.

This old Alhambran tale, of whom many different tellings exist, has a twofold purpose. Firstly, it is a cautionary tale, telling one of the basic morals of the city: in the Darkness, nothing is free. Only the mercy of Her Everflowing Majesty has no price, for she herself already paid it herself.

Secondly, it has been unofficially adopted as an allegorical retelling of the Order of the Otter's creation. The Order's history is an interesting one, for it can be said to be both the oldest and youngest of the city. Some of the oldest Ghosts still inhabiting the City claim to have heard of stories of groups with similar goals to the Otters being active before the Fall but, as any Tortoise will be quick to point out, no official recording of such activities taking place during the Kingdom can be found in their archives.

The Order's job is to procure the means for the city's continued sustainment, and their main means to do so is by harvesting the Lake of Tears, for which they thank their Queen daily. The Steward of the Household oversees both the gathering process and the distribution, and in this respect some find a third meaning to the old tale: never run afoul of an Otter. For they are the ones that best know the depths of Alhambra's wilds, and their skill in herblore is unmatched by all but the most experienced Pelican. For this reason, the lesser Stewards seem to hold a strange amount of hold in the city, for nobody wants to displease one of the people who may very well decide of their family's foreseeable future.

The Alhambrans draw their daily meals from the lake. A few feet below the surface begins a layer of weeds strongly resembling kelp, among which swim a host of fish, pale white or ink black. Fleets of small boats row out constantly with nets to trawl the lake, bringing up weeds and fish, both of which the Alhambrans eat. The weeds are tough and stringy, the fish turn rubbery when cooked, and both taste strongly of salt, but they're edible and plentiful enough. Oddly, in any place where the weeds can be found, no one has ever found a bottom to the lake. The plant stalks continue downward into unlit depths, as far as any diver has dared to go, without ever reaching soil. Few divers have dared go far, of course, since the darkness is just as hostile under the water as it is on land, and Alhambra's usual lamps are extinguished by water. Those reckless (or desperate) enough to plunge beneath the weeds come back corroded and battered, or not at all.

Order of the Ghost Owl

Representative: Fool of the Summit

Once, long ago, before the Darkness consumed the world outside, a foolish man decided to climb a vast pile of stone; so vast, that its peak was concealed by rainclouds. Still, step after step, he climbed, until he reached the top. But he had climbed long enough that, head in the clouds, he was sure that there must be another step. So he fell down, and broke every bone in his body, and died. Do not try to exceed your station in life, children, or you too shall die.

From this story, told to Alhambran children, comes the traditional role of the Fool of the Summit. Face painted like a skull (to remember that first, dead Fool), dressed in black, white and red, the Fool holds a position much akin to that of a court jester and devil's advocate combined. Their job is to observe proceedings and they are tasked to provide distractions, through silent mummery and witty commentary alike. Their life depends on their ability to keep others entertained, for if they are boring (or, worse, unfunny), the best that can happen to them is a honour duel. The worst does not bear thinking of. They are tragic figures, forced to break the minor social conventions of Alhambra in pursuit of a tradition which mostly dooms them.

However, notably, the Fool does not have any immunity to ramifications from his comments. He is not granted freedom to mock anyone, and must always consider the complex ramifications of any of his remarks on any member of the court. As a result, a Fool who manages to survive any time is almost inevitably a laconic figure, a master of the double-entendre and the loaded statement. In a sense, it is their weakness that gives them strength, because they are a pathetic figure, below the attention of any true aristocrat to eliminate for anything but an overt insult, and too many will take killing a Fool to be an admission that their insinuations are grounded in fact. The greatest art a Fool can manage is to make ones target humiliate themselves, slowly goading a chosen target through passive-aggressive remarks and subtle insinuation until an improper outburst results, and the consequences fall upon their target's head.

And in that, the Fool's true purpose is revealed; for one who cannot withstand the jibes and insinuations of a Fool, will not be able to resist the temptations of the world outside nor the whispers of the Darkness, and are thus unworthy of their status. Fools of the Summit are chosen from the Order of the Ghost Owl, whose remit is the discovery of hidden weakness, both within the city and in the rebellious provinces outside it. Lesser Fools walk in every neighborhood, observing and satirising as they go, and many Alhambrans believe these are the whole of the Order; in fact, though, many citizens belong to both that order and another, and report suspicious behaviors to the Ghost Owls' officers in secret. Those who wear the skull mask are honing the arts of social assassination in preparation for the most delicate mission: being sent to a land under the Darkness to root out secrets of Alhambra's enemies.

Order of the Vulture

Representative: Bearer of Eternal Flames

Once it grows past a certain size every civilisation seen so far has required some form of central organisation and governance. This in turn requires resources, the administrators must be fed, paid, and supplied with ink and parchment. Alhambra uses one of the more common methods: Taxation, and it is the Order of the Vulture who tax Alhambra's citizens and advise it's Queen on economics and matters of the royal treasury.

But Alhambra needs something far more than it needs mere currency, to survive Alhambra needs hope. Under Alhambran law all of Earth is governed by Her Majesty, the Queen of Tears. It was therefore a simple decision to say that instead of being taxed in money, the provinces will be taxed in hope. The vultures, delighted by the expansion of their duties and prestige, eagerly accepted their Queen's decree.

When the forces of Alhambra steal into the Rebellious Provinces to collect their taxes they do so under the banner of the Vulture. They may travel with a guard of soldiers from the Hyena and travel to

a target suggested by the Ghost Owl, but it is the Vultures who started it all with their dispassionate tables of numbers saying how much they must tax for Alhambra to survive another year and it is also the Vultures who sit at the top of every Enclave, and at the bottom doing the physical work of collecting Wisps.

Refineries

Scattered through the islands and neighbourhoods of Alhambra are the refineries, the Order of the Vulture's most important installations. These are, from the outside, square towers of black basalt, five stories high – the only places in the city where the rock of the islands appears undisguised. It's within these towers that refining masters distil the priceless fuel for Alhambra's lamps. Seeds of light and Bequests full of Wisps are brought to the refineries by the cartload. The refiners crack the Seeds in enormous Charmed engines, developed shortly after the Cataclysm, that separates it into the rarefied spirits of lamp fuel and a gum-like taffy, which they mould into blocks. These blocks, like lamp fuel, will burn, but produce heat instead of light.

Order of the Raccoon

Representative: Inspector General

For many years it was questioned why Alhambra needed an Inspector General at all; only Alhambra's dislike of change kept the Order alive. The reason is simple enough, the Order of the Raccoon deals with the strange and the usual, they investigate anomalies and create plans for contingencies that fall far outside Alhambra's standard operating procedures. Constituently Alhambrans often fear and distrust the Raccoons as a representation of everything they fear.

For all of the Long Night the Order of the Raccoon were underfunded, understaffed, and a (sometimes self selected) dumping ground for those who's out of the box thinking was unwelcome in the other Orders. They spent their time wargaming unlikely situations, sometimes just plain wargaming, writing plans for bizarre and often completely fictional threats, and wondering if anybody was going to file an anomalous phenomena report this month.

But since the Release, now the Raccoon's star is rising. Alhambra's immediate post release strategy was based on one of the *many* plans generations of Raccoons had been dreaming up for exactly this situation. As the world begins to notice the Nobility even the quiet Alhambrans are finding it harder to hide, and it is the Raccoons who are called to investigate reports of all the strange weirdness that is beginning to cross paths with Alhambra's operatives on Earth. If anything, now that the Raccoons are symbolic of actual changes rather than potential they are liked even less than before.

Order of the Peacock (extinct)

Representative: Blessed Merrymaker

Entertainers, revellers, perhaps even pop-stars. Once the Order of the Peacock provided leisure and relaxation to all of Alhambra. Now they are no more. Alhambra is a city in mourning, revelry it was considered distasteful under such circumstances and so the Order was suspended on a temporary basis. The last entertainers died millennia ago still on paid leave, now all that remains of the Order are some old Ghosts still entertaining empty auditoriums.

Judiciary

Careful readers will note that none of the above is dedicated to resolving disputes between citizens, nor what is and what isn't legal.

There exists a code of laws, with the usual items (no stealing, no murder, etc.), but the most important item is that any of the Orders (but usually either the Spotted Hyenas, Raccoons, or Vultures) may, with a proper Writ signed by The Queen, do whatever is ordered on the Writ.

How a member of an Order goes about getting a Writ is ambiguous; you talk to the next person up in the chain of command if you think you or one of your underlings needs one (going above your CO's head, unless you can't find them or the matter involves them personally, is heavily frowned upon), and sometimes the Writ comes down. Sometimes the Writ comes down at the request of another Order; sometimes, the Writ comes down without anybody asking for it.

If you need binding arbitration of any other kind of dispute, you just go to the Order who covers your dispute. Food? Go to the Otters. Who owns a particular bit of land? Beavers. Who owes what to whom when? Vultures. Criminal matters? Spotted Hyenas. And so on. Each Order has Arbiters who hears cases; but note that the Queen can, at whim, override any Arbiter. (When a corrupt Arbiter is discovered, expect the Ghost Owls to get her to do so; otherwise, the Arbiter's word is usually final; wasting the Queen's time is, after all, against the law, such as it is.)

Just don't expect an Arbiter to resolve a matter hinging upon an ambiguity in the law anywhere near fast, as millennia upon millennia of records and precedents take time to work through, and most such judgements are pronounced years after they have been taken for consideration. Tortoise and Parrot still have a committee going over where the archived weather reports should be stored, and this argument has been going on for longer than Alhambras own written records can reliably tell.

Protectorates

The Queen of Tears claims absolute sovereignty over all but this is rather a big task for one woman, no matter how mighty. To facilitate her dominion she has divided her claim into numerous protectorates and appointed Regents and Governors to execute her will.

Protectorates are the Alhambran equivalent of an Embassy, though the culture of a Protectorate is very different. The Edicts are either based around achieving dominion, or assume the Protector already has dominion. The three ranks – Secretary, Governor, Regent – are just that: Ranks in the protectorate's chain of command. Culture aside the difference between a Protectorate and an Embassy is simple: There is no difference. Once you peel away the superficial cultural differences Protectorates and Embassies are entirely the same thing.

By policy each Protectorate forms one hierarchy per location where it is active. Each hierarchy has one supreme leader; either a Governor or a Regent and only one member of that rank may be stationed within that region. In Alhambra the Queen serves as the de-facto Regent for all Protectorates, though there's usually at least one actual Regent around under a legal fiction that she's merely a Governor (with the appropriate position in the hierarchy) or spending most of her time on leave but "willing to lend a hand". Secretaries are forbidden to operate outside an established region though if their job is temporary they may be permitted to do so under the governance of another region, usually Alhambra itself.

The Court of Tears has a unique advantage in its Protectorates. In the many centuries Alhambra spent short of Enlightened manpower they developed a powerful Charm that can promote a Sworn to the rank of Secretary. The Sworn must meet all the usual Requirements for the Protectorate except for Inner Light; instead they must possess three dots in Lacrima. Most Secretaries are Sworn, in fact it's rare for a Princess to be invited until she qualifies to become a a Governor. Sworn spend a point of Willpower to unlock the Transformed Edict of a Secretary for a scene.

In theory this Charm could be used by the Radiant, but it is rightly considered an invaluable strategic asset and the court of Tears goes to great lengths to protect their advantage from their foes. The Charm was intentionally created to require Lacrima. Even understanding of the Charm is strictly limited, instead each Protectorate typically has one Bequest capable of admitting Sworn to its ranks that is kept under the tightest security available.

All Protectorates are named after a mineral, the names below are the translations of the Protectorate's name from Alhambran into English.

The Protectorate of Amethyst

Alternative Titles: The Grave Tenders, The Keepers of the Necropolis, The Keepers of Memory

Informal Names: Funeral Priests, Corpse-Brides (derogatory)

Parent Order: The Order of the Parrot.

They say all are equal before death, but the people of Alhambra know this is not true. Death is a transition, but something of the individual remains. Even when you're dead, life, as it were, goes on. The dead still owe loyalty to the Last Empress. They are still expected to serve for the survival of Alhambra if their Queen requests it. In turn the Last Empress has her royal duties to keep her dead subjects safe and protected.

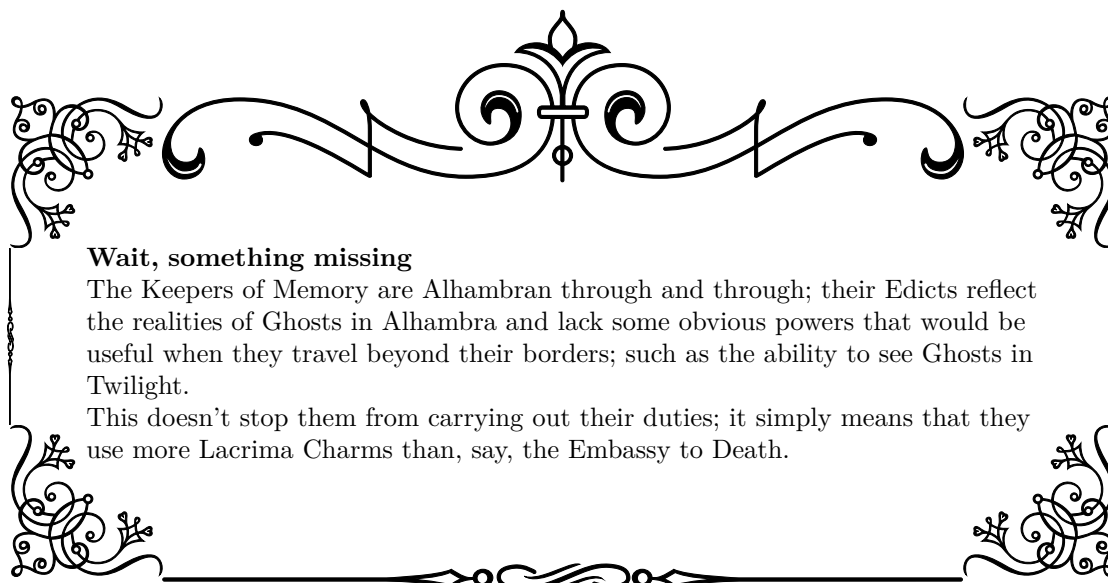
The Protectorate of Amethyst represent the Queen in her role as Lady Protector of the Dead, in Alhambra they they are responsible for taking care of the Ghosts and performing the funeral services. In the rebellious provinces they are sent to rule and safeguard the dead in the Queen's name. Though officially all forms of undead fall under the Protectorate's jurisdiction they have little experience with forms of the dead other than Ghosts, and to a lesser extent dead Princesses.

Marks and Requirements

Corpse-Brides don't have a connection to Death itself, they have a connection to the dead. Their role is closer to that of a caretaker than a psychopomp. They are expected to ensure that the honoured dead are kept comfortable and provided for; much in the way that that a government employed caretaker might be responsible for providing aid to the elderly or the disabled. The bread and butter of Ghosts, and thus of the Grave Tenders' trade is performing funeral services. The required Attribute is Presence and the required skill is Expression.

