

BOOK OF STORYTELLER SECRETS

Fear the Darkness!

Changelings have many enemies but few are as feared as the Dauntain, those who have turned their backs on the Dreaming. The introductory story included in this package allows the Storyteller to place characters in direct confrontation with their most deadly enemies.



The Book of Storyteller Secrets features:

- Complete crossover rules for running games with other Storyteller games.
- The chilling story "Quixote Syndrome." (Test your players' nerve!)
- Storyteller screen containing all of the most useful charts for running *Changeling: The Dreaming*.



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BOOK OF STORYTELLER SECRETSTM

Sample file

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John "Lobe" Park, for the drippy gooeyness of it.

Kathy "No" Ryan, for her favorite word during the game.

Richard "Poker King" Thomas, for bleeding Fred dry.

Josh "Hickey boy" Timbrook, for falling down and bruising his neck.



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Chapter One: Crossover Rules

Sample file

This chapter contains some suggested default rules to use in Storyteller games which have two or more types of supernatural creatures. You should keep in mind that these are general rules. The details of any particular Discipline, Gift, Sphere or Arcanos should override any statement made below. Feel free to use your best judgment in such matters; in all cases the Storyteller is the final arbitrator and may make the final decision. Use discretion, and let the story be your guide.

Power Levels

When one character uses a power against another, and the issue of whether the character is powerful enough to pull it off comes up, use this scale: compare a vampire's

Discipline rating, a Garou's Rank, a mage's Sphere rating, a wraith's Arcanos rating, or a changeling's Art rating. The supernatural with the highest score wins. In the case of ties, make a resisted roll. You should only use these charts when you and your players reach an impasse as to how two powers coincide. If you can reach an agreement, then common sense should prevail over these tables.

Note: The scores compared are the being's own ability, not necessarily the level or rating of the power used. In other words, a vampire with Dominate 4 will use the level one Dominate ability Command the Wary Mind more effectively than a vampire with Dominate 1. Elements like duration, damage and range do not change, but the effect's potency over other supernaturals does.