

Chance

The Silver Coin, The Ivory Court, The Court of Fools

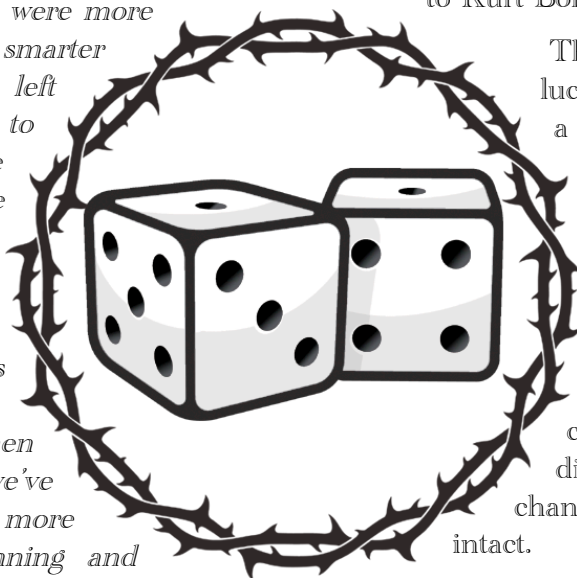
We got lucky, simple as that. A lot of folks will tell you that we were more driven, stronger willed, smarter or tougher than those left behind, but that's a story to tell yourself to feel like you deserve to have gotten free.

But luck isn't something that just happens. Luck creates opportunities, and it's best to grab those when they come up. That we've done, and that deserves more credit than all the cunning and courage in the world. The trick now is to stay lucky. Keep your eyes open, and take your chances.

The Gentry are not all powerful – the simple fact that the Lost have eluded their grasp is testament to that. For all their power and knowledge, even their understanding of fate, they are still subject to the vagaries of chance that haunt mortals. The Court of Fools finds solace in this small fact, and seek to continue to 'ride the wave' of their good fortune, and keep riding it for as long as they must to stay free.

The origins of the Silver Coin are subject to some debate. Kurt Bones won the concessions of Chance in a thousand bets across a thousand nights, but when exactly this happened is debated. Some stories talk about it happening centuries ago, while other freeholds still have stories

of someone who knew a guy who lost a bet to Kurt Bones.



The Ivory Court views luck as the flipside of fate, a lubricant of randomness that allows the skeins of destiny to move smoothly. Matters of luck are small, but they are tipping points. Luck falling one way or another can make all the difference in keeping a changeling's body and soul intact.

Members of the court tend to combine a seemingly happy-go-lucky air with a diligent level of attention to matters of seemingly trivial importance. Each fool is constantly only the look out for where their luck is going so they can keep moving in that direction. Cynics observe that for all that they attribute much of their success to luck, their "luck" seems to be more of a function of diligence than any sense of probability.

The Fools attribute their success and failure to luck, and write off their own contribution as a given. Luck is something you can help or embrace – it doesn't just happen. If you are lucky, life will give you the opportunities you need to do what you need to go.

Now, anyone can be lucky, and many envy the luck of the fool, but there are few

people who are willing to accept that their fate is so far out of their own hands.

Courtiers

Fools tend to be of two stripes, the extremely optimistic and the extremely pessimistic. Because fools view the world in terms of how lucky and unlucky they are, the day to day travails and triumphs of life tend to be viewed as an expression of that. Those inclined to see opportunities tend to have a disturbingly positive view on things, seeing the good luck in even the worst of circumstances. Those inclined to see disaster tend to see the bad luck in even the best of outcomes. Some swing back and fourth between these extremes with reckless abandon, but these perspectives define the Silver Coin.

Members of the Ivory Court also take an interest in the luck of others. They seek out those whose luck is extremely good or bad, even if they don't see it that way themselves. The impact of luck is so obvious to the Silver Coin that they sometimes can't grasp how others can't see it.

As might be expected, the Silver Coin draws its share of risk-takers and madmen, those who thrive on pushing their luck for all that's it's worth. By the same token, it draws no small number of nihilists and defeatists who feel that their luck has been poisoned and they look to try to keep their inevitable doom at bay for a few days more.

