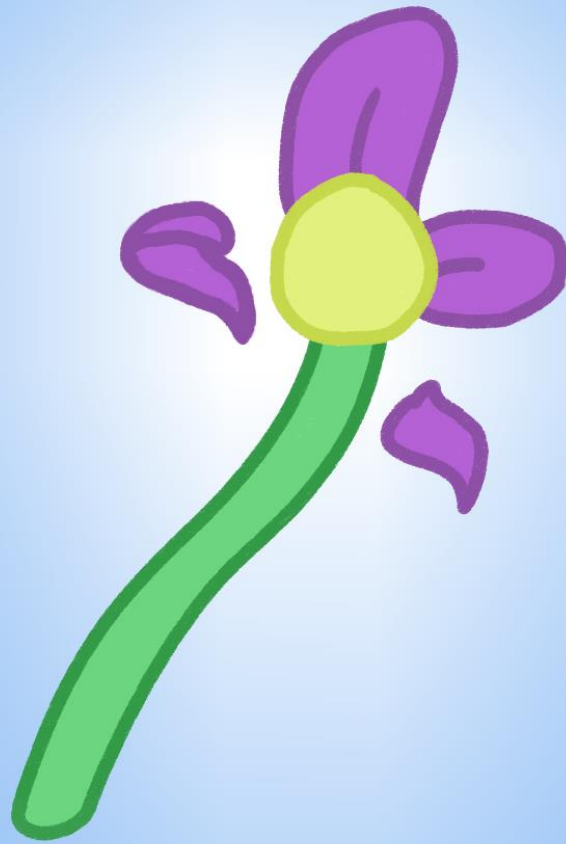


Cherub

The Longing



A Storytelling Game of
Fleeting Fantasies

Cherub

The Longing

By Gemmo

Elysian Edition 2024

The following is a fan-made supplement for Paradox Interactive's Chronicles of Darkness Storytelling System. This game is a standalone splat, able to be run using the core rulebook. This supplement is not a complete game system, and will require the Chronicles of Darkness core rulebook in order to be used.

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More of my stuff is at

<https://psi-trance.neocities.org>

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Introduction

You remember it, don't you?

It doesn't matter whether it was attainable. Or whether it was even real in the first place. You saw it, back then, and it captured you.

Rusted swings. An old stuffed animal. A glittering graphic image.

You probably thought yourself silly, then. Likely because it was just a fantasy, or because you already knew that it was always just smoke and mirrors in the first place. And so, you continued on with your life without so much as a pause.

After all, you can't be a child again.

You wouldn't want to, anyway.

Right?

Most leave the matter there. They might have a passing desire for youth, or share a more permanent affinity, but they never cross that final boundary. And perhaps luckily so.

Because some people are different. Some feel that, no, they *can't* let it go. Whether they think that there's something at the end of the road, or simply lack the will to stop themselves, they grasp tightly, and fall through an abyss they had only scarcely expected.

For who would commit to such an action, really? What kind of person would make their final stand on a hill that didn't really matter? That didn't mean anything?

These fools aren't holy. But they *are* Cherubs.

A Game of Fleeting Fantasies

Cherub: The Longing is a game about dreams that are fading, inspired by media of childhood magic and the hidden fictions of ABDLs. Cherubs are people who cannot let go of childhood, and who likely wish that they could. They are people with power that will never fade and with a supernatural world that will never turn its back on them. The Cherub's enemies are not without, but within. Where once rested meaning there is now only moth-eaten tatters, and where they thought they would find joy, they find only paper moons. For the Cherub, power and adventure isn't a yearning, a curse, a responsibility, or a fulfillment. It is an open question.

First, you're ecstatic

You never thought it would happen, but it did. Things you once only read or watched are now living, breathing realities. You can lift things with a thought. You can spy a fairy in the yard and say hi. You can head out into the woods behind your house and walk into another world. And oh, the things you can do there! All of your fantasies suddenly flash before your eyes; wasted years of stories and toys and human hearts, full of wonders that can at long last be brought to life. You can fight baddies and never face real danger, build that secret base you always wanted to build,

find that caretaker you never seriously considered seeking. There's just so much to *do*, that you're not sure if you're ever going to do it all...

And then the fall

Of course, there's only so much time in your day. When you get back to Earth, everything's still the same as it was always was. A career to manage. Deadlines to meet. Relationships to maintain. For all that you played with, it was only playing. The escape was temporary. And the more you can continue, the less you can even consider it an escape. These powers are nice, but there're only of so much practical use out there in the world. And they are magic, but you still feel human. You didn't change much as a person. And as the days go on, the less impactful it all feels. You've fought the monsters how many times now? The base is practically as mundane and messy as your house at this point. You get kisses goodnight, but you only feel guilt. And you begin to wonder if, one day, this will all feel just like those empty pictures you used to see.

Of course, half the time it's melodrama

Things aren't very evocative much of the time, even tragically. Most of your days pass only plainly, and as you get accustomed to your power, the broader your horizons become. If you weren't aware already, you soon get to know more of the supernatural, of magical matters that extend beyond the condition you have found yourself in. There are ghosts, gods, wizards and more out there, and while you may not be the biggest kid on the block, you certainly stand more of a chance than the average person. There's still adventure out there – real, raw discovery – and you may very well find more fulfillment in exploring the sublime and paranormal than you find in chasing your own personal dragon.

Alas, life without training wheels is dicey

Sometimes you don't face the supernatural because you want to. Sometimes you face it because you have to. And half the time you're out of your league. That ghost could be harmless, or they could be looking for someone to re-enact their murder with. The cult is cool until you discover it's one of those "destroy the world" kinds you thought only resided in movies. Exploring the astral plane sounded fun, but you realized about an hour into losing your way that you know jack shit about Yetzirah. You can find real reward in the supernatural, sure, and perhaps even help the world a little, but you're a discount angel made out of the wishes of little children and fortified by internet fiction. You're not always prepared to conduct a full-scale banishing of a demonic incursion, or able to research ancient Hebrew to figure out the incantation that will stop a god from awakening, or even just ready to fight people with guns when you only have petty magic on Earth. You might grow resentful for the kiddy ride empowerment that you received, of all things, but if it's anything, it's at least safer than half of the shenanigans you can otherwise face, and will probably not be prepared for.

So, it's best to take it as it comes

There's no easy solve to this, as it is with life in general. If there's a clear and concise answer, then no one has shared it yet, or can. There're lots of things to do, and few ways to guarantee that you'll like the results. Of course, everyone has to face that quandary. So sure, screw around in

the otherworld for a while. Use your powers for fun or profit, solve some magical mysteries on your own or with friends. You'll find that few approaches to it all are satisfying, and that you can only distract yourself for so long, but that's all par the course, really. There's no need to inflate things out of proportion, not when life itself is the grandest arena ever. And so, in between all the Cherubic shenanigans, supernatural exploits, and humdrum living, it's useful to remember perspective every once in a while. Welcome to the rest of your life.

Theme: Wonderful Exploration

Cherub is a game about seeking wonder. Cherubs naturally look for this in their childhood fantasies, sure, but the underlying impetus is ultimately deeper than such a worldly fixation, and more broadly applicable to the world. The Cherub can step out of the world and arrive in a place where thought and emotion rule over physics. They can interact with a dizzying variety of supernatural beings, only some of which are remotely tied to the human condition. Magic and spells become as routine as handling a phone, and it seems that further horizons present themselves just when the last hill is crested. By the nature of their condition, many Cherubs *want* to do all of these things and more. And in any case, few can turn away. The drive for exploration pushes the Cherub on and on, and in its pursuit, perhaps they think they can find the resolution they have been seeking for so long.

Mood: Tepid Ennui

When you finally attain what you've always wanted, do you find that you want it anymore? This is not a rhetorical question for Cherubs. This is something that they live with for the rest of their lives. In theory, they have all that they could ever need to be happy; another world full of adventure and promise, entrancing magical power, and the means to make their childhood fantasy a reality. Yet Cherubs are rarely happy. The circumstances of their life still await them when they come back from their otherworldly adventures. Family, friends, acquaintances, work, the rudiments of life. And that is to say nothing of the satisfaction of a Cherub's life itself. Despite all the wonders they can witness and experience, they almost invariably lack something subtle and sublime, something they still Long for. At best, Cherubhood is a solipsistic break from a world that is just as dissatisfying before Aspiration as it is after. The Cherub's lot is not a dramatic one. They never have to fear the loss of their youthful wonders, or the waning of their powers. There are few real dangers that their explorations can pose to them, or summits to struggle for. Their tragedy is the quiet one, of long years spent to no avail, and of failed attempts to rekindle faded passions. Or who knows; perhaps such a framing gives the topic a legitimacy and dignity that it does not deserve. For at the end of the day, every Cherub has to ask whether or not this pain is something they made up themselves.

A Layout of Contents

Information on the Cherubs and the span of their state is contained in several sections.

Chapter One: The Charmed Life contains general information on Cherubs: the nature of their condition, their society, their powers, and their lives.

Chapter Two: Incarnation explicates the process of manifesting a Cherub character, and describes the unique qualities of a Cherub.

Chapter Three: The Wonder of Youth describes the powers held by Cherubs, and the magics which are closely related to their lives.

Chapter Four: The Glimmerside gives an outline of the magical world of childhood to which Cherubs hold an especial affinity, as well as its many inhabitants.

Chapter Five: Conclaves describes the collaboratives and clubs that Cherubs can join, as well as the boons and obligations that they bring.

Chapter Six: Other Hearts provides a variety of individuals, mortal or supernatural, in whom Cherubs might find friends, foes, or something else.

Appendix One: San Jose provides a ready-made setting for a Cherub Chronicle, a city caught between the depths of its past, the uncertainty of its future, and an all-pervading numinosity.

Credits

Cherub: The Longing has a single writer but a multitude of influences and relations.

Special Thanks To:

Whoever wrote Princess: The Hopeful, as I can't find the exact authors and I took a lot of formatting elements from it. Thanks to The Kings Raven, as I think he wrote much of the Dream Version. I hope our ideological sparring can be legitimate.

Evo Shandor, who I drew some design elements from.

Mrgone, for providing a wide variety of sheets and allowing them to be edited.

The person whose name and overall identity I've forgotten, but whose drawing I referenced the hell out of for the image on the back cover. Apologies, and thank you.

Those who know who They are

The work itself, which I did not create, but only revealed

All beings, who are naught but absolute glory

Sources and Inspiration

Literature

Jeffy is Five

This classic by Harlan Ellison is in many ways a premier representative of the kind of genre that fantasy was better known as back in the day, and a good source of Cherub inspiration. The story is a bit odd; it's kind of fantasy, but also kind of magical realism (if not occult realism), and even

plays with science-fictional elements later on, but ultimately it's a story about a kid who doesn't age a day beyond five-years-old. The work is a stark example of innocence as terror in the true sense, just an examination of the horror inherent in that idea in and of itself, without some forced, alien spookiness added on. It does get a bit preachy at times, but really, you'll probably be more surprised by just how different the cultural mores were back then. The piece is excellent at evoking a sense of claustrophobia, as though one is falling into a state of mind and world that they don't really want to be in. Jeffty himself isn't a Cherub – he's far too much of a child for that – but Donny's philosophizing throughout the work almost comes close to the lines of thought that would lead someone to *Aspiration*.

Role-Playing Games

Princess: The Hopeful

Mainly listed here because I cribbed a good deal of design elements from it (the Calling part was an accident, please do not hurt me). Apart from that, though, the Nobility serve as a good example of what Cherubs are *not*, despite superficial similarities. The foil that they serve as is really quite fascinating upon closer inspection, or at least it was so to me. Where there is selflessness and purity in Princess, there is only obsession and self-absorption in Cherub. On a more charitable note, where Princess might be the older sibling; serious, resolved, and ethical, Cherub is more the adorable yet hopelessly embarrassing younger brother. Even if the premise isn't your cup of tea, it'd be worth reading just to see how the Chronicles of Darkness system can be used for games that would seem alien to its foundational premises. Plus, straight up goodness is good, and hopefully the authors will forgive me for lazy design borrowing.

Television

Mao Mao: Heroes of Pure Heart

A Hero, a Wisp, and a young Angel protect the inhabitants of a Glimmerside kingdom. What more needs to be said?

Onegai My Melody

This cartoon presents the wonder of childhood through both its content and its style. The antics are certainly fantastic and exciting, if too cloyingly cute much of the time. Just in presentation, though, the show captures a good deal of the atmosphere of classic programming and cartoons. More than anything, that can give the viewer good insight as to Cherub. More rarefied reaches aside, the setting is also chock full of material, to almost a ridiculous degree. Mariland is just like the Glimmerside, and the main plot might give viewers an idea of just how Glimmerside spirits might interact with the Earth.

Toys

Bionicle

More than anything, Bionicle gives you adventure, and the kind of mystery that enraptures one in early years. The focus on mysterious tribes, masks, and elements in the early years of Bionicle can really serve as something for a kid to cut their teeth on, and in some ways, satiate an early interest in magic and religion. The IP itself, which also encompassed other forms of media, also just gives you classic heroic exploits, and the kinds of teamwork and camaraderie that can capture even adult minds. In a stranger sense, the community that grew around Bionicle can give you a taste for the character of the teenage-leaning Cherub, in a weird way.

Video Games

Sunny Paws Daycare

A classic of the ABDL and babyfur spheres, Sunny Paws Daycare is in many ways the archetypal “fic game.” The Age system of Cherub is directly inspired from the regression system of Sunny Paws Daycare. Of all the inspirations, this one is likely the most explicitly ABDL, or, “fetishistic.”

Glossary

Ado: Slang for a Cherub who favors the teenage years and the older side of youth. Derived from “adolescent,” and rarely used outside of meta discussions.

Age: A strange astral connection to a given age that a Cherub has at any given time. In the Glimmerside, a Cherub’s Age becomes their literal, “physical” age.

Amusement: A form of entertainment found in the Glimmerside. An amusement provides Wonder to those who play with it.

Anchorite: A Cherub who has left the mortal world entirely to permanently live in the Glimmerside. As long as they remain in the Glimmerside, they retain their Aspects, but they still die around the time that natural causes would have killed them on Earth. Cherubs of Illumination often take issue with the use of the term, as the exodus of Anchorites can rarely be considered holy.

Angel: The Calling that focuses on the adorable, charming aspect of youth. Angels concentrate on Laetitia, and are known for being charismatics and social butterflies.

Aspect: The idealized astral form of the Cherub which reflects their youthful self-image.