The Grave Tenders are expected to mostly cut ties with the living in favour of living as one of the dead. In doing so something of a the Ghost's unsubstantial nature sinks into their Transformed identity. Their skin becomes pale, but not unhealthy. Their regalia acquires funerary shrouds and turns snow white. Colours themselves seem muted and distant. The official hair style is long and swept back in white or silver.

Secretary Edicts



Sharing Life with Death

The Keepers of the Necropolis are expected to live in as though in death, and so bring the comforts of life to the death. No method they have is more direct than by inviting a Ghost into their own body to share the comforts of the flesh themselves. Though in recent nights a more common use of this power is to transport ghosts between Alhambra and various Enclaves in the rebellious provinces.

To invite a ghost into her body a Secretary must touch it and spend a Wisp, if the Ghost wishes it may freely enter the Secretary's body, applying the Union of Life and Death Condition to her. The Condition lasts for one day, unless both the Princess and the Ghost mutually agree to end it early.

Drawback: It is a possession, and nothing prevents the two from fighting for control of the body. If any disagreement arises a clash of wills occurs. Roll Resolve + Inner Light vs Power. If the Ghost wins apply the Possessed Condition for a number of turns equal to Ghost's Successes + 1. If the host wins the Ghost cannot try again for a number of turns equal to the host's Success + 1. Regardless of who wins, the first turn is wasted fighting over the body.

Honouring the Ancestors

Ghosts gain Essence when remembered by the living and the primary duty of the Protectorate of Amethyst is to provide this Essence by leading funerals and rituals of remembrance. Every time a Corpse-Bride in her Transformed identity helps someone remember someone who has passed away the Ghost gains two Essence instead of one.

Blessing the Union of Life and Death

By touching a person, a Ghost and spending a Wisp a Secretary can ease them into a harmonious possession as per Sharing Life with Death. The target is willing no roll is required. If the target is unwilling she rolls Presence + Occult vs Resolve + Supernatural Advantage. The Ghost may spend a point of Essence to roll Power + Finesse as a Secondary Actor to the roll.

Governor Edicts

Hallowing the Necropolis

Ghosts suffer; they suffer because they have unfinished business among the living and they suffer because their nature separates them from the living. In Alhambra the departed have no such restriction and the Keepers of the Necropolis can bring this peace to the provinces. To do this she spends two Wisps and begins an extended Presence + Expression + Lacrima roll to consecrate the ground. She must achieve Sanctuary Size * 2 Success.

When sufficient successes are accumulated the target area gains the Necropolis Condition. Under ordinary circumstances a Necropolis lasts for Inner Light days, if cast upon Sanctified ground it will last as long as the ground remains Sanctified. This also harmonises the boundaries of the Necropolis with the boundaries of the Sanctified Ground.

Bequeathing Funerary Gifts

In Alhambra all are expected to do their part for the survival of the city, and the departed are no exception. Yet beyond Alhambra's borders most Ghosts can do little but watch or spy. The Corpse-Brides are occasionally asked to help prepare a Ghost for more involved tasks.

This Edict allows a Governor to turn a Bequest into a Numina. This requires preparing the Bequest with an Extended Inner Light + Occult roll with a target of the Bequest's Dots as a Merit. Once this is done the Governor hands the Bequest to the Ghost, the physical objects rots and crumbles and the Ghost has a new ability, spending Essence in place of Wisps where required. (Ghost Princesses use Wisps as usual).

If the Ghost is given a Bequest that is able to create Wisps such as Capitation; the Ghost creates Essence instead. If the ghost is given a Bequest that can transfer Wisps, such as Charge, the Ghost can transfer Essence. The one absolute limit is that Ghosts cannot benefit from the Bequeath Upgrades Charged and Empowered. If Bequeathing Funerary Gifts is used on a Bequest with either Upgrade, the effects of that Upgrade are lost in the transition.

There is no way to transfer the granted Numina or recover the Bequest.

Regent Edict: Bearing the Burdens of the Dead

By touching the Ghost of a Princess a Regent can draw the Ghost's Shadows into her own soul, protecting the dead Princess from its greatest threat. Using this Edict requires touching the royal Ghost and spending a Wisp as an instant action. The Regent peels off the darkness and decay from the ghost and hides it deep within herself. Each activation of this Edict transfers one dot of Shadows, but the Regent may use it as many times as she wishes.

The player should track the number of ghost Shadows separately from her regular Shadows using the Ghost Shadows Condition. This is because they have a second use. Shadows can corrupt on royal ghosts in a ways a living Princesses is immune too, and Lacrima can turn Darkness to it's own purposes. As a Reflexive action the Regent may expel angry wraiths from her body, removing one ghost Shadow per wraith. These wraiths are a form of Darkspawn, not Ghosts, though they are immaterial and usually exist in Twilight. They are similar enough to the Darkspawn known as Shadowwraiths that the Storyteller may use those creatures. If the Regent spends a Willpower point when releasing Ghost Shadows she may roll Resolve + Composure. Success allows her to direct the released Darkspawn to attack targets of her choice, though they always put their own survival first. Releasing Darkspawn into the world is a Belief Compromise at a -4 penalty, releasing them for the purpose of destroying them is not a Compromise or a lesser Compromise depending on the Princess.

Drawback: Working with Shadows always has its downsides. Shadows taken from a Ghost Princess have all the same disadvantages as regular Shadows. The Princess may remove them as per normal Shadows, the player decides what kind of Shadows to remove first.

The Protectorate of Garnet

Alternative Titles: The Queen's Questers, Her Eyes and Ears.

Formal Epithets: Quester, Royal Emissary, Your Majesty (Questers represent the Queen Herself)

Informal Epithets: Inspector, Inquisitor

Parent Order: None, the Protectorate of Garnet is directly attached to the royal palace.

Ten Orders run Alhambra. Ten Orders keep the city alive. Ten Orders, each independent of each other.

Whatever reason governed the creation of Alhambra's divided politics, the reason it remains is tradition. When the Spotted Hyena howls that Alhambra's police cannot investigate another order it is tradition that closes it's jaws. When the Vulture feels the Beaver's constructions are an inefficient use of light, it is tradition that blinds it. Even the Queen respects tradition, She hesitates to command one Order to interfere with another.

Still, governance must proceed and to resolve to conundrum the Queen created The Protectorate of Garnet. By law each Quester is to be treated as though she were the Queen Herself. The Orders once swore they answer only to the Queen, and so they do just that.

You would think therefore that the Protectorate of Garnet would be a powerful dominant force in Alhambran society. The truth is that Alhambra is only one city and it's Queen is far more than a mortal. What problems arose the Queen simply dealt with Herself. It is only since the Release, when new Nobility raised the power and ambitions of Alhambra that the Queen has once again began to appoint new Questers and send them out beyond the city's walls to inspect the royal holdings.

Where they tread the Radiant quake in fear, for The Protectorate of Garnet is the Protectorate of Orders itself. With their word alone whole nations can be claimed for Alhambra.

Marks and Requirements

The Royal Emissaries are representatives of the Queen and often begin to look just a little bit like she did, before millennia of sorrows took their toll. Princes are often mistaken for a woman at first glance. Like their Queen, Questers eyes are never free from tears but their gaze is no less terrifying for it. Wherever they go the Queen's Emissaries are as regal and commanding as she is. The official hairstyle is an elegant updo, appropriate for wearing a crown (not that they wear crowns).

To be an Emissary requires more than other Protectorates. It is not only enough to have a regal Presence and the ability to Intimidate rebel governors grown fat and lazy. She must also be a paragon of Alhambra, someone worthy of representing the Queen. Lacrima must be at five dots. All Questers are Princesses, for the Queen to be represented by a commoner would be improper.

Secretary Edicts

Inspection

The first purpose of the Protectorate was always to serve as the Queen's eyes upon her Orders, and they can do this terrifyingly well. The Princess needs only ask for a report and citizens willingly tell her what they know, even state secrets.

To use this Edict the Secretary looks at a person, thinks of one organization to which he belongs, and rolls Presence + Intimidation – Composure + Supernatural Advantage. On a Success the target believes the Secretary to be his immediate superior. The spell is broken if the Princess gives a command but so long as the Princess asks questions the target's superior has a right to know, she will get answers.

The target might lie about things he would also have lied to his superiors about, such as slacking off at work. The Protectorate of Garnet teaches it's members both mundane and magical means to sniff out lies, and often punishes them severely.

Freedom of the City

As the Queen's Emissaries a Secretary of Garnet is entitled to go where she wills. So long as she is in her Transformed Identity it is hard to even question her presence. If the Secretary is trespassing in the property of a government, corporation, guild, criminal cartel or other formal body (most places except public land and private homes) anyone who sees her must roll Wits + Composure – her Lacrima. On a failure, not only do they believe she has every right to be there they'll even open locked doors or direct her to top secret facilities.

This power does not work on anyone who specifically knows that the Secretary should not be present, such as a security guard who has been told to find her and escort her out the building. At a minimum this requires a visual description of the Secretary.

My Words

Alhambran is the formal language of diplomacy, trade and governance. Most of the provinces have become intolerability lax in ensuring proper fluency. If the Protectorate wished to punish this transgression they'd have no time for anything else, so they correct it with a minimum of fuss.

By spending one Wisp a Secretary can apply the Blessing Condition, granting full fluency in Alhambran for one day.

Governor Edicts

Final Report

A Governor of Garnet is entitled to judge the competence of any public official in service to the Queen of Tears, that includes just about everyone with a job in both Alhambra and Earth. By rolling Presence + Intimidation vs Composure + Supernatural Advantage the Governor can issue a scathing critique of someone's competence. For every Success over the target's result she may remove one Willpower, for every Willpower she removes the target gains the Artificial Aspiration Condition with an Aspiration of fixing the Governor's critique.

The Governor's roll is modified by how sensible her criticisms are, by the target's standards.

My Agent

By spending a Wisp the Governor appoints someone to keep an eye on things for her: They gain the Entwined Condition with a link strength of Sensory. In addition the target may send a short report, no more than a few sentences, to the Governor at any time by spending a Willpower (or a Wisp if they have one).

Regent Edict: Royal Appointment

Sometimes an official just has to be replaced. The Queen of Tears, and her proxies, is entitled to fire or appoint anyone she pleases to any role.

To perform this the Regent rolls Presence + Intimidation + Lacrima - Commonality vs Composure + Persuasion + Status. If the Regent wins the roll the target loses all Status dots and the Regent gains them herself. Everyone in the affected commonality group is convinced that the target has been fired

or placed on temporary leave by their superiors (even if this makes no sense) and the Regent has been appointed in his place. This effect is permanent but it is reversible.

The Regent may only ever have one set of stolen Status dots at any one time. If they want to take another they must first appoint a successor and transfer their Status dots to them. Once the Regent leaves the magical effects convincing everyone that she should be there ends, in theory the Regent would have used her time to establish her chosen successor. In practice Alhambrans tend to underestimate how hard it is to convince the rebellious provinces of the Last Empress' legitimacy. Usually the original guy is back within a week.

In the old days the Regents of Garnet used to replace kings and emperors with the Queen of Tears' vassals, even with the widest possible Commonality this unfailingly got them killed by witch hunters or other supernatural beings with their own political agenda. The Protectorate tends to be a bit more subtle about things now.

Protectorate of Heliotrope

Alternative Names: The Night Audit. Informal Names: Night Vultures. Parent Order: Vulture.

A good Wisp harvest is not quick. It takes at least a full week to break even, and the largest bounties come at the end of the harvest. The agents of Tears cannot emerge from Alhambra, cast their Charms and escape to safety within their fortress city with the loot. An Alhambran Enclave may not be a permanent outpost, eventually it will dissolve in the face of the Taint it creates, but for a while it needs a permanent presence to watch over and protect the Wisp farms.

All that requires infrastructure. They need a place for agents to sleep, a regular source of food and water, transportation to and from the Wisp farms, and they need to do it all without attracting the hostility from of Radiant, Stormwrecked, Hunters, or even mundane mortal authorities. Over the years Alhambra's agents have become quite competent at setting up their Enclaves, but they've also learned that often the fastest and cheapest way to get a working infrastructure is to find someone who already has one and steal theirs. If it eliminates a rival power who'd object to Taint in their territory, well that's even better.

The Protectorate of Heliotrope specializes in killing vampires and stealing their stuff. Officially the Protectorate of Heliotrope represent the Queen in her aspect as a benevolent ruler to the downtrodden and a bastion of order who banishes slumlords, gangs and other predators; for the working class' place in life is to toil in the farms and the factories, not be preyed upon and victimised. In practice though, they just kill vampires and steal their stuff.

Marks and Requirements

The Protectorate of Heliotrope consider themselves to be saviours, sent to deliver a vampire's minions from slavery and into a life of meaningful productivity in service of Alhambra. Their appearance thus defines itself in contrast to the Vampire. Their skin becomes darkened by the sun and the Protectorate's official hairstyle is a crest of golden spikes to represent the rising sun's rays. Naturally they quickly learn not to wear that in the rebellious provinces.

Secretary Edicts

My New People:

The Secretary gains a unique variant of the Unseen Sense Merit. It applies to Vampires, but also uses the magic of Commonality to detect mortal (including Ghoul) members of a group that contains a Vampire and has a Dedication of at least Interested.

Princess of Darkness:

Vampires may call themselves lords of the night, but the Court of Tears knows that night is simply the absence of sunlight, filled with starlight and moonlight. True Darkness, which Lacrima can manipulate, is greater than mere night and one who can master it has nothing to fear from the lesser darkness. The Secretary adds Lacrima to all rolls to resist blood magic, including Disciplines and Devotions.

Let Them Go:

The Secretary can hijack the mental manipulations Vampires use and redirect a vampire's minions to the service of Alhambra. Spend a Wisp and roll Presence + Politics + Lacrima vs the Vampire's Blood Potency + Composure. If the secretary wins the roll.

1. If the target has the Scarred or Swooning Condition from a vampire feeding on them, they gain the Leveraged Condition to the Secretary.
2. If the target has a blood bond to the Vampire the blood bond connects the target to the secretary instead.

Governor Edicts

Breaking the Chains:

The power of Let Them Go increases. The Governor can now undo Dominate and Majesty, or free Ghouls.

If the target is a Ghoul they become a Sworn of Tears, in addition to any other effects such as transferring a blood bond. Long term Ghouls do not restore to their natural age when freed by this Edict, but permanently deage to their apparent age. If the target is under the effects of the Dominate or Majesty discipline (or a similar Bloodline Discipline or Devotion) the effect ends and they take the Leveraged Condition to the Governor.

In addition, by touching the ashes of a Vampire who's suffered Final Death within the last day and spending a point of Willpower the Governor can proclaim this Edict, penalised by Commonality to claim all or some of a Vampire's former servants.

Uplifting the new Generation:

The Protectorate of Heliotrope specialises in freeing a Vampire's victims so that they might find fulfilment and purpose in the service of Alhambra. It stands to reason that once the vampire is dead and the slaves are freed their work is done. All that remains is to put someone else in charge of the stolen Enclave before they hunt the next vampire. By touching a Sworn of Tears or any Princess the Governor may transfer any combination of mechanical advantages they've gained from Let Them Go or Breaking the Chains.

Alhambra is always willing to listen when a Radiant Princess comes begging for them to break a loved one out of a vampire's control.

