



CHANGELING™

THE LOST
SECOND EDITION

MELEE WEAPONS CHART

Type	Damage	Initiative	Strength	Size	Availability	Special
Brass Knuckles	0	0	1	1	•	Uses Brawl to attack
Tire Iron	1	-3	2	2	••	+1 Defense
Chain	1	-3	2	2	•	Grapple
Knife	0	-1	1	1	•	
Rapier	1	-2	1	2	••	Armor piercing 1
Machete	2	-2	2	2	••	
Fire Axe	3	-4	3	3	••	9-again, two-handed
Spear**	2	-2	2	4	•	+1 Defense, two-handed

Grapple: Add the chain's weapon modifier to grappling dice pools.

** The reach of a spear gives +1 to Defense against opponents who are unarmed or wield weapons of Size 1.

RANGED WEAPONS CHART

Type	Damage	Range	Clip	Initiative	Strength	Size	Availability	Example
Revolver, heavy	2	35/70/140	6	-2	3	1	••	SW M29 (.44 Magnum)
Pistol, light	1	20/40/80	17+1	0	2	1	•••	Glock 17 (9mm)
Pistol, heavy	2	30/60/120	7+1	-2	3	1	•••	Colt M1911A1 (.45 ACP)
SMG, large*	2	50/100/200	30+1	-3	3	2	•••	HK MP-5 (9mm)
Rifle	4	200/400/800	5+1	-5	2	3	••	Remington M-700 (30.06)
Assault Rifle*	3	150/300/600	42+1	-3	3	3	•••	Steyr AUG (5.56mm)
Shotgun**	3	20/40/80	5+1	-4	3	2	••	Remington M870 (12-gauge)
Crossbow***	2	40/80/160	1	-5	3	3	•••	

* The weapon is capable of autofire, including short bursts, medium bursts, and long bursts.

** Attack rolls gain the 9-again quality.

*** Crossbows and ranged stun guns take three turns to reload between shots (stun guns must replace the compressed air cartridge). A crossbow can also be used to deliver a stake through the heart (-3 to attack rolls; must deal at least five damage in one attack).

EFFECTS OF WYRD

Wyrd	Attribute/ Skill Max	Max Glamour/ Per Turn	Total Frailties	Disease/Fatigue Penalty Reduction	Goblin Fruits
1	5	10/1		By one	3
2	5	11/2	One minor	By one	7
3	5	12/3		By one	7
4	5	13/4	Two minor	By two	13
5	5	15/5		By two	13
6	6	20/6	One major, two minor	By two	13
7	7	25/7		By three	29
8	8	30/8	One major, three minor	By three	29
9	9	50/10		By three	101
10	10	75/15	Two major, three minor	By four	Unlimited

SAMPLE CLARITY BREAKING POINTS

ONE DIE

- Told your experiences are unreal by someone who seems convincing, but whom you don't know.
- Changing someone else via the Dream Infiltrator (p. XX) Condition.
- Spending all your Glamour in one day.
- Going one full day without human or changeling contact.
- Breaking a mundane promise.
- Meeting your fetch for the first time.

TWO DICE

- Told your experiences are unreal by a figure whose authority you believe in.
- Changing someone else via the Dream Intruder (p. XX) Condition.
- Eating nothing but goblin fruit for a full day.
- Having someone break a mundane promise to you.
- Discover that someone lied to you about something minor.
- Actively searching out memories of your durance.
- Taking psychotropic drugs.
- Gaining a non-Clarity Condition that confuses your senses or badly jars you, such as Lost or Spooked.
- Having someone else tamper with your dreams.
- Going a week without human or changeling contact.

THREE DICE

- Told your experiences are unreal by someone you trust.
- Being the victim of a non-fae supernatural power that confuses your senses, makes you question your surroundings or perceptions, or reenacts something your Keeper did to you.
- Going two weeks without human or changeling contact.
- Killing someone else's fetch.
- Reaching Wyrd 3.
- Having someone break a formal oath or pledge to you.
- Having a mortal shun or disparage you.
- Losing a Touchstone.



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FOUR DICE

- Presented with "evidence" your experiences are unreal.
- Accidentally killing a human.
- Breaking formal oaths or pledges.
- Changing someone else via the Dream Assailant Condition.
- Discovering that someone lied to you about something important.
- Death of a family member.
- Killing another changeling.
- Killing your own fetch.
- Going a month without human or changeling contact.
- Kidnapping or keeping someone captive.
- Reenacting or reliving a memory from your durance.
- Reaching Wyrd 6.