Aspiration: The moment when an individual’s longing for childhood becomes so intense that they tap into the power of Wonder and become a Cherub.

Astronaut: A Cherub who regularly explores parts of the astral plane apart from the Glimmerside. Carries the connotation that they have a dedicated interest in the astral plane itself.

Balance, Thesis of: The Thesis which values moderation, common sense, and harmony between the disparate elements of the Cherub’s life.

Calling: An idealized role that countless youthful hopes have manifested over the years, and which Cherubs adopt once they come into power. On Aspiration, the Cherub's dreams for their competency crystallizes into a single, definite image, the Calling. Callings are akin to supernatural vocations, and influence the Cherub's Skills, School, and means of gaining Dazzling Experience.

Charm: A minor supernatural power that a Cherub can use when on Earth, without their Aspect. While generally weak, charms are still stronger than many thaumaturgical and psychic abilities that mortals possess.

Cherub: An individual whose longing for childhood has transformed them into a magical avatar of youth. Cherubs appear normal on Earth, but have powerful astral forms and are wholly supernatural beings.

Conclave: A collaborative of Cherubs bound by a common interest, philosophy, or purpose. Conclaves are akin to clubs or study fellowships, and are known for researching and developing their own unique powers, known as Unveilments. Conclaves typically provide benefits to their members, but require certain levels of investment on the part of the Cherub.

Crib: A term for a Hideout. Used both in its conventional slang sense and as a pun by Infantilists.

Dazzling Beat: A fifth of a Dazzling Experience.

Dazzling Experience: A form of Experience peculiar to Cherubs. Dazzling Experience is acquired through making new discoveries in the Glimmerside, solving supernatural mysteries, and aligning one's actions with their Calling.

Double: Another term for the Aspect, most often used by occultists.

Enchantment: A supernatural power that a Cherub can perform when they have assumed their Aspect. Enchantments represent the true power of Cherubs, though they are largely limited to the Glimmerside and other astral planes.

Friendship: A group of Cherubs tied together by deep bonds. Most often formed when Cherubs first meet others like themselves in their area, or when true friends Aspire together. While not universal, Friendships constitute the basic unit of Cherubic society, and it is traditional for Cherubs to explore the Glimmerside in them. Unlike the usual definition of the word, Cherubic Friendships are not necessarily limited to two people.

Glimmerside, the: A fixed lens of astral perception or section of the astral plane that reflects the wondrous image of childhood. The Glimmerside is reflective of human thoughts about childhood just as it is reflective of the reality of it, and the millennia have rendered it a vast, multifarious, sprawling realm. Despite this variety, the realms of the Glimmerside are generally united by a nonviolent, vaguely benevolent air, though the plane does present the wild thrill of adventure just as much as it does quiet peace. The Glimmerside has its own denizens, and its ecosystem is quite different from that of other astral planes. Cherubs have an innate connection to the Glimmerside, and it is one of the defining features of their lives.

Glimmy: Of, pertaining to, or seeming like the Glimmerside. Slang.

Hero: The Calling that focuses on the courage, daring, and vainglory of youth. Heroes concentrate on Rubeus, and stand as adventurers and warriors.

Hideout: A base in the Glimmerside constructed by a Cherub or a group of Cherubs. Depending on the means and level of effort involved, this can range from a small hideaway to a sprawling estate. The designs and aesthetics of Hideouts vary widely, though all tend to embody larger than life fantasies that the Cherubs would find difficult to enact on Earth. Anything from classic secret bases to dream homes and more are possible.

Illumination, Thesis of: The Thesis which values detachment, spiritual discernment, and the delivery of the pure soul away from the illusion of childhood.

Infantilist: A Cherub who has a predilection toward babyhood.

Isolati: A Cherub who came into their power alone, with no other Cherubs being in their area. Around half of all Cherubs are Isolati. Many Isolati will eventually make contact with other Cherubs and learn the specifics of the Cherubic condition, but some remain more or less isolated for their entire lives. These Isolati are known among other Cherubs for their curious, often idiosyncratic models of their powers and state of being.

Laetitia: The School that covers Enchantments of healing, domesticity, and benevolence.

Lodge: A base of operations for a permanent Cherub organization, one that extends beyond a single small group. Lodges form the loose cornerstone of Cherub society, and are generally publicly open to Cherubs of all stripes. Lodges tend to be larger than many Hideouts, and are generally run by a few bands that cycle in and out over the years. Many Conclaves establish Lodges for themselves, and archives of Cherubic lore and history are often stored in Lodges. Lodges can be found in the Glimmerside or on Earth, though the latter are rarer for the simple problem of raising capital.

Longing, the: The obsessive yearning for childhood that defines the Cherubic condition. Cherubs are only Cherubs because they fell for the Longing, and it is the defining scale of morality that they use.

Lotus-Eater: An Anchorite. Derogatory.

Operator: A Cherub with an affinity for contemporary military aesthetics, guns, and oftentimes, related games. Veterans are rarely referred to by this term.

Phantasia: The School that covers Enchantments of imagination, child-like wonder, and magic.

Portal: A place on Earth that has a unique resonance with the Glimmerside, and serves as an entrance into that realm for Cherubs.

Prodigal: A Cherub who ignores the Cherubic life, and uses the powers of their condition in the pursuit of personal ends and supernatural adventure. Prodigals generally keep themselves estranged from Cherubic society, and only visit the Glimmerside for its astral utility. While

Prodigals generally have low Longing, they do not denounce the Longing, and do not seek Renunciation.

Purity, Thesis of: The Thesis which strives to understand what childhood is truly like, and capture the simple innocence of youth.

Realm, The: The part of the Glimmerside that is unconnected from the Earth, hosting a variety of fantastic environments and standing as a world of its own. Cherubs often explore the Realm for the sheer adventure that it provides.

Renunciate: A former Cherub who has buried their Longing and become a normal mortal once more. Rare to see, renunciates range from the undisturbedly serene to the bitter, though all are generally isolated from Cherubic society. Though they retain none of their Cherubic abilities and are almost always severely disinterested in the topic, they often remain potent sources of Cherubic lore, and tend to have more knowledge of the supernatural than other mortals.

Renunciation: The act of casting off the Cherubic condition and becoming a mortal once more. Renunciation is a long, unmerciful process that involves starving the Longing and overcoming it as genuinely as one can. While technically a known process, the disempowerment that it necessarily entails and the difficulty of coming to peace with the Longing renders Renunciation rare to see.

Resident: A type of spirit native to the Glimmerside.

Rubeus: The School that covers Enchantments of courage, daring, battle, and vainglory.

School: A domain of Enchantments that covers a broad theme or range of effects. Schools are partially social constructions, and partially fixed supernatural structures of the Cherubic condition. The three traditional Schools are Rubeus, Laetitia, and Phantasia, each of which are affiliated with the Callings of Hero, Angel, and Wisp, respectively.

Seraphim: The legendary state of a Cherub who has found the fulfillment of their Longing. These exalted souls are said to possess extraordinary power, and more importantly, the most sublime of worldly contentment. Figures who match the profile of Seraphim are rarely seen, and by the very nature of the Longing, many assume that an end to it cannot be found.

Shallows: The layer of the Glimmerside that is a childishly wonderful reflection of the physical world. Portals usually lead into Shallows, and the layer usually mirrors environmental features that are present on Earth, albeit with significant differences. The Shallows essentially stand as a youthful lens of astral perception, and it is possible to switch into other modes of Twilight, enter the Shadow, or otherwise enter into the astral plane proper from the Shallows. Cherubs typically utilize the Shallows to interact with local spirits or otherwise solve practical problems on Earth, and it is commonly used as a launching pad by Cherubs who seek to explore the astral plane itself.

Thesis: A theorem on how to think about, deal with, and approach the Longing. Cherubs define themselves and their values based upon their attitude towards this central struggle. Theses are just as much supernatural positions as they are social ones.

Tot: A newly-Aspired Cherub.

Toys: Equipment, trinkets, toys, and other objects with personal significance to an individual. On Earth these are only faintly resonant, but when taken into the Glimmerside by a Cherub, they erupt into artifacts of portentous power.

Vivacity, Thesis of: The Thesis that focuses on finding joy in childhood, and maintaining a shameless zest for life.

Well: A location on Earth that inspires fascination in the young. Wells provide Wonder to Cherubs, and are essentially useless to other supernaturals.

Wisp: The Calling associated with the curiosity and simple wonder of childhood. Wisps focus on Phantasia, and are known as the scholars and sorcerers of Cherubkind.

Wonder: A combination of an inspirited state of mind and objective magical power. Wonder is the primary medium through which Cherubs work their magic.

Chapter 1: The Charmed Life

“...then they who dwell on Olympus made a second generation which was of silver and less noble by far. It was like the golden race neither in body nor in spirit. A child was brought up at his good mother’s side a hundred years, an utter simpleton, playing childishly in his own home.”

- Hesiod

Obsession and Relation

Grass tends to be greener on the other side. The most sad thing about this, obviously, is that it’s true. But the part that fewer people think about is how sad it is that we don’t treat that seriously.

Things are rarely satisfying. You don’t need the Buddha to tell you that. Yet we go on and on with our days, pining after dreams that would seem dead were we to find their fulfillment. Cherubs might be said to know that better than the average person, or at least to know of it in a more obscure form. But mortal knowledge doesn’t help when the Longing hits. When all of your thoughts seem to spiral around a black hole called Youth, but which you know is only an image of an image of an image. Because goddamn; you don’t actually want to be little again, right?

The Longing differs between most Cherubs, but by necessity all must be struck by it to reach their state. It would be simple to call the Longing a desire for childhood, but the reality tends to be more complex. Oftentimes the individual doesn’t really want to be a child, at least as they once were. Bystanders will helpfully point out all of the indignities of the reality of childhood, but almost any individual struck by the Longing will already know those. The Longing is far more than an intellectual drive, or a plain desire, or something that can be dealt with through reason. Some – if not most – would-be Cherubs seek an idealized childhood, full of splendour that they very likely never saw in the first place. Others hate the idea of even that, yet nevertheless find themselves stuck to it, the Longing clinging to the back of their minds like the enemy who reaches you through your open opposition to it. The exact composition of the Longing is often rough; a bit of idealization of the past here, some rationalization there, and a lot of simple wanting there. There are many things that people can seek in youth, from wonder to security to cuteness and more. A person can easily step back and see how being young, a simple quality of mortal flesh, does not equate directly to any one of those desires, some of which are probably unseemly in and of themselves. But to a deeper part of the mind, that doesn’t matter. Ironically, it may be in childhood itself that Youth becomes branded as a symbol; a forbidden mystery, an impossible ideal, a lotus-eating nightmare, or even just a plain fixation which no analysis can explicate.

While the Longing itself may yet remain shrouded to Cherubs, there are some characteristics about those drawn to it that *are* readily discernable. These are by no means the only ones, or even universal, but they are as follows:

Cherubs are not like children.

At their core, a Cherub is nothing like a child. This is a simple enough fact on its own, but it is a huge defining element of the Cherubic condition. Self-consciousness abounds, and many Cherubs become intensely cerebral regarding their own desires. While religious purity is present in some, the plain innocence of childhood is something that eludes almost all Cherubs. Ultimately many Cherubs aren't terribly bothered by it, really, but it does give a certain sense of community in terms of shared pain. Few can quite understand the specificity and meaninglessness of their state as much as Cherubs can.

Cherubs like childhood.

No matter how troubled the relationship of a Cherub with their desires is, they are still present. If they did not want childhood on some level, Cherubs would not be Cherubs. Philosophizing aside, Cherubs like youth, as well as the images that are commonly associated with it. This coupled with the first point forms one of the strongest nexuses of conflict within the Cherubic state.

Cherubs are weird people.

Of the major elements of the Cherubic condition, this one is easily the least universal, and the most ill-defined. Nevertheless, there is a certain recognizable phenomenon of character among Cherubic demographics. In order to come to a state where one could desire youth so fervently that they unwittingly unlock supernatural power, one has to have a certain intensity of passion in one sense, and yet a lack of willpower in restraining oneself in another. Beyond this obvious skewing factor, it is also a simple fact that Cherubs often have complexes surrounding their desire for childhood. Mixed feelings, to put it lightly, regarding one's youthful affinity is a mainstay of Cherubs, even if it is not completely universal. Some also came into their obsession after certain negative events in their life, but this is rather uncommon. Psychological turmoil aside, it is also not uncommon for Cherubs to be socially distant, even before they become Cherubs. A future Cherub may find themselves involved more in fetish communities online than in interacting with their peers, or finding obscure religions to find freedom in. Once they do become Cherubs, it only becomes all the more easy to vanish into the Glimmerside to burn time, and become increasingly distant from the world.

But enough of the abstract. What really makes up Cherubhood?

Being a Cherub

Aspiration

Cherubs attain their condition. Not everyone faces the Longing, and not all who do will fall for it so completely. In that sense, apart from fate and the uncreated nature of things, everyone has an equal chance to become a Cherub. All they have to do is learn of childhood, and learn of a deep,

bottomless desire for it. The mind can catch on to anything; any single last thing, and thus is paradise lost. The course of the average Cherub can be predicted early on, in some sense. While not all kids secretly obsessed with remaining young will become Cherubs, the majority of Cherubs will possess that journey in their past. The would-be Cherub is a strange being, often losing their innocence in an almost indescribable way earlier than others might think is normal. Their very self-consciousness of youth essentially ruins what measure of it they possess, and takes them away from embodying childhood in any sense beyond this physical. For many Cherubs, the time before they first found their Longing is a cherished time. To the degree that the word means anything, it was perhaps the one time when the Cherub was truly a child.

Cherubs know the moment when the Longing consumes their life as Aspiration. This transformation rarely comes out of nowhere, and even in cases where it seems spontaneous, there is usually a latency between it and an earlier period of Longing. Through slow, measured, even torturous years, the individual grows ever more engrossed with the idea of childhood. Some will directly dedicate parts of their private life towards seeking it, be it in play or writing or community or the like, but even those who refrain from such things will find that rumination alone simply feeds the Longing. There is a time where the would-be Cherub can stop the process, starving the Longing or finding some other passion that burns its control away. And of course, not all will ever find it reach the point that provokes Aspiration. But still there are those few souls who will meander on through life in listless reverie and fantasy, only to find them explode with a force they had never anticipated.