The court of fools have an interesting relationship with the College of Worms that is best summed up as "mutual disdain". The diviners feel that luck is mere distraction to a deeper understanding of fate, and the fools are generally skeptical of abandoning luck (which they

understand) for Fate (which they suspect the Gentry understand far better). This is not to say that no diviners come from the Ivory Court - there are always some looking to understand the interplay between luck and fate, but they are few and far between.

Rituals

The Ivory Court rarely runs any sort of freehold, though there are a handful of exceptions, and they usually are a minor part of a more established freehold. The turning of the seasons never favors the Silver Coin - instead there are certain holidays and festivals where the king of fools assumes leadership of the freehold for the duration. Politically, this is purely ceremonial, but for the duration, the fool truly holds the crown.

The greatest of these is the three day feast of fools, where the meek are risen up and the mighty are made small. The fools have run of the court

Even in those holidays where the fools are not central, they tend towards contributing in ritual roles - the fool is an important archetype in many plays and rituals, and they embrace these contributions.

Those freeholds without any Silver Coin presence usually fill these roles with younger members of the freehold.

Heraldry

Ivory Court regalia can be quite extreme - the full fool's motley is not inappropriate for formal occasions, but most fools limit themselves to some small, incongruous token. Dice, cards and lucky coins figure most commonly. Black, whites, reds and greens (usually in keeping with a gambling motif) figure most

commonly, but a simple dramatic mismatch may be the entirety of the markings a fool wears.

Mantle

The mantle of chance expresses itself in strange patterns and coincidences. Dice come up in odd combinations. Strange messages appear in license plate numbers. People show up wearing the same clothes. As the mantle grows more powerful, the coincidences grow odder and more pronounced, but never so much as to be entirely impossible.

A character with mantle of ●+ is in tune with the flow of luck, stepping into opportunity. Once per day, the character may reroll any single die roll. A character with mantle ●●●+ can, once per day, declare a roll to be lucky, and benefit from the 8 again rule on that roll. A character with a mantle of ●●●●● is so in tune with their luck that things just tend to go their way, and they receive the benefit of an exceptional success with 4 successes rather than the usual 5. This benefit applies to mundane rolls, but not to contracts.

Opportunity

Opportunity comes constantly to those with eyes to see, and the Silver Coin defines itself by always keeping one eye open for the opportunities that come their way. For all that they attribute these opportunities to luck, they must, in turn, take responsibility for seizing those opportunities and turning them into something real.

There is a popular misconception that the court of fools is the court of choice for madmen, for those whose actions are random and nonsensical. The reality is

that that is the opposite of what this court values – the world is full of luck, and the changeling must use that. If the changeling himself is full of randomness, then he's not going to be able to do so.

Stereotypes

Spring Court – They've seen the greatest of opportunities. If only they could see that it is only the first.

Summer Court – The desire to act is admirable, and one has to respect the desire to make your own luck, however futile.

Autumn Court – Study is important too, but perfect is the enemy of the good, and waiting for the ideal opportunity means passing up too many good opportunities along the way.

Winter Court – Hiding is action of a sort, but not much of one.

Serendipity

The Silver Coin has struck a deal with luck, and its contract relates to the manipulation of chance. This contract allows the fools to turn luck in their favor. These clauses have some similarity to certain goblin contracts, which seems a little odd, but may just be coincidence.

Call It (●)

This clause boils luck down to its simplest component – a simple 50/50 chance.

Prerequisites: None

Cost: 1 Glamour

Dice Pool: Wits + Wyrd

Action: Instant

Catch: The character has just made a successful call of a similar type.

Roll Results

Dramatic Failure: The character calls it wrong, simple as that.

Failure: The character's call is no more accurate than blind chance would allow

Success: The character makes a quick call on a 50/50 chance, such as a coin flip, and will instinctively call out the right answer.

