

Midori's House Rules

For *Changeling: The Dreaming Games*

(Revision 4.5, April 18, 2001)

Thank you for joining my game! This handout outlines what you can expect from me as a Gamemistress. Please take some time to read it over, and if you have any questions, feel free to ask me. I won't mind, I promise.

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I. General Notes

1. If you have a problem with anything about the game, please come and talk to me about it. We can probably work something out, but you have to *tell* me, or I may not pick up on it. After all, I'm only human (despite my claims to the contrary in some of my more egotistical moments :-).
2. I like to put more emphasis on *ROLE*-playing, as opposed to *Roll*-playing. This means that I try to keep the dice-rolling to a minimum, and prefer to spend more time on character interaction than on combat. Thus, characters created solely for combat may be at a distinct disadvantage.
3. There will be absolutely *no* hitting, fighting, throwing things, or other horseplay allowed while you are in my house. I have a number of breakable objects in here, and some of them have sentimental (as well as monetary) value. Besides, I *really* don't want anyone getting hurt (gods forbid...). And having to break up the game to tend to somebody's injuries is no fun for anybody.
4. Rudeness (including name-calling, mean-spirited behavior, belittling people, off-color comments, and the like), whether to me, any of the other players, or anyone else present at the game, is frowned upon. Please remember that sometimes it can be hard to tell if you're just kidding, or if you really mean it. If you do something that hurts someone else's feelings, I will ask you to apologize. Repeated rudeness may occasion your not being invited to play again.
5. Do not tease my cats while you're in my house. This means (among other things) not deliberately molesting them; not letting them play with your fingers, feet or other body parts; not stroking them the wrong way; not chasing them; not giving them "people food"; not bothering them while they're eating (cat food) or using the cat box; not forcing your attentions on them; and *especially* not hitting them.
6. While we're playing, I'd like you to try to behave "in-character" and adhere to the mood I'm trying to create as much as you can. Please keep in mind that this works both ways—the attitudes of my NPCs (*Non-Player Characters*) don't necessarily mirror my own. Sometimes, I can get carried away with the acting; when this happens, please don't take it personally. You should also be able to make the distinction between what you, as a Player, know, and what your character knows. Just because *you've* read every **Changeling** supplement in existence doesn't mean that your *character* automatically knows how to defeat that nasty carnivorous Chimera that's ravaging the duchy, okay? :-)
7. Just because something is in a rule book doesn't mean it necessarily applies in my game world.

Also, anything found in a rule book or supplement that I haven't read will be considered null and void for any of my games. Rules Lawyers in my games should keep in mind one thing — it's **my game**. I can change things, and I will. Privilege of being the GM, folks. :-)

8. If you do something foolish, you **WILL** suffer the consequences. The game world can be a very dangerous place, and you **aren't** invulnerable to those dangers just because you're a Player Character. Remember, your character doesn't exist in a vacuum, and any action has consequences. Be prepared to face them.
9. I don't believe in "screwing over" your character. There are *no* no-win situations in this game; there's always a way out, no matter how bad things look. If you're stumped, take me aside and *say so*; there's always the possibility your character could have a flash of "Divine Inspiration."

II. Character Creation

1. When creating a character, please do your best to create someone who fits in with the rest of the group, or at least doesn't clash horribly. I expect all Player Characters in my games to work together, interact, and talk with one another on a regular basis. If you consistently refuse to get involved with what the others are doing, and ignore my suggestions to do so, I will have no qualms about forcibly dragging your character into the plot (and realize that you may not like what happens as a result . . . ;-).
2. Character backgrounds (either written or oral) are always appreciated. The amount of detail you provide is negotiable, but I'd at least like enough to know something about your character's history and personality. In order to encourage you to come up with a background, I'm offering a number of extra Freebie Points for the care and effort you put into making up your character's background, as follows:

Information	Number of Points
Background, oral	2 to 3 (depending on detail)
Background, written	3 to 5 (depending on detail)

3. All sidhe characters **must** be a member of one of the Noble Houses detailed in the **Changeling** rulebook (pp. 106-11), and should take at least one dot in the *Title* Background.
4. Any non-sidhe character taking the *Title* Background **must** be affiliated with one of the sidhe Noble Houses. Affiliated commoners do **not** gain House Boons from their affiliation, but neither are they affected by the House Flaws.
5. If you want to keep an in-character diary of your character's experiences during the game, I will award you one extra experience point for each session in which you submit a diary entry. I will also award extra experience points for variations upon this theme, like pictures, poetry, stories, Chronicle logs, etc. Let your imagination run wild! All I ask is to be allowed to keep a copy in my permanent game record for posterity (they make great examples to show to new players, and can bring back some wonderful memories for me, besides! :-).
6. A copy of your character sheet will be kept on file for future reference (most likely, your sheet will be scanned and saved on my computer), and updating when the need arises. This also guards

against lost or forgotten character sheets (and has saved at least one of my players in the past! :-)

7. In my games, characters may receive a number of levels of certain Lores free of charge at character creation, as determined by the character's history. This simulates the character's general knowledge of Changeling existence, as well as things she would know as a member of her kith, House, etc. The breakdown is as follows:

Circumstance	Free levels of Lore
Normal fosterage occurred	3 dots in Changeling Lore
Fosterage was with the same kith	3 dots in (kith) Lore
Fosterage was with the same House (sidhe only)	3 dots in (House) Lore
Character is a non-sidhe affiliated with a House	2 dots in (House) Lore

Examples:

