

CHANGELING
THE LOST
SECOND EDITION

CONDITION CARDS

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ADDICTED

PERSISTENT CONDITION

Your character is addicted to something, whether it's drugs, gambling, or other destructive behaviors. She needs to indulge her addiction regularly to keep it under control, and it takes over her life. Choose a specific addiction upon taking this Condition; characters can take this Condition multiple times for different addictions. Being unable to feed the addiction results in the Deprived Condition.

Resolution: Gain or lose a dot of Integrity, or achieve exceptional success on a breaking point; for changelings, increase maximum Clarity, or achieve exceptional success on a roll to contest a fate power.

Beat: Your character chooses to get a fix rather than fulfill an obligation, or causes significant complications for her motley by indulging her addiction.

AMNESIA

PERSISTENT CONDITION

Your character is missing a portion of her memory. An entire period of her life is just gone. This causes massive difficulties with friends and loved ones.

Changelings with this Condition add two dice to Clarity damage rolls.

Resolution: You regain your memory and learn the truth. Depending on the circumstances, this may constitute a breaking point.

Beat: Something problematic arises, such as a forgotten arrest warrant or old enemy.

ARCADIAN DREAMS

PERSISTENT CONDITION

Visions of the Avowed's promise-bound haunt her. In the Hedge, she has a general knowledge of what direction to travel in to reach him and gains +1 to navigate the Hedge toward him. She feels his pain as though it were her own.

Resolution: The Avowed reunites with her promise-bound, or he dies before that happens, in which case she knows about it immediately. The latter constitutes a breaking point for the fate-touched.

Beat: Choose to fail any roll. These failures occur due to distracting suffering by proxy, or a poignant reminder of a vision in the current situation, which the player can come up with on the fly.

AWESTRUCK

PERSISTENT CONDITION

Your character sees before her a glorious and terrifying figure, and something in her brain kicks her to kneel and grovel. She suffers a -2 to attack rolls against the Condition's source. She also suffers a -3 to contested rolls against Social actions from the source, and a -3 to her Composure or Resolve against actions and powers the Condition's source uses against her.

Changelings with this Condition add two dice to Clarity damage rolls.

Possible Sources: Compulsion from supernatural powers, onerianomy.

Resolution: Your character has no contact with the Condition's source, whether face-to-face, over the phone or text, or via Bastion, for one full scene.

Beat: Your character takes an action that serves the demands of the Condition's source.

BERSERK

CONDITION

Your character has a spark of berserk rage lit within her. The fury inside demands that she lash out, and the descending red mist makes it hard to tell friend from foe. Each turn, she must succeed at a Resolve + Composure roll or attack the nearest target with whatever weapons she has to hand. Even if she succeeds, she suffers a -3 penalty on all actions other than attacking the nearest target.

Changelings with this Condition add one die to Clarity damage rolls.

Resolution: The character becomes unconscious or there are no targets left to attack.

BESTIAL

CONDITION

Your character acts on primal, physical impulses. Frightening things make him run. He meets aggressive threats with violence and anger. Take a -2 to all rolls to resist physical impulse. As well, take a -2 to Defense due to impulsive action. Any rolls to compel your character to impulsive, aggressive action or escape achieve exceptional success on three successes instead of five.

Resolution: Cause damage in someone's last three Health boxes.

BLIND

PERSISTENT CONDITION

Your character cannot see. Any rolls requiring sight may only use a chance die. If she could reasonably substitute another sense, make the roll at -3 instead. In an action scene, she suffers the drawbacks of the Blinded Tilt (p. 327). This Condition may be temporary, but if that's the result of a combat effect, the Blindness Tilt would apply instead.

Resolution: Your character regains her sight.

Beat: Your character encounters a limitation or difficulty that inconveniences her.

BONDED

CONDITION

Your character has established an extensive bond with an animal. Gain +2 on any rolls to influence or persuade the animal once per scene. The animal may add her Animal Ken to any rolls to resist coercion or fear when in your character's presence. The animal may add your character's Animal Ken to any one die roll.

Example Skills: Animal Ken

Resolution: The bonded animal dies.

BROKEN

PERSISTENT CONDITION

Whatever your character did or saw, something inside him snapped. He can barely muster up the will to do his job anymore, and anything more emotionally intense than a raised voice makes him flinch and back down. Apply a -2 to all Social rolls and rolls involving Resolve, and a -5 to all use of the Intimidation Skill.

Possible Sources: Severe Clarity damage in any of your three rightmost boxes.

Resolution: Regain a dot of Integrity, lose another dot of Integrity, or achieve an exceptional success on a breaking point; for changelings, increase maximum Clarity, or achieve exceptional success on a roll to contest a fate power.

Beat: Your character backs down from a confrontation or you fail a roll due to this Condition.

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COMATOSE

CONDITION

Your character can't distinguish reality from fantasy. She believes she's awake, but lies dreaming deeply in a coma. She cannot enter the Gate of Ivory (p. 215) to dream lucidly without help.

Possible Sources: Reaching Clarity 0.