When the Aspiration hits, what was once the background becomes the foreground. Many Cherubs describe it as something akin to a peak experience, a sudden fantastic realization that in some ways gives them hope in their very Longing. But those Cherubs who have also had religious and mystical experiences are quick to note a tainted, vapid character to the Aspiration. Even those who had only had it as their only peak experience are often able to discern something off to the Aspiration. The Cherub is filled with overwhelming wonder and amazement, and yet it often only feels like the world is shrinking down to their level, and not like they are expanding to encompass everything. They realize that they *can* realize their fantasies, joys and dreams that are all too petty and human. The Longing rears its face, and gives them the sense that an end to it can be found. That they can finally figure out what it really was they were looking for, for all those years. But it is as though that halcyon beacon is on a distant shore, providing ephemeral light for what is only a worldly end. Bittersweetness defines Aspiration for almost all Cherubs.

At the height of Aspiration, the soul to which it is subjected cracks. The infinite power of the soul spills out, and twisted by the Longing, weaves the aspirant into a new state. This internal upwelling of Wonder-infused power is known as Numinosity, capable of working wonders through the lens of Enchantments and Charms. Yet it also ties up the omnipotent well of the soul into a spiritual cul-de-sac. The newly initiated individual cannot attain any other sort of major supernatural state, including the Awakening of mages. For better or worse, they are now a Cherub.

The Glimmerside

One of the first things that the enterprising Cherub realizes is another world. To a Cherub's sight, the universe is ever more manifold than it seemed in their mortality, and it often only a matter of time before a Tot discovers that the wonders did not end at their transformation. For in areas of liveliness, wonder, and mystery, Cherubs can find Portals, apertures in the fabric of reality through which the astral world of childhood can be found. This Glimmerside, as it is known by Cherubkind, reflects the thoughts, dreams, and wonders of young minds throughout all of eternity. Cherubs have an especial connection to this realm, and it is often when the Cherub visits their old childhood haunts that they find their first Portal. These Portals can be found in a variety of locations, from the backrooms of warehouses, to playgrounds, forest glens, and much more, but all are strange, startling things, only visible to a Cherub's vision.

The Glimmerside stands as a curious division of the astral plane, and can be broken down into two main segments. The Shallows is the first lens of the Glimmerside that one finds upon entering a Portal, and it reflects the immediate environment, as tinged by juvenile dreaminess. Landmarks, environments, and structures roughly remain, but the whole ambiance is changed. It is most common for the environment to be somewhat exaggerated in comparison to its earthly counterpart, with brighter colors and cleaner, sharper contours, but in practice the differences can be quite varied, and not exactly easy to predict. Some environments scarcely seem different from a standard astral reflection, but others can appear like sites straight out of a kid's wonderland. The imagination, hopes, dreams, and fears of earthly children who had grown up in the environment can often be reflected in the landmarks, and countless years can have these rarefied images piling up. In some cases this is obvious, like the local amusement park that kids grew up with being reflected as a veritable cornucopia of delight, but others can seem quite opaque, and be quite convoluted in their manifestation. Doors that children saw but never entered may lead to rooms filled with their imaginings of the forbidden chamber in the Glimmerside. Buildings of law may seem more opposing, and skyscrapers on the horizon may be bafflingly high in the Shallows. This extends to the darker as well; a feared alley might appear truly unnerving in the Shallows, and strange things may indeed lurk there. Local legends can spawn the accoutrements of the mythos in the Glimmerside, something that can be exceedingly confusing when said legends are related to normal supernatural beings in other sections of the "local" astral. All in all, though, the Shallows provide an enchanted version of the everyday world, and few Cherubs can deny the simple wonder of walking around their home in the Shallows' entrancing light.

The second aspect of the Glimmerside is the Realm. Beyond the reach of the Shallows, one can find lands that match nothing on Earth. These realms are intuitive enough for a Cherub to reach, and all stand as wonderlands of their own. Cherubs call this part of the Glimmerside the Realm, and it provides some of the most fantastic environments that one can find in the plane.

A previously elaborated, the Realm does not mirror Earth directly. Instead, the Realm is an astral composite of the thoughts that have occupied the minds of humanity for time immemorial. The Realm, however, is primarily composed of dreams and wonderings derived from children, or related to them in some capacity. This doesn't necessarily mean that it is a pastel fairyland, though one might be surprised at the degree to which those places are present. Wishes, fears, and even just things one grew accustomed to are all represented in the Realm, though like the rest of

the Glimmerside, the mass of thought is lopsided enough to promote a generally benevolent air. All sorts of environments can be found in the Realm, from cities to antiquated kingdoms to moonbases and far more. The character to all, however, is rather specific. Those cities might be designed without a thought for urban planning, the kingdoms may match role-playing tropes more than history, and that moonbase probably violates at least three laws of physics. Strange inflections, anachronisms, and half-logical sights abound in the Glimmerside, for it deals with the keen, baffling mentations of the young.

And Cherubs are far from the only beings that traverse the Realm. It has its own native denizens, spirits for whom the Glimmerside is as natural to them as Earth is to humanity. The forms of these denizens are multifarious beyond imagining; men, animals, bizarre ghosts, beings that appear in imagination, ones that combine multiple disparate traits into a single being, even entities clearly reminiscent of media. Those are only the tip of the iceberg when it comes to the variety seen amongst these denizens, and yet despite all of these outward differences, all such Glimmerside inhabitants share the same spiritual nature.

Residents are the natives of the Glimmerside, spirits with a particularly affinity for the plane's nature. Though their manifest forms vary, they share the same underlying structure. Residents stand as "typical" astral denizens in many respects, yet are tinged by the power of Wonder. Unlike Cherubs, however, Residents are far more bound to its power. While they may not have Enchantments or Charms, these curious entities have many unique powers of their own. These abilities are powered by what may be called a Numinosity of their own, though their wellsprings are chained to an even greater level than Cherubs. Residents essentially serve as the people of the Glimmerside, being more attuned to it in many ways than even Cherubs are, and understanding their nature is simply another challenge presented to the Cherub.

The Aspect

Cherubs do not only find changes without. Indeed, it is the interior transformation that defines the Cherubic condition far more. Like all beings, Cherubs possess an astral body, an incorporeal form that the mind controls in its sojourns in the worlds beyond flesh. Unlike common men and even supernatural beings, however, the Cherub's astral form is transmuted by their entrance into Cherubhood. The Aspect is that peculiar form of the astral self when tinged by Wonder, an angelic visage with which the Cherub explores the Glimmerside and beyond. The Aspect shines as a radiant, idealized image of the Cherub, colored by the youthful magic of the Glimmerside and by their own aspirations. All that which the Cherub sought to be – and which they may very well not be – is reflected in the Aspect. The Cherub displays the Aspect whenever they visit the Astral, and in this form they can perform their mightiest of magics: Enchantments. Further, Cherubs find that they can interact with spirits as peers when displaying the Aspect, for in this body they are truly angelic. The Aspect can be affected by the Cherub's Age, which predictably enough affects the presented youthfulness or age of the Cherub, but its nature extends beyond that. The Aspect is an ideal form of the Cherub, the vision of the self that is sought in the most hidden of fantasy. The appearance of the Aspect can vary from that of the physical body, in some cases quite drastically. Demographically, major deviations from the Cherub's physical form are

rare, but it is possible for the physical appearance, sex, and even species of the Aspect to differ from that of the mortal body, provided that the Cherub in question truly yearns for that image.

Cherubic Society

Cherubs have formed a loose form of shared culture and society ever since they first appeared on the Earth. In comparison to the societies of other supernatural beings, Cherubic society is often more distant and yet strangely more closely-knit. Cherubs are rare, and it is not uncommon for a Cherub to be the only one of their kind in the area. This is most evidently displayed in Isolati, but even some Cherubs who are aware of others of their kind are still geographically distant from them. In areas where Cherubs do congregate, there are often only around a dozen or so of them in any given area. It is not uncommon for Cherubs to simply know all other Cherubs in the area by heart. A few locations on Earth host Cherub populations that number around a hundred or so. Such locations are often the hotbed of Cherubic society and tradition.

The loose bonds of many Cherubs to others of their kind is somewhat mitigated by the Glimmerside. In that magical realm, Cherubs often do not find it too hard to find others of their kind. Indeed, it is often through adventures in the Shallows that Cherubs first discover other Cherubs in their area. It is the Realm, however, that serves as the primary connective tissue for Cherubic society. In the Realm, Cherubs from disparate locations can find one another with greater ease than they could on Earth. Cherubs are often drawn to key locations in the Realm, and it is through those locations that they can meet other Cherubs. Cherubs stand out easily from the Residents of the Glimmerside, and it is considered a general duty for Cherubs to introduce new Tots to the rest of Cherubic society. Along with providing a means of direct interaction, the Glimmerside also serves as a handy platform for exchanging information about the Earth. Many Cherubs share phone numbers and usernames and the like, that they may also interact with their friends and acquaintances on Earth.

Demographics Among Cherubs

Cherubs differ from the population at large. While Aspiration cannot be predicted with any reasonable degree of certainty, there are certain traits that are represented to a great degree among Cherubs, and notable demographic trends and proportions.

The majority of Cherubs are in their 20s and 30s. It is more common for Aspiration to hit around that time, as one has had youth fade behind them and has had the chance to experience the accompanying ennui, yet still retains some passion. These Cherubs are often the ones most socially active in Cherubic society, and wield the most power within its (limited) domain. Many “elders” are only in their 30s and 40s.

Old Cherubs aren't exactly rare, as Cherubs simply grow and age as anyone does, but they are generally less visible than the average 20-something Cherub, and they form a smaller portion of the Cherubic population. Older Cherubs tend to withdraw from Cherubic society as a whole. Some do this because their Longing fades, or because they're just tired of it all, but just as many simply stick to their own Friendships and select other old-timers. This isn't always done out of

choice so much as it is done out of social necessity; many older Cherubs find it exceedingly difficult to relate to those who grew up in entirely different eras.

The majority of older Cherubs Aspired in youth and simply aged to their position. A minority of elder Cherubs, however, actually Aspired in their old age. This is a relatively uncommon occurrence, and one that typically invokes mixed feelings from other Cherubs. Such late Aspirations are often viewed as either a reward for the pure-hearted after a harsh lifetime, or as one last insulting temptation before the grave.

Cherubs who are still children form an even smaller segment of Cherubic society than do old Cherubs. Many children who becomes Cherubs are not even affiliated with Cherubic society itself per se; children are just as likely to Aspire as Isolati as other Cherubs are. Those who do find established Cherubic society can in many ways find more problems. Due to social reasons, they often cannot interact with Cherubic adults on Earth, and even in the Glimmerside, they can find themselves being shunned. This isn't universal, and often isn't very dramatic, but cultural conditioning, subtle jealousy, and even the simple enjoyment of adult status can render this a reality for many child Cherubs. Coupled with the inevitable barriers posed by generational gaps, it isn't uncommon for child Cherubs to form small subcultures of their own. Such mini-societies tend to be small, however, as child Cherubs are an understandably rare population.

There are large generational gaps between many Cherubs, and these gaps leave particularly glaring cultural barriers when it comes to the matter of childhood. Many different Cherubs have grown up with many different childhoods, and even gaps of up to a few years can introduce profound differences in relatability between Cherubs. The composition of Cherubic society is heavily affected by this, and it has led to a degree of cultural drift in many parts. Lodges provide a cornerstone that maintains the recognizable character of Cherubic culture, and some groups strive to promote cross-generational gatherings and Cherubic traditions, but some degree of alienation between the different generations is inevitable.

Middle childhood stands as the most common age group idolized by Cherubs. Various reasons have been proposed for this; some suggest that the combination of agency and youth renders it one of the more appealing ages for those given to youth, whilst others claim that it is the most archetypal age for a "kid," erring away from both young childhood and adolescence. Whatever the reason, it is middle childhood that is most often represented in the dreams and culture of Cherubs. Adolescence is the second most common preferred age group among Cherubs. For many it begins to stray out of the realm of Cherubhood "proper," and some suggest that the lower representation is due to the fact that those given to adolescence will mature into adulthood with less resistance, but adolescence is still a significant age of fixation for many Cherubs. The third most common age group idolized by Cherubs is babyhood. Historically a minority within Cherubic society, Cherubs who prefer to be babies have nevertheless formed a core cultural force among Cherubkind, dating back to some of the earliest years of recorded Cherubic history. While still rather embarrassing for the other groups to approach, particularly with the meaningful boost to their numbers seen in the 21st century, these Cherubs nevertheless have a certain strange place in Cherubic society, with other Cherubs often finding meaning and definition through the "babies," something that can inspire pride and protectiveness in equal measure. The rarest age

group idolized by Cherubs is that of young childhood. Despite its status being in many ways as classic as middle childhood, the population of those who prefer it is decidedly low. Some suggest that it blends different features of childhood into proportions that are relatively unappealing in comparison to the admixtures that are seen in neighboring ages. The young child often has even less agency than the average kid, and yet they are not associated with quite the same level of adorability as the baby. As the theory goes, many just find more of what they want out of childhood in age groups other than young childhood. Whatever the reason may really be, Cherubs who prefer young childhood are rather rare, though not overly so. These Cherubs tend towards a strange mixture of social invisibility generally and novelty when they are noticed. Young childhood may have once been a more popular age among Cherubs up to the early 20th century, as historical documents suggest, with the present population seeming to level off to its current state around the 1950s. From then on, it has seemed to remain static.

Lodges

Lodges serve as the primary hotbed for Cherubic social interaction. These structures are found both on Earth as well as the Glimmerside, although the former are more scarce for a multitude of reasons. Lodges are generally large buildings or small complexes that can host many Cherubs at a time. Many of the first Lodges were first manifested in the same manner as hunting lodges or fraternity houses, hence the name, but the designs of Lodges are quite varied and eclectic, especially when money tends to be a limiting factor for many Cherubs. Cherubs meet in Lodges for a variety of purposes, though most of the time meetings are just for social enjoyment. Cherubs can seek out others to fill out their Friendships at Lodges, and can participate in social gatherings and festivals depending on the time of year and the inclinations of other Cherubs. Truthfully, much of the activity in Lodges consists of somewhat rarefied form of playing; Cherubs are not exactly known for being constantly involved in serious business. Nevertheless, Lodges do form a cornerstone of Cherubic society. Archives of Cherubic traditions are often hosted at Lodges, and they provide one of the few, stable forms of structure for Cherubic society.

Lodges on Earth tend to be small, ad-hoc, and spartan, especially younger ones. Many Cherubs do not have the resources to acquire and furnish large buildings, so many Lodges are simply the homes of a given Cherub. Exceptions can be seen in some of the oldest Lodges, which are often grandiose and baroque. Such Lodges are typically seen as more stodgy, but are centerpieces for tradition. Younger Lodges are typically associated with greater activity and irreverence. It was at younger Lodges that LAN parties still somewhat popular among Cherubs were first hosted.