Regent Edict: Queen of the Night

The night itself bends the Regent's will, at her command it turns against Vampire's who sulk in it's shadows. By spending 3 Wisps and a point of Willpower she can create the Environmental Tilt Midnight Noon in an area centered upon herself and with a radius of 50 yards. The affected area will not extend beyond the borders of the night.

Any Vampire's supernatural trait or ability that makes a reference to daytime, nighttime, sunlight, moonlight or starlight, etc (but not a more specific time like noon or the witching hour) acts as though it was under whatever conditions the Princess would prefer, even if she is unaware of it. Given the Protectorate's mission this typically means that Vampire's in her presence treat the night as though it was midday.

The Protectorate of Pyrite

Alternative Titles: Alhambra's Drafting Agency, The Rebel Guard (Derogatory)

Informal Epithets: Drafters

Parent Order: Order of the Spotted Hyena

Under Alhambran law and tradition, the Rebellious Provinces are vassal territories of the last city. Yet since the Court of Tear's earliest failures the possibility of Alhambra attempting to act upon their rights has been forsaken, forsaken until the Release.

With the release, and the Courts of all eight Queens growing in both size and power the Last Empress has seen fit to re-establish the Protectorate of Pyrite. Her aspect as a teacher, a nurturer and protector of recruits into her service.

The Drafters goes out into the Rebellious Provinces and seek out the best and brightest to train for both Alhambra's service and Alhambran citizenship. It is the privilege of the Provinces to send their best to Alhambra's service. If the recruits they find don't always understand what they're signing up for, the best and brightest would rarely choose a civilisation like Alhambra anyway.

This puts the protectorate in an extremely uncomfortable position. To say that Alhambran Princesses have failed in a simple task of recruitment and education would attract suspicion in the Queen's eyes, and when facing that suspicion they would not even be able to explain what went wrong. For to say that Alhambra isn't a superior culture which any reasonable person would join would remove the justification behind Alhambra's parasitic existence and personally discomfort the Queen. Most of the Drafters can't even admit there is a problem to themselves as they are just as invested in Alhambra's national myth and justifying their own thefts of hope as any other Alhambran. Since they can't look for a solution until without acknowledging the problem, the Protectorate instead builds a house of lies, as much for themselves as for Alhambra.

They ignore their recruit's eyes glazing over when they talk about the virtues of Alhambran society, and use their Edicts to ensure their students pass their examinations. They forget to stop the flow of incentives given to recruits when they reach the point that loyalty to Alhambra should be the only pay they desire. And finally, they ensure that the Enclaves are always at the top of the list for new recruits because "Alhambra's harvests are everyone's priority and where our student's unique understanding of the Rebellious Provinces can be put to the best use".

Since most of Alhambra's agents in the Rebellious Provinces are engaged in similar doublethink (if they haven't outright gone native) they'll accept to receive competently trained recruits who know the modern world and will work for Alhambra if they're getting a little something in return without thinking too hard about why they don't buy into Alhambra's national myths. If one of their Students is unlucky enough to end up in Alhambra itself the Protectorate endeavours to bury them within the bureaucracy. Since everyone in Alhambra's government needs places to bury those mistakes that no one can admit too the Pyrites haven't been caught yet.

Marks and Requirements

Sent out to recruit for Alhambra, the Protectorate of Pyrite look the part. They dress in elaborate styles with tasteful jewellery to advertise the benefits of Alhambran civilization, unlike many Alhambrains they look well fed and healthy. The official hairstyle is golden spikes, though the Protectorate is permitted to wear fashionable hair styles while in the rebellious provinces.

As representatives of Alhambra they must have sufficient knowledge to represent their nation properly, and the skill to avoid representing it's many, many, flaws. The required Attribute is Manipulation and the required skill is Politics.

Secretary Edicts

Tools of Duty

The Protectorate of Pyrite are responsible for transforming their recruits into proper tools of Alhambra, this includes providing them with the appropriate tools to perform their duties. Effectively, every Sworn of Tears has a dot in Dedication applied to every Princess in the Protectorate of Pyrite. This increases to three dots for Governors and five for Regents. The Princess can also transfer Wisps to Sworn in speaking distance as a reflexive action, this counts as spending Wisps for her per-turn maximum.

If the Sectary is a Sworn then the benefit works in reverse. In essence a Sworn Sectary of Pyrite has five dots in Dedication for every Princess of Tears - but they may only gain Lacrima Wisps per day from this Edict. They may gain additional Wisps if they have brought dots in Dedication.

Trail of Tears

The service of Alhambra is fought with perils and compromises, and it is the duty of the Drafters to help raw recruits come to terms with their duties. While Transformed they may reflexively spend a Wisp and a Willpower point, then roll Manipulation + Politics to protect a mortal from a Breaking Point, applying the Condition It was Necessary in the Process. If the target wishes they may contest the roll with Composure. Either way, this triggers Lacrima's Drawback to inflict a Compromise or Breaking Point on the Secretary with a -3 modifier if the Secretary has a Belief or Integrity of four or higher.

Welcome to Alhambra

By spending a Wisp a Drafter may give anyone everything they need to fit in among Alhambrans. For the remainder of the day they gain the Merits: Language (Old Alhambran), Language (Modern Alhambran), and a speciality to Alhambran in both Politics and Socialise. In addition, you can assume they have a basic knowledge of Alhambra as though they had read the appendix on Alhambra in the Princess: the Hopeful rulebook. The Drafter may choose to withhold information if they wish.

Governor Edicts

The Queen's Shilling

The Governor's of Pyrite can create Sworn with an ease beyond any but the Last Empress herself. When using the Accept Fealty Charm they may create Inner Light Sworn for every dot of Willpower spent. If for some reason they don't have that Charm, then The Queen's Shillings can duplicate it's effects but will only create one Sworn per dot of Willpower.

Binding Service

The chosen of Alhambra must work together for the good of the Last City. To bolster and give their armies sustenance, a Governor may spend a wisp and roll Manipulation + Politics - Commonality as an extended action with one roll per ten minutes. If she reaches seven successes the group's gains the Interwoven Condition. Their Commonality is strengthened by one level; and the Governor can begin again to continue increasing Commonality until she reaches Dedicated.

The increased Commonality lasts for a month, measured from the last use of Binding Service.

Regent Edict: Favor of the Last Empress

The power of a Regent stands as a shining example to those new to Alhambra, and her magic can do more than make up for a recruits inefficiencies. The Regent spends five Wisps and a point of Willpower, then she rolls Manipulation + Politics - Commonality. Every Sworn she targets gains the Floating Blessing Condition, with one floating Success per two of the Regent's Successes. The affected traits are the same as those that let you apply Lacrima without spending a Wisp. At the end of the day, unused successes are lost.

Drawback: Lacrima's greif washes over the souls of the sworn blessed through this Edict, each must make a single Breaking Point roll. This may be prevented with the Edict Trail of Tears.

The Regent herself suffers Lacrima's drawback, which inflicts a single Breaking Compromise roll at a -4 penalty. (So don't use the Bad Example rules, you only get one Compromise per action).

Appendix D: Conditions

Presented below are the new Conditions found in *Princess: the Hopeful*. These can be printed on double sided paper and cut out to make condition cards.

With their magical powers Princesses can often apply conditions to people as quickly as one two three. This can lead to a lot of duplicate conditions. Unless it is stated otherwise when a condition is duplicated only one instance of the condition remains. As a general rule, if the condition is a positive thing the affected character chooses which instance remains. If it is negative the player (or storyteller) inflicting the condition chooses which one they consider worse.

The following modifiers apply to Conditions:

Duplicable: It is possible to have multiple identical instances of this condition. As always, a character can only get one Beat from Conditions in a scene but all other effects of the condition can apply multiple times if it is appropriate.

Variable: The condition can apply to a verity of things. You may have this condition multiple times providing each instance of the condition applies to different things. E.G. you may have both Advised (science exam) and Advised (school bullies) but you could not have Advised (school bullies) twice. Nor could you double the benefit if a school bully targets you during a science exam. Conditions without the Variable keyword cannot be stacked, but one instance of the condition may be expanded to apply to a wider situation. For example Adult Supervision is still one Condition when it applies to mum, dad, and the occasional babysitter.

Tainted and Boon Conditions: Do not grant beats. If a magical power grants a positive Condition it is a Boon Condition unless stated otherwise. If a magical power inflicts a negative Condition it is a regular Condition unless stated otherwise.

Some Conditions are marked with Tilt in the top right, these Conditions can be either a Condition or a Tilt depending on circumstances. A Condition that grants +1 Strength in an athletics contest would be a Tilt during a street brawl. Some causes of the Condition will explicitly say to use it as a Tilt, but others will require Storyteller judgement.

Finally if a Condition has any lines beginning Resolution (as Persistent): it is designed to be used as both a temporary and persistent Condition. Convert Resolution into Beats, and use Resolution (as Persistent) as resolutions.

CONDITION

ABJECT DENIAL

CONDITION

ABDICATED

CONDITION

ADULT SUPERVISION
(PERSISTENT)

CONDITION

ADVISED (VARIABLE)

CONDITION – BOON

ALERT

CONDITION – BOON

BARGAIN (VARIABLE)

<p>CONDITION</p> <p style="text-align: center;">ABDICATED</p> <p>The Princess has abandoned her duties to the Light. She cannot peruse any action that falls under the purview of her calling without spending a point of Willpower, at which point she is free do so for the remainder of the scene. If the Princess is forced to perform relevant actions, such as a Champion who's attacked and must defend herself she subtracts her Shadows from all relevant rolls. Again a point of Willpower can remove the penalties. Resolution: The Princess achieves an exceptional success on an action related to her Calling Resolution: The Princess gains or loses a Dot of Belief.</p>	<p>CONDITION</p> <p style="text-align: center;">ABJECT DENIAL</p> <p>Your character witnessed an act of cruelty so terrible she refuses to accept such a thing is even possible. She must flee immediately from the perpetrator, the victim and any clear reminders of the crime and its results. If she is forced to confront them all rolls take a penalty of Shadows until she escapes the area. Resolution: The scene ends.</p>
<p>CONDITION</p> <p style="text-align: center;">ADVISED (VARIABLE)</p> <p>Your character has consulted someone of exceptional skill and knowledge upon a problem. Perhaps one of the Queens, who are nothing short of demi-goddesses with lifetimes of experience. It could also be one of the greatest native Dreamlanders, a living avatar of the sum of mankind's knowledge on a topic. Even an exceptional mortal along the lines of Sherlock Holmes would qualify. Resolution: When your character is confronted with a problem she has received advice on she can cash in the advice, replacing one roll with automatic successes. If the advice came from a person represented by the Mentor merit the character gains one success per dot of Mentor, otherwise the storyteller must decide. Topic: _____ Bonus Successes: _____</p>	<p>CONDITION</p> <p style="text-align: center;">ADULT SUPERVISION (PERSISTENT)</p> <p>Your character is expected to follow rules set by an older authority figure, who probably dose not realise she is a Princess and would most likely be horrified to learn about dangerous activities such as fighting Darkspawn. The strictness of the rules placed upon a Princess depends on the her age, cultural norms and the individual personality of her supervisor. An exceptionally young Princess may be forbidden to leave the house alone, but a slightly older Noble may be given a free reign providing she is back by dinner and remains reachable by phone. Beat: The character suffers a significant hardship because of the rules set down by her guardian. Beat: The character breaks the rules and faces a significant punishment. Resolution: The character acquires independence. Resolution: The guardian learns of her activities and is convinced to be supportive (consider buying a dot in Mentor).</p>
<p>CONDITION – BOON</p> <p style="text-align: center;">BARGAIN (VARIABLE)</p> <p>Your character has a one time way of making a purchase at exceptional prices. Maybe they just have a coupon for a discount. Perhaps some televisions have “fallen of the back of a lorry”, but hurry while stocks last. This Condition reduces the Availability of an item by one dot. Cash in: Your character acquires goods or services a discounted Availability. Applicable purchases: _____</p> <p style="text-align: center;">BOON CONDITIONS DO NOT PROVIDE BEATS</p>	<p>CONDITION – BOON</p> <p style="text-align: center;">ALERT</p> <p>Your character has entered a state of heightened awareness and no detail escapes her sight. Cash In: Your character converts a failed Perception roll to a Success or a successful Perception roll into an Exceptional Success. This cannot be used on contested rolls. Cash In: Your character gains +2 dice to a Contested Perception roll.</p> <p style="text-align: center;">BOON CONDITIONS DO NOT PROVIDE BEATS</p>

CONDITION – BOON

TILT CONDITION

BLESSING (PERSISTENT,
VARIABLE)

BURDEN OF LEADERSHIP
(PERSISTENT)

CONDITION

CONDITION

BODY DYSMORPHIA
(PERSISTENT)

CRACKED CONFIDENCE

CONDITION – BOON

CONDITION

CLOAK OF SHADOWS
(PERSISTENT)

COURPTED EYE
(PERSISTENT)

<p>CONDITION</p> <p style="text-align: center;">BURDEN OF LEADERSHIP (PERSISTENT)</p> <p>The Princess has donned the Mantle of Hearts, and the responsibility to be a paragon of morality that her people may guide themselves by.</p> <p>The Princess gains 8again on Sensitivity rolls when the victim or the perpetrator is someone blessed by this Charm. In addition, if anyone blessed by this Charm causes her to face a Belief compromise through setting a Bad Example, she does not halve or double the perpetrator's modifier when making her own Comrpomise roll.</p> <p>Beat: The Princess suffers from Sensitivity or looses a dot of Beleif because of this condition. (For Compromise rolls, roll the lost dice separately to see if this Condition is responsible.)</p> <p>Ending the condition: The Condition fades at the end of the scene. This does not grant a Beat.</p>	<p>CONDITION – BOON TILT</p> <p style="text-align: center;">BLESSING (PERSISTENT, VARIABLE)</p> <p>Your character is enchanted by magic which increases her abilities. This might apply to a named trait, a category of traits, or a speciality like field that works across skills.</p> <p>Ending the condition: Blessings are temporary, and vanish after a while.</p> <p>Ending the condition: Some blessings end when a certain condition is met.</p> <p>Affected trait: _____</p> <p>Increase: _____</p> <p>Duration: _____</p> <p>End trigger: _____</p> <p style="text-align: right;">BOON CONDITIONS DO NOT PROVIDE BEATS</p>
<p>CONDITION</p> <p style="text-align: center;">CRACKED CONFIDENCE</p> <p>Your character is verging on the edge of a Belief Compromise. Somebody who knows why can push her over the edge. When they try make a contested social roll with a the attackers' threshold being the Princesses' Belief + Composure and the Princess' being the attacker's dicepool. Roll once per turn, and if the attacker reaches the threshold first, make a Compromise roll.</p> <p>Resolution: Win or loose, Resolve the Condition after a contested social roll.</p> <p>Resolution: The Princess deals with her underlying issue.</p> <p>Resolution: Gain or loose a dot of Belief.</p>	<p>CONDITION</p> <p style="text-align: center;">BODY DYSMORPHIA (PERSISTENT)</p> <p>Your character does not feel comfortable in her mundane identity. She might have body image issues, be transsexual or feel incomplete without her Transformed Abilities and skills. Choose triggers that are appropriate for your character such as hearing insults about her weight or failing a roll in a certain skill. When this happens your character immediately excuses herself to Transform and tries to remain Transformed for the rest of the scene unless she Succeeds on a Resolve + Composure roll.</p> <p>Beat: Your character gets into trouble because she had to Transform at an inappropriate time.</p> <p>Beat: Your character gets into trouble from trying to move part of her mundane life to her transformed identity.</p> <p>Resolution: Your character receives therapy or surgery and becomes comfortable in her mundane identity.</p> <p>Resolution: Your character joins the Court of Mirrors and removes any need for her Mundane identity.</p>
<p>CONDITION</p> <p style="text-align: center;">COURPTED EYE (PERSISTENT)</p> <p>A magical being has taken your sight for it's own. You can still see fine but be warned, anything you can see it can see.</p> <p>Ending the Condition: Magic will fade in time.</p> <p>Beat: Your sight is used against you.</p> <p>Resolution: Magic fades in time.</p> <p>Who stole your sight: _____</p> <p>Duration: _____</p>	<p>CONDITION – BOON</p> <p style="text-align: center;">CLOAK OF SHADOWS (PERSISTENT)</p> <p>Your character has become a being of living shadow. She is an Ephemeral Being, similar enough to Ghosts to touch and be touched, but she is permanently Manifested without the need for a Condition. The Princess does not gain Influences or Manifestations but she may use her Charms, except Perfect Charms which do not work on her shadow-body.</p> <p>The Princess may attack others by rolling Strength + Lacrima, she does Lethal damage but a successful attack also drains a point of Willpower. She may also speak as normal, her strange form grants a Lacrima bonus to Intimidation. The Princess also has all the Benefits of the Darkened Template, but she uses the Noble rules for Sensitivity.</p> <p>Ending the Condition: Strong light can harm the Princess, as can magic. If she takes more than 3 damage from a single action she reverts to her Transformed identity and looses a point of Willpower from shock.</p> <p style="text-align: right;">BOON CONDITIONS DO NOT PROVIDE BEATS</p>