1. *Lady Arianrhod ni Liam, sidhe knight, goes through her Chrysalis and is fostered by Sir Odrhan ap Liam. At the end of the fosterage, Arianrhod has Changeling Lore 3, Sidhe Lore 3, and House Liam Lore 3.*
 2. *Calandra, satyr musician, goes through her Chrysalis and is fostered by Eric Banyon, another satyr. At the end of the fosterage, Calandra has Changeling Lore 3 and Satyr Lore 3.*
 3. *Sigrid Thorsdattir, a troll, was fostered by Sir Jenner Rainwater, another troll, and is a knight affiliated with House Fiona. Thus, Sigrid has Changeling Lore 3, Troll Lore 3, and House Fiona Lore 2.*
6. I would prefer that you keep playing the same character throughout the game. If you decide at some point during the game that you want a new character, please come and talk to me about it beforehand. I'll let you know if your new PC will work out in this game, and generally will ask you to wait until a convenient point in the Chronicle to begin playing him/her (generally at the beginning of a new storyline). Keep in mind that, to lessen the amount of work I have to do, I may also ask *you* to help come up with a graceful exit for your previous PC. :-)
7. The following Merits and Flaws are disallowed for Player Characters in my games:
- i. Sadism/Masochism (from **Changeling 2nd Edition**)
 - ii Jack-of-all-Trades (from **Changeling 2nd Edition**)
 - iii Regeneration (from **Changeling 2nd Edition**)
 - iv Werewolf/Vampire Companion (from **Changeling 2nd Edition**)
 - v Faerie Eternity (from **Changeling 2nd Edition**)
 - vi Seeming's Blessing (from **Changeling 2nd Edition**; see *Rules Modifications*, below)
 - vii Slipped Seeming (from **Changeling 2nd Edition**; see *Rules Modifications*, below)
 - viii Iron Resistance (from **Changeling 2nd Edition**)
 - ix Charmed Existence
 - x True Faith (from the **Player's Guide**)
 - xi Work with Iron (from **Kithbook: Nockers**)
 - xii Stone Skin (from **Kithbook: Trolls**)
 - xiii Increased Pain Threshold (from **Kithbook: Trolls**)

III. Rules Modifications

1. In my games, the Realm *Fae 4* (Elusive Gallain) allows a Changeling character to affect other supernatural beings (Vampires, Werewolves, etc.).
2. Due to an earth-shattering event some twenty years before the period covered in the game (namely, magic coming back in force), there is now *no* division between the Chimerical and Mundane worlds (contrary to the information presented in the **Changeling** rulebook). This means that Fae characters now have no “Mortal Seeming”, and thus appear in their Fae Mien all the time (satyrs have furry goat’s legs and horns, trolls are eight feet tall and blue, etc.). This also means that Chimera are visible to your average mortal, and, yes, Chimerical weapons now do damage to both Fae and mundane creatures and objects alike (without the need for Enchanting a mundane target or Calling on the Wyrd, as in the **Changeling** rulebook).
3. Contrary to the Botching rules cited in **Changeling: Second Edition**, a Botch only happens in this game if you have ones and *no* dice displaying the target number (“Difficulty”) or greater. If you have at least one success (i.e., one die displaying the Difficulty level or higher) *before* subtracting successes due to ones, the roll is a failure, but not a Botch (this rule comes from the **Vampire: The Masquerade Revised Edition** rulebook, just in case you were wondering :-).

Example: Trying to dodge an angry Troll’s sword, Kit the Pooka rolls her Dexterity + Dodge (a total of seven dice) against a Difficulty of 6. She rolls 8, 6, 5, 5, 1, 1, 1. This is a failure, but not a Botch — Kit is struck by the blow, but at least she doesn’t trip and impale herself on the blade.

There is also no such thing in this game as a double-, triple-, (etc.), Botch. As far as I’m concerned, a Botch is a Botch.

4. Contrary to the initiative rules in **Changeling: Second Edition** (a dice pool of Wits + Alertness, Difficulty of 4), initiative is derived from the sum of a character’s Wits + Dexterity for a simple score. The result of a single 10-sided die roll is added to this score to determine a character’s initiative (thus making things compatible with **Vampire** and **Werewolf Revised Editions**).
5. The age ranges for the various Seemings in the **Changeling** rules is superseded by the following breakdown in my games:

Seeming	Physical Age Range (in years)
Childling	3 — 12
Wilder	13 — 39
Greybeard (“Grump”)	40+

6. Contrary to the combat rules in **Changeling: Second Edition**, any successes on a to-hit roll *beyond the first* are added to the Damage pool for *all* attacks, not just those using firearms (again, making things compatible with **Vampire** and **Werewolf Revised Editions**. And yes, this *does* make combat very nasty...).

IV. What If I Can't Make It?

1. Please let me know if you won't be able to make a game session. This also goes for having to leave early. I understand that emergencies sometimes arise, but please let me know ahead of time if at all possible; telling me that you can't make it two hours after the game was supposed to start can really screw things up (if the rest of us don't know that you're *not* coming, we'll assume that you *are*, and wait around for you to show up :-).
2. If you can't make it, you can let me know (either by contacting me directly [my e-mail is storytellingoddes@juno.com], or through another player who *will* be coming) if you want your character to be doing anything in particular during your absence (studying for a big exam, enjoying a night on the town, staying home with a bad cold, whatever); otherwise, your character's activities during the adventure will be left up to the discretion of the GM. In any case, the game *will* go on without you if enough people show up to play, and you may have to spend the next few sessions playing catch-up. Just warning you now).