Lodges in the Glimmerside, in contrast, tend to be grander and more fantastic. Resources are rarely a concern in the Glimmerside, and it is not uncommon for Cherubs to simply repurpose buildings that they find in the Glimmerside. Thus, Lodges take a dizzying variety of forms in the Glimmerside; from old forts to castles to secret bases and contemporary structures and far more. Some Glimmerside Lodges develop from the especially grand Hideouts of individual Cherubs, especially old ones who have since passed away.

Timeline of Cherubs

Cherubic society is very loose, and their past is often as unplumbed as is the true nature of their condition. Nevertheless, contemporary Cherub society does have a history, and one that is on record. It is sometimes wondered if there have been other Cherubic “cultures,” now lost to time, but recorded Cherubic history only extends back a little over two centuries, for the most part. The little angels that presently populate the Earth are a young people.

Pre-1815 – Cherubic prehistory. There is next to no recorded information about Cherubs past this date, and many Cherubs believe that their kind either had not appeared on the Earth yet, or that this was a “dead” time in-between some sort of fall and resurgence for Cherubkind (or at least Cherubic society). Occasionally artifacts suggest the presence of Cherubs before 1815, but tangible information about them is scarce.

1815 - Honorary date of the “invention of childhood.” Selected as it is the first known instance of disparate Cherubs congregating together. The nature of the Cherubic condition begins to be actively recognized and the knowledge spread to others; at first, many Cherubs believe themselves to be wizards or enchanted by fairies. Cherubic society forms the most in areas of high population density, like cities. Isolati and individual Friendships are dotted elsewhere, but most remain ignorant of other Cherubs. Most records from this time are limited to the area of Western Europe, though other locations across the globe had their own flowerings.

1817 – The distinctions between the Schools of Rubeus, Laetitia, and Phantasia begin to be recognized, though they are not known as Schools or under those names yet.

1819 – Callings begin to be recognized among Cherubs. Some early taxonomies are broached, typically by those in the sciences, but no names are yet chosen for them, and only personality types and shared powers are recognized.

1821 – Cherubs start to truly enter the Glimmerside en masse, as fears of fairyland abate in the population. Many Hideouts are constructed, and the oldest known Glimmerside Lodges are constructed during this time.

1830 – The first known Lodge on Earth is constructed, in London. The Lodge becomes a hotspot of Cherub activity throughout Europe, inspiring Cherubs in other nations to manifest their own. To this day, the Lodge stands as one of the largest and most famous Lodges.

1834 – The Callings are finally codified into Hero, Angel and Wisp. Concurrently with this, the Enchantments are divided into the Schools of Rubeus, Laetitia, and Phantasia. Unbeknownst to many Western Cherubs at the time, those Cherubs in other parts of the world have also often formulated their own taxonomies of the Callings and Schools by this time, though under their own terminology, for obvious reasons.

1895 – A group of Lumens in the United States discover the philosophical work of Thomas Davidson. Utterly inspired by his doctrine of apeirotheism, they combine it with earlier theopsychist thought among those of the Thesis, as well as some of the sensibilities and understandings that had been prevalent among Cherubs of the time. Together, they will later form the Church.

1901 – The Church is formally established by a group of inspired Lumens. This religious organization stands as one of the first signs of unique theological developments arising from Cherubs. The basic theology of the Church centers around apeirotheism and theopsychism, with ascetic undertones and haphazard influences from many other religions. The philosophy developed by these tightly-knit Lumens will in fact eventually influence the popular image of the Thesis of Illumination as a whole, with much of contemporary Lumen thought being traceable to the group. The Church is far less successful in promoting its philosophy to other Cherubs, and it will eventually be significantly filled by those of other religions or less specific religious views, but the mystics of the group are valued for their zeal, moral support, and skill at combatting unholy beings.

1913 – A second wave of Cherubic expeditions to Egypt inadvertently harms anthropology for many years. Many Cherubs keep artifacts from the expeditions, including ones that provide information that had been unknown to anthropologists at the time. By the 1980s, many of these artifacts will be secretly replanted in Egypt or anonymously donated to museums. It is rumored that not all artifacts were given up.

1917 – Cherubs conduct a series of pogroms against Moloch cults. The pogroms are sudden and remorseless. Many records of these events are hidden or purged. It is generally believed that the participants held themselves to unspoken vows of secrecy.

1955 – Disneyland is founded. At the time, the park had not yet attained its status as a classic location, and by the time Cherubs finally decide to “claim” Disneyland, it has already been occupied by mages pursuing inscrutable ends.

1985 – The contemporary core of Infantilists forms among Cherubs. These Cherubs tend to be aware of mortal infantilist subcultures of the time, and they tend to keep up with psychological research of paraphilic infantilism. While Infantilists had been present before this demographic manifested, their numbers tended to be small and their cultures obscured, even from other Cherubs.

2005 – Cherub culture is heavily impacted by an influx of Cherubs who grew up in the digital age. Contemporary Cherubic culture is still heavily impacted by this demographic.

2015 – Many older Lodges begin sponsoring programs to bring awareness to old Cherubic traditions. Many apprentices are taken in by Cherubic historians at this time.

2024 – A great conference of Cherubs from around the world is called. Despite a traditional disinterest in worldly concerns, many Cherubs fear what may lie in store for the future of the Earth.

Chapter 2: Incarnation

“Now then do thou confer on him as a Guerdon of his Obedience the Dignity of a Soul seeking Incarnation...”

- Aleister Crowley, Liber Aleph

Manifesting a Cherub

Step One: Character Concept

Before you start your character, you're going to want a concept. This concept doesn't have to be detailed; you just want a reference point for what kind of character you want, before you starting building them mechanically. What's their whole "thing?" And from an out-of-character context, what do you want out of them? It can be helpful to try to encapsulate the character in a short phrase, at least to a degree. What's their role, what're some their qualities, and what's their gimmick? Try to get something that's broadly defining, and not overly-specific. In all likelihood, this will be helpful in later steps of character creation.

Coming up with a concept is really only half of the process of getting a feel for a character. Your ideas for your character might change, and in play things can turn out for different than what you had expected. Adaptability is a good trait to keep in mind when coming up with concepts.

Step Two: Detail and Life

Once the basics are down, you can get into the nitty-gritty. What's their name? Age? Where do they work? How about friends and family? What's their history?

You don't need to go overboard with this. A little detail is fine. Some character concepts thrive on not being fleshed out. And you can always elaborate on details as they come into play. But it's still good to have some depth to your character. Unless you're playing a dungeon crawl in the Glimmerside, your character will be interacting with a broader world that is often as humdrum as our own, and having a life is part of that world. At the very least, you're going to want to add personality that will flesh out their concept, and make it seem as though they could be a person that's actually walking around out there. As long as there's more to the character than dots, you should be fine.

Of particular relevance to Cherubs is thinking about their relation to the Longing, and how they became a Cherub in the first place. This is really open space, and one shouldn't feel hemmed in in coming up with justifications for this, so we won't be going into too much detail here. But if you're playing Cherub, questions of juvenile relevance are probably going to be coming up.

On a further note, it can be helpful to consider the mundane side of your character as well. For as transformative as it is, Cherubhood won't completely define your character. It can be good to come up with details to your character beyond those that relate to their supernatural transformation.

Step Three: Virtue, Vice, and Aspirations

Your Cherub is still largely mortal when it comes to these things. They have all the glories and pettiness of a human heart. Mechanically, speaking, they're also just built like a mortal here. Pick a Virtue and a Vice as usual.

Also, pick three Aspirations. When it comes to Aspirations, you may want to think about how you can relate at least one of them to the Glimmerside, and possibly more. This will be dependent, of course, on your Chronicle's structure. If a Chronicle focuses more (or even entirely) on Earth, or vice versa, then you will want to align your Aspirations accordingly, as it'll be pretty hard to fulfill your Aspirations when you can't even reach the realm where they may be relevant. Apart from these concerns though, it would be good to have at least one Aspiration where the Cherubic side of the character is relevant.

Step Four: Add Attributes

Now comes the fun, mechanical part, beginning at the character's foundation. First, pick which of the three attribute categories (Mental, Physical, Social) are your character's primary, secondary, and tertiary focuses. Taking into consideration your starting dot of one in every attribute, place five dots into your primary category, four dots into your secondary category, and three dots into your tertiary category. These dots can be arranged among the attributes of each category as you wish.

Cherubs are generally as diverse in their attributes as any other person, though you should take into consideration your Cherub's Calling and what you want them to be able to do in play. Generally speaking, it is more likely for a Cherub's attributes to be suited for their Calling than not, but this isn't universal, and you shouldn't feel constrained by this. Some individuals like starting competent in their respective area of focus, and some like to grow into it. Either approach works.

Misspent Youth

Kids can get captured by youth too. While the Longing *generally* strikes enough to induce Cherubhood after the individual has already grown into adulthood, it is possible for a physical

child to desire the air of youth so desperately that they become a Cherub. On a more narrative note, it is also far more common for the “childhood wonder” genre to deal with “actual” children. The default assumption of Cherub: The Longing is that adult Cherubs are the majority, but this needn’t be the assumption that your chronicle runs on.

Child characters function much the same as adult characters, with a few (important) exceptions. Child characters cannot raise any given Skill beyond three dots (barring the presence of the Precocious Merit). Teenage characters do not have a skill restriction. Furthermore, in regards to their Skills, child characters only have nine dots to spend on their primary category, five dots to spend on their secondary category, and two dots to spend on their tertiary category. This restriction also applies to teenage characters, and if the Cherub ever ages to adulthood, they will gain two dots in each of their Skill categories for free, recouping the ones lost from normal character creation. Child characters on Earth do not suffer the physical attribute caps given for Age in the Glimmerside; such limitations are just as much based upon the idea of children’s faculties as they are the reality of them. They are still limited by the physical attribute caps that correspond to their Age when they are actually in the Glimmerside, however. As with Aspects who have had their Age lowered, the size of a child character is determined based on their age as given in the core rulebook. Importantly, because child Cherubs are physically children, they retain this size in the physical world as well. The maximum cap of a child Cherub’s Age is directly proportional to their age in the physical world. If a teenager entered the Glimmerside, for example, they would start at Age 4, and would not be able to raise it above this level. This limitation renders these Cherubs very vulnerable to regression in the Glimmerside.

The World of Darkness: Innocents rules can be used to represent child Cherubs, but if this is done, it is recommended to let them use the normal list of Skills rather than the alternate Skills presented by that supplement.

For obvious reasons, child Cherubs are often limited in terms of their Merits. Allies, Contacts, and Resources are particularly difficult for these kids to obtain and retain. It is possible to develop a measure of these Merits, however, assuming that false identities are used on the internet, likely with the assistance of magic. Teenagers in particular are liable to have easier access to Social Merits. It may not necessarily be realistic for children to be obtaining such things, but if it would help your chronicle, you should feel free to handwave some of those difficulties.

Needless to say, these child Cherubs are not exactly shining little angels. Just as with adults, Cherubhood doesn’t strike those who are actually like children as opposed to those who want to be children. It is not uncommon for kid Cherubs to have precocious self-consciousness and disturbingly developed complexes, or to have had experiences that have cut them off from what they perceive to be their real childhood. The fantasies of many center around young ages like toddlerhood; they simply haven’t had enough time at their current and most recent ages to develop a nostalgia for them. The younger ones tend to make do with interior fantasy, toys, and children’s media; age regression in cartoons is one of the rarer prizes many will get. Preteens and teenagers often get involved with fetish communities online; either just viewing, lying about their age, or finding those of their own age who are given to such an unusual area. In any case,

once these youths achieve Cherubhood, they almost always find the Glimmerside to be a much more entertaining outlet for their fantasies.

Likely the most significant problem posed by child Cherubs are the social consequences of their age, and how that would affect the ways in which they join and interact with the party. Unless you are running a game where all the characters are kids – which is very much possible – you will be faced with the difficult situation of justifying adults going on magical adventures with vulnerable children. Even if the adult Cherubs are able to reconcile this quandary internally, as overt magic can easily help facilitate, there is still the question of how the child's parents or guardians would react. Due to the nature of the medium it is intensely unlikely that they would reveal the true nature of their powers and adventures to the child's guardians. Even doing so would hardly guarantee that the guardians would give a free pass to have some strange juvenile magician take away their similarly enchanted children and run off to play as kids and fight monsters in some alternate dimension on the weekends. There is also something of an out-of-character element to this, at least in terms of the discrepancy in power between individuals of vastly different ages, something that is only complicated by the fact that they're both involved in juvenile shenanigans. Ultimately, despite the problems all of these factors would realistically present, it is usually easiest to simply handwave these issues for the sake of gameplay. A parent who stops their child from going into the woods by the house may be realistically protective, but it won't make for fun gameplay if the player of the child Cherub has to run through hoops just to reach the portal to the Glimmerside. Similarly, the other party members shouldn't have too much of a problem with letting an unregressed kid into the party. When it comes to magical powers and wondrous discoveries, the concerns of the everyday world don't always apply, and half of the party ends up as kids in the Glimmerside anyway. The relationship between the kid and adult characters can itself be something of a boon, as the difference in capabilities could easily add to the gameplay. A child Cherub may end up getting regressed faster, but that also means a quicker ticket to obscene powers in the Glimmerside. And adulthood itself is a helpful talent when you have need of money, or simply the ability to be taken seriously.

Step Five: Add Skills

You pick Skills much as you do attributes. Assign your Mental, Physical, and Social Skills to your primary, secondary, and tertiary focuses. You have eleven dots to spend on your primary focus, seven dots to spend on your secondary focus, and four dots to spend on your tertiary focus.

As with attributes, you should consider your character's Calling, and how competent you want them to start out in their area of emphasis.

Step Six: Add Skill Specialties

Specialties allow you to better define your character's area of specific proficiency within the broad domains of Skills. A specialty is a brief, typically one to two word description of a specific field that your character is specialized in. Your character starts with three specialties for free.

Step Seven: Add a Calling

One of the most prominent things that defines your Cherub as a Cherub is their Calling. The Calling is the idealized, meaningful glory that the Cherub yearns to be in their heart, even if they err more often than not. The Calling determines what Deeds a Cherub can perform to gain Dazzling Experience, what category of Skills they have an easier time learning, and what School they have an affinity for, allowing them to learn Enchantments from it more easily. The Callings are as follows.

