MES Changeling the Lost Addendum
Appendix 1: Token Creation Guide

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DEVELOPMENT AND MECHANICS

Step One: Determine the Concept
 "You want to do what???"

Every custom token begins with what the item is and what it's intended to do. Theme should play a radical role in determining those and balancing them - Keep in mind the concepts of Lost and the connection between metaphor and effect. If you're looking for inspiration, consider many of the muse sources for Changeling itself - folklore, tales and myths, and the whimsical madness innate to Clarity and the Wyrd.

Take time to examine canon tokens, and note the similarities and examples they set. All of them operate on a theme and have quirks that are particular to them. Storytellers are encouraged to limit Custom tokens to those that are quirky, interesting, and thematically consistent.

Step Two: Determine the Type
 "What kind you got?"

Within the Mind's Eye Society Chronicle, there are three sanctioned categories of tokens. These are Hedgespun items, Standard Tokens, and Trifles. Hedgespun Tokens are crafted by Changelings using recipes combining various items (from the mundane world, from the Hedge and conceptual reagents); these are by far the most common tokens that exist on this side of the Hedge. Standard Tokens are not crafted by "human" hands but created when the glamour laden lands of the Hedge infuse into previously mundane items. While not uncommon, these are very difficult to direct into the desired format and thus see less use by Changelings than Hedgespun Tokens. Trifles are similar to Standard Tokens, but in addition to being crafted in the Hedge, a Changeling may infuse their will and fae nature into an object to turn it into a Trifle.

Step Three: Develop the Story
"For Every Item, a Story"

Consistent thematics, fun quirks, and effective mechanics are married via one process: Story. Tokens all come out of an unusual process, whether they were crafted by someone trained in the art or the result of wild Wyrd magic affecting mundane objects, or something snatched from Arcadia itself. All tokens have a history. Determine yours. It has to support all three key elements of the token, and also satisfy your ST chain.

When it comes to weaving a good story for your token, be sure to use reference points from canon concepts and themes. For Trifles, it may be finding the Trifle or finding the perfect object to infuse with your fae nature. And story inclusion need not, even shouldn't, be limited to just the

token's owner. STs and players are encouraged to involve crafters, motley mates, and fellow freehold members in the item's story to as much of a degree as makes sense.

The Wyrd being as fickle a force as it is can often leads to intentions going astray, hence the key part Story plays in ensuring a token is in fact the item PC wants and intends it to be.

Step Four: Determine the Benefits and Rating
"What the hell does this thing do?"

Now that you have the concept written, it's time to work out the mechanics. Remember, tokens are not Contracts. The Changeling doesn't have this magical ability; it's the invocation of the Wyrd inside the token. Therefore, the power of the magical effect generated by a token should be a function of the token's power, not based on the stats of the Changeling who merely activates it. Only rarely should a Changeling's Attributes or Skills come into play. The general exception to this is targeting, such as hitting someone with a token weapon once it's activated. Every token does something; this would be the main benefit of it. For example the main benefit of the Ace in the Hole is that it makes attempts to pick a lock more difficult, and the main benefit of the Cracked Mirror is that the user can spy on their Fetch. Refer to the appropriate appendix below for what benefits are available based on the category of token chosen. The benefits, and in some cases the adjustments (called enhancements and restrictions) to said benefits, also determines the merit rating of the Token.

Step Five: Determine the Mask and the Mien
"What does it look like?"

All fae items have both a mien and mask. The mien is how the item appears to those able to perceive the fae world, and the mask is how the item appears to mundane world. Though not exact duplicates, the mien and the mask should be fairly similar.

In general the mask appears as a mundane version of the mien. For example a great sword whose blade courses with eldritch fire may have a mask of a great sword with a slightly blue coloration to the blade. Such a sword would not have a mask to appear as a pocket knife or the like. Refer to page 201 of Changeling: the Lost for guidance on determining an appropriate mien and mask for the token.

Step Six: Determine the Activation
"Whatcha got?"

Most tokens default to an Instant action to activate. Though not all tokens require an activation. Unless specifically stated, Hedgespun Tokens do not require an activation draw. They are considered to be "always on", the only exception to this are those benefits specifically listed requiring such. Those Hedgespun Tokens that require activation and other tokens are Instant actions to activate and require the standard Wyrd draw (or the choice to spend a point of Glamour to forego the draw). Even when the token's Catch is fulfilled the activation remains an Instant action. The only exception to this taking an enhancement to allow the token to be activated as a Reflexive action.