CONDITION – TAINTED

CURSED (PERSISTENT,
VARIABLE)

CONDITION

CONFUSED

CONDITION – OBJECT

CONSECRATED
(PERSISTENT)

CONDITION – OBJECT

DARK LURE (PERSISTENT)

CONDITION – OBJECT

DAYDREAMING ZONE

CONDITION

DEPRESSION (PERSISTENT)

<p>CONDITION</p> <p style="text-align: center;">CONFUSED</p> <p>Your character is a bit unsure about what's going on, perhaps he is busy trying to survive while processing the existence of vampires. Perhaps a con-artist just pulled the wool over his eyes. Regardless of why, poor information leads to poor decisions.</p> <p>Causing the Condition: Chaotic circumstances beyond what your character faces in day to day life can be confusing.</p> <p>Causing the Condition: An Exceptional Success on a subterfuge roll can often inflict this condition.</p> <p>Resolution: Your character makes a bad decision because of his poor information.</p> <p>Resolution: Your character discovers appropriate facts and gets to grips with the situation.</p>	<p>CONDITION – TAINTED</p> <p style="text-align: center;">CURSED (PERSISTENT, VARIABLE)</p> <p>Your character is enchanted by magic which decreases her abilities. This might apply to a named trait, a category of traits, or a speciality like field that works across skills. If a Curse reduces an Attribute to zero then all rolls using that attribute automatically fail, in addition to roleplaying considerations. Supernatural abilities powerful enough to do this will explicitly state so in their description.</p> <p>Beat: The character fails a significant roll because of this Condition (roll the missing dice separately).</p> <p>Resolution: Curses are temporary, and vanish after a while.</p> <p>Resolution: Some curses have an escape condition which end the curse as soon as it is fulfilled.</p> <p>Escape Clause: _____</p> <p>Affected trait: _____</p> <p>Decrease: _____</p> <p>Can reduce Attributes to zero?: <u>Y/N</u></p> <p style="text-align: center;">TAINTED CONDITIONS DO NOT PROVIDE BEATS</p>
<p>CONDITION – OBJECT</p> <p style="text-align: center;">DARK LURE (PERSISTENT)</p> <p>The object has become irresistible to Creatures of the Darkness. Every Creature of the Darkness within the affected area must make a Resolve + Composure - activation successes roll or immediately try to acquire the object. If the condition has the destructive modifier, the monsters instead try to destroy it rather than acquire it.</p> <p>Ending the Condition: The scene ends.</p> <p>Lure radius: _____</p> <p>Activation Successes: _____</p> <p>Destructive: <u>Y/N</u></p> <p style="text-align: center;">INANIMATE OBJECTS CANNOT GAIN BEATS.</p>	<p>CONDITION – OBJECT</p> <p style="text-align: center;">CONSECRATED (PERSISTENT)</p> <p>The area has been saturated with Noble magic, and serves as a foundation for certain Charms. The benefits are listed on the Charms themselves. Only the Princess(es) responsible for Consecrating a place may use it to enhance their Charms, but other Princesses can do so with her help.</p> <p>Causing the Condition: The Palace Merit or Charm Consecrate can Consecrate ground.</p> <p>Ending the Condition: Unconsciously consecrated ground will fade if the bond of intimacy is disrupted.</p> <p>Ending the Condition: If the Condition was created by Charm Consecrate it may expire after some time.</p> <p>Ending the Condition: A Tainting ends the condition.</p> <p>Ending the Condition: Suppressed Taint can slowly erode the Condition.</p> <p>Duration: _____ Activation Successes: _____</p> <p>Supressed Taint: _____ Sanctuary: <u>Y/N</u></p> <p style="text-align: center;">INANIMATE OBJECTS CANNOT GAIN BEATS.</p>
<p>CONDITION</p> <p style="text-align: center;">DEPRESSION (PERSISTENT)</p> <p>Your character is suffering from depression. Whenever your character fails a roll which is important to achieving an Aspiration (including variants such as Dreams) roll Resolve + Composure, on a failure lose a point of Willpower and you can neither spend nor regain Willpower for the rest of the scene.</p> <p>Beat: Your character succumbs to a bout of depression.</p> <p>Beat: Your voluntary declare your character has a bout of depression. This only grants beats when the hardship is significant. The hardship includes more than the lost Willpower, such as declaring your character does not to peruse an opportunity because of her depression.</p> <p>Resolution: Gain a dot of Integrity (or equivalent)</p> <p>Resolution: Roll an Exceptional Success on a Breaking Point (or equivalent)</p> <p>Resolution: Therapy, medication or a significant lifestyle change overcomes the fog of depression.</p>	<p>CONDITION – OBJECT</p> <p style="text-align: center;">DAYDREAMING ZONE</p> <p>The area has been saturated with the raw power of the Dreamlands. Any Dreamlanders in the area gain the Materialise Manifestation, while materialised treat them as though they were in the Dreamlands for all rules purposes. In addition Breaking Point and Comprromise rolls gain a +1 bonus.</p> <p>Causing the Condition: Only Ambassadors to the Dreamlands can cause this Condition</p> <p>Ending the Condition: The Ambassador ends the effect.</p> <p style="text-align: center;">INANIMATE OBJECTS CANNOT GAIN BEATS.</p>

CONDITION

DISSOCIATION (PERSISTENT)

CONDITION

DOMINATED (PERSISTENT)

CONDITION

DOUBTING (PERSISTENT)

CONDITION

DRAMA QUEEN

CONDITION – OBJECT

DRAINING HEX

CONDITION

ENTWINED (PERSISTENT)

<p>CONDITION</p> <p style="text-align: center;">DOMINATED (PERSISTENT)</p> <p>Your character has come under the mental domination of another and will obey their orders. She may still refuse orders that violate their sense of self (anything that would be a Breaking Point or Beleif Compromise) unless this condition has the Unethical modifier. She may also refuse orders that pose a significant risk of harm to herself, unless this Condition has the Suicidal Modifier. If the modifiers are partial, then your character may roll to contest those orders. She must beat the orignal activation successes using the same traits she used to resist the mental domination magic.</p> <p>Beat: Your character suffers a significant hardship during her service.</p> <p>Resolution: The magic wears off or is broken.</p> <p>Loyal to: _____</p> <p>Duration: _____</p> <p>Unethical: <u>Y/N/Partial</u></p> <p>Suicidal: <u>Y/N/Partial</u></p>	<p>CONDITION</p> <p style="text-align: center;">DISSOCIATION (PERSISTENT)</p> <p>Your character did something so terrible that she refuses to accept it. Instead she separates her two identities, using one to shield the other. Every time the Princess transforms into her guilty identity (whichever one committed the act) lose one point of Willpower. In addition neither identity are able to remember what they did while in the other identity.</p> <p>Beat: Your character gets into trouble because she could not remember something.</p> <p>Resolution: The character admits to her crime and makes amends.</p> <p>Resolution: The character gains a dot of Belief.</p>
<p>CONDITION</p> <p style="text-align: center;">DRAMA QUEEN</p> <p>Your character must always be in the center of attention. Whenever she is in a situation where somebody other than herself has the attention of the majority of people present she is compelled to act out.</p> <p>Resolution: Your character acts out inappropriately and causes a scene.</p> <p>Resolution (as Persistent): Your character confronts her inner insecurities and learns that the respect of the world is worth less than self respect.</p>	<p>CONDITION</p> <p style="text-align: center;">DOUBTING (PERSISTENT)</p> <p>The character's higher calling or guiding principle has been put in question, and she is beset by doubts. While the character is affected by this Condition, she cannot spend Willpower on any action that simultaneously reflects both her Beliefs and her Calling.</p> <p>Resolution: An exceptional success on a roll in which the Princess cannot spend Willpower. Resolution: A Success or Exceptional on a Compromise roll</p>
<p>CONDITION</p> <p style="text-align: center;">ENTWINED (PERSISTENT)</p> <p>Your character has been magically linked to another and may be affected by magic across any distance, of course such links work in both directions.</p> <p>Beat: Your character suffers a significant hardship because of long distnace magic.</p> <p>Resolution: The magic that forms such links is temporary and will fade in time.</p> <p>Resolution: Like most persistent magical effects, these links can be broken with counter magic.</p> <p>Linked to: _____</p> <p>Link strength: _____</p> <p>Lasts until: _____</p>	<p>CONDITION – OBJECT</p> <p style="text-align: center;">DRAINING HEX</p> <p>The object has been hexed and drains the will of everyone nearby. Once per scene any mortal who remains within five yards for an hour or more must roll Resolve vs the hexes potency. If they fail a point of Willpower is transferred into the Hex's pool. If the pool is full the hex it has no effect. Any Creature of the Darkness can use the Eeneration Caligo to drain Willpower points from the hex.</p> <p>Willpower pool: _____ / _____</p> <p>Potency: _____</p> <p style="text-align: right;">INANIMATE OBJECTS CANNOT GAIN BEATS.</p>

CONDITION

EMBARRASSING
PHYLACTERY (PERSISTENT)

CONDITION – TAINTED

FADING LIGHT

CONDITION – BOON

TILT

FLOATING BLESSING
(PERSISTENT, VARIABLE)

CONDITION – BOON

TILT

FLOATING SUCESES
(PERSISTENT, VARIABLE)

CONDITION – BOON

FORTUNATE

CONDITION

FRESH IMPRESSIONS
(PERSISTENT)

CONDITION – TAINTED

FADING LIGHT

Your character has lost her last shreds of hope. Without hope her Inner Light begins to fade away. She cannot regain Willpower through sleep, and loses a dot of Willpower every week.

Resolution: The character gains a dot of Belief. She will soon die peacefully. **Resolution:** Your character chooses to embrace her despair and become one of the Dethroned.

Resolution: The character runs out of Willpower. Roll Resolve + Composure - Shadows, on a Success the Princess' soul escapes. On a failure it is trapped in her body. Replace Fading Light with Tainted Shell.

TAINTED CONDITIONS DO NOT PROVIDE BEATS

CONDITION

EMBARRASSING PHYLACTERY (PERSISTENT)

Some Hopeful have a Phylactery which has an uplifting, even moral meaning to them personally but if presented in public causes nothing but trouble. This may be because the Princess is from an oppressed minority group and her Phylactery is a symbol of her people. It could be because her Phylactery has a different meaning to different cultures, because her Phylactery has an obviously magical or Princessy experience, or because her Phylactery isn't appropriate for her age, social standing or gender.

Beat: Your character suffers a significant hardship because of reactions to her Phylactery.

Beat: Your character's attempts to conceal her Phylactery causes her a significant hardship.

Resolution: At the player's desecration a major life event may reshape the Phylactery.

CONDITION – BOON

TILT

FLOATING SUCCESSES (PERSISTENT, VARIABLE)

Your character is enchanted by powerful magic which grants automatic successes when she needs it. This might apply to a named trait, a category of traits, or a speciality like field that works across skills.

Cash in: On any roll using the traits affected by the enchantment you may remove successes from your pool and apply automatic successes, in addition to your roll. The enchantment can also decrease an attacker's dice pool by increasing attributes that subtract from the attacker's dicepool. Each reduction affects one roll.

Ending the condition: Most enchantments that grant Floating Dice wear off after a while, any remaining dice in the Floating Dice Pool are lost.

Affected traits: _____

Successes remaining: _____ **Duration:** _____

BOON CONDITIONS DO NOT PROVIDE BEATS

CONDITION – BOON

TILT

FLOATING BLESSING (PERSISTENT, VARIABLE)

Your character is enchanted by magic which will temporarily increase her abilities when she needs it. This might apply to a named trait, a category of traits, or a speciality like field that works across skills. It never applies to chance dice.

Cash in: On any roll using the traits affected by the enchantment you may remove dice from your Floating Dice Pool and add them to your roll. You may transfer up to five dice, but once they're gone they're gone. The enchantment can also decrease an attacker's dice pool by increasing attributes that subtract from the attacker's dicepool. Each reduction affects one roll.

Ending the condition: Most enchantments that grant Floating Dice wear off after a while, any remaining dice in the Floating Dice Pool are lost.

Affected traits: _____

Dice remaining: _____ **Duration:** _____

BOON CONDITIONS DO NOT PROVIDE BEATS

CONDITION

FRESH IMPRESSIONS (PERSISTENT)

Magic has been used to change your character's impressions of another. Perhaps with your permission, for the head often knows better than the heart.

This Condition does not prevent later changes in opinion.

Beat: Your character's new impressions are used to take advantage of her. **Ending the Condition:** Magic will fade in time.