Resolution: If mild Clarity damage caused this, events in the character's dream may lead her to resolve another Clarity Condition even though she doesn't realize she's dreaming, allowing her to attempt entering the Gate of Ivory as normal. If severe Clarity damage caused it, even that doesn't wake her. Someone else must convince her she's dreaming, usually through oneiricnancy, before she can try to enter the Gate of Ivory as above; other Clarity Conditions she resolves while Comatose heal Clarity as normal, but don't resolve this Condition.

COMPETITIVE

CONDITION

Your character must assert dominance and superiority. Either she gives it her all, or she falls. Any time she's in direct competition with another character, she suffers a -2 die penalty on any rolls where she doesn't spend Willpower. This includes contested and extended rolls. As well, any rolls to tempt or coerce her into competition achieve exceptional success on three successes instead of five.

Possible Sources: Bedlam.

Resolution: Win or lose a competition where someone reaches a breaking point.

CONFUSED

CONDITION

Your character cannot think straight, either because of some mental power or good-old-fashioned cranial trauma. You take a -2 die penalty on all Intelligence and Wits rolls.

Possible Sources: A blow to the head, some dramatic failures, mild Clarity damage in any of your three rightmost boxes.

Resolution: Take half an hour to focus and clear your mind, or take any amount of lethal damage.

CONNECTED

PERSISTENT CONDITION

Your character has made inroads with a specified group. While she has this Condition, she gets a +2 to all rolls relating to that group. Alternately, she can shed this Condition to gain a one-time automatic exceptional success on the next roll to influence or otherwise take advantage of the group. Once Connected is resolved, the character is considered to have burned her bridges and is no longer an accepted member. The character may be able to regain Connected with the specified group per Storyteller approval.

Example Skills: Politics, Socialize

Resolution: The character loses her membership or otherwise loses her standing with the group.

Beat: The character is asked to perform a favor for the group that inconveniences her.

COWED

CONDITION

Your character has been put in her place through the violence and dominance of another. She suffers a -2 penalty on any Physical and Social rolls to oppose the character who inflicted this Condition if she does not spend Willpower.

Changelings with this Condition add one die to Clarity damage rolls.

Resolution: The character successfully injures or intimidates the character who inflicted the Condition, or regains Willpower through her Needle.

DELUSIONAL

PERSISTENT CONDITION

Your character believes something that isn't actually true — maybe he thinks someone is poisoning his food, a fetch has replaced his daughter, or something lives in the shadows of his apartment. He doesn't actually hallucinate; he may believe he's covered in spiders, but just looking at himself is enough to clarify matters. Germs, on the other hand...

He can't truly repress his belief, but spending 1 Willpower lets him come up with an explanation (albeit one that sounds psychic when explained to someone else) for why his delusion doesn't apply to a specific situation.

Possible Sources: Losing your last Touchstone, severe Clarity damage in any of your three rightmost boxes.

Resolution: The character completely disproves his delusion, or gains a new Touchstone.

Beat: The character adheres to his paranoid belief despite evidence to the contrary.

DEMORALIZED

CONDITION

Your character is demoralized and hesitant in the face of the enemy. Spending a Willpower point only adds one die to her pool for attacks instead of the usual three. She also suffers a -4 penalty to her Initiative, and a -2 penalty to her Resolve and Composure whenever used to resist or contest a dice pool.

If this Condition doesn't resolve within a week, it fades.

Changelings with this Condition add one die to Clarity damage rolls.

Possible Sources: Dramatic failure.

Resolution: Achieve exceptional success on an attack roll, win a fight, or survive a fight unharmed.

DEPRIVED

CONDITION

Your character suffers from an addiction. Because she is without it, she's unable to focus and contain herself. Remove one die from her Stamina, Resolve, and Composure dice pools. This does not influence derived traits, only dice pools that use these Attributes.

Possible Sources: Failing to feed an addiction, running out of Glamour.

Resolution: Your character indulges her addiction or, if she gained this Condition by reaching Glamour 0, gaining any Glamour.

DISABLED

PERSISTENT CONDITION

Your character has limited or no ability to walk. Her Speed trait is effectively 1. She must rely on a wheelchair or other device to travel. A manual wheelchair's Speed is equal to your character's Strength and requires use of her hands. Electric wheelchairs have a Speed of 3, but allow the free use of the character's hands. An injury can cause this Condition temporarily, in which case it is resolved when the injury heals, and the character regains mobility.

Resolution: Mundane or supernatural means cure the character's disability.

Beat: Your character's limited mobility inconveniences her and makes her slow to respond.

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DISORIENTED

CONDITION

Your character cannot get her bearings and dealing with simple tasks is daunting. The character is at a -2 penalty to any Physical action. She can defend herself normally, but her disorientation prevents her from making ranged attacks at all.

Changelings with this Condition add one die to Clarity damage rolls.

Resolution: The character finds something to help her orient herself to her surroundings, such as a familiar landmark or a friend. If a supernatural power caused this Condition, then it resolves when the power ends.