Step Seven: Determine the Duration

"So how long do we need to deal with this for?"

As a default, tokens have a duration of one minute. This can be increased further by choosing specific enhancements during Step 4. Some Hedgespun Tokens have a duration listed in the power, use the listed duration when it is specifically stated. Hedgespun Tokens that do not require activation are considered "always on" and therefore have a permanent duration. These durations can be extended further through the choice of enhancements in step four. Hedgespun Tokens that do not require an activation are considered "always on" and therefore have a permanent duration.

Step Eight: Determine the Drawback
"Dude, you're screwed."

All tokens are imbued with the fell magicks of Glamour. Glamour is the stuff of the True Fae and therefore has the tendency to corrupt even the most pristine object. This manifests in a token's drawback. The drawback is a curse set upon the user for invoking the token's power. Drawbacks can not be mitigated or avoided; they are a toll paid for activating a token. An appropriate drawback can be a difficult thing to determine. It provides an additional layer to a token's story. The drawback must be appropriate for the power level of the token. The drawback is either paid at activation, or paid shortly thereafter by the Changeling. Standard Tokens have a Drawback. Hedgespun Tokens and Trifles do not have a Drawback.

Step Nine: Determine the Catch
"For every law, a loophole."

With the exception of Hedgespun Tokens and Trifles, all Tokens have a Catch. For most it is a means to activate the token without the usual costs. The Catch allows anyone to activate the token, even standard Mortals and character types of other venues. The Catch is a curse which should take a toll on it the user. Some catches involve a consciously paid cost (such as pain or penalties). Other tokens will take their grim tolls out of the character's hide without asking. The guidelines for determining an appropriate Catch are specifically left vague. Like the Drawback, this should draw upon the story and benefits of the token. The only hard and fast rules for determining an appropriate Catch are as follows:

• The Catch cannot be impossible to achieve. Improbable is acceptable, impossible is not.
• The Catch must be detrimental to the one activating it, though it does not have to be *directly* detrimental to the one activating it. Causing the pain or punishment of a loved one or motley mate is also acceptable.
• The Catch cannot be achieved through the use of a Seeming or Kith bonus, the use of a Contract, or the use of cold iron.

Step Ten: Gut Check
"It just feels… right."

There isn't a single rules system out there that can't be broken or exploited. Once the final bit of math is done, look at the token overall and compare it to the general tokens in the books. The Storyteller has final say here as to whether a token appears to be too powerful or too weak for its final rating. If something seems to be a little off, it may need to have an enhancement

tweaked. Overall remember that tokens should be useful, but they shouldn't overwhelm a story nor contribute more to a character than the proper Contract could.

<u>Final Steps</u>

Crafting the Token: The art, as it is an art, of crafting a token is the most difficult hurdle that many Changelings face. Hedgespun Tokens are crafted using the mechanics lists on pages 139 and 140 of Rites of Spring. Standard Tokens can not normally be crafted by Changelings. These generally are the purview of the True Fae or the fickle hand of Fate itself. The only exception to this is that Standard Tokens can be crafted using the Token Maker merit on page 150 of Rites of Spring. Trifles can be crafted by Lost as per Changeling the Lost page 209.

Determine Approval Level: The approval level varies for custom tokens based on the category and Merit rating. Please refer to the MES Lost Addendum for appropriate approval ratings.

Section 1: Hedgespun Tokens

Hedgespun Tokens can be crafted by any Changeling with enough skill. Refer to pages 138 to 140 of Rites of Spring for the mechanics of finding and/or developing a recipe, and crafting the item. The type of item determines the creation system used. Any Hedgespun Token paid for with experience, regardless of the type, benefits from the Wondrous Allure rule on page 144 of Rites of Spring. Refer below the appropriate calculation of benefits.

When determining the total modifier to a pool from Hedgespun items, only the highest modifier from each type is added. The benefits of multiple items of the same type (i.e. raiment) do not stack or modify each other in any way. This is still subject to the modifier categories rules found in the MES Universal Addendum.

No Hedgespun item may work as any sort of vehicle, nor act as any form of platform to provide locomotion to others. Such locomotive capabilities are reserved for the transformative nature of Standard Tokens and fae creatures.

