

Stonebones

Those of this kith have gained the power and durability of mountains through their Durance their bodies infused with the inviolate energy of stone itself. The bodies of Stonebones aren't always the most visibly changed though many tend to have rocky exteriors or protrusions like bones that have never fully been set and healed.

Kith Blessing: When a Stonebones makes a Intimidation roll after being struck in a fight achieving three successes counts as an exceptional effect.

Stand Your Ground: Spend a point of Glamour to activate this blessing for the scene. She gains General and Ballistic Armor equal to half your Wyrd, rounded up but applies a penalty to Defense and Physical actions of -1 at Wyrd 1-5 and -2 at Wyrd 6-10. Armor provided by this blessing does not stack with mundane or Token armor (though it explicitly can be combined with those provided by one's Mantle) but can be raised reflexively even against attacks she was unaware of as her body instinctively hardens down to the bone.

Windwing

Fliers, creatures of the sky, and elements of the wind itself all comprise the various aspects of this Kith. Light, airy, or perhaps gifted with wings, Windwings are able to soar about their contemporaries in and out of the Hedge.

Kith Blessing: When a Windwing makes an Athletics roll to reduce damage from falling, three successes count as an exceptional success.

Lift Off!: Spend a point of Glamour to activate this blessing for the scene. She gains the ability to glide through the air and ride the winds of the normal world and Hedge alike. Her flight speed becomes her normal, unaided movement speed though this does make her wings or method of locomotion (such as massive gusts of wind, bursts of fire from the feet, etc) visible, unprotected by the Mask. The airs of the mortal world are not as Glamour-filled as those of the Hedge or skies of Arcadia reducing the character's Defense and Initiative by 1 while she is aloft.

Runnerswift

Creatures and beings that move swiftly through the world whether shadows stalking their prey, rabbits fleeing a fox, or the rushing roar of a swift river. Runnerswifts are those Changelings chosen and molded to roles of speed and agility.

Kith Blessing: When attempting to outrun a foe on an Athletics roll, three successes count as an exceptional success.

Escape: Spend a Glamour point during a chase to activate this blessing and roll Stamina + Athletics vs. the opponent's Stamina + Athletics. If the roll is successful, the Runnerswift gains and maintains the Edge for the next three rounds. This roll can replace any Clash of Wills that would deny or steal the Edge.

Flowering

Whether on the cusp of change or in the midst of a full bloom, Flowering are creatures whose beauty and sensational features cannot be denied. The scents they generate lull the senses and open doors that would otherwise remain closed.

Kith Blessing: When using Persuasion where sexual appeal matters, three successes count as an exceptional success.

Distracting Scent: The player spends 1 Glamour and for the remainder of the scene treats their Striking Looks as being 2 higher (this can stack with existing points of Striking Looks). Furthermore, victims who can smell the Flowering find that their inhibitions dulled removing a single door in a Social Setting (this can be used once per scene) though this does not differentiate between friend and foe.