Hero: Dauntless warriors and seekers of adventure. (Rubeus, Physical)

Angel: Charming kids and benevolent souls. (Laetitia, Social)

Wisp: Imaginative magicians and curious spirits. (Phantasia, Mental)

Step Eight: Add a Thesis

Every Cherub is confronted with the Longing, and almost every Cherub is able to formulate an answer to it, however faltering. The Thesis is a philosophy that a Cherub has developed in response to the Longing, and it gives them meaning and direction in the often aimless life of a Cherub. While the specifics of this philosophy may vary, most Cherubs' *modi operandi* and approaches to life can be summarized under four traditional Theses. Every Thesis has a Consonance, a means by which a Cherub can gain Willpower if they align their actions with the principles of the Thesis. The four traditional Theses are as follows.

Thesis of Illumination: The Thesis of spiritual discernment and separation from the illusion of childhood.

Thesis of Purity: The Thesis that strives to find real innocence in youth, and to truly understand childhood.

Thesis of Vivacity: The Thesis that endeavours to enjoy the fun of childhood without overcomplicating things in their mind.

Thesis of Balance: The Thesis that simply aims to take a measured approach to Cherubhood, without grand philosophy.

Step Nine: Add Numinosity

A Cherub's pierced soul leaks limitless power, a stream that is twisted by Wonder. The transmuted state of a Cherub's inner power is known as Numinosity, and it determines the strength of their magic. A starting Cherub has one dot of Numinosity, and can spend three Merit dots to increase it to two, or seven Merit dots to increase it to three.

Step Ten: Add Enchantments

In the Glimmerside, all Cherubs are potent fonts of magical power. The extraordinary abilities of the Cherub's Aspect are known as Enchantments, and they are heavily influenced by the Cherub's Calling. Every Cherub starts with five dots worth of Enchantments from the School of their Calling. Every Cherub also has two dots worth of Enchantments from Schools outside of their Calling's School. These dots can be divided among individual Enchantments as the Cherub pleases, with the cost of purchase being directly equal to the dot rating of the Enchantment. A Cherub can only purchase Enchantments of a dot rating equal to or less than their Numinosity.

Step Eleven: Add Charms

On Earth, the Cherub is not entirely without their magic. All Cherubs possess Charms, lesser magical abilities that they can perform without their Aspect. Charms are not bound to Schools, and Cherubs are essentially able to learn them as they like. Your character starts with five dots to spend on Charms. You can allot these as you like, with the cost of purchase being equal to the dot rating of the Charm. A Cherub can only purchase a Charm if the dot rating is equal to or less than their Numinosity.

Step Twelve: Add Wonder

Wonder is the fuel for a Cherub's powers, standing as a combination of an inspirited mental state and tangible magical force. A Cherub starts with five Wonder in their Wonder pool, which has a maximum cap of ten.

Step Thirteen: Add Age

Cherubs possess an internal, astral age, and in the Glimmerside, this Age can overtake the body. When assuming their Aspect, a Cherub's Age becomes apparent, which matches the normal physical appearance of age, but in an astral form. Various effects and magics can increase or decrease this Age, effectively rendering a Cherub older or younger. Age has two tracks; a permanent track that measures the Cherub's displayed age, and a temporary track that measures how far a Cherub has had their age regressed or increased. Every Cherub starts at the permanent Age that matches their physical age. For adult Cherubs, this means that they start at Age 5. Teenagers start at Age 4, while children start at Age 3. Other Ages can be found later on in the chapter. The temporary Age track begins at five.

Step Fourteen: Add Longing

Longing is the Integrity trait of Cherubs. Longing measures the degree to which the Cherub is caught by dreams of childhood, and thus how tied they are to their youthful magic. On the other end of the spectrum, it measures how distant a Cherub is from their obsession with youth, and the clarity of their mind. Starting Cherubs have a Longing of 7, as they are still flush with the entrancement of Aspiration.

Unlike how it may be with some other Integrity traits, high Longing is not necessarily “good.” The question of whether or not low or high Longing is good is likely dependent on both your character’s and your own views.

Step Fifteen: Add Merits

While a Cherub may look human and be weaker than most paranormal entities, they are still supernatural at heart. A Cherub has ten dots to spend on Merits. Their abilities help them in acquiring resources and traversing the world, and their awakened Numinosity can help turn the tides of fortune to their favor. Cherubs have a variety of Merits that are unique to their condition, apart from the general Merits available to all characters. These Cherubic Merits are presented later on in the chapter.

Step Sixteen: Determine Advantages

As with other characters, your Cherub has advantages, some of which are reliant upon their Attributes, Skills, and Merits. Calculate the following advantages with the formulae provided, or see which ones are relevant for your character, and mark them down. If a Merit modifies a given advantage, it should be noted in the Merit’s text.

Size: Adults are Size 5. Teenagers are Size 4. Children are Size 3. Babies are Size 2.
Health: Stamina + Size
Speed: 5 + Dexterity + Strength
Willpower: Composure + Resolve
Initiative: Composure + Dexterity
Defense: Athletics + (Lower of Dexterity or Wits)

Character Advancement

Favored Attribute: 3 Experiences per dot

Non-Favored Attribute: 4 Experiences per dot

Merit: 1 Experience per dot

Skill Specialty: 1 Experience

Favored Skill: 1 Experience per dot

Non-Favored Skill: 2 Experiences per dot

Longing: 2 Experiences per dot

Willpower: 1 Experience per dot

Favored Enchantment: 1 Experience

Non-Favored Enchantment: 2 Experience

Charm: 1 Experience

Traits

Cherubs are changed by Aspiration, from their hopes and dreams to their very spirit. The abilities that they draw upon are not just handy powers, but the manifestation of a soul that has been twisted into an altered state by depthless yearning. They no longer think as men do, instead hinging their decisions on a Longing that would seem inane to any passersby. They can enter into another world in a form of their dreams, only to return to the domestic life by nightfall. Whether they like it or not, the Cherub has departed from the standard human condition, and they must come to grips with this new supernature or be left anchorless. As a Cherub develops and learns, they can learn to wield their power to phenomenal heights – and consider just where it is their life has gone.

Numinosity

Through the pain of the Longing, every Cherub is able to carve a path that pierces their soul, and releases its power in a supernatural flowering. This raw Numinosity might have allowed them to become something else, but the Longing siphons and twists it, conjoining it with Wonder to manifest the fuel for realizing the Cherub's most unspoken pinings. At Aspiration, this power is only a trickle, but with time, it can become a flood, until the Cherub might truly be called the angel they embody. For some the upwelling of Numinosity is the wondrous fulfillment of a bygone hope, whilst for others it is a terrible perversion of the soul's absolute Godhead. For all however, it is the bedrock of their Cherubic powers.

Numinosity is the primary trait used by the Cherub's Enchantments and Charms, and determines which ones they can learn. A Cherub can only learn Enchantments and Charms of a dot rating that are equal to or less than their Numinosity rating. Many Cherubic powers also have additional, stronger effects at higher levels of Numinosity. Finally, Numinosity determines what level of initiation a Cherub can reach in their Conclave, and thus what unique benefits they are eligible for.

Numinosity	Enchantment and Charm Max	Conclave Rank
1	1	Initiate
2	2	
3	3	Adept
4	4	
5	5	Master
6		
7		
8		
9		
10		

Wonder

Wonder is the transcendent force that everyone who has ever dreamed touches in their longing. Cherubs have a multitude of theories as to the exact nature of Wonder; inspiration that enables magery, magical power colored by the youthfulness of the Glimmerside, the wishes of little children, the list goes on. What is clear is that Cherubs gain it through the very act of wondering, and that this enchanting power can be used to perform wonders of its own. In one way, Wonder is one of the most mysterious parts of the Cherubic condition, for it is something that children are captivated by, and something that ultimately extends far beyond the condition of childhood itself. And in another, it is the most grounded aspect of Cherubhood, the remembrance of simple childhood wonder residing in every spell they cast.

Wonder is the fuel for the Cherub's powers, a strange mana and inspirited state of mind. Enchantments and Charms cost Wonder to use, as do some Toys. Without Wonder, a Cherub cannot call upon most of their Cherubic abilities, whether they be on Earth or in the Glimmerside. Wonder is primarily regained through Wells on Earth, or through Amusements in the Glimmerside. In both cases, the reverie of the Cherub is what enables them to tap into this entrancing, sublime power. Wonder has a maximum cap of 10.

Wonder is only natively available to Cherubs, with other supernaturals not even being able to perceive it without special means.

Dazzling Experience

By the nature of who they are, Cherubs are the type to be insatiably fueled by wonder. And with the powers they possess, they can find that elusive numen far more than they could ever dream. Cherubs find indefinable value in juvenile escapades and transcendent discoveries, and these experiences serve to fortify their condition. This thriving of the Cherub on discovery is represented by Dazzling Experience.

Dazzling Experience can be earned in three different ways.

First, when a Cherub discovers a new place in the Glimmerside and fully explores it or puzzles out its nature, they gain a Dazzling Beat.

Second, when a Cherub solves a supernatural mystery on Earth, or resolves some meaningful paranormal situation, they gain a Dazzling Beat.

Third, when a Cherub acts in accordance with the Deeds of their Calling in relation to one of their Aspirations, they gain a Dazzling Beat.

Five Dazzling Beats constitute a single Dazzling Experience. Dazzling Experience may be spent on Numinosity, Longing, Enchantments, and Charms. Dazzling Experience may also be used to buy back Willpower expended through the use of Enchantments or Charms. Finally, Dazzling Experience can be used to buy Cherubic Merits, or Social Merits related to supernatural situations they resolve on Earth.

One Dazzling Experience is equivalent to one normal Experience for the purposes of determining Experience costs. Dazzling Experience and normal Experience can be combined in making a relevant purchase.

Age

Every Cherub has an intimate relationship with their own youth. Some wish they were younger, while others merely imagine it, but all in any case have a deep relationship to the topic. And in the astral reaches of the Glimmerside, these dreams are made manifest.

The Aspect of the Cherub is not bound to the laws of nature and time. Apart from their physical age, all Cherubs also possess an ephemeral Age, a mixture of longing, regressive adjustment, and natural tendency that reflects an interior image. In the Glimmerside, where thought and emotion hold sway over nature, this Age becomes of far more immediate relevance. The image of childhood is drawn out of its sanctuary in the mind, and the Cherub physically becomes the child they had always dreamed of. The astral Aspect of the Cherub can be affected by the regressive magic of the Glimmerside's inhabitants and environments, or even by the childishness of the Cherub themselves. On a practical level, this means that the resolution of a Cherub's mind is of extreme importance when entering the Glimmerside, as joyful playing can accidentally render them children, and falling for childish emotion can also mean falling for youth. Mischievous entities can even artificially regress Cherubs with their own powers. Age can be regained as well, with solemn activities, time spent in the physical world, or even simple resting serving to reduce the hold of youth over their Aspect. Age presents boons and banes in equal measure, as the regressed Cherub can more easily access childhood Wonder and perform incredible works of magic, while also being faced with the physical weaknesses of childhood once more. Adults may not match the magical competence of a toddler Cherub, but they can certainly fight and conduct other "adult" activities that are now out of reach for the hapless regressed Cherub.

Age is measured on two tracks, a permanent and a temporary one. The permanent track measures from one to five, and serves as an actual indication of the Cherub's "physical" age when they are in the form of their Aspect. Higher ratings indicate age, while lower ratings indicate youth. The temporary track measures from one to ten, and serves as a way to track age regression or progression before it actually leads to a change in the Cherub's visible age category. Various actions, monsters, or effects can either increase or decrease temporary Age, and when it fills up or drains completely, the Cherub either raises or lowers their permanent Age respectively.

When the temporary Age track is completely emptied, the Cherub's permanent Age decreases by one, and the Cherub's temporary Age fills up back to ten. If a Cherub reaches Age 1, they can continue to lose temporary Age down to zero, at which point they will no longer be able to lose points of temporary Age, but they will not lose any more points of permanent Age, no matter what. They are at the minimum; once you've hit rock bottom, the only way to grow is up. When the Cherub would gain temporary Age that goes beyond the limits of their current temporary Age track, they gain one permanent Age and clear their temporary Age track. They then add the remaining temporary Age to their newly cleared temporary Age track. If a Cherub reaches exactly ten temporary Age, they also gain one permanent Age and clear the temporary Age track

as usual. A Cherub's temporary Age cannot exceed ten. A Cherub at Age 5 does not increase their permanent Age when they gain temporary Age in excess of ten. Instead, the additional temporary Age is simply lost.

Age affects the effective Numinosity of the Cherub and the amount of wonder that they can spend per turn, as well as the Cherub's physical attribute and Skill caps. Additionally, Age can have effects on various Enchantments, typically increasing their power in some capacity as Age goes lower. Finally, the size of the Cherub matches that of the age category their Age corresponds to. The following table outlines the main effects of Age on the Cherub. Unless otherwise noted, all of these changes are limited to when the Cherub has assumed their Aspect in the Glimmerside. Changes in effective Numinosity does not affect the actual Numinosity of the Cherub when it comes to learning Enchantments, Charms, and similar matters. Wonder usage caps do not prevent a character from casting Enchantments if their cost would exceed the cap; the Cherub can simply use multiple turns spending the requisite amount of Wonder.

Age	Effective Numinosity	Wonder / Turn	Physical Attribute Cap	Skill Cap
5 (Adult)	+0	2	5	5
4 (Teen)	+1	3	4	4
3 (Child)	+2	4	3	3
2 (Young Child)	+3	4	2	2
1 (Baby)	+5	5	1	1

At Age 3, Cherubs increase their Impressions in Social Maneuvering with non-children by one step. At Age 1, this increases to two steps. This bonus does not apply to those with Hostile Impressions.

At Age 1, a Cherub needs diapers. This is also necessary for those with the Incontinent condition, in which case it is applicable on Earth as well as the Glimmerside. Every scene, roll one die. On a 10, they use up their current diaper and need to be changed. If they are not diapered when this roll is made, they instead gain the Soiled condition. If they are not changed, they also gain the Soiled condition. Modifiers for this roll can be found below.

Situation	Modifier
The Cherub has not had a change for several hours.	+1
The Cherub has recently eaten, or has drunk a significant amount of something.	+2
The Cherub has not had anything to eat or drink for a significant while.	-1

Longing

Every Cherub, no matter how different their circumstance or philosophy, shares in their heart an indescribable, painful yearning. The Longing, more than anything else, is what makes a Cherub a

Cherub, and it is not something one can easily categorize. It has been described as a desperate lust, a hopeful wonder, and a hated foe, but all of these are stories dancing around a simple matter. Longing is an affinity for childhood, a plain chain that binds one to the Cherubic condition. As it grows, the Cherub becomes ever more bound to their youthful magic and driven by their shining fantasies. As it dims, the Cherub's magic holds less influence over their lives, and their obsession fades into the background. Some are able to break their Cherubhood through the lowest of Longing, or aspire to an exalted state through adherence to its highest levels, but for most, Longing is the measure of their connection to either youth or to the everyday world.