DISSOCIATION

CONDITION

Your character questions whether she is even real. She experiences episodes where she feels like a passenger in someone else's body, unable to control her own thoughts or actions. Sometimes she goes long hours simply watching herself, wondering how much of what she sees is real, and how much is memory of her time in Arcadia. Anytime the character has a chance to break with the mundane, such as using a Contract, you can opt to fail the roll to affirm that she's in the mundane world and resolve this Condition.

Possible Sources: Mild Clarity damage in any of your three rightmost boxes, some dramatic failures.

Resolution: The player chooses to fail a roll as described above.

DISTRACTED

CONDITION

Constant confusion and distractions buffet your character from all sides. She cannot take extended actions, and suffers a -2 die penalty to all rolls involving perception, concentration, and precision.

Possible Sources: Being in a highly confusing environment, mild Clarity damage in any of your three rightmost boxes.

Resolution: Leaving the environment, if inflicted by Clarity damage, regaining all Willpower.

DREAM ASSAILANT

CONDITION

-5 to interact with eidolons peacefully or go unnoticed. all failures involving eidolons are dramatic outside fights. Reduce eidolon impressions to 1/2. Paradigm skills cost 2 successes, can't extract skills. If resolved by interacting with important eidolon or prop, impose any effect from milder Shift Condition or the following on dreamer:

- Subliminal command
- Manipulation clues as Dream Infiltrator, but roll Wis + Empathy + Wyrd.
- Grant/remove one dot of Mental or Supernatural Merit for the story, with prerequisites.
- Ranged Condition (p. 344).
- Change or add one anchor or Aspiration.
- Flesh Too Solid Tilt (p. 329).

Resolution: Depart dream for one week; take (Dreamer's Resolve) meaningful actions without shifts to downgrade to Dream Intruder; meaningfully influence relevant important eidolon/dreamer's dream self or use important prop related to desired waking change.

DREAM INFILTRATOR

CONDITION

-2 to interact with eidolons peacefully. -3 to go unnoticed. Reduce eidolon impressions by one. Subtle shifts cost +1 success. If resolved by interacting with important eidolon or prop, choose one to impose on dreamer:

- Subliminal message.
- Roll Wis to leave subliminal clues; "stone" successes as bonus dice on your Manipulation rolls against dreamer within the chapter.
- Impose/remove Condition changing behavior or attitude.
- Increase/decrease Fortification rating of Bastion by 1 for the story.
- Increase/decrease impression of someone by two.
- Open (your character's Empathy) Doors toward a goal.
- Dreamer recovers no Willpower from current rest.

Resolution: Upgrade to another Shift Condition; depart dream until dreamer wakes and sleeps again; take (dreamer's Resolve) meaningful actions without shifts; meaningfully influence relevant important eidolon/dreamer's dream self or use important prop related to desired waking change.

DREAM INTRUDER

CONDITION

-3 to interact with eidolons peacefully. -4 to go unnoticed. all failures involving eidolons are dramatic outside fights. Reduce eidolon impressions by two. Subtle and paradigm shifts cost +1 success. If resolved by interacting with important eidolon or prop, impose any effect from Dream Infiltrator or the following on dreamer:

- Subliminal suggestion that doesn't inflict breaking point.
- Manipulation clues as Dream Infiltrator, but roll Wis + Empathy.
- Impose/remove one Persistent Condition affecting mental state, behavior, or attitude.
- Affect Clarity with (your character's Presence) dice.
- Steal (your Presence + Wyrd) Willpower or Glamour.
- Increase/decrease one Merit or Social Attribute or Skill by 1 for the story.

Resolution: Upgrade to another Shift Condition; depart dream until dreamer wakes and sleeps again twice; take (dreamer's Resolve) meaningful actions without shifts to downgrade to Dream Infiltrator; meaningfully influence relevant important eidolon/dreamer's dream self or use important prop related to desired waking change.

EMBARRASSING SECRET

CONDITION

Your character has a secret from his past that could come back to haunt him. If this secret gets out, he could be ostracized or maybe even arrested. If it becomes known, resolve this Condition and replace it with Notoriety (p. 343).

Resolution: The character's secret is made public, or the character does whatever is necessary to make sure it never comes to light.

FATIGUED

CONDITION

Your character is exhausted. Every six hours, reflexively roll Resolve + Stamina to remain awake. On failure, your character passes out. On success, suffer a cumulative -1 penalty to all dice pools (including rolls to stay awake). Strenuous activity like hiking, fighting, or heavy labor increase it to -2 or -3. Even then, she passes out anyway after days without sleep equal to (lower of her Resolve or Stamina). Once she passes out, she remains asleep for eight hours plus one for every six-hour period she stayed awake. Attempts to rouse her suffer a penalty equal to the highest penalty she suffered from Fatigued.

Resolution: Sleeping, as described above, or the source power ends.

FRAGILE

CONDITION

The equipment the character is using to aid his action won't last long for some reason, whether because it's an object put together with duct tape and bubble gum, or because his relationship with the people involved sour, or because his computer ends up suffering a blue screen of death and the data is corrupted. A plan may be fragile because of disrupted communication between the characters, or because of an unexpected hurdle, etc. The equipment ceases to exist in any usable form after a number of uses equal to its creator's dots in the Skill used to build it.

