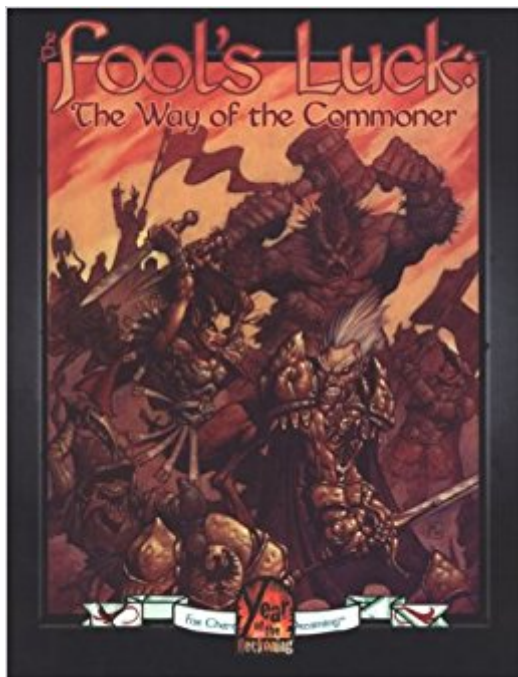


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Fools Luck: Way Of The Commoner (Changeling, The Dreaming)



Synopsis

Description: CTD WW7010 Dreams of the Future Since the rise of High King David and the signing of the Treaty of Concordia, a tenuous peace has settled between the realm's nobles and commoners. Yet some commoners - particularly those connected to the Shadow Court - still resent noble rule. Trouble brews in the shadows and hidden places of David's lands. But now that the High King is missing, nothing stands in the way of revolution. Freedom for all! Nightmares of the Past The Way of the Commoner offers an inside look at the daily life of the commoner Kithain. It also provides a complete history of the commoners, from their status before the Shattering, through their time of self-rule during the Interregnum, to the modern day. This is your chance to truly know and play the commoner kith, and your chance to throw down the fae lords as part of White Wolf's Year of the Reckoning. The Fool's Luck: The Way of the Commoner includes: New Merits, Flaws and Treasures, and two new commoner kith: the Spiggan and the Piskies Detailed information on playing commoner characters in a Changeling chronicle The first in the Year of the Reckoning series and the Piskies in a Changeling chronicle 1

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Customer Reviews

Description: CTD WW7010 Dreams of the Future Since the rise of High King David and the signing of the Treaty of Concordia, a tenuous peace has settled between the realm's nobles and commoners. Yet some commoners - particularly those connected to the Shadow Court - still resent noble rule. Trouble brews in the shadows and hidden places of David's lands. But now that the High King is

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After going through the core rule book, a potential Changeling Storyteller would be well advised to thumb through this book. The lion's share is devoted to the Changeling's take on the history of the World of Darkness, with a great deal of material on the Interregnum (when the Sidhe had left) and the Accordance War, which can provide hooks for developing a background for a chronicle's setting. Additionally, secret societies and political viewpoints (conservative, moderate, radical) can provide ideas for bringing intrigue into a story. Finally, a chapter is devoted to assisting the Storyteller in creating a chronicle by suggesting possible themes, moods and story seeds. Players might be able to draw inspiration from the historical chapter, and they are given a new merit, background and art (Metamorphosis!) and two new kith to try out.

The history of the commoner's, new backgrounds, and a new art-metamorphosis. It's time to have the power to turn into the creatures from our own fantasy stories! Yes, you can turn that prince into a frog.

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