Example 1: A changeling who has two hedgespun raiments that add to initiative (one +5 and one +4) takes the highest modifier to his initiative pool. Any secondary modifiers from the lesser initiative item remain (such as a speed modifier) as long as there is not a higher modifier from a separate hedgespun raiment.

Example 2: A changeling who has two hedgespun raiments that provide a modifier to the Larceny skill (one +5 and one +2) only takes the highest modifier to his Larcey test pool. However, a hedgespun machine that provides an equipment bonus to picking locks (an action derived from the Larceny skill) is still a viable modifier to his pool.

Some options for Hedgespun items are marked with an '*'. These options may be taken on the item more than once and are cumulative effects.

Hedgespun Artwork

Hedgespun Artwork is a standard Size 2, Durability 2 item. This is available as a one-dot token. Additional effects can be applied based on the table below:

- +1 Size*
- +2 Durability*
- ±1 to inspiring a single skill pull depicted in the artwork (purchased multiple times, non-cumulative). This bonus applies to all subjects within a 50 yard radius of the item that can see the item, and is not cumulative with other pieces of Hedgespun Artwork.
- +50 yards to the radius of effect*

Hedgespun Automatons

Unlike other tokens, a Hedgespun Automaton may be more than 5 dots. It is still purchased as a simple-cost merit, though may be improved over time by purchasing additional dots. Also unlike other tokens, this item may be purchased as a Shared Merit in which several Changelings pitch in to cover the cost. The most basic Hedgespun Automaton has the following characteristics: Intelligence 1, Wits 1, Strength 1, Dexterity 1, Stamina 1, Size 1 to 3, and no Skills. Points spent into the merit increase this further. Regardless of the Skills/Attributes, the automaton may not have a mental or social pool greater than 4. It can only use mundane, non supernatural, equipment, armor, and weapons. Note that while the above template is "free" the merit must cost at least 1 dot so at least one of the following enhancements must be taken:

- +1 Size* (maximum of Size 7)
- One Skill dot* (maximum 5 per Skill)
- One Attribute dot* (maximum 5 per Attribute)

Hedgespun Machines

A 1-dot hedgespun machine acts exactly like the mundane version but has a fae quirk, for example an alarm clock that runs away from the user when they try to hit the snooze button. These quirks can have no beneficial or detrimental effect whatsoever on a game. Additional effects can be applied from the table below:

- +1 to the equipment bonus of the item, applicable to non combat/non supernatural pulls*
- +1 Durability*
- ignores one point of an item's Durability when used against it (Durability is not Armor rating)*

Hedgespun Raiment

A Hedgespun Raiment is an article of clothing, be it a full suit or a simple scarf. Notably, Hedgespun Raiment, like all types of Tokens, have a Mask and Mien. While they need to be

similar, there is no requirement for a Hedgespun Raiment to appear as armor or protective gear. A Hedgespun Raiment uses one of five templates as a "base" in which additional benefits are added upon it. These basic templates are:

- as normal clothing (0 dot base rating)
- as Reinforced Clothing (●)
- as a Flak Jacket (●●)
- as a Kevlar Vest (●●●)
- as Riot Gear (●●●●)

The following options represent additional effects that can be added to the above templates, each for one additional merit dot:

- +2 to Initiative (Total bonus may not exceed dot rating of the item)*
- +2 to Speed (Total bonus may not exceed the dot rating of the item)*
- +1 modifier to rolls involving a single skill. These may not be used for offensive combat actions or supernatural power activations*
- Bulletproof (If the above template is not already)
- Chimaeric Armor

Hedgespun Weapons

  A hedgespun weapon represents a melee weapon, ranged weapon, or shield, but can always be used in the hedge. The items created utilize the base weapons from Armory Reforged. Special Notes for the weapons and shields apply as normal. A Hedgespun weapon must have enough dots allocated to attack or defense to reach the minimum equipment bonus for the item as per Armory Reforged. Any bonus above this equipment bonus is considered a modifier to the pool, as per the Universal Addendum.

