

<p><b>Mask of Superiority</b></p> <p><b>Cost:</b> 2 Glamour</p> <p><b>Roll:</b> Wyrd + Intimidation - Resolve</p> <p><b>Success:</b> The changeling can either convince the subject that she is a high-ranking person in the subject's workplace, or simply that she is a celebrity, someone important and worthy of notice and respect. The changeling doesn't control who the target sees, only the general "someone in his workplace" or "a celebrity." If the subject is expecting someone important to come and talk with him, he assumes the changeling is this person. This Contract does not force any particular action on the subject, but most will behave deferentially. Along with this effect, every success rolled adds one bonus die to all Social rolls to impress, intimidate or command the target. This effect lasts for one scene or until someone else convinces the target that the changeling is not who she claims to be.</p> <p><b>Catch:</b> The changeling pretends to be a socialite or similar celebrity whose fame comes from high standing or good looks alone.</p>	<p><b>Songs of Distant Arcadia</b></p> <p><b>Cost:</b> 2 Glamour</p> <p><b>Roll:</b> Presence + Manipulation</p> <p><b>Success:</b> The character gains a number of bonus dice equal to her Wyrd to all Expression and Persuasion rolls for the next scene.</p> <p><b>Catch:</b> The changeling is giving a performance in front of a wealthy and powerful audience.</p>	<p><b>Splendor of the Emroy's Protection</b></p> <p><b>Cost:</b> 2 Glamour</p> <p><b>Roll:</b> Manipulation + Wyrd vs. Hollow: Wards</p> <p><b>Success:</b> The character appears in her true form. Onlookers are awed, but not frightened. In addition, as long as the changeling does not brandish a weapon or attempt to harm anyone, ordinary humans cannot attack her. They can attempt to block her path, but they cannot actually harm her except by accident. Supernatural beings may attack the changeling by making a successful reflexive Resolve + Composure roll before each attack. This Contract lasts for one scene, unless the character attacks someone or aims a weapon at someone with threatening intent. Either action instantly ends the Contract's effects, but the character can order others to attack without necessarily dispelling the effects. During this time, cameras and other electronic devices will not show or record the character's true form.</p> <p><b>Catch:</b> This clause is invoked at a formal party containing at least a dozen people.</p>	<p><b>Mask of Terrible Beauty</b></p> <p><b>Cost:</b> 2 Glamour + 1 Willpower</p> <p><b>Roll:</b> Intelligence + Wyrd - Composure + Wyrd</p> <p><b>Success:</b> This clause affects everyone within three yards per dot of the changeling's Wyrd. One contested roll may be made reflexively for a crowd of mortals based on the highest Composure present. Supernatural beings should each make their own resistance rolls. If the changeling rolls any successes, he fills the affected targets with a mixture of terror and awe. If he rolls more successes than a target, the person must flee the changeling's presence in utter terror. Anyone who rolls as many or more successes as the changeling need not flee, but the changeling awes and frightens them, causing a -2 dice penalty to all rolls to attack or attempt to harm the changeling. The changeling also gains +2 dice to all rolls to Intimidate everyone within range. The changeling's awe-inspiring appearance persists until the changeling decides to resume her normal appearance or until the end of the scene, whichever comes first.</p> <p><b>Catch:</b> The character is fighting a duel or some other combat that has been agreed upon in advance by both sides.</p>
<p><b>Gift of Warm Breath</b></p> <p><b>Cost:</b> 1 Glamour</p> <p><b>Roll:</b> Resolve + Survival + Mantle</p> <p><b>Success:</b> The Contract's subject gains energy. He becomes as healthy and alert as though he has just risen from a full night's rest and had a full breakfast. All fatigue penalties disappear, and any bashing damage or damage suffered from food or water deprivation is fully healed.</p> <p><b>Catch:</b> The subject of the Contract has freely offered the changeling some form of sustenance since the last sunrise.</p>	<p><b>Tread Lightly</b></p> <p><b>Cost:</b> 1 Glamour</p> <p><b>Roll:</b> Dexterity + Wyrd</p> <p><b>Success:</b> The changeling can move across any solid surface as if she weighed no more than a few ounces. She leaves no tracks, can run across snow without breaking through the surface and also takes only bashing damage from falls. Anyone attempting to track the character suffers a -2 penalty, due to the light impressions her footfalls make. The character can also climb up surfaces too fragile to support her normal weight, but cannot run, jump or climb any better or faster than normal. The effects of this clause last for the scene.</p> <p><b>Catch:</b> The character is wearing fancy and delicate footwear that would be ruined if she did not use this clause.</p>	<p><b>Evasion of Shackles</b></p> <p><b>Cost:</b> 1 Glamour</p> <p><b>Roll:</b> Wyrd + Larceny</p> <p><b>Success:</b> The character is instantly freed of all restraints such as handcuffs, straightjackets or shackles. This clause can open locked doors only if the character is in a small compartment, such as a steamer trunk or trunk of a car, that significantly restricts her ability to move her body.</p> <p><b>Catch:</b> The changeling has been unjustly imprisoned for some crime or offense she did not actually commit.</p>	<p><b>Breaching Barriers</b></p> <p><b>Cost:</b> 1 or 2 Glamour</p> <p><b>Roll:</b> Wyrd + Presence</p> <p><b>Success:</b> The changeling walks through the portal as if it weren't there. The door or window doesn't open, but the changeling simply moves instantly and effortlessly from one side of it to the other without disturbing it or setting off any alarms. This clause also leaves no marks or traces on the door.</p> <p><b>Catch:</b> The character has been deliberately imprisoned by another changeling.</p>