With who? _____

New impression level: _____

Duration: _____

CONDITION – BOON

FORTUNATE

You have been blessed with a dollop of good fortune. A number of rolls are enhanced:

Benefit: 9again, 8again, rote

Rolls remaining: _____

Rolls affected: All, Chosen

BOON CONDITIONS DO NOT PROVIDE BEATS

CONDITION – TAINTED

FRESH SHADOWS
(DUPLICABLE)

CONDITION

GIRL UNDERGROUND

CONDITION – TAINTED

GHOST SHADOWS
(PERSISTENT)

CONDITION

GIVE THEM CAKE

CONDITION – BOON

GUIDING LIGHT
(PERSISTENT)

CONDITION

GUIDED

<p>CONDITION</p> <p style="text-align: center;">GIRL UNDERGROUND</p> <p>During a moment of vulnerability the Dreamland's trap sunk it's hooks into you. When you next sleep you will enter the Dreamlands (uncovering a new Crawlspace entrance if there is none nearby) and you may not leave the Dreamlands without Resolving this Condition.</p> <p>Resolution: Remove a Dot of Shadows.</p> <p>Resolution: Earn at least five Beats after taking this Condition, and spend at least one experience on a trait that will help resolve the issue that led to this Condition.</p>	<p>CONDITION – TAINTED</p> <p style="text-align: center;">FRESH SHADOWS (DUPLICABLE)</p> <p>Your character has experienced an episode of emotional turmoil and it has left a Shadow upon her soul. If she acts quickly the Shadow can be removed.</p> <p>Resolution: The Princess finds emotional closure. Perhaps she helps a victim of a cruel act or enforces justice upon the perpetrator – Resolving this Condition removes a Dot of Shadows.</p> <p>Ending the Condition: The scene ends.</p> <p style="text-align: right;">TAINTED CONDITIONS DO NOT PROVIDE BEATS</p>
<p>CONDITION</p> <p style="text-align: center;">GIVE THEM CAKE</p> <p>It's simple, if people agree with you then you don't need to discuss anything and if they don't agree with you they're wrong so you can safely ignore them.</p> <p>Resolution: Your character gets into trouble or creates a conflict by ignoring other people's feelings and opinions. Or not bothering to learn them in the first place.</p> <p>Resolution (as Persistent): Your character confronts her inner insecurities and learns to listen to those around her.</p>	<p>CONDITION – TAINTED</p> <p style="text-align: center;">GHOST SHADOWS (PERSISTENT)</p> <p>Your character has trapped a Darkspawn in her soul. This effectively gives her additional Shadows.</p> <p>Remove Shadows: Any event that removes a permanent Shadow can remove a Ghost Shadow instead. The player chooses which kind is removed first.</p> <p>Resolution: At any time your Character can release all the Shadows into the world as Darkspawn (by default use the Stats for a shadow-wraith). You may even release them with a goal, roll Resolve + Composure, on a success they will attack a target of your choice unless their survival is in jeopardy. Releasing Darkspawn into the world is a Belief Compromise with a -4 penalty, unless you destroy them all in the current scene.</p> <p>Number of Ghost Shadows: _____</p> <p style="text-align: right;">TAINTED CONDITIONS DO NOT PROVIDE BEATS</p>
<p>CONDITION</p> <p style="text-align: center;">GUIDED</p> <p>Your character follows another. Their joy is your joy, their success is your successes.</p> <p>Resolution: When the one you are bonded to gains a Beat from an Aspiration, Dream, or an equivalent, take a Beat</p> <p>Guided by: _____</p>	<p>CONDITION – BOON</p> <p style="text-align: center;">GUIDING LIGHT (PERSISTENT)</p> <p>Your dreams serve as an inspiration to others. When you fulfil the affected Dream or Aspiration everyone who significantly helped you fulfil it this session takes a Beat, characters capable of having Dreams who help you fulfil a Dream also gain a Luminous Beat.</p> <p>Ending the Condition: When you fulfil the affected Aspiration or Dream, the condition ends.</p> <p>Affected Aspiration/Dream _____</p> <p style="text-align: right;">BOON CONDITIONS DO NOT PROVIDE BEATS</p>

CONDITION

HEAVY CROWN

CONDITION

HEARTFELT VOW
(PERSISTENT)

CONDITION – BOON

HELD CHARM

CONDITION

INCREDULOUS

CONDITION – BOON

INFLAMED WILL

TILT

CONDITION

INTERWOVEN (PERSISTENT)

<p>CONDITION</p> <p style="text-align: center;">HEARTFELT VOW (PERSISTENT)</p> <p>Your character's Belief and magic rest on a great vow, which demands that she follow a specific code of conduct while acting as a champion of the Light. Her Charms fail to activate, or give no help to mundane actions, if the result of a success would break her vow. Moreover, if the Princess does break the vow, she must immediately return to her mundane form and cannot transform for the rest of the scene.</p> <p>Resolution: The Princess undergoes a moral crisis, resolves it by abandoning her vow. This requires a Belief Compromise.</p> <p>Beat: The Princess suffers a significant setback due to keeping her vow.</p>	<p>CONDITION</p> <p style="text-align: center;">HEAVY CROWN</p> <p>Your character has failed the people who depend upon her and feels that she is no longer worthy to lead. She suffers a dice penalty to all actions where other people depend on her success. -1 for five people or less. -2 for six to 15 people. -3 for 16 to 45 people, -4 for 46 to 100 people and -5 for anything over 100.</p> <p>Resolution: Your character succeeds on an important roll where people depend on her, at least as many people as she originally failed.</p> <p>Resolution: Your character fails an important roll with the above penalties.</p> <p>Resolution (as Persistent): Your character, and her people, learn her value as a leader with her imperfections.</p>
<p>CONDITION</p> <p style="text-align: center;">INCREDULOUS</p> <p>The character has considered, and rejected, the idea that a supernatural being is, in fact, supernatural. Any roll he makes to recognize the being as anything but a mundane human takes a -2 penalty. This Condition may be taken multiple times, each for a different supernatural.</p> <p>Resolution: The character discovers the supernatural being's true status despite the penalty.</p>	<p>CONDITION – BOON</p> <p style="text-align: center;">HELD CHARM</p> <p>Your character has been enchanted with a Charm which will take effect only under certain conditions. While the Held Charm Condition does not provide Beats, the effects of the Charm can create a new Condition which just might do so.</p> <p>Ending the Condition: The condition takes place and the Charm performs its usual effect, after using up any repetitions, and it is not renewable.</p> <p>Ending the Condition: The duration expires and the Charm is wasted.</p> <p>Stored Effect: _____</p> <p>Activation conditions: _____</p> <p>Deactivation conditions: _____</p> <p>Charm's Activation Successes: _____</p> <p>Duration: _____</p> <p>Repetitions: _____ Renewable: Y/N</p> <p style="text-align: right;">BOON CONDITIONS DO NOT PROVIDE BEATS</p>
<p>CONDITION</p> <p style="text-align: center;">INTERWOVEN (PERSISTENT)</p> <p>Your character has been magically linked to a social group and falls under mystical effects that affect the group itself, of course such links work in both directions.</p> <p>Beat: Your character suffers a significant hardship because of group affecting magic.</p> <p>Resolution: The magic that forms such links is temporary and will fade in time.</p> <p>Resolution: Like most persistent magical effects, these links can be broken with counter magic.</p> <p>Linked to: _____</p> <p>Link strength: _____</p> <p>Lasts until: _____</p>	<p>CONDITION – BOON TILT</p> <p style="text-align: center;">INFLAMED WILL</p> <p>Your character's Willpower has been magically stoked to superhuman levels.</p> <p>Cash In: When spending point of Willpower to add dice to a roll, cash in a flame to increase its effectiveness.</p> <p>Ending the condition: When the duration expires on the Condition, any remaining flames are lost.</p> <p>Willpower bonus: _____</p> <p>Defensive Willpower bonus: _____</p> <p>Flames: _____</p> <p>Duration: _____</p> <p style="text-align: right;">BOON CONDITIONS DO NOT PROVIDE BEATS</p>

CONDITION – BOON

TILT CONDITION – TAINTED

INVERSE BLESSING
(PERSISTENT, VARIABLE)

INVERSE CURSE
(PERSISTENT, VARIABLE)

CONDITION

CONDITION – TAINTED

INVOCATION LOCK
(PERSISTENT)

IT WASN'T NECESSARY

CONDITION – BOON

CONDITION – OBJECT

LIGHT'S UNITY
(PERSISTENT)

LINE IN THE SAND
(PERSISTENT)

<p>CONDITION – TAINTED</p> <p style="text-align: center;">INVERSE CURSE (PERSISTENT, VARIABLE)</p> <p>Your character is enchanted by magic which modifies people’s ability to affect you. People may find tormenting you to be unusually satisfying or know exactly what words will fill you with fear.</p> <p>Ending the condition: Curses are temporary, and vanish after a while.</p> <p>Ending the condition: Some curses end when a certain condition is met.</p> <p>Affected trait: _____</p> <p>Modifier: _____</p> <p>Duration: _____</p> <p>End trigger: _____</p> <p style="text-align: center;">TAINTED CONDITIONS DO NOT PROVIDE BEATS</p>	<p>CONDITION – BOON TILT</p> <p style="text-align: center;">INVERSE BLESSING (PERSISTENT, VARIABLE)</p> <p>Your character is enchanted by magic which modifies people’s ability to affect you. People may find their combat skills fading if they attempt to harm you or be unusually brilliant at choosing the right present for you.</p> <p>Ending the condition: Blessings are temporary, and vanish after a while.</p> <p>Ending the condition: Some blessings end when a certain condition is met.</p> <p>Affected trait: _____</p> <p>Modifier: _____</p> <p>Duration: _____</p> <p>End trigger: _____</p> <p style="text-align: center;">BOON CONDITIONS DO NOT PROVIDE BEATS</p>
<p>CONDITION – TAINTED</p> <p style="text-align: center;">IT WASN’T NECESSARY</p> <p>The Princess has suppressed her internal conflict and such problems tend to fester if they are not dealt with. Every time the Princess faces a Compromise roll (and doesn’t invoke It Was Necessary) apply a -2 penalty and decrease the number of stacks by one.</p> <p>Ending the Condition: The condition ends when the number of stacks reaches zero.</p> <p>Stacks: _____</p> <p style="text-align: center;">TAINTED CONDITIONS DO NOT PROVIDE BEATS</p>	<p>CONDITION</p> <p style="text-align: center;">INVOCATION LOCK (PERSISTENT)</p> <p>Each Queen has an Avatar Charm, and your character has just used one. She has become an exemplar of one Invocation, and cannot use any of the others.</p> <p>She can still use Charms linked to other Invocations, she just cannot add dice to them through an Invocation.</p> <p>Beat: Your character faces a significant hardship because she cannot access other Invocations.</p> <p>Ending the Condition: The avatar Charm ends. (Do not grant a Beat)</p> <p>Invocation: _____</p>
<p>CONDITION – OBJECT</p> <p style="text-align: center;">LINE IN THE SAND (PERSISTENT)</p> <p>The Princess has drawn a line, keeping watch for certain people. If one of those people cross the line, the Princess instantly knows about it.</p> <p>Causing the Condition: Only the Charm Laying Down The Line can cause this condition</p> <p>Ending the Condition: The charm expires.</p> <p>Ending the Condition: The physical form of the line is broken.</p> <p>Targets: _____</p> <p>Duration: _____</p> <p style="text-align: center;">INANIMATE OBJECTS CANNOT GAIN BEATS.</p>	<p>CONDITION – BOON</p> <p style="text-align: center;">LIGHT’S UNITY (PERSISTENT)</p> <p>The Queen of Hearts knows that when people are guided by a great leader, the fruits of their labours become greater than the sum of it’s parts. Guided by Hearts’ avatar, your character now knows this too.</p> <p>Whenever you work as the primary actor in a Teamwork roll you gain a bonus equal to the number of secondary actors multiplied by the total number of actors (only actors with Light’s Unity from the same Princess count) or the Condition’s maximum, whichever is lower. (For example, in a team of 3, the 2 secondary actors will contribute three dice, for a total of six, in addition to the dice from their rolls.) This condition fades at the end of the scene.</p> <p>Leading Princess: _____</p> <p>Maximum: _____</p> <p style="text-align: center;">BOON CONDITIONS DO NOT PROVIDE BEATS</p>

CONDITION – BOON

LIVING FULCRUM
(PERSISTENT)

CONDITION – BOON

LIVING LIBRARY
(PERSISTENT)

CONDITION – OBJECT

LUCID ZONE

CONDITION

LUMINOUS

CONDITION

MANIA

CONDITION – BOON

MASQUERADE

<p>CONDITION – BOON</p> <p style="text-align: center;">LIVING LIBRARY (PERSISTENT)</p> <p>Knowledge is how we make the world better, and avatar of Diamonds is knowledge incarnate. For topic covered by this Condition the Princess has the equivalent of a three dot Library upon that topic in her head. She may perform research rolls on those topics, with the usual library bonus, at a rate of one roll per turn. At the end of the scene this Condition fades. The memory of the Princess' research remains, as well as any other memory would.</p> <p>Topics: _____ _____ _____</p> <p style="text-align: center;">BOON CONDITIONS DO NOT PROVIDE BEATS</p>	<p>CONDITION – BOON</p> <p style="text-align: center;">LIVING FULCRUM (PERSISTENT)</p> <p>The Avatar of Spades sits at the heart of all things, with the slightest touch she can unbalance the mightiest edifice. At any time the Princess may spend one turn and roll a Finesse Attribute + an appropriate skill. Record the Successes, whenever the Princess wishes she may reflexively increase or decrease any dicepool by the stored Successes. The Storyteller is entitled to expect creativity, verity and a minimum of sense in the Princess' actions and how they affect her target. The Princess may store a one roll per Aria and she may modify any number of rolls per turn but she may only apply one modifier to any given roll. At the end of the scene the Condition fades, unspent modifiers are lost.</p> <p>Stored Modifiers: _____</p> <p style="text-align: center;">BOON CONDITIONS DO NOT PROVIDE BEATS</p>
<p>CONDITION</p> <p style="text-align: center;">LUMINOUS</p> <p>After sending a particularly large amount of her magic, her hopes and dreams, out into the world the Princess' Inner Light has become luminous. Leftover residue from her spell metaphorically sticks to her skin, lighting the world around her. The Princess, and people around her, find it easier to act upon their own hopes and dreams.</p> <p>Resolution: Whenever someone within Inner Light * 10 yards of the Princess (including the Princess herself) performs a virtuous action (or not so virtuous, for Twilight Charms) that falls under the Duties of the Princess' Calling, they may cash in the Condition for a +1 bonus to the roll. If an Invocation was applied to the Charm the bonus increases to +2 if the act matches both the Queen and the Calling. Charms without an applied Invocation default to the Princess' liege. The Princess gets a Luminous Beat (not a regular Beat) no matter who gets the bonus.</p>	<p>CONDITION – OBJECT</p> <p style="text-align: center;">LUCID ZONE</p> <p>this area of the Dreamlands has been saturated with the solidity of the waking world. Everyone in the area resists the Gales automatically. Causing the Condition: Only Ambassadors to the Dreamlands can cause this Condition Ending the Condition: The Ambassador ends the effect.</p> <p style="text-align: center;">INANIMATE OBJECTS CANNOT GAIN BEATS.</p>
<p>CONDITION – BOON</p> <p style="text-align: center;">MASQUERADE</p> <p>A magical illusion hides your character's supernatural nature. Any passive supernatural ability that can detect your innate supernatural nature will automatically fail. Active supernatural abilities that can detect your supernatural nature must first defeat whomever blessed you with this condition in a Clash of Wills. Any ability which could detect you making active use of your own supernatural abilities functions as normal. Ending the Condition: The magical protection fades with time.</p> <p>Duration: _____ Clash of Wills Dice Pool: _____</p> <p style="text-align: center;">BOON CONDITIONS DO NOT PROVIDE BEATS</p>	<p>CONDITION</p> <p style="text-align: center;">MANIA</p> <p>Your character is awash with energy and cannot sit still. You take a -2 penalty to all rolls to resist impulsive behaviour or temptation, the penalty increases to -5 when the action in question aligns with your Vice. Resolution: You suffer a significant drawback because you couldn't resist acting.</p>