A Hedgespun weapon begins with a base equipment bonus of +1 to attack or +1 defense. Each dot, including the first, can apply an additional effect from the table below:

- +1 to the equipment bonus of the item*
- +1 to the User's Defense*
- +1 Durability*
- Ignores one point of an item's Durability (not Armor) when attacking it*
- +2 Toxicity. The total may not exceed the dot rating of the Hedgespun Weapon, and deals lethal damage at a rate of turns. This follows all rules in the Universal addendum regarding Toxins and Poisons.*
- Armor Piercing 2. The total may not exceed the dot rating of the Hedgespun Weapon.*
- Collapses (e.g.: Telescopic baton)
- -1 to target's next action*
- -1 to the Strength Requirement to Wield*

- 9-again to attack

Some other effects can be applied but at the cost of two dots of the item:

- Disarm. If the user has the Disarm merit, this weapon adds one success for purposes of determining if the opponent is disarmed. (●●)
- 8-Again to attack (●●)

Bows are an exception to the above rules. All bows cost a flat 2 dots, and compound bows cost a flat 3 dots. Bows and Compound Bows may not have the '-1 Strength Requirement to Wield' property, though may still take other properties as normal. The base equipment bonus and range for Bows and Compound Bows are still calculated as per the rules in Armory Reforged.

Shields are also an exception to the base rules listed. When designing a hedgespun shield, use the Hedgespun Weapon build. This "Defense" bonus works as a shield per Armory Reforged, with the first two points (Equalling one merit dot) counting as base pool Equipment and the rest counting as a Modifier to Armor.

Example:
Dave would like to create a huge bardiche. A standard Heavy Polearm is a 4(B/L), Size 4/N, Durability 3 weapon, but has the flaw that it requires 2 hands. It also applies a +1 Defense to the user. Dave's hedgespun polearm retains the special drawback and penalty of the weapon and costs 3 dots (as a 4 damage weapon requires 3 dots in the merit, due to the free base point included for being Hedgespun). He can then add 2 more dots of damage for a +6 weapon and 10 xp. Since a Heavy Polearm normally has an equipment bonus of +4, the equipment bonus for this hedgespun Heavy Polearm is +4 with an additional modifier of +2, giving him a total bonus to his attack pool a +6. It still provides the +1 Defense and requires two hands, along with all other traits.

Section 2: Trifles and Standard Tokens

Standard Tokens can not normally be crafted by Changeling hands, though they can be acquired through various means in the Hedge. The only exception to this is through the use of the Token Maker merit on page 150 of Rites of Spring. While a character may not be able to craft a Standard Token, the player should follow these steps to determine the mechanics of the token their character will possess. This section also details the rules for custom Trifles.

Each token created in this section has a number of benefits and restrictions that must be calculated to determine the token's level. This is broken into several sections below:

<u>Determine the Benefits</u>

Every token does something; this would be the main benefit of it. For example the main benefit of the Ace in the Hole is that it makes attempts to pick a lock more difficult, and the main benefit of the Cracked Mirror is that the user can spy on their fetch. This is accomplished by selecting powers from the following lists and adding their point values together to determine the total token value. Each benefit may only be taken one time, unless otherwise specified.

Middling Benefit (+10 Token Points each)

These powers are relatively minor. The magical effects they generate might be characterized as "tricks" – although the actual ability might be just the thing needed for a character's success in a particular situation. These powers are often no more advantageous for a particular task than an excellent set of tools or are no more helpful than a piece of readily obtainable, albeit advanced human technology. A token that gives a Changeling no more utility than an advanced PDA or camcorder is cool, but not game-altering. Refer below for suggested power levels. This list is not exhaustive, but should be a good indicator of other powers at this level.

- This power acts as a ±2 modifier to a draw based on a single Skill for the duration of the power.
- This ability adds up to a ±1 modifier to a derivative trait, such as Defense, Speed, Initiative or Health (Health levels can only be added to and the rule for Temporary Health Dots on MET pp. 238-239 apply).
- The power creates light, equal to that of a high-powered flashlight.
- The power permits short-lived levitation (one minute). The effects of this power may not be altered by Enhancements that increase the duration of Token activation.
- The power provides 1 Armor.
- The power repairs small, simple objects with few moving parts.
- The power duplicates one particular ability of a mundane object (make a call, unlock a lock, deliver a poison), noted specifically in the description of the token.
- The power ignites a flame with a combined size and intensity adding up to 1 (see MET p. 247).This power can be taken up to five times on the same token adding to the flame's combined size and intensity each time. After the duration of the token activation has ended, the fire is treated as normal fire, growing or diminishing as the environment allows.