Possible Sources: Achieving a failure on a Build Equipment roll.

Resolution: The equipment falls apart one way or another. Plans grant one Beat to each player whose character is involved when this Condition resolves.

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FRIGHTENED

CONDITION

Something's scared your character to the point where he loses rational thought. His only priority is getting the fuck away from what's frightened him — to hell with his stiff, his friends, and his allies. He fights his way past anyone trying to stop him. He can't approach or act against the source of his fear — if the only way out involves going near it, he'll collapse on the ground in terror. Supernatural creatures prone to loss of control must roll to avoid doing so. This lasts for the scene; suppressing it for a turn costs 1 Willpower. Changelings with this Condition add one die to Clarity damage rolls.

Possible Sources: Bedlam, some supernatural powers, coming face to face with a phobia.

Resolution: The character escapes from the source of his fear.

FUGUE

PERSISTENT CONDITION

Something terrible happened. Rather than deal with it or let it break her, your character's mind shuts it out. She's prone to blackouts and lost time. Whenever circumstances become too similar to the situation that led to her gaining Fugue, roll Resolve + Composure. If you fail, the Storyteller controls your character for the next scene; left to her own devices, she seeks to avoid the conflict and get away from the area.

Possible Sources: Severe Clarity damage in any of your three rightmost boxes.

Resolution: Regain a dot of Integrity, lose another dot of Integrity, or achieve an exceptional success on a breaking point; for changelings, increase maximum Clarity, or achieve exceptional success on a roll to contest a fate power.

Beat: Your character enters a fugue state as described above.

GLAMOUR ADDICTED

PERSISTENT CONDITION

Your character can go 1 her Resolve dots before needing to obtain Glamour again. She must harvest or reap Glamour points equal to half her Wyrld (rounded up), or suffer one lethal damage point every day until she does and gain the Deprived Condition (p. 336). Her body painfully consumes its own energy to satisfy the hunger; the Mask cracks like a fractured mirror. This damage cannot be prevented or healed by any means, nor can the character resolve Deprived, until she sups upon Glamour.

Add one die to Clarity damage rolls.

Possible Sources: Harvesting Glamour every day for a week at Wyrld 6+.

Resolution: Achieve an exceptional success on a roll to harvest Glamour.

Beat: Your character takes damage from not being able to harvest Glamour.

GOBLIN QUEEN

PERSISTENT CONDITION

As Hedge Denizen (p. 340), except as follows:

- Cannot invoke or purchase Court Contracts.
- Gain Status (Goblins) 4; know which local Hedge creatures outrank her.
- Fate beings don't gain bonuses to track/find her; she can't reimprove Icons.
- Cannot leave the Hedge without swooning herself in its brambles to travel outside for up to her Wyrld hours per day; mundane world still imposes Deprived Condition.
- Gain Wyrld dots of Reclaimer Merit (p. 125), up to five dots per loyal hobgoblin Reclaimer.
- Increase Clarity damage bonus to +2.

Resolution: Leave a human child to take her place as a breaking point or Clarity attack with two dice; mortals gain three dots of supernatural Merits upon resolution. Alternatively, work off five points of Goblin Debt to downgrade to Hedge Denizen.

Beat: Collect Goblin Debt by selling a Contract or making another hobgoblin deal.

GUILTY

CONDITION

Your character is experiencing deep-seated feelings of guilt and remorse. This Condition is commonly the result of a successful breaking-point roll for mortals. While the character is under the effects of this Condition, he takes a -2 to any Resolve or Composure rolls to defend against Subterfuge, Empathy, or Intimidation rolls.

Resolution: The character confesses his crimes and makes restitution for whatever he did.

HEDGE ADDICTION

PERSISTENT CONDITION

The Hedge draws the fate-touched character. If she is presented with an opportunity to enter the Hedge, her player must succeed on a Resolve + Composure roll to resist the temptation. This roll suffers a cumulative -1 penalty for each previous time the character has entered the Hedge during this story, to a maximum of -5.

Resolution: The character refrains from entering the Hedge for a full story. However, he regains this Condition if he ever does enter the Hedge again in the future.

Beat: The Awowed enters the Hedge, either because he failed to resist the pull, or because he went willingly.

HEDGE DENIZEN

PERSISTENT CONDITION

Become a goblin. Retains usual benefits and weaknesses, except:

- Mask gains recognizable bell from mien.
- Storyteller can't spend character's Goblin Debt; invoking Goblin Contracts doesn't incur any.
- Buy all Arcadian Contracts as non-forced.
- Can't purchase new Court Contracts; lose Merit benefits.
- May swap known Goblin Contracts for others every morning.
- Suffer Deprived Condition outside Hedge/Arcadia.
- Non-changelings learn three Goblin Contracts; Storyteller characters may substitute Dered Powers.
- May/make deals, sell Contracts, and collect Debt as hobgoblin; see p. 256.
- +1 to Clarity damage rolls.