FIVE DICE

- Subjected to "deprogramming" or other extended, tormenting efforts to persuade you your experiences are unreal.
- Premeditated killing of a human.
- Going a year or more without human or changeling contact.
- Torturing someone.
- Using Glamour to force someone to change their behavior.
- Brainwashing someone via repeated dream manipulation.
- Spending time in Arcadia.
- Prolonged or intimate contact with a True Fae.
- Killing your Touchstone.
- Reaping Glamour.
- Reaching Wyrd 10.



INCITE BEDLAM

Cost: 1 Glamour + 1 Willpower

Dice Pool: Manipulation + Wyrd vs. Composure + Supernatural Tolerance (contested separately by each target)

Action: Contested; resistance is reflexive.

SUGGESTED BEDLAM MODIFIERS

CHANGELING

Modifier	Situation
+3	Unleashing an emotion associated with your court
+1	Each additional Glamour spent, up to a maximum of five

TARGET

Modifier	Situation
+2	Already feeling emotions strongly in opposition to those unleashed.
+1	Relatively calm and relaxed.
-1	Already feeling emotions similar to those unleashed.

COMBAT SUMMARY CHART

STAGE ONE: INTENT

- The players and the Storyteller describe what their characters want out of the fight.
- Decide whether characters can surrender and become Beaten Down.

STAGE TWO: INITIATIVE

- If the attacker springs an ambush or otherwise strikes when the defender isn't able to counter, the defender rolls Wits + Composure contested by the attacker's Dexterity + Stealth. If the defender fails, she doesn't act on the first turn of combat and cannot apply Defense against attacks.
- Everyone rolls Initiative: the result of a single die roll + Dexterity + Composure. If the character has a weapon readied, apply its Initiative Modifier.

STAGE THREE: ATTACK

- **Unarmed Combat:** Strength + Brawl – opponent's Defense
- **Melee Combat:** Strength + Weaponry – opponent's Defense
- **Ranged Combat:** Dexterity + Firearms
- **Thrown Weapons:** Dexterity + Athletics – opponent's Defense

A character's Defense is normally subtracted from any attack dice pools where it applies. If she chooses to Dodge, the defender rolls double her Defense as a dice pool against each attack. Each success reduces the attacker's successes by one. If the attacker is reduced to zero successes, the attack does nothing. If the attacker has successes remaining, add any weapon modifier to the number of successes to determine how many points of Health the target loses. All weapons deal lethal damage.

STAGE FOUR: DESCRIPTION

The Storyteller describes the attack and wounds in narrative terms.

Possible Modifiers

- **Aiming:** +1 per turn to a +3 maximum.
- **All-Out Attack:** +2 with Brawl or Weaponry attack; lose Defense.
- **Armor Piercing:** Ignores amount of target's armor equal to item's rating.
- **Autofire Long Burst:** 20 or so bullets, no target limit pending Storyteller approval. A +3 applies to each attack roll; -1 per roll for each target after the first.
- **Autofire Medium Burst:** 10 or so bullets at one to three targets, with a +2 to each attack roll; -1 per roll for each target after the first.
- **Autofire Short Burst:** Three bullets at a single target with a +1 to the roll.
- **Charge:** Move at twice Speed and attack with Brawl or Weaponry in one action; lose Defense.
- **Concealment:** Barely -1; partially -2; substantially -3; fully, see "Cover."
- **Cover:** Subtract Durability from damage; if Durability is greater than the weapon modifier, the attack has no effect.
- **Dodge:** Double Defense, roll as a dice pool with each success subtracting one from the attacker's successes.
- **Drawing a Weapon:** Requires instant action without a Merit and could negate Defense.
- **Firing from Concealment:** Shooter's own concealment quality (-1, -2, or -3) reduced by 1 as a penalty to fire back (so, no modifier, -1, or -2).
- **Offhand Attack:** -2 to attack roll.
- **Prone Target:** -2 to hit in ranged combat; +2 to hit within close-combat distance.
- **Pulling Blow:** Target gains 1 Defense; the attack can't deal more than chosen maximum damage.
- **Range:** -2 at medium range, -4 at long range.
- **Shooting into Close Combat:** -2 per combatant avoided in a single shot (not applicable to autofire); -4 if grappling.
- **Specified Target:** Torso -1, leg or arm -2, head -3, hand -4, eye -5.
- **Surprised or Immobilized Target:** Defense doesn't apply.
- **Touching a Target:** Dexterity + Brawl or Dexterity + Weaponry; armor may or may not apply, but Defense does apply.
- **Willpower:** Add three dice to a roll or +2 to a Resistance trait (Stamina, Resolve, or Composure) in one roll or instance.