Extraordinary Benefit (+20 Token Points each)

These powers are very useful and may become quite powerful with enhancements. These magical effects are pretty profound, and any draw-pool modifiers they confer have fairly broad applications. The magical effects generated are pretty impressive and will likely be called upon during a session.

- This ability adds up to a ±2 modifier to a task draw utilizing a single Attribute for the duration of the power. This does not apply to derived traits, such as Defense or Speed. Modifiers to Resistance Attributes will affect Resisted powers appropriately (example: A +2 Composure will factor into a power that is the Aggressor's pool - Target's Composure.)
- This ability provides a ±4 modifier to a task draw utilizing a single Skill.
- This ability adds up to a ±2 modifier to a derivative trait, such as Defense, Speed, Initiative or Health (Health levels can only be added to).
- The power provides 2 Armor.
- The token provides a minor healing effect, such as clearing infection. Healing damage is not possible at this level. This effect is not continuous, and ends immediately upon use.
- The token provides good luck to its owner, allowing her to benefit from the 9-again rule for the duration of the power.
- The token may create illusions that may fool most senses, but may not do damage.
- The power allows a weapon that normally deals bashing damage to inflict lethal damage instead.
- The power increases a character's ability to gain information. Such capabilities should be minor, such as the answer to a yes/no question, a minor scrying effect that does not cross into or out of the Hedge, vague and ambiguous visions, limited psychometry, or the ability to read a book instantly.
- The power can cause the Knockdown effect on another character. This effect can't be combined with doing damage, other than the effects of the Knockdown maneuver.
- The power produces a Minor electrical discharge (see MET p. 244). Electrical powers cannot have their damage class intensified (i.e. Bashing to Lethal). If used in combination with any other form of attack, this does not count as a separate source of damage, and damage limits still apply per MET: WoD and the MES Universal Addendum.

Exceptional Benefit (+30 Token Points each)

The powers available to a token at this level begin to border on the exceptionally powerful. Tokens at this level are expected to be used often, so Storytellers should plan for this eventuality

- This ability adds up to a ±4 modifier to a task draw utilizing a single Attribute for the duration of the power. Modifiers to Resistance Attributes will affect Resisted powers appropriately (example: A +2 Composure will factor into a power that is the Aggressor's pool - Targets Composure)
- This ability adds up to a ±2 modifier to a task roll, and modifies Attribute categories (Mental, Physical or Social) or use groups (Power, Finesse or Resistance) for the duration of the power. Modifiers to Resistance Attributes will affect Resisted powers appropriately (example: A +2 Composure will factor into a power that is the Aggressor's pool - Targets Composure.)

- This ability adds up to a ±3 modifier to a derivative trait, such as Defense, Speed, Initiative or Health (Health levels can only be added to).
- The token provides a moderate healing effect, healing Bashing damage (Up to the user's Wyrd). This effect is not continuous, and ends immediately upon use.
- The token provides good luck to its owner, allowing her to benefit from the 8-again rule for the duration of the power.
- The power provides 3 Armor.
- This power bestows an entirely new mode of travel: flight, burrowing or swimming for example.
- This power bestows an entirely new method of two-way communication: consensual non invasive telepathy, an indecipherable coded language, or advanced pheromones, for example. This power only works between a number of subjects at a time up to a maximum of the half the user's Wyrd (rounded up), who must be within shouting distance of each other for the power to work.
- The token allows one specific non-combat task to be performed as an Advanced Action (MET p.182) for the duration of the power.

Potent Benefit (+40 Token Points each)

These abilities are very powerful and can greatly influence a game, giving a Changeling powerful new capabilities or allowing her to compensate for general weaknesses. Magical effects are impressive, but often blatant. For example, these potent abilities give the Changeling some real control over the Hedge. A Storyteller can pretty much guarantee that these tokens will be used in most stories.

- The power allows a weapon that normally deals lethal damage to inflict aggravated damage instead.
- This ability adds up to a ±4 modifier to a task roll, and modifies trait categories (Mental, Physical or Social) or use groups (Power, Finesse or Resistance) for the duration of the power. Modifiers to Resistance Attributes will affect Resisted powers appropriately (example: A +2 Composure will factor into a power that is the Aggressor's pool - Targets Composure.)
- This ability adds up to a ±4 modifier to a derivative trait, such as Defense, Speed, Initiative or Health (Health levels can only be added to).
- The power provides 4 Armor.
- The token conceals the user from magical scrying.
- This power directly influences the Hedge or its denizens, such as forcing a Hobgoblin to obey the user's commands.
- This power reduces the travel time in the Hedge or mitigates the dangers of travel there.
- The token allows the character to perform a specific combat task as an Advanced Action (MET p.182) for the duration of the power.
- This token can hex an opponent applying the Double Trouble rule (MET p.182) for the duration of the power. Activation is resisted by the opponent's Power Stat.