CONDITION

MIRROR BLINDNESS

CONDITION – TAINTED

MISFORTUNATE

CONDITION

NAME OF THE MOON

CONDITION

NARCISSISM

CONDITION – OBJECT

NECROPOLIS (PERSISTENT)

CONDITION

NIGHTMARES (PERSISTENT)

<p>CONDITION – TAINTED</p> <p style="text-align: center;">MISFORTUNATE</p> <p>You're character has been cursed with ill fortune. She does not gain 10 again and subtracts any 1s from her Successes. Negative Successes become a Dramatic Failure. Rolls remaining: _____</p> <p style="text-align: center;">TAINTED CONDITIONS DO NOT PROVIDE BEATS</p>	<p>CONDITION</p> <p style="text-align: center;">MIRROR BLINDNESS</p> <p>Looking into the mirror your character was struck blind by her own beauty and can no longer see her flaws. She can Compromise her own Beliefs without questioning herself, or even realising she has done so. The obvious drawback is that she is as likely to commit a serious Compromise that gets her into serious trouble than to get away with a minor Compromise that works to her benefit. Resolution: When your character Compromises her Beliefs you may cash in Mirror Blindness. Do not make a Compromise roll for your character does not realise her actions go against her own Beliefs. This applies even to ridiculously large leaps of logic. Your character could break her athletic rival's leg and not realise she's hurt her.</p>
<p>CONDITION</p> <p style="text-align: center;">NARCISSISM</p> <p>Your character believes she is the best, brightest and most special person in the world. She probably isn't, and her false confidence causes her to jump to conclusions and accept challenges beyond her capabilities. Resolution: Your character chooses to confront a problem she cannot handle, or goes unprepared to confront a problem she is only able to handle with proper preparation. Resolution (as Persistent): Your character confronts her inner insecurities and learns to accept herself and her limitations.</p>	<p>CONDITION</p> <p style="text-align: center;">NAME OF THE MOON</p> <p>In any conflict your character cannot use Bequests or Charms (but keeps effects that are already active) until she makes a speech about why she is fighting. This requires a minute of speaking, or a turn if she uses the Royal Tongue, and her opponents must be able to hear her speech. Resolution: Someone takes advantage of the character's speech to move against her. Resolution: The Princess ruins an ambush or gives up an advantage by announcing her presence. Resolution (as Persistent): At the player's discretion this Condition may be resolved any time she gains a dot of Belief.</p>
<p>CONDITION</p> <p style="text-align: center;">NIGHTMARES (PERSISTENT)</p> <p>Your character has suffered something traumatic and it disturbs her sleep. She does not regain Willpower at night. Nightmares usually last for 10 - Integrity days. If not therapy may be required. Lucid Dreamers cannot just imagine their nightmares away, this condition represents subconscious trauma that is not so easily fixed. However they may fight their nightmares in a combat scene to claim their night's rest. Resolution: Your character has time to process the trauma. (Do not take a beat). Days remaining: _____</p>	<p>CONDITION – OBJECT</p> <p style="text-align: center;">NECROPOLIS (PERSISTENT)</p> <p>This area is a Necropolis, a paradise for ghosts. Any Ghost within the affected area does not suffer essence bleed, in addition when using Manifestations a Necropolis counts as an Anchor with the Open Condition. Finally all Ghosts within a Necropolis can use the Materialise Manifestation even if they do not have access to it normally. Causing the Condition: Only Governors of Amethyst can cause this condition Ending the Condition: The duration expires. Duration: _____ Area affected: _____</p> <p style="text-align: right;">INANIMATE OBJECTS CANNOT GAIN BEATS.</p>

CONDITION – OBJECT

OFUDA (PERSISTENT)

CONDITION

OVER-COMPENSATORY
GUILT

CONDITION

PHOBIA (PERSISTENT)

CONDITION

PRIMAL SCREAM

CONDITION

PROPERTY TAX

CONDITION – BOON

TILT

PROTECTIVE BLESSING
(PERSISTENT, VARIABLE)

<p>CONDITION</p> <p style="text-align: center;">OVER-COMPENSATORY GUILT</p> <p>Your character has done something she feels guilty about, as a result she is attempting to counter her feelings by making amends in every way except addressing the real issue: If she stole something she might compulsively give charity, if she told a dangerous lie she might become compulsively honest.</p> <p>Resolution: The character suffers a hardship or gives up on something she wants through misplaced penance.</p> <p>Resolution (as Persistent): The character confesses her original crimes and makes amends.</p>	<p>CONDITION – OBJECT</p> <p style="text-align: center;">OFUDA (PERSISTENT)</p> <p>The target of this Condition is an Ofuda, a protective talisman that drives monsters away. Unless an affected monster succeeds on a Resolve + Supernatural Tolerance - Strength roll they must immediately leave the affected area. When an Ofuda is created all affected beings in the target area must immediately roll to overcome the Ofuda or depart.</p> <p>Causing the Condition: Only the Charm Ofuda can cause this condition</p> <p>Ending the Condition: The charm expires.</p> <p>Ending the Condition: The Ofuda is destroyed or moved more than ten feet.</p> <p>Affects: _____</p> <p>Strength: _____</p> <p>Duration: _____</p> <p>Area affected: _____</p> <p>Exemptions: _____</p> <p style="text-align: right;">INANIMATE OBJECTS CANNOT GAIN BEATS.</p>
<p>CONDITION</p> <p style="text-align: center;">PRIMAL SCREAM</p> <p>The Princess' magic has gone wild and is flowing out of her in a magical storm. Every turn she spends as many Wisps as possible and everyone within Inner Light yards of the Princess, including the Princess, takes one die of Bashing damage per Wisp spent. The Princess may do nothing unless she succeeds on a Resolve + Stamina roll, in which case she may move at a walking pace for a turn.</p> <p>Resolution: The Princess' incapability causes her a serious inconvenience.</p> <p>Resolution: The Princess significantly hurts a friend or ally.</p> <p>Ending the Condition: The Princess falls unconscious.</p> <p>Ending the Condition: The Princess runs out of Wisps.</p>	<p>CONDITION</p> <p style="text-align: center;">PHOBIA (PERSISTENT)</p> <p>Your character is scared of something, really scared. When she encounters her phobia she must roll Resolve + Composure, on a failure she flees in terror.</p> <p>Beat: Your character is forced to flee.</p> <p>Resolution: Your character overcomes her fear.</p>
<p>CONDITION – BOON</p> <p style="text-align: right;">TILT</p> <p style="text-align: center;">PROTECTIVE BLESSING (PERSISTENT, VARIABLE)</p> <p>Your character is enchanted by magic which protects her from others, reducing the dicepool of anyone who tries to affect her in certain ways. This might apply to a named trait, a category of traits, or a speciality like field that works across skills.</p> <p>Ending the condition: Blessings are temporary, and vanish after a while.</p> <p>Ending the condition: Some blessings end when a certain condition is met.</p> <p>Affected trait: _____</p> <p>Decrease: _____</p> <p>Duration: _____</p> <p>End trigger: _____</p> <p style="text-align: right;">BOON CONDITIONS DO NOT PROVIDE BEATS</p>	<p>CONDITION</p> <p style="text-align: center;">PROPERTY TAX</p> <p>Alhambran magic is stealing hope from the land. Every week the land produces (Size * weeks active) Wisps, which can be gathered by anyone who knows Capitation. At the end of each week roll the wisps produced. A success inflicts one point of Taint, what is left behind after Alhambra steals all which is good. On a Blessed place double the Wisps produced and remove one point of Beauty each week, only roll for Taint after the Beauty is gone.</p> <p>Ending the Condition: After 24 hours without being refreshed the Condition ends. Leftover Wisps are lost.</p> <p>Ending the Condition: The Condition ends 24 hours after the Taint reaches 10 points. Leftover Wisps are lost.</p> <p>Ending the Condition: If Purgation is used on the underlying Taint, remove this condition.</p> <p>Size: _____</p> <p>Weeks the charm has been running: _____</p> <p>Wisps available: _____</p>

CONDITION – BOON

PURE PERFECTION
(PERSISTENT)

CONDITION

RUNNING ON FUMES
(PERSISTENT)

CONDITION – OBJECT

SACRED GROVE

CONDITION

SCARS OF THE PAST
(PERSISTENT)

CONDITION

SELF-DOUBT

CONDITION

SENSORY OVERLOAD

<p>CONDITION</p> <p style="text-align: center;">RUNNING ON FUMES (PERSISTENT)</p> <p>A Princess' magic is her hopes, beliefs and emotions given form. Your character has used up all her magic, she hasn't lost her emotions but she is out of fuel and running on fumes. It's an uncomfortable situation, but thankfully a temporary one. When adding Willpower to a dicepool you only get +2 instead of +3, in addition you take a -2 penalty on rolls that depend upon your emotions. Typically this covers making emotional connections with people, expressing yourself and enjoying works of art. Wisp regeneration rolls and Charms are unaffected (the lack of Wisps already covers the effects on magical ability).</p> <p>Beat: The character fails a roll because of this Condition (roll the missing dice separately to determine if it was because of this condition).</p> <p>Resolution: The character refills her Wisp pool. The condition ends when she has more than (10 - Belief) Wisps.</p>	<p>CONDITION – BOON</p> <p style="text-align: center;">PURE PERFECTION (PERSISTENT)</p> <p>Your character has become the avatar of Mirrors, the True Heir destined to save the world. She is pure perfection. You get two dots in Striking Looks, with the appearance of “the best person ever!” (it provides a bonus to most things) and the Royal Tongue Merit.</p> <p>Perfection is nothing without people to recognise it. Any Princess with this Condition has her True Followers, for her True Followers the Princess' Striking Looks is considered to be five dots and grant a +5 bonus. The Princess may also spend her follower's Willpower instead of her own, or instead of her own Wisps at a 1:1 ratio. She may not however refill her pools from her followers.</p> <p>Note that taking Willpower from anyone without permission is a Belief Compromise with a -3 penalty.</p> <p>Ending the condition: The scene ends.</p> <p style="text-align: center;">BOON CONDITIONS DO NOT PROVIDE BEATS</p>
<p>CONDITION</p> <p style="text-align: center;">SCARS OF THE PAST (PERSISTENT)</p> <p>Your character has a scars from a past trauma, and when exposed to stimuli that causes that trauma to resurface she must make a Sensitivity roll. As a rule of thumb this Condition should only be used when your character rolls Sensitivity for something vastly different from the normal causes. A sheltered character who rolls Sensitivity at a simple fist fight would not qualify, but one who rolls Sensitivity at the smell of her dead mother's favourite perfume would.</p> <p>Beat: Score at least one Success on a Sensitivity roll cased by this Condition. Resolution: Time and therapy can resolve the condition, but some scars never heal right.</p>	<p>CONDITION – OBJECT</p> <p style="text-align: center;">SACRED GROVE</p> <p>The area has been sculpted into a beautiful garden that calms all within.</p> <p>Area affected: _____</p> <p>Duration: _____</p> <p>Blessings: _____</p> <p style="text-align: center;">INANIMATE OBJECTS CANNOT GAIN BEATS.</p>
<p>CONDITION</p> <p style="text-align: center;">SENSORY OVERLOAD</p> <p>Your character does not cope well in over stimulating environments. When you take this Condition choose one or more environments such as: Loud places, crowds, loud crowded places, strong plastic smells, or something else along those lines. Upon entering the designated environment your character takes a -1 penalty to all Social rolls which increases by one every half an hour. After an hour you also take a -1 penalty to Mental and Physical rolls which also increases by one every half an hour. Neither can grow beyond -5.</p> <p>Beat: Your character gives up an opportunity or suffers a significant set back to avoid an uncomfortable environment.</p> <p>Resolution: Most characters with this Condition are born with it and cannot remove it without powerful magic.</p>	<p>CONDITION</p> <p style="text-align: center;">SELF-DOUBT</p> <p>Your character has done something that shakes her confidence in herself and now she looks to other's for guidance. When someone attempts social manoeuvring in order to recruit the Princess' support for their plan or to otherwise follow her lead the Princess starts with two fewer Doors than she would normally have.</p> <p>Resolution: Someone takes advantage of your character.</p> <p>Resolution (as Persistent): The character reaffirms her sense of self worth by overcoming a similar problem to the one that shook her self worth.</p> <p>Resolution (as Persistent): The character reaffirms her sense of self worth by successfully applying her ideals to a difficult or dangerous task.</p>

CONDITION

STEREOTYPICAL
(PERSISTENT)

CONDITION

SHADOW TAKEOVER

CONDITION

SHATTERED CONFIDENCE
(PERSISTENT)

CONDITION

SHROUDED

CONDITION

SICK

TILT

CONDITION

SLOW TRANSFORMATION
(PERSISTENT)

<p>CONDITION</p> <p style="text-align: center;">SHADOW TAKEOVER</p> <p>The Princess' Jungian shadow has overflowed with magically charged negative emotions and become sentient. No longer a healthy container for negative aspects of the self, it has sized control of the Princess' body and seeks to redress issues that the princess has repressed or suppressed.</p> <p>Beat: The Jungian shadow causes the Princess a significant problem.</p> <p>Ending the Condition: The magic bestowing sentience to the Shadow wears off after a few hours.</p>	<p>CONDITION</p> <p style="text-align: center;">STEREOTYPICAL (PERSISTENT)</p> <p>Your character has been magically transformed into a walking stereotype.</p> <p>Your vice is replaced with acting in character for your stereotype where as taking any action that goes against the stereotype requires a point of Willpower. Finally you also take the Open conditions to any Spirits or Dreamlanders who personify the stereotype.</p> <p>Duration: _____</p> <p>Stereotype: _____</p> <p>Beat: Your enforced behaviour causes you a significant setback.</p> <p>Ending the Condition: The magic affecting your behaviour will wear off after time.</p>
<p>CONDITION</p> <p style="text-align: center;">SHROUDED</p> <p>Exposure to a Tainted place has left your character shrouded. When a Tainted place rolls for Corruption it adds your Nox to it's roll. After one week without entering a Tainted place remove a point of Nox.</p> <p>Ending the Condition: You loose your last point of Nox.</p> <p>Resolution: You gain Nox equal to your Integrity. Resolve this Condition and apply the full Darkened Template to your character.</p> <p>Nox:_____</p>	<p>CONDITION</p> <p style="text-align: center;">SHATTERED CONFIDENCE (PERSISTENT)</p> <p>Your character has completely lost her confidence in herself. Emotions are magic, and her lack of faith in her herself and her magic has become a self fulfilling prophecy. Your character cannot Transform, use Charms or Practical Magic. Even A Princess of Mirrors will be limited to her mundane identity.</p> <p>Beat: Your character is harmed or fails a significant goal because she could not access her magic.</p> <p>Resolution: The character gains a dot of Belief.</p>
<p>CONDITION</p> <p style="text-align: center;">SLOW TRANSFORMATION (PERSISTENT)</p> <p>For whatever reason the Princess takes time to Transform, roughly about five minutes. Her Phylactery might be a small bag that somehow containing her entire regalia, which she must change into as with any other clothes. She may simply hover, twirl and sparkle for five minutes before the transformation is complete. Spending a Wisp to Transform reduces this to one minute.</p> <p>Beat: Your character's suffers significant hardship because she could not transform quickly.</p> <p>Resolution: At the player's desecration acquiring a dot in Inner Light may grant her the power to transform quickly.</p>	<p>CONDITION TILT</p> <p style="text-align: center;">SICK</p> <p>Your character is ill. This condition can be moderate or sever. In the moderate version you take a -1 penalty to all actions, which increases by -1 for every few minuets of strenuous work or turn of combat, the penalties reset after a good rest. A sever sickness inflicts the same penalty but you also take 1 bashing damage for every few minuets of strenuous work or turn of combat.</p> <p>Beat: You suffer a significant setback or hardship because of your illness.</p> <p>Resolution: Magic, medicine or bed-rest will cure most illness.</p>