Though it replaces the Integrity trait found in other beings, Longing is not a measure of morality, nor does it even necessarily mark the degree to which a Cherub is like a child. Longing measures the heights of a Cherub's yearning for innocence, or the degree to which they have stilled their desires.

Longing 8-10, High/Blazing

At the highest levels of Longing, a Cherub begins to seem truly out of place in the world. The Cherub at this level of Longing stands as a manifestation of the strange, meaningless ideal of childhood. The concerns of the Cherub in question rarely concern the mundane, to a point that can be disturbing to onlookers. Often, such a Cherub will base decisions on what will be fun rather than what would be prudent. A Cherub at this level of Longing is in a rare and precarious state. It is very difficult for the Longing to be maintained to such a high degree, and many – perhaps most – will lose it. However, at this level of Longing, the Cherub also stands at the cusp of Seraphimhood. At this level of Longing, it is possible for a Cherub to finally leave this world, albeit to a bittersweet end.

Longing 4-7, Medium/Burning

This is the level of Longing that most Cherubs hover around. Juvenile concerns are constantly on the Cherub's mind, but they do not capture the will. This level can be likened to the strength of a strange passion in youth, although the Longing rarely fades to the same degree that those can. The Cherub is probably extensively involved in Cherubic shenanigans and adventure, but they can maintain their reason. It generally takes some severe sins against the Longing for a Cherub to reach a level lower than this.

Longing 1-3, Low/Smoldering

The Longing is rendered into embers. A Cherub at this level of Longing has stilled their desires to an almost superhuman degree. This is no easy feat, and is only somewhat more common to see than high Longing. At this level of Longing, the Longing itself feels like an old fetish that has lost the luster of youthful days. The Cherub still has it, sure, but it does not captivate their mind, much less guide their behavior. Many Cherubs at this level of Longing scarcely think that they can fully extirpate the Longing – it is more of an old friend and enemy – but at this level of Longing, Renunciation is possible.

Innocence Breaks

Cherubhood revolves around the fantasy that one can really be a child. That youth is meaningful and attainable. But it's a flimsy thing, this fantasy. There are countless little transgressions and compromises that can shatter it, things that would reveal that one is not innocent after all. At their most minor, these circumstances are of the normal fare of growing up. And at their highest, they are the moments that transform and shatter one's character. These are Innocence Breaks, sins against the Longing itself.

Transgression against the Longing never gets any easier to accept. All Innocence Breaks, no matter their severity or morality, impact the Longing the same. At high Longing, even the most minor of slip-ups reveal the terrifying, petty truth of one's mind. And at low Longing, the Cherub can challenge their obsession in some of the most fundamental ways. They suffer for self-imposed sins in a manner that actually exceeds that of some other beings. This internal prison does offer some respite of its own, however, as bitter and mocking as it might be. Once innocence has been lost, what used to claim it at higher Longings cannot affect one any longer.

When a Cherub broaches an Innocence Break, they roll one die, no matter the Longing tier of the Innocence Break. Whether or not a particular action or circumstance qualifies as an Innocence Break should be determined by the Storyteller in collaboration with the player. Once determined, the Innocence Break is assigned to one of the tiers outlined previously, based on the severity of the sin against Longing. A Cherub does not have to roll for an Innocence Break of a higher Longing tier than their current Longing.

If a Cherub would lose their Innocence Break die pool from modifiers, then they roll a chance die.

An outline of significant Innocence Breaks is given below.

LONGING	INNOCENCE BREAK
10	Neglecting an opportunity to play when immediate concerns or dangers are not present. A day passing without using Wonder. Compromising on something deeply-held. (Roll one die)
9	Not helping someone when it seems to be within your power. Three days passing without using Wonder. (Roll one die)
8	Failing to indulge a child when a reasonable opportunity presents itself. A week passing without harvesting Wonder. (Roll one die)
7	Becoming actively, extensively invested in your profession. Audibly scoffing at children. A month passing without harvesting Wonder. (Roll one die)
6	Turning down an opportunity to hang out with friends. (Roll one die)

5	Throwing, selling, or gifting away old toys. Harming someone with bashing damage outside of the Glimmerside. (Roll one die)
4	Being actively hateful towards someone. (Roll one die)
3	Getting married. Harming someone with lethal damage. (Roll one die)
2	Acquiring a child. Causing someone extreme pain. (Roll one die)
1	Becoming an ascetic. Killing someone. (Roll one die)

Roll Results

Dramatic Failure: Illusion is stripped in an instant. The angel's gaze is cold, clean, and pure. The Cherub's Longing falls to the Longing tier of the Innocence Break. The Cherub must lose at least one Longing. They gain a beat which cannot be spent upon Charms, Enchantments, Longing, or Cherubic Merits.

Failure: The Cherub cannot look at themselves in the same way. The Cherub's Longing falls to the Longing tier of the Innocence Break. The Cherub must lose at least one Longing.

Success: The Cherub feels an image vanish from their mind and fly away into the breeze, but they are able to salvage something from the space it left behind. The Cherub loses half of the difference between their current Longing and the Longing tier of the Innocence Break. This value is rounded up, and must result in at least one Longing being lost. Essentially, the Cherub's Longing falls down halfway.

Exceptional Success: As above. The Cherub sees the image drift away into the sky, and can scarcely remember what they saw in it. Yet as a fool, they maintain their resolve. The Cherub dreams that one day, they may find Longing's fulfillment. The Cherub suffers the same loss of Longing as seen in a success, but they gain one Willpower, and gain a Dazzling Beat.

Circumstance

Modifier

The Cherub satisfies their Virtue or Vice as part of the Innocence Break, in a way that boosts the Longing. A Charitable Cherub might soften the blow of giving away old toys if the benefactor is a young child who could really use them more than the Cherub could. Even a Vice can work to preserve one's Longing; a Domineering Cherub bully probably won't be affected as much when they make fun of kids.

+1

The Cherub satisfies their Virtue or Vice as part of the Innocence Break, in a way that damages the Longing. A Cherub who values

-1

Enlightenment would find becoming an ascetic cutting all the more deeply into their Longing. And Vices have plenty of ways to destroy one's dreams; it is a simple, sorrowful matter for a Pleasure-Seeking Cherub to indulge in drugs, and see how distant that Longing is.

The Cherub wants to lose Longing. -1

Effects of Longing

At 10 Longing, the Cherub's magic rushes as a flood. The Wonder cost of the Cherub's Enchantments and Charms is reduced by two, to a minimum of one. At this height of Longing, the Cherub suffers a -2 penalty to Resolve rolls, for they are caught in terrible, almost omnipresent fantasy.

At 8-9 Longing, the Cherub's magic is empowered by their youthful aspiration. The Wonder cost of the Cherub's Enchantments and Charms is reduced by one, to a minimum of one. The force of the Longing begins to sear the mind, with the Cherub suffering a -1 penalty to Resolve rolls.

At 2-3 Longing, the Cherub's magic is blunted by their stilled desires. The Wonder cost of the Cherub's Enchantments and Charms is increased by one. Their stilled Longing grants clarity of mind, and the Cherub gains a +1 bonus to Resolve rolls.

At 1 Longing, the Cherub's magic gutters as their obsessions are rendered into embers. The Wonder cost of the Cherub's Enchantments and Charms is increased by two. Almost free of Longing, the Cherub's mind finds purity and relief beyond words. The Cherub gains a +2 bonus to Resolve rolls.

Longing 0 and Renunciation

Under normal circumstances, a Cherub cannot reach Longing 0 through Innocence Breaks. The Longing is a fragile thing, a meaningless idol that can be chipped by plain thought, but it is also incredibly resilient at its root. While they can damage the Longing all too easily, for better or worse, Cherubs can rarely extirpate it completely.

The exact way that Renunciation is achieved is left to the discretion of the Storyteller. Indeed, it is quite possible that there are multiple ways to achieve that state, and it is advised to collaborate with your players when considering the matter. With that being said, here are some things to keep in mind.

Renunciation cannot be achieved solely through Innocence Breaks. Those will likely presage Renunciation proper, but they cannot eliminate the Longing entirely. This rule overrules the normal stipulation that Innocence Breaks must involve at least one Longing being lost. Innocence Breaks are only one part of the equation for Renunciation. The Cherub cannot just have their fantasies shattered; they have to actually overcome the desire for them.

Renunciation will likely involve prolonged role-playing, and be more of a narrative accomplishment than a mechanical one. How exactly it is achieved, though, is up to the Storyteller. It is recommended to keep an air of mystery to this process, which will in all likelihood be heavily personal to each aspirant in any case. Just as the character will likely be puzzled by the process, so might the player.

Longing 10 and Seraphim

The attainment of Longing 10 can be a treasured goal for some Cherubs, but it alone cannot make one a Seraphim. It must be attained, however, if one hopes to achieve that exalted state.

How a Cherub becomes a Seraphim is left to the discretion of the Storyteller. The attainment is mysterious, and a Cherub will likely have to discover how to reach the state on their own.

Becoming a Seraphim does have one prerequisite, however: Longing 10. However the state is attained, a Cherub will need to have Longing 10 in order to transform into a Seraphim. For the aspirant, this prerequisite should serve as one clear goal in sight, even when the specifics of reaching the state seem so shrouded. It should also emphasize just how far off the ideal of the Seraphim lies, when the Longing is so easily lost.

Hero

“If we just keep going, surely we’ll find the end!”

Heroes quest. More than any other Calling, Heroes embody the flaring passions of youth, and the exceptional vainglory of the young. A Hero is one bound to adventure, one who yearns for the Wonder that lies at the heights of accomplishment and the end of journeys. For them, passionate ideals and great discoveries are their own rewards. Though they quest, it is not just for the material treasures, or even necessarily to help others. Heroes are those who have the might to cast down the greatest of foes, and make their way through the thickest of odds, and who live solely for that wondrous challenge.

Heroes are the warriors and classic adventurers of the Cherubs. They approach problems straightforwardly, and are ever-reliant on their own selves to overcome obstacles. While it is true that many Heroes rely on their physical attributes in their work, the role of fighter is not the only one that Heroes fill. Heroes can be dashing gentleman-explorers, or even just the quiet voice of reason who assumes leadership almost silently. All are united, however, by an ideal of courage and a joy for exploration that characterizes some of the most primal dreams of youth.

The Aspects of Heroes tend to reflect their questing drives, as well as the sorts of physical miscellany suggested by such predilections. Heroes can often appear older than Cherubs of many other Callings, even when they share the same Age. Most still retain the touch of youth however, even amidst mud and grime. The adorability of Angels may be rare, but few look truly (or properly) weathered. Even the most seasoned tend toward a visage of, “cool cute,” at least at pre-adult Ages. It is also not uncommon for their aspects to be filled with the light scratches and wounds of the rough and tumble, though this depends on the sort of Hero. Many Heroes give off an air of valor and fetterlessness, the perception of a free spirit unbound. The precise manifestation of this impression can vary; some hew more towards the solemnity of a guardian, while others stand as classic daring heroes or even wily tricksters. More subdued Heroes can take on a variety of different tinges to their Aspect, as varied as personalities are amongst men.

Like other Callings, Heroes can come from a variety of backgrounds. Due to the conditions of the contemporary world, few Heroes actually have histories and careers of adventure and valor, though a certain kinship with those things is almost universal. Instead, Heroes are often ones who act with conviction and daring in their mundane careers, or who have claimed one of those few careers that still presents adventure in some capacity. Frenetic retail workers moving inventory and decorating the lounge for the holidays sometimes stand as Heroes, and more than one excessively dedicated office worker has been a member of this Calling. Those with careers who lend themselves more definitely to the Calling tend to fall into one of two categories; they either work in some typically sedate profession that has a relation to the old world of adventure, or they have some suitably extreme job of the contemporary world. Historians and museum workers sometimes have a more personal connection to the objects of their labor than one might think, and there a variety of highly-physical jobs left out there in the world with at least stirrings of adventure. This can range from relatively calm careers such as that of the park ranger to risky

and physically-demanding ones, such as piloting. While all of these patterns might not be too pronounced, they are generally held in common among Heroes.

It is perhaps unsurprising that Heroes tend to idealize older ages, such as adolescence and the oldest of the pre-pubertal years. Not as many as one might think actually hew toward adulthood, however; they are still as Cherubic as other Cherubs. Another common age group of idolization is that of middle childhood, in the style of youthful heroes found throughout stories old and new. Few Heroes seek to embody young childhood and babyhood; those few who do have often been noted as some of the strangest and most interesting of Heroes.

Magic: Heroes favor the School of Rubeus, which holds valor and glory to be paramount. Heroes spend less Experience when learning Enchantments of Rubeus.

Skills: Heroes favor Physical Skills. Heroes must start with at least one Physical Skill at two dots, and spend less Experience when learning Physical Skills.

Deeds: Heroes gain a Dazzling Beat whenever they take a direct, daring approach to a course of action that furthers an Aspiration (non-Cherubic). This can stem anywhere from breaking a vault open to attacking an enemy in straight battle and more.

Stereotypes

Angels: Like hothouse flowers, but I suppose we need people to protect.

Wisps: Weird kids. Which is actually useful, more often than not.

Hunters: Now that's the kind of valor that I'm talking about!

Mages: In ideals? Two peas in a pod. In methods? Night and day.

Mortals: Never fear, friend!

Concepts

Office hero, park ranger, SCA enthusiast, inspirited anthropologist, party leader, hardbitten explorer, the main character friend

Angel

“Beauty presages truth.”

Angels are the balm of men. They are a refuge; sublime and real and pure.

The Angels of Cherubkind are not real angels. Most know and accept that. The Calling of Angel is a pale shadow of true divine beneficence. Angels are the worldly incarnation of goodwill, beauty, and kindness. They spread all of these things and more in the crude forms that men are most used to. It is a trying, thankless role in this world, but these Cherubs stand for it by nature alone. And perhaps in doing so, they honor the ones who are true.

Angels are the charismatics and guardians of Cherubkind, both the one who is adored and the one who adores. Most end up leaning more into one side or the other, but personal charisma and social emphases are always present. Even when set apart from other people, the Angel is an object of mystery and wonder, one who draws others closer from the seeming of unattainability alone. Though they do so only falteringly and incompletely, they do in a real sense embody that mystery.