- The power provides up to a +4 bonus when dealing with hazards in the Hedge.
- The token creates illusions that may inflict Bashing or Lethal damage, using the Token's level as the relevant draw pool for attacks with no armor or defense applied. Thus, a 4 dot token would have a pull of 4.
- The power may heal Lethal damage (Up to half the user's Wyrd, rounded up). This effect is not continuous, and ends immediately upon use.

Penultimate Benefit (+55 points each)

The strongest set of abilities a token can possess, these powers are the pinnacle of achievement.

- This power destroys a single mundane object per use. This effect is not continuous, and ends immediately upon use.
- The token is unbreakable, or unmovable.
- The token adds +5 or more to a task for the duration of the power.
- This ability adds up to a ±5 modifier to a derivative trait, such as Defense, Speed, Initiative or Health (Health levels can only be added to).
- The power provides 5 Armor.

Limitations

The abilities of a token are varied and the lists above are not comprehensive. But there are some realms that the tokens cannot venture into. Below is a list of benefits that tokens cannot do.

- Violate the MES Addendum.
- Duplicate the effects of another supernatural power unless otherwise specified.
- Ignore a target's Defense as a power.
- Negate the effects of another supernatural power, such as similar to the benefits provided by cold Iron.
- Provide more than a +6 bonus to any single test.
- Heal Aggravated damage.
- Provide an effective bonus to any supernatural merit, such as increasing Mantle.

Apply Enhancements and Restrictions

Once the core powers of the token are created, they may be modified somewhat by utilizing enhancements and restrictions. These typically adjust things like the duration of the token's powers, their range, or what costs the token requires to utilizes its abilities. No token may contain more than two enhancements. Enhancements apply to every power the token has, except where otherwise specified in this guide.

Like enhancements, restrictions are cumulative. A token with multiple limitations is far less powerful, and is therefore cheaper. A token may any number of restrictions, although this can not reduce the final value of the token more than one level than the token's cumulative total prior to adding restrictions. For example, a token worth 40 points with 20 points of restrictions will be a 3 dot token. A token of 55 or greater points prior to adding restrictions cannot be lowered beyond a level 5 token. More importantly, restrictions breathe added life into a token – they define not what a token does, but what it is. Think about the fickle nature of the Wyrd. Think about the nature of Faerie itself. Everything has meaning and personality when evaluating an item. If it has none of this, a Storyteller is recommended to send the author back to the drawing board. Note that Restrictions are not the same thing as Drawbacks. All Standard Tokens have Drawbacks. Restrictions are a limitation on the use, while Drawbacks are penalties for the use.

Lesser Enhancements (+5 Token Points each)

Minor enhancements normally modify low-level benefits, or just provide a slight boost to a given Token. Particularly potent benefits should probably only have minor enhancements, if they have any enhancements at all.

- Immunity: The character can not be affected by the token's own benefit. For example, the benefit causes everyone in an area to feel Depression, that emotion does not affect the owner.
- Range: The benefit doubles the range of weapons, thrown objects, or powers that rely on range.
- Time: The power lasts longer than normal. A token that would normally have a duration of one minute has a duration of one scene.

Greater Enhancements (+10 Token Points each)

Major enhancements substantially improve the effectiveness of the Token. They are used to make minor benefits more attractive, and likely can't be paired with the more potent benefits.

- Extra uses: The token has one extra use (trifles only)
- Range: The benefit quadruples the range of weapons, thrown objects, or powers that rely on range.
- Time: The power lasts much longer than normal. A token that would normally have a duration of one minute has a duration of one day. This enhancement can not increase the duration of a token longer than one day.
- Activation: The token has a reflexive activation.