CONDITION

SORE SPOT

CONDITION

SOUL SHOCKED

CONDITION

SPECIAL SNOWFLAKE

CONDITION – OBJECT

SPIT AND GUM

CONDITION

STILL PHYLACTERY

CONDITION

STUCK MAGIC

<p>CONDITION</p> <p style="text-align: center;">SOUL SHOCKED</p> <p>Your character has been killed while on a sojourn outside her physical body, resulting in a shocked sense of self. Upon gaining this Condition, roll her current Willpower points (not dots) as a dice pool. Ignore 10-Again on this roll, and do not roll a chance die if she has no Willpower left. She keeps one Willpower point per success, and immediately loses the remainder. While this Condition is in effect, your character does not regain Willpower from Virtue, Vice, or equivalent traits. She still regains Willpower from rest, surrender, and any other means of regaining Willpower. Resolution: Regain full willpower.</p>	<p>CONDITION</p> <p style="text-align: center;">SORE SPOT</p> <p>Your character hasn't been hit with an emotional shock, but one is lurking under the surface of her mind. Somebody who knows what happened can push her over the edge. When they try make a contested social roll with a the attackers' threshold being the Princesses' Belief + Composure and the Princess' being the attacker's dicepool. Roll once per turn, and if the attacker reaches the threshold first, make a Sensitivity roll, if the Princess wins then the verbal jousting turned out to be a positive outlet. Resolution: Win or loose, Resolve the Condition after a contested social roll. Resolution: The Princess deals with her underlying issue.</p>
<p>CONDITION – OBJECT</p> <p style="text-align: center;">SPIT AND GUM</p> <p>Amazingly this thing works but it is held together by nothing more than spit and gum. Use it quickly before it collapses. Duration _____ Ending the Condition: The duration expires, returning the device to whatever sorry state it was in before it bashed into service. Ending the Condition: The device takes damage, ruining whatever fragile repairs were in place.</p> <p style="text-align: center;">INANIMATE OBJECTS CANNOT GAIN BEATS.</p>	<p>CONDITION</p> <p style="text-align: center;">SPECIAL SNOWFLAKE</p> <p>Your character must always be the most unique and special person in the room. If all the boys play rugby and the girls play rounders, she must be the one girl who insists on playing rugby. If both sports are open to both genders she has to be a captain or practice distance running by herself. The exception is the Princess' explicit rivals. There are usually two captains in a sports match but the Princess doesn't have to be something silly like empress of the blue team. She can just (try to) prove herself as the one and only victorious captain. Resolution: Your character causes a scene by refusing to be part of the group. Resolution: Your character gives up on something she wants because other people are doing that too. Resolution (as Persistent): Your character confronts her inner insecurities and learns that the respect of the world is worth less than self respect.</p>
<p>CONDITION</p> <p style="text-align: center;">STUCK MAGIC</p> <p>After trying and failing to perform a large act of magic your character's magic has gotten stuck. It is partly a blow to her confidence and partly an almost physical blockage in the flow of her magic. A good push should clear it. Resolution: At any time when rolling to Transform or invoke a Charm the Storyteller may apply a -2 penalty.</p>	<p>CONDITION</p> <p style="text-align: center;">STILL PHYLACTERY</p> <p>Unlike most Princesses you have never been able to summon your phylactery to your hand and must transport it through mundane means. You can recreate a destroyed Phylactery but unless you are inside your palace it takes a full hour. Beat: You face a significant disadvantage because you cannot summon your phylactery. Ending the Condition: You may choose to discard this Condition any time you gain Inner Light.</p>

CONDITION

CONDITION – TAINTED

SUGGESTIBLE (PERSISTENT)

SWEET SIN

CONDITION – TAINTED

CONDITION – OBJECT

TAINTED SHELL

TEMPESTUOUS

CONDITION – BOON

CONDITION

TRADED LUCK

TRULY MUNDANE

<p>CONDITION – TAINTED</p> <p style="text-align: center;">SWEET SIN</p> <p>Your character's darker desires have been enchanted by magic. Cash In: When you indulge your Vice cash in this Condition to gain an extra point of Willpower. This may not take you above your maximum Willpower.</p> <p style="text-align: center;">TAINTED CONDITIONS DO NOT PROVIDE BEATS</p>	<p>CONDITION</p> <p style="text-align: center;">SUGGESTIBLE (PERSISTENT)</p> <p>Your character has entered a fugue state where she will follow any instructions given for she lacks the willpower or initiative to do otherwise. For the same reason she will follow her instructions in a literal and uncreative fashion. Blatantly suicidal or heinous orders are ignored, when multiple people are ordering someone around the most recent order takes precedent. Beat: Your character does something against her interests because she was asked to. Resolution: Your character exits her fugue state, how she does this depends on how she got there in the first place. Awakes when: _____</p>
<p>CONDITION – OBJECT</p> <p style="text-align: center;">TEMPESTUOUS</p> <p>The place or person resonates with Tempesta. Nearby Goalenu do not suffer from Wisp Bleed and a Goalenu may spontaneously appear, if the Queen of Storms desires it. Causing the Condition: Add up the Tempesta dots of everyone nearby, as well as the Inner Light dots of any nearby Princesses of Storms. If there is 20 or more dots apply the Tempestuous condition. Causing the Condition: In the presence of great hatred or destruction apply the Tempestuous Condition. Causing the Condition: A Strengthen Influence of Tempesta may apply this condition to anyone with a dot of Tempesta. Ending the Condition: If the violence ends or the followers of Storms disperse remove the Condition.</p> <p style="text-align: center;">INANIMATE OBJECTS CANNOT GAIN BEATS.</p>	<p>CONDITION – TAINTED</p> <p style="text-align: center;">TAINTED SHELL</p> <p>Your character has lost all her hope and all her Willpower. She lacks the will to do anything, even to move. Without constant help she will starve to death. Resolution: Your character dies, or is mercifully killed, and her soul finally escapes to begin the process of healing in the afterlife perhaps it will reincarnate one day. Resolution: Your character chooses to embrace her despair and become one of the Dethroned.</p> <p style="text-align: center;">TAINTED CONDITIONS DO NOT PROVIDE BEATS</p>
<p>CONDITION</p> <p style="text-align: center;">TRULY MUNDANE</p> <p>The Princess' connection to the Light is hampered while untransformed; in her mundane form she is almost an ordinary human. A Princess with this Condition cannot use a Bequest, add her Inner Light as Supernatural Tolerance, or spend Wisps for any reason other than to transform reflexively. However she may regain Wisps and suffer Sensitivity like normal, and she still has her Echo and Dreams. While mundane she cannot benefit from any supernatural Merit related to the light that represents a skill or ability, such as speaking the Royal Tongue. Beat: The Princess is significantly impeded by this Condition, or falls prey to a hostile supernatural effect while in her mundane form. Ending the Condition: Gaining a dot of Inner Light can optionally resolve this Condition.</p>	<p>CONDITION – BOON</p> <p style="text-align: center;">TRADED LUCK</p> <p>Good luck for bad. Your character has traded some luck, but will have to uphold her end of the deal. Ending the Condition: On any diceroll, if you get a number of Successes equal to the Traded Successes you instead have just rolled the Stored Successes. Do this before any using power that can grant the Traded Luck Condition. Traded Successes: _____ Stored Successes: _____</p> <p style="text-align: center;">BOON CONDITIONS DO NOT PROVIDE BEATS</p>

CONDITION

TRUSTING

CONDITION

TRUE FOLLOWER
(PERSISTENT)

CONDITION

TWO HEARTS, ONE SOUL
(PERSISTENT)

CONDITION

UGLY (PERSISTENT)

CONDITION

UNION OF LIFE AND DEATH
(PERSISTENT)

CONDITION

UNSTABLE
TRANSFORMATION
(PERSISTENT)

<p>CONDITION</p> <p style="text-align: center;">TRUE FOLLOWER (PERSISTENT)</p> <p>You have seen the majesty of the True Heir, and know that next to her nothing you accomplish will amount to anything. You perceive the True Heir as a paragon, the epitome of beauty and charm. In effect, in your eyes she has five dots in Striking Looks as “the best person ever!” (it gives a bonus to most things).</p> <p>In addition realising the futility of attempting anything when someone else is sure to do anything worthwhile faster and better than you saps your Willpower: The True Heir may take your Willpower for her own uses.</p> <p>Beat: Some Willpower is stolen.</p> <p>Beat: The Princess manipulates you into a serious hardship with her Striking Looks.</p> <p>Your True Heir: _____</p> <p>Willpower available for the taking: _____</p> <p>Ending the Condition: The scene ends.</p>	<p>CONDITION</p> <p style="text-align: center;">TRUSTING</p> <p>The character feels a bond of fellowship with everybody; he accepts friendly overtures without suspicion. Anyone beginning a social manoeuvre on the character can accept a Condition to open two Doors without rolling, as if they had the Sympathetic Merit (see GMC page 171); a character who actually has that Merit also raises their impression by one step when using it.</p> <p>Resolution: Someone takes a Condition to open some of your Doors.</p>
<p>CONDITION</p> <p style="text-align: center;">UGLY (PERSISTENT)</p> <p>There’s no polite way to put it, your character looks hideous. You gain a -2 to all Persuasion and Socialise rolls with strangers who can see your face. This penalty does not apply to close acquaintances unless you are specifically trying to seduce them, unless of course their tastes run that way. It is in fact possible to have both the Ugly Condition and the Striking Looks Merit, this usually implies a fearsome visage which is good for intimidation but bad for making friends.</p> <p>Beat: The character fails a roll because of this Condition (roll the missing dice separately to determine if it was because of this condition).</p> <p>Resolution: Your character gets plastic surgery or permanently improves her appearance with magic.</p>	<p>CONDITION</p> <p style="text-align: center;">TWO HEARTS, ONE SOUL (PERSISTENT)</p> <p>There is nothing the Light cherishes more than a true bond between people, but sometimes the Light itself Blossoms through such a bond. In rare cases two Princesses are connected at the most fundamental level. They Blossom side by side and they share a bond closer than sisters, closer than lovers. A Princess with this Condition needs another Princess to Transform. She and her partner must invoke their Transformations together while standing within a few feet of each other. She has no problem using other abilities, such as Practical Magic and Charms, without her partner; only Transformations need the partner’s presence.</p> <p>Beat: Your character’s suffers significant hardship because her partner was not present when she needed to Transform.</p> <p>Resolution: The Princess’ partner dies.</p>
<p>CONDITION</p> <p style="text-align: center;">UNSTABLE TRANSFORMATION (PERSISTENT)</p> <p>Your character doesn’t have full control over her transformations. Meeting with a specific trigger while Transformed makes her lose control, and she reverts to mundane form. The trigger must be an event not under the her control, though it shouldn’t be frequent. (A few examples: being splashed with hot water, hearing a specific nonsense phrase.) After losing control the Princess can’t transform again during the current scene.</p> <p>If a Princess of Mirrors has this condition it works in reverse.</p> <p>Beat: The Princess gets into difficulties due to involuntarily returning to her mundane form.</p> <p>Ending the Condition: Gaining a dot of Inner Light can optionally resolve this Condition.</p> <p>Ending the Condition: Join or leave the Court of Mirrors.</p>	<p>CONDITION</p> <p style="text-align: center;">UNION OF LIFE AND DEATH (PERSISTENT)</p> <p>Using the magic of Amethyst your character has is host to a Ghost. Normally she remains in control but that can change. In addition the following benefits apply so long as the two of you are working together:</p> <p>She may access one the Ghost’s Numina, rolling Wits + Resolve to use it.</p> <p>She may spend one Willpower to replace her Mundane Dots in a Skill with the Ghost’s, however all rolls made using that Skill are at a -1 penalty.</p> <p>If your character and the Ghost disagree on what to do next roll Power vs Resolve + Supernatural Advantage. If the Ghost wins apply the Possessed Condition for the scene, otherwise the Ghost cannot try again for the scene.</p> <p>Beat: The Ghost successfully possesses you.</p> <p>Resolution: The condition vanishes at the end of the day</p> <p>Resolution: You and the Ghost mutually agree to part ways.</p>

CONDITION – BOON

UPLIFTED

CONDITION – OBJECT

WARDED

CONDITION

YANDERE

CONDITION – OBJECT

ZONE OF TRUTH

TILT

AEGIS

TILT

ANTI-WAR ZONE
(ENVIRONMENTAL)