The Aspects of Angels can generally be divided into two categories: the cute, and the beautiful. This is not universal, of course, but the overwhelming majority of Angels do stand in at least one of those two roles in at least some capacity. The Aspects of these Cherubs most typically appear young, juvenile, and adorable, or awe-inspiring and protective. Some Angels possess Aspects that hew more towards the supernatural, appearing as real angels with terribly wondrous divinity, but these individuals are relatively uncommon.

Angels come from a variety of backgrounds, though as can be guessed, these backgrounds often involve the social world. Many Angels were charmers, teachers, social workers, icons, and models in their mortal life, and some continue in these vocations even after Aspiration. Those Angels who do not hail from such a background typically possess at least some connection to the social, at least in yearning. The plain-faced youth and the friendless shut-in can both seek to surpass their state, in their yearning they can very well become Angels. Many Angels have similar tales; of a desire for adorability, or friends, or community, or purity, and other ideals that can seem impossible to manifest in the world of men. This is, really, the saddest aspect of the Angel. Even as their Aspiration provides them with the image they so sought, it is not enough, not by a long shot.

Angels tend to idealize one of two different age groups, depending upon which aspect of the Calling they are connected to. Young childhood is the most common age group idealized, as that age so perfectly captures the cuteness which many Angels are fascinated by. The second most common idealized age group is that of adulthood. These Angels typically desire to serve as stewards and caretakers, tending to the lives of mortals and Cherubs alike. An age group that is represented more rarely among Angels is that of adolescence. The charm of youth's bloom is something that many an Angel can seek. Finally, of all of the Callings, Angels are perhaps the

most likely to idealize babyhood. Despite this, the number of Angels who actually focus on embodying the baby is still relatively small.

Magic: Angels favor the School of Laetitia, which focuses on benevolence and domesticity. Angels spend less Experience when learning Enchantments of Laetitia.

Skills: Angels favor Social Skills. Angels must start with at least one Social Skill at two dots, and spend less Experience when learning Social Skills.

Deeds: Angels gain a Dazzling Beat whenever they use charm and diplomacy in a course of action that furthers one of their Aspirations.

Stereotypes

Heroes: It is actually worth it to give them sharp objects, though one could wish their solutions were a little less dirty.

Wisps: They're kind of cute, in a weird way. I would say that they need to take care of themselves more, but then we would be out of a job.

Hunters: I get self-defense, but there is something fundamentally wrong about killing people. Yes. Monsters are people.

Mages: Oh, yeah, I am definitely worldly. I do hope that you transcend that.

Mortals: We do it for them.

Concepts

Charming person, good neighbor, California girl, poet-preacher of the street, caffeine-fueled social worker, remarkably industrious government worker, impossibly cute kid, veteran babysitter, voice actor, celebrity, person who organizes in-person ABDL events

Wisp

“Wonder is purer than worship.”

There is something beyond this world, a nameless numinosity that pervades every last moment and yet is so frustratingly elusive. Men have long wondered at magic, miracles, at those things which extend beyond mundane existence. They provide the soul with that rarest of nutriment, that brief touch of reality that justifies all of the empty, meaningless, vacant days that fill a life. Wisps seek after that wonder, touching the fringes of the cloak that shrouds that divine mystery. Though they focus on the outward forms of that numen, on raw, supernatural power, they do still worship in their wonder in the purest way. For who said the magic of the world was any different from that divinity beyond?

Wisps stand as the magicians and scholars of Cherubkind, dedicated utterly to the pursuit of wonder. These Cherubs are dedicated to the supernatural, not only its study, but its active utilization. Of all the Cherubs, Wisps are the most proficient in the use of Charms and Enchantments, and exploration of the Glimmerside comes naturally to them. Wisps are inquisitive, always trying to come to the heart of any mystery, and this talent can serve them where strength or charisma alone fails.

If there is one thing shared amongst the Aspects of Wisps, it is that they often seem rather paradoxically mundane. The Aspect of any given Wisp does not tend to differ much from their mortal body, and the accentuation seen in the Aspects of other Callings is often attenuated in the Aspects of Wisps. Wisps can still appear juvenile – they are still Cherubs, after all – but this often manifests in a more esoteric form than is seen in other Callings. Exceptional beauty is uncommon in their Aspects, though the exaggeration of the Aspect is still often present enough to render them somewhat cute. Plain faces are also rather common to see in the Aspects of Wisps. Apart from their apparent normality, perhaps the other most defining feature of Wisp Aspects is that they tend to be unassuming, or to seem small in some strange way. Wisps in the embrace of their Aspect have been known to seem unimposing and easy to forget. Indeed, it is often quite easy to surprise others by their sudden appearance, even well-known comrades. Despite the seeming normality of the Wisp Aspect, there is still a fundamental mystery and sacredness that the Aspect invisibly radiates. Though their Aspects may appear less impressive than those of other Cherubs, there tends to be something about them that captures the mind.

Wisps are united by backgrounds steeped in the supernatural and inquisitive study. In many cases, the background of a Wisp is directly linked to the magical in some capacity. Occultists, theologians, and parapsychologists are well-represented among Wisps. Those Wisps who do not have a background directly related to the supernatural often have one that revolved around research or curiosity, in one form or another. Scientists, academics, and private investigators are all professions that are well-represented among the Wisp population. Even in cases where the Wisp did not directly work with the supernatural, though, they almost always hold a fascination with the matter. There is a certain spectrum of dedication to the supernatural seen amongst Wisps, from hobbyists to professionals, but all have the link to the magical in some capacity. Wonderment is the defining quality of the Wisp.

Wisps do not focus heavily on any particular age group to the same extent that the other Callings do, but there are still two idealized age groups that are represented more frequently among them. The most common age group of idolization is that of middle childhood. More so than other ages, this range often typifies the wonder that defines the Wisp. Only slightly less represented among Wisps is the age group of adulthood. The Wisp's connection to childhood is of an esoteric sort, and physical youth is not always desired by those of the Calling. Other idealized age groups are represented to lesser degrees, with adolescence being the third most common and young childhood being the fourth most common. Wisps who idolize babyhood are rare, but not unheard of.

Magic: Wisps favor the school of Phantasia, which is typified by imagination and magic. Wisps spend less Experience when learning Enchantments of Phantasia.

Skills: Wisps favor Mental Skills. Wisps must start with at least one Mental Skill at two dots, and spend less Experience when learning Mental Skills.

Deeds: Wisps gain a Dazzling Beat when a course of action aided by their supernatural powers significantly furthers one of their Aspirations, and when their dedication to the supernatural provides vital support to a course of action that furthers one of their Aspirations.

Stereotypes

Heroes: They kind of have the right attitude, in a way. If only they had the right object.

Angels: I like them and all, but I prefer real angels.

Hunters: The supernatural is an integral part of everyone, not something foreign to them.

Mages: One day, I will be like you.

Mortals: Most of the time, they do not understand both sides of the equation.

Concepts

Ceremonial magician, parapsychologist, library expert, radical theologian, paranormal investigator, detective, friend who has deep thoughts, fairy lore expert, tenured academic, "mad" scientist, inventor, person who watched paranormal shows as a kid, prophet of wonder, insightful old man, occultist, dream recorder

Thesis of Illumination

Titles: Lumens, Mystics, Fireflies

Cherubhood isn't really that meaningful. While other Cherubs may pay lip service to this fact, it is the Cherubs of Illumination who take it to heart. Through detachment and spiritual discernment, they strive to overcome the illusion of youth altogether, and find freedom from all things.

The Thesis of Illumination is simple: none of this stuff really matters. It's all just game and illusion, as much as anything else in the world is. Chasing the Longing won't ever fulfill it. There's no deep significance to the Longing, or value in childhood itself at all. The Thesis' solution for the Longing is predicated on the fact that it was all just cheap theater in the first place.

As can be guessed, the Thesis of Illumination is predicated upon transcendental principles and ideals. While the Thesis is in some ways simple, it also extraordinarily complex, particularly for the layman. Cherubs of Illumination are known for their religious drives and tendency towards asceticism. Even if they aren't particularly proficient at controlling their desires, they at least look up towards ideals of self-control and personal transcendence. Some approach their Thesis through the lens of direct mystical practice, whilst others approach the Thesis and the problem of Longing from a detached, academic perspective. And of course, there are those who come to the Thesis simply because they want to be happy.

Demographically, the Thesis of Illumination is actually quite rare among Cherubs. Not many come to reject their desires, and those who do rarely do so for spiritual reasons that ultimately damn their "adult" lives just as much as their youthful predilections.

It is of little surprise that Cherubs of Illumination rank as some of the most religious of all Cherubs. Traditionally, Cherubs of Illumination have shepherded an apeirotheistic philosophy formally developed in the early 20th century. This cosmology is relatively widespread, and stands as an intriguing ground for some uniquely Cherubic religious developments. True adherents are mainly found among the "old guard" and particular Conclaves, however. Followers of established religions are also fairly common to see, as are adherents of particular magical paths and occult traditions.

Cherubs of Illumination lean towards low Longing by the nature of their Thesis; high ratings in Longing are essentially dissonant with their whole philosophy. This is not entirely universal, however; plenty of Cherubs in the throes of extreme Longing wish they could be free. Renunciation, however, is rarely actively sought by those of the Thesis. This is due to the obvious fact that any who actually found Renunciation would no longer be a Cherub at all. Paradoxically, the very nature of the Thesis is such that those who hold it are largely those who in some sense lack the will to follow it to its very end. This is the silent, fundamental conundrum at the core of the Thesis, and though it is rarely spoken of, it is something that haunts all Lumens.

Consonance: Cherubs of Illumination take refuge in the soul where the world fails them, and receive confirmation of purpose when the justness of their detachment becomes apparent. In addition to your Virtue, you regain Willpower whenever your devotion allows you to make it through hardship.

“You shouldn’t feel bad for me. I was never a child and I was never a man. It’s really the most freeing when you think about it, the only way you could want it. I was never bound by beginning or ending, by any contingency or circumstance. I have nothing to desire, for I am the greatest thing of all.”

Stereotypes

Purity: Your asceticism doesn’t mean anything if you still think that childhood is real.

Vivacity: They possess the self-control of a mortal and the power of a Cherub. This world is a fallen one.

Balance: There is simple virtue to the layman, true. But he is also the reason why God finds himself trapped as a Cherub.

Hunters: Violence is even worse when it is done to extinguish wonder.

Mages: God I wish that were me.

Mortals: You may never face my troubles, but in a way I’m glad I’ll never face yours.

Thesis of Purity

Titles: Purists, Halcyons, Mooners

Cherubhood is supposed to be about childhood. That is what everyone is there for. But in fact, it only rarely is. Cherubs' ideas of youth are colored by many things; society, media, fetishes, every day of growing up distancing them even more from the genuine article. And that assumes that childhood is real. Was there really something there, all those years ago? Something worth striving for? Something that could be manifest once more?

Yes, says the Thesis of Purity. Of all the Theses, the Thesis of Purity is perhaps the most romantic. Purists say that there *is* something at the center of childhood, some pristine jewel of meaning and innocence that is worth striving for. But for many, it is obscured by countless veils. Societal attitudes towards children change with every century. Toys and trinkets of childhood that seem timeless can in fact be surprisingly young. And of course, there is the desperate, pathetic self at the center of it all, tainting every last moment with their every cognition. The Thesis of Purity centers around not only the pure object itself, but the purification of the one who seeks that object. Only through the painful crucible of self-examination can one finally become pure enough to finally find that great wonder: childhood.

Demographically, the Thesis of Purity is rather uncommon among Cherubs. All Cherubs share an inclination towards the juvenile, but few are so obsessed with ensuring the purity of their hearts.

Predictably enough, Purists often come into conflict with Bon Vivants. The two Theses are essentially diametrically opposed. Bon Vivants often accuse the Purists of paranoia, whilst Purists often accuse Bon Vivants of fetishism. Despite this, though, conflict tends to be relatively light.

Cherubs of Purity tend toward high Longing. A lesser amount have medium Longing, but low Longing is quite rare, due to the premise of the Thesis.

Consonance: The hope of Longing's fulfillment drives Cherubs of Purity through jaded years. In addition to your Virtue, you regain Willpower when you are able to convince another person that they are not beyond hope of purification.

“Yes, I used to use the internet for this kind of stuff. No, I do not really regret it. But the thing is this: it only gives you images. I'm not an innocent by any means. But maybe one day I can remember what childhood actually is.”

Stereotypes

Illumination: I suppose I should feel good for their souls. If only their path brought them real release. Sometimes it seems like they just gave up.

Vivacity: The embodiment of what I seek to avoid.

Balance: Half-measures aren't measures at all.

Hunters: It's bad enough that you have to hurt people. I can only hope you're hunting them for good reason.

Mages: You remind me of Lumens, only less insufferable.

Mortals: Don't mind me; I'm on my own journey.

Thesis of Vivacity

Titles: Dreamers, Bon Vivants, Rakes, Fetishists

Why do you want to be a child? Some may form lofty responses about innocence, or guarded answers involving psychological mechanisms. The Thesis of Vivacity holds, however, that the answer is obvious; why would you *not* want to be one? Who would not want to be small, cute as hell, and have fun without a worry in the world? Other Theses may obscure the truth, thinking it depraved or ridiculous to acknowledge it, but it is the Thesis of Vivacity that is the most shameless in its love for childhood.

Though Bon Vivants often present themselves as carefree and unconcerned, the truth is that individuals often come to the Thesis of Vivacity for rather cerebral reasons. Despite how easy it would seem to be to accept the Thesis, it is actually quite difficult to truly adopt. Almost all Bon Vivants grew up in societies where their desires were unacknowledged and not tolerated. Few can completely rid themselves of the feelings of guilt and impurity so common to their condition. Those who hold the Thesis will sometimes call themselves Fetishists, but such a title is more than just the manifestation of whimsical irreverence. It is an acknowledgement, on some level, that they are *not* pure. Perhaps the most difficult part of accepting the Thesis of Vivacity is accepting that there is no hidden core at the center of childhood. That the images that one played with were all there ever were. This view can be a depressing one, but those of the Thesis of Vivacity transmute it into something else entirely. For they hold that in discovering that truth, that they *have* discovered the truth of childhood, and can indulge in it without shame.

Demographically, the Thesis of Vivacity is a common minority. It is rarer than the Thesis of Balance, but more common than the Thesis of Illumination and the Thesis of Purity.