Lesser Restrictions (-5 Token Points each)

- Restricted targets: this benefit only affects certain, specific targets such as a breed of Hobgoblin, or a specific Seeming.
- Extra Cost: using this token costs a point of Glamour in addition to other costs. This cannot be negated by fulfilling the Catch.
- Restricted Uses: this power can only be activated once a day.
- Restricted Locations: This power can only function in forests, in the Hedge, in the ocean and so on. These are usually places where Lost often find themselves.

Greater Restrictions (-10 Token Points each)

- Actions: the use of this power can only be called upon in a few, specific cases, such as in defense of the user's Hollow, at a Solstice or Equinox, while fighting the True Fae and so on. Only in highly specific circumstances does the nature of the power suggest broader uses.
- Extra Cost: using this token costs a point of Willpower. This cannot be negated by fulfilling the Catch.
- Restricted Uses: this power can only be activated once a month.
- Trifle: the token is a Trifle.
- Restricted Duration: the power lasts much shorter than normal. A token that normally has a duration of one minute has a duration of one turn.

Determine the Merit Rating

Once all the benefits, enhancements and restrictions have been determined, add up the value of each to determine the token's level. Refer to the table below:

Token Points	Token Level
<= 10	1
11-20	2
21-30	3
31-40	4
41+	5

No token can exceed 55 Points in total after all calculations are complete. Trifles may not exceed 20 points after all calculations are complete, and may not possess powers of a higher rating than Extraordinary Benefits.

Section 3: Goblin Fruit and Oddments

Additional Goblin Fruit Creation

Fruit from the hedge is as diverse as Changelings, and peculiar as the Wyrd. The fruit created OOCly using the below options give additional options to goblin fruit in their area, or perhaps the result of a hybrid from a crafty Hedgeculturist. In addition to the minor magic items allowed at VST discretion, players and storytellers can create Goblin Fruit and Oddments using the Token Creation Guide, with the following adjustments concerning token points:

• Limited to only two of each of the following:

o Middling Benefit (+10 Token Points each): Any listed
o Lesser Enhancements (+5 Token Points each): Immunity
o Lesser Restrictions (-5 Token Points each): Restricted Targets

• Cannot exceed 20 points in total
• All Goblin Fruit and Oddments created through the Token Creation Guide shall have a Drawback appropriate to their power gained; Such as gaining a +2 to a Skill in the initial scene from the goblin fruit and having a -2 modifier in the same or following scene. This is still a drawback and is thus different than a Restriction.
• Cannot mimic goblin fruit or oddments already in existence. Please see Changeling the Lost Core and Supplementary books to prevent duplication.
• Please see Rites of Spring for cultivation techniques for options on growing your own goblin fruit. As growing and grafting existing plants is a major undertaking, it should not be taken likely.

Notes and Suggestions on Oddments:

Oddments would be appropriate to mimic mundane items, some examples:
• a seashell that can record only a minute worth of sound once its been cracked
• a seed of a fruit that allows you to communicate with animals or Hedgebeasts after consumed
• a pine needle that acts as an actual hypodermic needle.
• a slightly noxious fruit that can burn like a torch when ignited.

Kithfruit

What came first the chicken or the egg? The Kith or the Kith fruit? Lost who stumble upon such goblin fruit don't ask too many questions, like did this fruit develop specific kiths? or maybe a Lost of that Kith died here to fertilize a Kithfruit bearing tree?

• Any Goblin Fruit that mimics a Kith benefit (+20 Token Points), only benefit from it, once per day.
• For the next day, a Lost gains that Seeming's Curse. Multiple uses still gain the Curse cumulatively.
• Those of the same Seeming, double their respective Curse for the following scene.
• Those of the same kith or dual kith do not gain any additional mechanical benefits, but still endure Curse's double effect.
• Kith benefits last for equal or lesser duration than listed in the Changeling: The Lost Core and Supplementary books. ST discretion.
• Any Kith Blessings based on Wyrd are defaulted to a Wyrd rating of 1 as the power comes from the fruit itself and not the Lost themselves.

STs should show discretion on location and applicable growing seasons to Kith fruit.

Location: Stonebones and Earthbones would grow in mountainous regions, while Swimmerskin and Waterborn would grow near the water. Runnerswift in the plains and Lurkgliders on the tops of mountains or trees. Roteaters and Corpsegrinders in carrion fields.

Season: Snowskin and Illes would only ripen in Winter, while a True Friend and Flowering kithfruit in Spring. Draconic and Hunterheart in Summer, and Autumn for Gravewight kithfruit.