Resolution: Work off 1+ Goblin Debt (no shortcuts) and head 1 Clarity damage (or gain/lose 1 Integrity or equivalent). Return to normal, but keep all new Goblin Contracts (changelings) or one (non-changelings) who substitute bashing damage for Glamour to invoke. Or:

Suffer 2+ Clarity attacks and take damage from at least one (or lose 1+ dots of equivalent trait), and lose one Touchstone, as normal or by willing it. Upgrade to Goblin Queen. Characters without Touchstones can't upgrade.

Beat: Work off Goblin Debt when you can't, or won't, resolve Hedge Denizen to return to normal.

HUNTED

PERSISTENT CONDITION

Someone who poses a serious threat to the character's safety and well-being, physically or emotionally (or both), is after her. For changelings, it's usually an agent of the True Fae, like a Huntsman or loyalist, or perhaps their fetch. Whoever it is might be intent on direct violence, or simply wish to torment her.

Changelings with this Condition add one die to Clarity damage rolls.

Resolution: The character stops her persecutors, either through direct means like violence, or indirect means like changes in lifestyle that deny them access to her or freeing a Huntsman from the True Fae's service.

Beat: The character's persecutors find her.

INFORMED

CONDITION

Your character has a breadth of research information based on the topic she investigated. When you make a roll relating to the topic, you may choose to resolve this Condition. If you resolve it and the roll fails, consider it to have a single success. If it succeeds, consider it an exceptional success.

The roll that benefits from the Informed Condition can be any relevant Skill roll. For example, a character with Informed (Werewolves) might gain its benefits when using researched information to build a silver bear trap with the Crafts Skill. Combat rolls cannot benefit from this Condition.

Example Skills: Academics, Investigation, Occult, Science

Resolution: Your character uses her research to gain information; you resolve the Condition as described above.

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INSPIRED

CONDITION

Your character is deeply inspired. When she takes an action pertaining to that inspiration, you may resolve this Condition. An exceptional success on that roll requires only three successes instead of five, and you gain a point of Willpower.

Example Skills: Crafts, Expression

Resolution: You spend inspiration to spur yourself to greater success, resolving the Condition as described above.

LETHARGIC

CONDITION

Your character is drained and lethargic, feeling the weight of sleeplessness. With this Condition, your character cannot spend Willpower. As well, for every six hours he goes without sleeping, take a cumulative -1 to all actions. At every six-hour interval, make a Stamina + Resolve roll (with the penalty) to resist falling asleep until the sun next rises.

Possible Sources: Bedlam, extreme fatigue, "dying" in dream form, escaping a crumbling Bastion.

Resolution: Sleeping a full day.

LEVERAGED

CONDITION

Another character has blackmailed, tricked, convinced, or otherwise leveraged yours into doing what they wish. You may have the Leveraged Condition multiple times for different characters. Any time the specified character requests something of yours, resolve this Condition if your character does as requested without rolling to resist.

Example Skills: Empathy, Persuasion, Subterfuge

Resolution: Your character may either resolve the Condition by complying with a request as above, or if you apply the Leveraged Condition to the specified character.

LOST

CONDITION

Your character has no idea where she is, or how to reach her target. She cannot make any headway toward her goal without first navigating and finding out where she is. This requires a successful Wits + Streetwise action (in the city) or Wits + Survival action (in the wilderness). In the Hedge, it requires a successful navigation chase (p. 200).

Changelings with this Condition add one die to Clarity damage rolls.

Resolution: Abandoning the goal, successfully navigating. 343 Conditions

MADNESS

PERSISTENT CONDITION

Your character saw or did something that jarred her loose from reality. This isn't a mental illness born of brain chemistry — that, at least, might be treatable. This madness is the product of supernatural tampering or witnessing something that humanity was never meant to comprehend. The Storyteller has a pool of dice equal to 10 — (character's Integrity or current Clarity). Once per chapter, the Storyteller can apply those dice as a negative modifier to any Mental or Social roll made for the character.

Resolution: Regain a dot of Integrity, lose another dot of Integrity, or achieve an exceptional success on a breaking point; for changelings, increase maximum Clarity, or achieve exceptional success on a roll to contest a face power.

Beat: You fail a roll because of this Condition.

MUTE

PERSISTENT CONDITION

Your character cannot speak. Any communication must be done through writing, gestures, or hand signs. Illness, injury, or supernatural powers can inflict this Condition on a temporary basis.

Resolution: The character regains her voice through mundane or supernatural means.

Beat: Your character suffers a limitation or communication difficulty that heightens immediate danger.

NOTORIETY

CONDITION

Whether or not your character actually did something heinous in the past, the wrong people think he did, and now he's ostracized by the general public. Suffer a -2 on any Social rolls against those who know of his notoriety. If using Social maneuvering (p. 191), the character must open one extra Door if his target knows of his notoriety.

Example Skills: Socialize, Subterfuge

Resolution: The story is debunked, or the character's name is cleared.

NUMB

PERSISTENT CONDITION

The trauma your character suffered left her numb to the mundane world. Not on an emotional level; in fact, it might be nice if it were an emotional numbness. Instead, she feels slight numbness in her limbs. Sometimes it's only pins and needles, and sometimes she can't even hold her cup of coffee. It only seems to go away when she immerses herself in magic, and she craves the feeling it brings. The character suffers a two-die penalty to all mundane physical actions.