<p>CONDITION – OBJECT</p> <p style="text-align: center;">WARDED</p> <p>The area is protected against incoming magic, this doesn't protect anyone when the foe is already inside the protected area.</p> <p>Any attempt to project magic into the defended area triggers a Clash of Wills against the Princess' Class of Wills dicepool at the point this Condition was created. The Princess who created the wards is also immediately aware of any attempt to breach her defences.</p> <p>An area cannot be defended by multiple wards at the same time, only the strongest ward applies.</p> <p>Defence dicepool: _____</p> <p>Who's aware of attacks: _____</p> <p>_____</p> <p style="text-align: center;">INANIMATE OBJECTS CANNOT GAIN BEATS.</p>	<p>CONDITION – BOON</p> <p style="text-align: center;">UPLIFTED</p> <p>After staying in a Blessed Place your character's soul has been illuminated by it's Beauty and the people who worked so hard to make a better place. You feel confident, empowered, and inspired to do your part for the good of humanity.</p> <p>Cash In: When you buy a dot of Integrity (or equivalent) you may trade in five points of Lux to reduce the exp cost by one or ten points of Lux to reduce the exp cost by two.</p> <p>Lux: _____</p> <p style="text-align: center;">BOON CONDITIONS DO NOT PROVIDE BEATS</p>
<p>CONDITION – OBJECT</p> <p style="text-align: center;">ZONE OF TRUTH</p> <p>The area has been magically saturated with the power of truth. Anyone with a Composure less than the Activation Successes is unable to knowingly lie, make statements without regard for the truth, or make statements that are true but intended to deceive. If they try they find themselves blurting out the truth or something like "I don't know" They may hold their tongue, unless the Condition is forceful, in which case they must roll Composure + Subterfuge to remain silent when asked a question.</p> <p>It takes a sensitivity to magic for someone to notice the presence of a Zone of Truth, but the effects are obvious to most people after a while.</p> <p>The effects fade at the end of a scene.</p> <p>Radius: _____</p> <p>Activation Successes: _____</p> <p>Forceful: <u>Y/N</u></p> <p style="text-align: center;">INANIMATE OBJECTS CANNOT GAIN BEATS.</p>	<p>CONDITION</p> <p style="text-align: center;">YANDERE</p> <p>Your character's attraction to another reaches outright insanity. Whenever they're doing an action in the name of their crush, in their perspective, they gain a +3 bonus. However, any actions taken that goes against their obsession takes an equal penalty. They will not stop, even if asked by the person of their obsessions until they either receive psychiatric help, or the magic causing it ends.</p> <p>Resolution: You suffer a significant hardship as the result of your insanity.</p> <p>Resolution: You inflict a significant hardship as the result of your insanity.</p> <p>Resolution: You receive psychiatric help.</p> <p>Resolution: The magic affecting your mind wears off.</p>
<p>TILT</p> <p style="text-align: center;">ANTI-WAR ZONE (ENVIRONMENTAL)</p> <p>The area has been magically blessed with peace and tranquillity, which takes the edge of the enormous fight happening within. Bullets turn into a puff of petals mid air, swords grow dull and anger fades. All combat rolls within the affected area take a penalty. This is measured by intent, so healing rolls to help someone back into the fight are penalised. Healing rolls for the sake of healing are not.</p> <p>If the penalty reduces a combatant to a chance die, a Dramatic Failure might destroy their weapon. A gun or sword turns into beautiful flowers.</p> <p>Ending the Tilt: This tilt lasts for one scene.</p> <p>Penalty: _____</p>	<p>TILT</p> <p style="text-align: center;">AEGIS</p> <p>Your character has been blessed with magical protection much like a Princess' Holy shield. You have a number of Aegis Points that may be spent just as a Noble would spend Wisps on her Holy Shield.</p> <p>The Aegis Tilt can not be replaced with a more powerful Aegis, and for the purposes of this rule the Tilt is considered to last one scene even if all the Aegis Points are used sooner.</p> <p>Aegis Points: _____</p> <p>Aegis Points per turn: _____</p>

TILT

BATTLE THEME

TILT

BATTLEMENTS
(ENVIRONMENTAL)

TILT

BESERK

TILT

HAILSTONES
(ENVIRONMENTAL)

TILT

LUCKY ESCAPE

TILT

LIVING OAK

<p>TILT</p> <p style="text-align: center;">BATTLEMENTS (ENVIRONMENTAL)</p> <p>The area is protected by a dormant shield, when it is attacked the shield will spring into existence in time to block incoming fire. The size of the shield covers the whole area, it's shape conforms to the boundary.</p> <p>Battlements cannot be instantly replaced or repaired by casting Bubble Shield but if the shield has the Rebuilding Upgrade anyone with permission can spend either a Wisp or a point of Willpower to take the shield down before it is destroyed. If they do so reapply the battlements condition at the end of the scene.</p> <p>Ending the tilt: The Scene ends.</p> <p>Ending the tilt: The shield's Structure is destroyed.</p> <p>Structure: _____</p> <p>Durability: _____</p> <p>Upgrades: _____</p>	<p>TILT</p> <p style="text-align: center;">BATTLE THEME</p> <p>Your character is inspired by a Princess' magic and feels ready to face battle. You gain +2 to Resolve rolls to resist fear, panic, and similar. In addition you cannot suffer from an Integrity Breaking Point while benefiting from this Tilt, however when the Tilt ends you will have to roll any Breaking Points you ignored as the effects catch up to you.</p> <p>Ending the Tilt: The Princess stops performing her battle music.</p> <p>Ending the Tilt: You move out of earshot.</p>
<p>TILT</p> <p style="text-align: center;">HAILSTONES (ENVIRONMENTAL)</p> <p>Chunks of ice are raining down and they're large enough to do serious damage.</p> <p>Effect: Everybody standing under clear sky takes 5 dice of bashing damage a turn.</p> <p>Causing the Tilt: Short of supernatural abilities, only mother nature can create a hailstorm.</p> <p>Ending the Tilt: Most weather clears up in a while, until then get indoors or at least under some solid cover.</p>	<p>TILT</p> <p style="text-align: center;">BESERK</p> <p>Your character is in such a rage that they cannot control themselves. They must move towards or attack the focus of this Tilt every turn. They also get +2 to all attack roll, but -1 to all other rolls.</p> <p>Ending the tilt: The duration ends.</p> <p>Ending the tilt: Take twice Stamina Bashing Damage or Stamina Lethal Damage.</p> <p>Duration: _____</p>
<p>TILT</p> <p style="text-align: center;">LIVING OAK</p> <p>The Character has been transformed into a living statue of perfectly carved wood. The magic of her transformation preserves her ability to move and think but not perfectly: Halve her speed. Her weight is also multiplied by five, so don't walk on anything fragile.</p> <p>Being made of solid wood grants the Princess incredible resilience, she gains one point of general armour for every success which stacks with any other kind of armour. This is in addition to outright immunity against some types of damage such as poisons or radiation. Having no organs or blood to loose, physical damage is a significantly reduced threat. Any physical attack which does less than five points of Lethal damage is downgraded to Bashing damage. Fire damage is not downgraded.</p> <p>Ending the Tilt: The scene ends.</p> <p>Ending the Tilt: Magic is used to revert the Transformation.</p>	<p>TILT</p> <p style="text-align: center;">LUCKY ESCAPE</p> <p>If your character's last health box is filled with Lethal or Aggravated damage erase the damage in either the last box or last two boxes then them with Bashing Damage. Do this at the start of the character's next turn.</p> <p>Health boxes affected: <u>1/2</u></p>

TILT

LOW LIGHT
(ENVIRONMENTAL)

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TILT

MIDNIGHT NOON
(ENVIRONMENTAL)

TILT

MIST (ENVIRONMENTAL)

TILT

PAIN IMMUNITY

TILT

QUEEN'S GRIEF

<p>TILT</p> <p style="text-align: center;">LOW LIGHT (ENVIRONMENTAL)</p> <p>There is little light, all perception penalties that depend upon sight take a penalty. Causing the Tilt: Magic can dim the lights, bust this Tilt is usually natural Penalty: _____</p>	<p>TILT</p> <p style="text-align: center;">LOW LIGHT (ENVIRONMENTAL)</p> <p>It's dark. Barring supernatural abilities or specialized equipment all visual perception rolls and ranged attacks take a penalty equal to the severity. Severity: _____</p>
<p>TILT</p> <p style="text-align: center;">MIST (ENVIRONMENTAL)</p> <p>A strong mist blankets the battlefield. Effect: Mist isn't that harmful, but it does impose a -3 to -5 penalty to visual perception. Be careful while driving. Causing the Tilt: Supernatural powers or a lot of dry ice machines could do it, but most Mist is merely natural weather. Ending the Tilt: Most weather clears up in a while.</p>	<p>TILT</p> <p style="text-align: center;">MIDNIGHT NOON (ENVIRONMENTAL)</p> <p>Any supernatural trait or ability that makes a reference to daytime, nighttime, sunlight, moonlight or starlight, etc (but not a more specific time like noon or the witching hour) acts as though it was under whatever conditions the Princess would prefer, even if she is unaware of it. Causing the Tilt: Only Ambassadors to Night or Regents of Heliotrope can create this tilt. Vampires only?: <u>Y/N</u></p>
<p>TILT</p> <p style="text-align: center;">QUEEN'S GRIEF</p> <p>The character has assumed the mantle of Alhambra's Lady, she bears the suffering of all her people. Effect: At the end of every turn where she protected an Alhambran with Sheltering Hand roll Resolve + Composure - the penalty: Dramatic Failure: The princess collapses into a hysterical mess for the scene, end both Queen's Greif and Sheltering hand. She suffers Depression for the listed days. Failure: Increase the penalty and days of depression by one. Success: Increase the penalty by one Exceptional Success: Do nothing Ending the Tilt: The scene ends. The Princess suffers Depression for the listed days. Ending the Tilt: The Princess chooses to end Sheltering Hand. She suffers Depression for the listed days. Penalty: _____ Days of Depression: _____</p>	<p>TILT</p> <p style="text-align: center;">PAIN IMMUNITY</p> <p>Your character does not feel any pain. Effect: Ignore any wound penalties, in addition you will not fall unconscious if your health track is filled with Bashing Damage. However without pain you may not even notice you're hurt, any attack that does less than three points of damage requires a Wits + Composure roll to notice. Effects that depend entirely on pain fail to affect you. Finally anyone trying to torture you for information takes a penalty equal to your composure. It's unnerving watching your character ignore pain.</p>

TILT

SERAPHIC FURY

TILT

PEACE ON EARTH

TILT

SHELTERING HAND

TILT

SHINING HEART

TILT

SILENCE

TILT

TERRIFYING

<p>TILT</p> <p style="text-align: center;">PEACE ON EARTH</p> <p>Your character cannot perform any action that intentionally causes damage to another, what's more your character cannot give tactical aid to participants in a battle. This covers but is not limited to shouting advice, manipulating the environment, or providing equipment. Intent matters, creating magic shields to stop the fight is ok but creating those same shields to give one side an advantage is impossible. Ending the Tilt: The scene ends. Ending the Tilt: Someone attacks your character or her allies. Ending the Tilt: The character who created this tilt attacks someone.</p>	<p>TILT</p> <p style="text-align: center;">SERAPHIC FURY</p> <p>The character has assumed the mantle of Storms. Effect: Any damage caused by the Princess in any way is Aggravated. In addition she gains Resolve + Inner Light temporary Health Boxes. Finally every time she kills a Creature of the Darkness or a follower of Tears she completely refreshes her willpower and gains a single box of temporary Health. If the Princess wrongly suspects someone of being in league with her ancient enemies, they still provide the bonus. Princesses affected by Seraphic Fury must fight on until the end. They simply cannot imagine giving up. Causing the Tilt: Only the Charm The Finest Hour can cause this Tilt. Ending the Tilt: The scene ends. Damage is redistributed according the rules for tempoary health in WoD Core. Ending the Tilt: There are no enemies left to fight. Damage is redistributed according the rules for tempoary health in WoD Core.</p>
<p>TILT</p> <p style="text-align: center;">SHINING HEART</p> <p>The character has assumed the mantle of Swords, her passion burns through all obstacles. Effect: Within a small area surrounding the Princess all supernatural powers not of the Light take a penalty equal to the activation successes, in addition the affected area is bathed in true sunlight. The Twilight Invocations, as unethical as they may be, are drawn from the Light. The Princess qualifies for regaining Wisps by Inner Strength and can apply no Invocations except Fuoco. Ending the Tilt: The scene ends. Ending the Tilt: The Princess chooses to end the Tilt.</p>	<p>TILT</p> <p style="text-align: center;">SHELTERING HAND</p> <p>The character has assumed the mantle of Alhambra's Lady, and the duty to protect Alhambra's people. Effect: Whenever a mortal or Sworn Alhambran takes damage within the Princess' presence she automatically prevents the damage by spending Wisps with the same costs as her Holy Shield, ignoring her per turn limit. At the end of each turn where the Princess sheltered her subjects the Queen's Grief Condition is triggered. If the Princess lacks the necessary Wisps she reflexively drains them from her surroundings. The Storyteller should roll the number of Wisps drained in this manner, each Success inflicts one point of Taint upon the Princess' location. The Princess qualifies for regaining Wisps by Inner Strength and can apply no Invocations except Lacrima. Ending the Tilt: The scene ends. Ending the Tilt: The Princess chooses to end the Tilt.</p>
<p>TILT</p> <p style="text-align: center;">TERRIFYING</p> <p>The character possess a fearful, almost certainly supernatural, aura that can drain the courage from even the most hardened warrior. Supernatural sources of fear can sometimes be idiosyncratic on who is affected. Effect: The first time a susceptible person lays eyes on the character they must roll Resolve + Composure. On a Failure they take the terrified Tilt. Causing the Tilt: This Tilt is usually created by some supernatural ability. Ending the Tilt: The scene ends. Ending the Tilt: The magic affecting your character fades. Affected: _____</p>	<p>TILT</p> <p style="text-align: center;">SILENCE</p> <p>The character is surounded by utter silence and will not make a noise. Effect: The character's body will not make a noise, they can punch or run without fear of being overheard and not matter how much they try they cannot scream for help. The character can still make noise indirectly, such as by throwing a vase. Ending the Tilt: The duration ends. Duration: _____</p>

TILT

TERRIFIED

TILT

TEMPORARY HEALTH

TILT

WILLPOWER BLOCKED

TILT

WREATHED IN FLAME

<p>TILT</p> <p style="text-align: center;">TEMPORARY HEALTH</p> <p>Your character is under a pharmaceutical, psychological or magical influence which lets her to take damage beyond her normal limits and remain functional.</p> <p>When the condition ends redistribute any damage according to the rules for Temporary Health in WoD Core (p173) unless this condition has the Healing modifier, in that case remove any damage recorded in Temporary Health dots</p> <p>Ending the tilt: The human body cannot be pushed beyond it's limits for long. The extra health is temporary and will vanish in time.</p> <p>Healing: <u>Y/N</u></p>	<p>TILT</p> <p style="text-align: center;">TERRIFIED</p> <p>Your character is in combat with something so terrifying that they can only think of fleeing.</p> <p>Effect: Your character must spend every turn moving at their maximum speed away from the source of their terror, if he is cornered he may stand and fight but only until an opportunity to escape presents itself.</p> <p>Causing the Tilt: Exposure to characters with the Terrifying Tilt causes this tilt.</p> <p>Causing the Tilt: Supernatural abilities can reach into the brain's fight or flight response to cause this Tilt.</p> <p>Ending the Tilt: Your character escapes.</p> <p>Ending the Tilt: The magic affecting your character fades.</p> <p>People affected: _____</p>
<p>TILT</p> <p style="text-align: center;">WREATHED IN FLAME</p> <p>Your character is burning with a magical fire, she is unharmed nearby but others would be advised not to get too close. She should also avoid curtains, books and other flammable objects unless her fire is safe.</p> <p>Unless the fire is Aggressive, damage from the flame dose not combine with attacks in close combat but the character may attempt to touch a target if the fire is more dangerous than a punch.</p> <p>Causing the Tilt: This Tilt is usually created by some supernatural ability.</p> <p>Ending the Tilt: The magic affecting your character fades.</p> <p>Flame Size: _____</p> <p>Flame Intensity: _____</p> <p>Duration: _____</p> <p>Safe: <u>Y/N</u></p> <p>Aggressive: <u>Y/N</u></p>	<p>TILT</p> <p style="text-align: center;">WILLPOWER BLOCKED</p> <p>A magical force has prevented your character from spending Willpower.</p> <p>Ending the Tilt: The magic fades. When can't you spend Willpower: _____</p> <p>Duration: _____</p> <p>End trigger: _____</p>