Exceptional Success: As with a success, the character calls out the result correctly, and is so in tune with the flow of luck that they may use this clause without spending Wyrd for the remainder of the day.

Cut Up (●●)

Fools are no oracles, but randomness can sometimes provide direction when nothing else can be done.

Prerequisites: Mantle (Chance) ● or Court Goodwill (Chance) ●●●

Cost: 1 Glamour

Dice Pool: Wits + Wyrd

Action: Instant

Catch: The character sacrifices something of moderate value (at least \$20) to create components.

Roll Results

Dramatic Failure: Luck gets a laugh in at the character's expense. Guidance is provided, but it's actively wrong.

Failure: Luck provides no guidance.

Success: The character gathers up a random collection of information. The classic approach is to cut up a book or

newspaper and scatter the pieces, but other approaches can work equally well – some Fools swear by channel surfing. It's important to note that this is not formal fortune-telling – it depends on more randomness than interpretive methods like tarot or astronomy (though tearing up a Tarot deck can work quite well.) This works similarly to the Common Sense merit.

Exceptional Success: As with a success, the character is provided the answer they seek, and is also made aware of another question.

Suggested Modifiers

+1 The source of randomness is appropriate to the question being asked (such as a medical textbook for a medical question_

Double or Nothing (●●●)

This clause guarantees that a result is going to very well or very badly indeed.

Prerequisites: Mantle (Chance) ●● or Court Goodwill (Chance) ●●●●

Cost: 2 Glamour

Dice Pool: Resolve + Wyrd

Action: Instant

Catch: The character will die if they fail the roll.

Roll Results

Dramatic Failure: The subsequent roll is a dramatic failure, and any opposition they face is treated as an exceptional success.

Failure: The character's subsequent roll is rolled normally.

Success: When the character is about to make a non-combat, non-contract-

related roll which they have a chance of success at (which is to say, they are rolling more than just a chance die) this clause is triggered before that roll (this roll does not require an action, and is considered supplemental to the main action). If the subsequent roll is a success, luck favors the character and it is treated as an exceptional success. If it is a failure, fortune betrays the character, and the failure is treated as a dramatic failure.

Exceptional Success: As a regular success, but luck is on the character's side, and they get a +3 bonus on the subsequent roll.

I Eat Your Luck (●●●●)

The character has learned to draw Wyrd from the extremes of luck, and by witnessing a particularly good or bad turn of events, he may gather Wyrd.

Prerequisites: Mantle(Chance) ●●●● or Court Goodwill (Chance) ●●●●●

Cost: None

Dice Pool: Wits + Wyrd

Action: Instant

Catch: The character is the one who had a dramatic failure

Roll Results

Dramatic Failure: The attempt to harvest luck backfires, tainting the characters own luck, giving them a -1 penalty to all rolls for the remainder of the scene.

Failure: The character fails to gather any wyrd from the effort.

Success: After someone in the scene gets a dramatic failure or exceptional success, the character acknowledges it in some way such as a thumbs up, a

statement that "That's gotta hurt" or the like. He then rolls, and gains one wyrd for each success.

Exceptional Success: More wyrd is gathered as the roll gets better.

Let it Ride (●●●●●)

This clause puts a character entirely in tune with the ebb and flow of luck, letting each success feed into subsequent efforts.

Prerequisites: Mantle(Chance) ●●●●

Cost: 3 Glamour + 1 Willpower

Dice Pool: Presence + Wyrd

Action: Instant

Catch: The character has just suffered a dramatic failure.

Roll Results

Dramatic Failure: Luck dogs at the character's heels for the duration of the scene, he may not benefit from 8, 9 or 10 again.

Failure: The scene proceeds normally for the character.

Success: For the duration of the scene, the character is the master of his own luck. Any time he rolls, he may sacrifice any number of successes and turn them into "luck dice". These dice are added to the character's next roll as bonus dice. Successes on that roll can, in turn, be turned into luck and so on.

Exceptional Success: As a regular success, but the character gains one extra luck die with each roll.