Possible Sources: Severe Clarity damage in any of your three rightmost boxes.

Resolution: Achieve an exceptional success on a mundane physical action, spend a week without any magical contact, or regain all Willpower points using your Needle.

Beat: Fail a roll on a mundane physical action.

OATHBREAKER

PERSISTENT CONDITION

The character violated an oath. Changelings instinctively distrust him. He suffers -1 on Social actions with other changelings, and cannot use Glamour to seal their statements. As a known liar, however, he is also immune to sealing.

Changelings with this Condition add one die to Clarity damage rolls.

Resolution: Undertake a sincere attempt to make restitution, including undertaking tasks all other oath participants assign, and receiving the Wyrd's forgiveness; the latter should be the focus of a story, and the particulars are up to the Storyteller.

Beat: Once per session, the player may choose to dramatically fail a Contract roll or Social action with a changeling, and take a Beat. Choose before rolling.

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THE LOST
SECOND EDITION

CONDITION CARDS

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OBLIGED

PERSISTENT CONDITION

While under a bargain with a human, the changeling is more difficult to find. Huntsmen must win a Clash of Wills to use Hunter's Senses (p. 266) to track her, and foe beings don't gain a bonus to do so when she drops her Mask. Once per chapter, she may hide without fear of discovery for a scene at the site of her obligation. This benefit applies to any pursuer touched by the Wyrd, be it Huntsman, Gentry, hobgoblin, or another changeling.

Resolution: Your character or the other party fails to uphold the bargain's terms. Either way, the changeling loses the protections.

Beat: Once per story, gain a Beat when your character takes a great risk or suffers harm while fulfilling her obligation. She can have help, but must be directly involved.

OBSESSION

PERSISTENT CONDITION

Something's on your character's mind and she just can't shake it. She gains the 9-again quality on all rolls related to pursuing her obsession. On rolls that are unrelated to her obsession, she loses the 10-again quality. Obsession can be a temporary Condition per Storyteller approval.

Resolution: The character sheds or purges her fixation.

Beat: Character fails to fulfill an obligation due to pursuing her Obsession.

PARANOID

CONDITION

Your character has been reduced to a state of rampant paranoia. She jumps at shadows, sees threats everywhere, and finds it hard to trust. She suffers a two-die penalty to perception rolls, Social actions, and dice pools to draw upon the Allies, Contacts, Mentor, Retainer, Staff, and Status Merits.

Changelings with this Condition add one die to Clarity damage rolls.

Possible Sources: Some supernatural powers, some dramatic failures.

Resolution: A week without any foe threat actually manifesting; a friend or ally achieving exceptional success on a Social action to convince you of their trustworthiness.

RAVAGED

CONDITION

A foe creature sundered your character's dreams, leaving her with sleep but no rest, or ripped her emotions away as Glamour. She becomes a shell of her former self, and you take a two-die penalty on all rolls. Your character cannot recover Willpower through sleep.

Changelings with this Condition add one die to Clarity damage rolls.

Possible Sources: Oneiromancy, reaping Glamour.

Resolution: Regaining full Willpower.

RECKLESS

CONDITION

The character is incapable of considering the consequences of her actions and is driven to do incautious things for the sheer thrill of it. The player takes a -2 to Perception rolls and other Composure rolls made to notice something (such as to contest sleight of hand or a stealth-related supernatural power).

Resolution: The character or one of her allies suffers harm or a major setback due to an ill-considered risk or reckless action she takes.

SHAKEN

CONDITION

Something has severely frightened your character. Any time your character is taking an action where that fear might hinder her, you may opt to fail the roll and resolve this Condition.

Example Skills: Brawl, Firearms, Intimidation, Weaponry

Possible Sources: Mild Clarity damage in any of your three rightmost boxes; breaking points (human characters).

Resolution: The character gives into her fear and fails a roll as described above.

SLEEPWALKING

CONDITION

The lines between waking and sleeping blur to the point where your character doesn't know which he's doing. Sometimes he thinks he did something he didn't do; he remembers doing it, but maybe he was dreaming. Other times, he finds out later that he spent hours on a task he has no memory of doing. Your character loses time, may not actually complete objectives he thinks he did, and generally has a harder time maintaining relationships and obligations.

Possible Sources: Severe Clarity damage in any of your three rightmost boxes.

Resolution: Achieve an exceptional success on an oneiromancy roll or during an extended action.

Beat: Fail to complete an obligation because you thought you already did.

SOUL SHOCKED

CONDITION

Your character died because of foe magic while on a sojourn in dreams, or in a reality that no longer exists, but she still remembers it and suffers 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 per success, and immediately loses the remainder. While this Condition is in effect, your character does not regain Willpower from Needle, Thread, or equivalent traits. She still regains Willpower from rest, surrender, and other means.

Possible Sources: Being "killed" in dream form by foe magic; escaping a Bastion crumbling due to oneiromancy.

Resolution: Regain full Willpower.

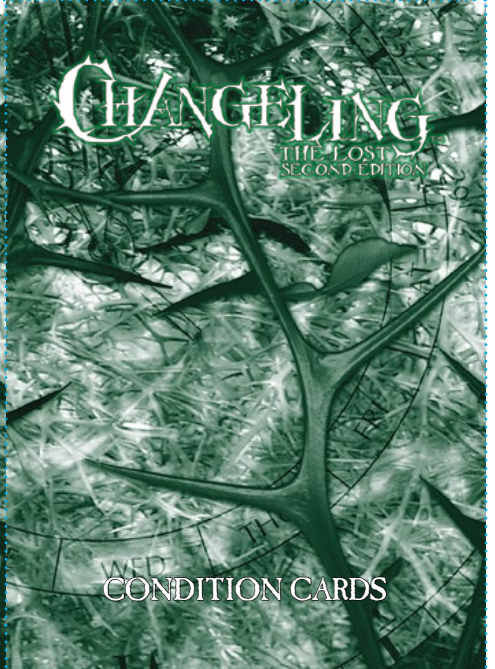
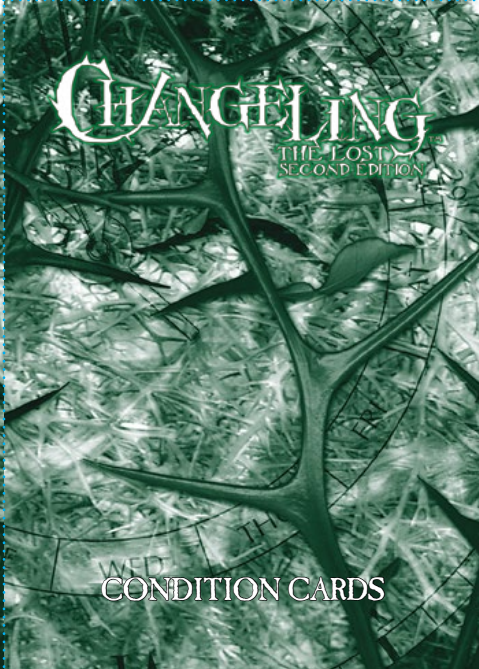
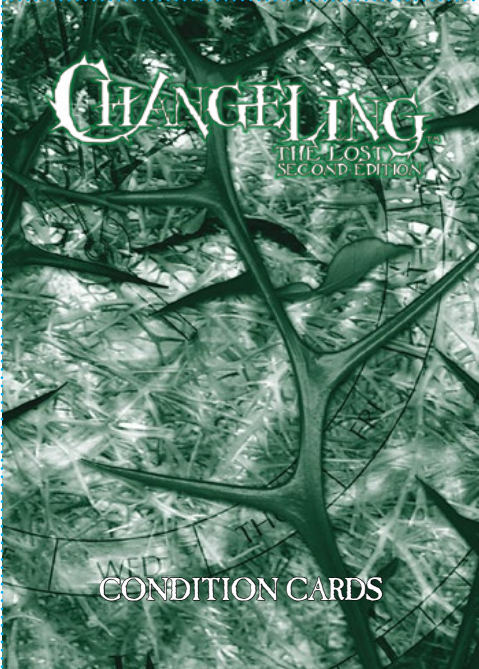
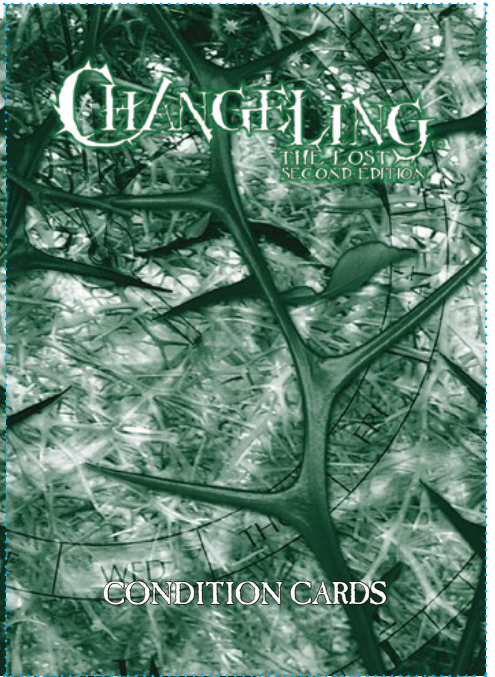
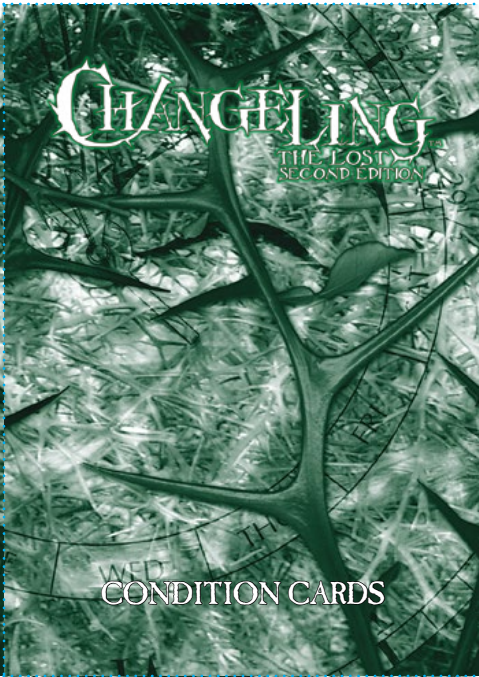
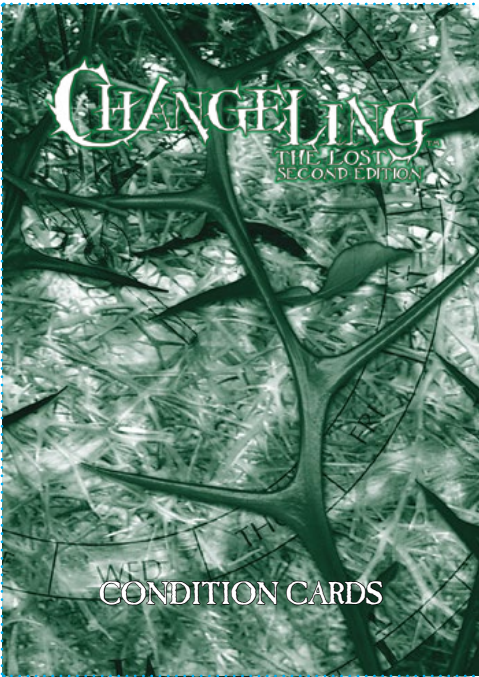
SPOOKED

CONDITION

Your character has seen something supernatural — not overt enough to terrify her, but unmistakably otherworldly. How your character responds to this is up to you, but it captivates her and dominates her focus.

Possible Sources: Mild Clarity damage in any of your three rightmost boxes.

Resolution: Resolve this Condition when your character's fear and fascination causes her to do something that hinders the group or complicates things (she goes off alone to investigate a strange noise, stays up all night researching, runs away instead of holding her ground, etc.).



STEADFAST

CONDITION

Your character is confident and resolved. When you've failed a roll, you may choose to resolve this Condition to instead treat the action as if you'd rolled a single success. If the roll is a chance die, you may choose to resolve this Condition and roll a single regular die instead.

Resolution: Your character's confidence carries him through and the worst is avoided; the Condition is resolved as described above.

STOIC

CONDITION

Your character has shut down the parts of herself that care. She won't open up to anyone and pretends she's fine when she isn't. Gain a two-die bonus to Subterfuge rolls to hide her emotions or avoid talking about a traumatic experience. She doesn't suffer the untrained penalty for any Subterfuge roll. Take a two-die penalty to Hedgespinning rolls. Until she resolves this Condition, she can't heal Clarity damage, and she can't spend Willpower on actions that would reveal her true feelings.

Resolution: Opt to fail a roll to resist Empathy or a supernatural effect that would read your character's emotions or mental state; enact a paradigm shift while Hedgespinning.

SWOONED

CONDITION

Your character is attracted to someone and is vulnerable where they are concerned. He may have the proverbial "butterflies in his stomach" or just be constantly aware of the object of his affection. A character may have multiple instances of this Condition, reflecting affection for multiple characters. He suffers a -2 to any rolls that would adversely affect the specified character, who also gains +2 on any Social rolls against him. If the specified character is attempting Social maneuvering on the Swooned character, the Impression level is considered one higher (maximum of perfect; see p. 192).

Example Skills: Persuasion, Subterfuge

Resolution: Your character does something for his love interest that puts him in danger, or he opts to fail a roll to resist a Social action by the specified character.

VOLATILE

CONDITION

The equipment the character is using to aid his action is ready to blow at any moment, figuratively or literally. One wrong word, one badly placed rune, and it's time to duck and cover. A plan may be Volatile because it backfires terribly, or because a Storyteller character betrays the group, etc. Any failure achieved while benefiting from the equipment is automatically a dramatic failure. The equipment may continue to exist after this Condition is resolved, but if so, reduce its equipment bonus by two dice. This can create equipment penalties: if the original bonus was fewer than two dice.

Possible Sources: Achieving a failure on a Build Equipment roll.

Resolution: The character suffers a dramatic failure while using the equipment. Plans grant one Beat to each player whose character is involved when this Condition resolves.

WANTON

CONDITION

Your character wants for the sake of wanting. He's distracted with temptations of excess and indulgence. Any Composure or Resolve rolls to resist temptation suffer a -2 die penalty. As well, the character that brought forth this Condition achieves exceptional success on three successes instead of five when making any rolls to tempt your character.

Possible Sources: Bedlam.

Resolution: Indulge in something that constitutes a breaking point.

WITHDRAWN

CONDITION

Your character doesn't know what to trust anymore, so has decided to withdraw into herself. She finds it hard to motivate herself to action, preferring to remain alone and safe. The character suffers a two-die penalty to all rolls that require her to interact with others in any way.

Possible Sources: Mild Clarity damage in any of your three rightmost boxes.

Resolution: The character regains Willpower using her Threat.