Cherubs of Vivacity tend to have medium Longing. Their enjoyment of childhood often renders it difficult to still their desires, and yet they also often find it difficult to attain high Longing, as they hold that the “truth” of childhood does not mean much at the end of the day.

Consonance: Occasions of fun are what drive Cherubs of Vivacity through the murky road of the Cherubic condition. In addition to your Virtue, when you are able to have a seriously enjoyable time without feeling guilt or regret, regain Willpower.

“You know, in a way what we do is actually important, because everything is God, so even our Longing is uncreated, holy, and has to attain liberation. Okay, I’ve been hearing crickets for 10 seconds, so I’ll put it in something other than firefly-talk. Born too late to explore the Earth, born too early to explore the Universe, born just in time to be the little boy!”

Stereotypes

Illumination: I really thought that I’d be able to escape religious moralizing when I got magic powers and found fairyland with others like myself. I really did.

Purity: At least you actually want to be a kid, but goddamn, why are you so paranoid?

Balance: Get dudebro vibes from them. They’re fine.

Hunters: Sooo...maybe I can help with the demons or ghosts or something? You have clean hunts that aren't morally ambiguous at least sometimes, right?

Mages: Listen, if you see one, use Cherub powers in front of them. They'll call it "fetish fiction bullshit," it's hilarious!

Mortals: Nothing against them, I guess? What am I supposed to say here?

Thesis of Balance

Titles: Harmonists, Libras, Mediators, Dudes

Cherubhood is a thing in the world. While there are other truths about it, it is that simple fact that the Thesis of Balance centers around. Defined more by what it does not cover than by what it does cover, the Thesis of Balance is in many ways the “default” Thesis, the one that one arrives at by rejecting all others. This does not mean that the Thesis is a lack of Thesis, however. Cherubs of Balance recognize that a Cherub does have to form an answer to the Longing. They simply hold that it is the measured answer that comes out on top. And that means not characterizing Cherubhood as a worldly trap, a chance at innocence, or an opportunity for juvenile hedonism. It is just a thing.

Moreso than the Thesis of Vivacity, the Thesis of Balance is the Thesis for those who do not really care much about Theses. The Thesis of Balance simply holds that one should approach Cherubhood the way any normal, reasonable person would confront the manner; with tired acceptance. The Cherub was already obsessed with childhood before they Aspired, after all. Why should they make a big deal about it now? Many Harmonists find the ideological extremes of the other Theses to be faintly ridiculous, at least on some level.

Demographically, the Thesis of Balance is hands-down the most common Thesis. As can be guessed based on the personality profiles of those who hew toward the juvenile, most Cherubs simply do not form much of a philosophical model for handling the Longing. They just accept it as another part of life.

Harmonists typically get along well with adherents of other Theses, and it is they who most often mediate conflicts between those of disparate Theses. Despite this, they still sometimes face antipathy. Harmonists are occasionally accused of not understanding the gravity of the situation that Cherubhood presents, and such claims are not always inaccurate.

Cherubs of Balance span the whole gamut of the Longing’s intensity, though medium Longing is the most common.

Consonance: Cherubs of Balance come to their thesis out of the idea that the conflicts of man can be reconciled, and that things are often simpler than the mind makes them out to be. In addition to your Virtue, when you are able to find a legitimate compromise between two disparate aspects of your life, or help another to find the same, regain Willpower.

“I appreciate your thoughts on the destitution of worldly life, Oliver, as well as your ideas for making giant animated plushes, Sam, but don’t you guys think you’re kind of overthinking this?

I was hoping we’d be able to do something fun before my shift comes up...”

Stereotypes

Illumination: I’m no monk. Society lets me live normally. I’m not quite sure why they think things would work any differently among Cherubs.

Purity: I hate to be the one to say this, but what are you even aiming for? You know there's nothing big there.

Vivacity: In a way, I was kind of like you for a couple years. Then my joy burned out and I remembered that kids aren't actually obsessed with pissing themselves.

Hunters: Uh, kind of helpful but also kind of scary. It's best to get out of the way when they come knocking.

Mages: Damn cool, I have to admit.

Mortals: Just people. Also, uh, please excuse my friends.

Merits

Adult (••)

You're fine with being an adult. No, really! While you may be a Cherub, the juvenile affinity of your Longing manifests in a different manner from some others. You don't care for physical youth and your self-image is that of a fully-grown adult. Your Aspect's age does not change as a result of the strange tides and entrancements of the Glimmerside, and this is essentially your natural state. Your Age cannot be changed by any means other than deliberate regressive magic. Even if this is employed, you get a +2 modifier to rolls to resist such effects. This Merit is something of a double-edged sword, as you will be largely unable to access the enhanced magic of younger Ages. If you have this Merit, though, you probably don't mind that at all.

Hideout/Crib (• to •••••; special)

You own a Hideout, a home base in the fantastic world of the Glimmerside. The structure of Hideouts is divided into two categories: Size and Security. In addition, every Hideout gets a host of extra features, based upon the total amount of dots that have been spent on the Merit.

Size determines how large the Hideout is, and how much space is available within it. The amount of useable space is the primary determining factor of Size. A mansion could only have a few dots worth of size if most of the rooms were collapsed. The amount of space that each given dot rating of Size provides is as follows.

Size	Description
•	A single room in a larger structure. A one-room hut. A small alcove in a cave.
••	A small free-standing home of five or so rooms. A small settlement of a few one-room buildings. A few underground chambers connected by tunnels.
•••	A large home with a dozen or so rooms. A minor complex of a few multi-room buildings. A small hunting lodge. A small underground complex consisting of a dozen or so chambers.
••••	A small mansion. A relatively small, free-standing building with many rooms in total. A webwork of underground tunnels and chambers.
•••••	A large mansion. An estate complex. A small office building. A small town. A military bunker.

Security determines how difficult your Hideout is to find, as well as the potency of the security measures it hosts. Every dot of Security inflicts a -1 penalty to rolls made to find your Hideout.

Furthermore, every dot of Security that the Hideout possesses provides a +1 bonus to Initiative rolls that the owner of the Hideout makes, as well as their allies. This represents advance warning of intruders, the distracting presence of traps, good lines of sight, and other such factors.

The amount dots that a Hideout has in both Size and Security determines the amount of dots of Features that it possesses. Features represent specific sites and factors present within the Hideout itself. Features are gained for “free,” with the owner of the Hideout being able to spend a number of dots on Features equal to the total dot rating of the Hideout. At maximum, a Hideout can have ten dots worth of Features. The list of Features is as follows.

Armory (• or ••)

A room dedicated to holding weaponry of all stripes. All kinds of melee weapons listed in the Chronicles of Darkness core rulebook can be obtained from the Armory at no cost. The two-dot version of this Feature also allows all firearms from the Chronicles of Darkness core rulebook to be obtained. These weapons function normally as a weapon of their type. These weapons cannot be brought back to Earth. There are not enough weapons in the Armory to outfit more than ten people at a time.

Changing Room (•)

A room dedicated to the art of changing diapers. The room hosts two changing tables, each of which are well-stocked with bottles of talcum powder and diapers. The room also hosts a dresser and wardrobe, for the storing of outfits. Two diaper pails are also present, the composition and design of which can vary from Changing Room to Changing Room. The diapers stocked in the Changing Room can be of either the cloth or disposable varieties, chosen when this Feature is purchased. Changing Rooms are almost always considered overkill, even by Infantilists. A notable exception is sometimes seen when the owner of the Hideout has the Incontinent condition, in which case it is not uncommon for this Feature to replace the restroom.

Library (•)

A quiet room filled with media regarding a certain topic. While most Libraries host bookshelves and books, the Feature can also encompass other sorts of information storage, including digital ones. The Library confers a one die bonus to all rolls involving a single Specialty of a Mental Skill. The Specialty in question is chosen when this Feature is purchased.

Lounge (•)

A tasteful room full of high-end furniture, intended for lounging about in. Many lounges include cushioned couches and low tables. Glass cabinets for the display of objects are also quite common. When entertaining guests in the Lounge, the owner of the Hideout adds a one die bonus to Socialize rolls involving the guests in question.

Ritual Room (•••)

A secluded area with open space and occult equipment, used for the performance of magical rituals. The exact form of Ritual Rooms can vary, depending on the magical practice of the

owner. When performing a Charm or Enchantment with an Extended duration in the Ritual Room, the individual in question receives a one die bonus every time they make a roll on the ritual.

Trophy Room (•)

A small but impressive area with multitudes of display cases, intended to house trophies and artifacts of all stripes. This Feature is common amongst Heroes.

War Room (•••)

A room with the equipment necessary to plan a battle, or other heated operation. The exact nature of a War Room can vary, from old Renaissance chambers to contemporary war centers. When engaging in a Mass Battle, the side that planned in the War Room gains a one die bonus. When constructing mental equipment, such as a plan, the final grade of the equipment is considered one tier higher than it normally would be, provided that the majority of the methodology or plan is decided upon in the War Room.

Precocious (••)

You have a prodigious ability in a specific area, one that belies your youth. Only characters under the age of thirteen may take this Merit. When this Merit is chosen, choose a single Skill. This Skill is exempt from the Skill cap of three dots that child characters otherwise have.

Toy (• to •••••)

You possess a Toy, an unassuming object that is of great power in the Glimmerside. You may have brought a childhood memento into the Glimmerside and found its hidden power, acquired an oddity at a yard sale, haggled for a trinket among Cherubs knowing full well its splendour, or more. The dot rating of your Toy is equivalent to the number of dots in this Merit. You can purchase this Merit multiple times, each one representing a different Toy. Toys can be chosen from the Toys section of Chapter Three, or you can manifest your own by working with your Storyteller.

Well (• to •••••)

You have access to a Well, an entrancing location on Earth that provides Wonder. The Well provides a number of Wonder per day equal to the Well's dot rating. This Wonder can be divided however one wishes, and can be shared with other Cherubs, but it refreshes each day and does not accumulate. Wells can take on a variety of shapes, from classic children's spaces to just interesting places and more. You can decide on the exact form that the Well takes, in collaboration with your Storyteller. You may or may not own the land or property on which the Well rests, but with this background, you will always have access to it. If circumstances cut you off from your Well indefinitely, then this Merit can be redistributed as per Sanctity of Merits. This background can be bought as a group background with other Cherubs, but the amount of Wonder that the Well provides remains fixed. The location of the Well may overlap with the location of other Merits, like Safe Place, provided that one has bought the appropriate Merit dots to represent the functionality of such a hybrid space.

Style Merits

Style Merits grant abilities that are obtained in succession, with each previous dot rating of the Merit being a prerequisite for the next dot rating. Cherubs have their own particular Style Merits, some of which interact uniquely with their magic. Certain Cherub Style Merits have abilities that can only be used in the Glimmerside.

Adventurous Spirit (• to ••••• ; Style)

Prerequisites: Resolve 3, Athletics 1

You are a brave soul, well-versed in the arts of adventure. Adventurous Spirit is a Style that encompasses the curious mix of talents and temperament observed amongst explorers and would-be heroes.

Honed Reflexes (•)

Adventurers may tend to get themselves into trouble, but they also tend to be able to get themselves out of it. When determining your Defense, you use Athletics and the higher of Dexterity or Wits.

Natural Leader (••)

Heroes are known for their vaguely foolish, if still charming charisma. You can give some rousing words as an Instant action, rolling your Numinosity + Expression. If you succeed, all who listen to you gain the Inspired condition. You cannot give use this ability on yourself. This ability can only provide the Inspired condition to any given being once per day.

True Grit (•••)

While adventuring may be fun and games some of the time, every hero knows that there are times when characters are truly tested, and they will not be found wanting. You can spend a point of Willpower to add 4 dice to a skill roll, or to add 3 dice to a roll involving a Resistance attribute.

Lone Hero (••••)

At the end of the day, every soul stands alone. The hero understands that. When engaged in combat with a single enemy, the Cherub's attack rolls involving the Brawl, Weaponry and Firearms skills gain the Rote quality.

Fortune's Fool (•••••)

No matter the odds, no matter what trials may be faced, no matter what invincible enemies they may face, the hero takes refuge in one thing. They *are* the most important thing in the world. Every story, the Cherub gains a pool of dice equal to their Numinosity. The Cherub may add these dice to any given roll that they make, as they wish.

Caretaker Character (• to ••••• ; Style)

Prerequisites: Presence 2, Empathy 2

You are skilled in the rudiments and extremes of taking care of kids. You may have a personality that seeks to care for others, or you may merely be good at what you do, but no matter the case, you are one who looks out for others. Caretaker Character is a Style that represents the curious talents and bearings of those who take care of others.

Caretaker's Expertise (•)

Caretaking is not a glamorous occupation, and it is one that involves a lot of mundane work. Checking on kids, cooking food, doing laundry, changing diapers, giving lullabies, the list goes on. It is an often thankless job, but it is one that you are very good at. You gain the 9-again quality on all rolls relating to childcare.

Heart Reader (••)

People can be ciphers. This can prove troublesome to a caretaker for a multitude of reasons. It can be hard to take care of a kid when they are keeping information from you, after all. You have developed a deep skill at reading others. As a Reflexive action, you can roll Wits + Empathy to attempt to read another person. For each success that you obtain, you can choose a single question from the list below. The Storyteller must answer that question truthfully.

- Are they telling the truth?
- What do they really want?
- Has something happened to them recently?

When using this ability on a child, the action gains the Rote quality.

Death Glare (•••)

Caretakers can be kind, but they can also be frightening. When your patience reaches its limit, you can unleash a look that inspires fear, paralysis, guilt, and shame in equal measure. As an Instant action, you can express your discontent with someone, rolling Manipulation + Expression. This is contested against the target's Composure + Supernatural Tolerance. On a success, you inflict the Leveraged Condition on the target. This manifests in the form of guilt, personal shame, or just plain fear.

Radiant Presence (••••)

A true caretaker takes care of more than just the body. They inspire and provide hope to their charges. As an Instant action, you can spend 1 Willpower and roll Presence + Expression. On a success, all children who witnessed your gesture gain the Inspired Condition.

Self-Sacrifice (•••••)

Caretakers sacrifice much in order to take care of others. And while most will never have to risk death in order to protect their charges, the Cherub understands that possibility. And accepts it. Whenever you are within 5 feet of your charge, and they would suffer damage that would fill in their last health box with lethal or aggravated damage, you can spend 1 Willpower and jump in

front of them to take the hit, rolling Dexterity + Empathy. On a success, you take the damage instead of your charge.

Cupid's Air (• to ••••• ; Style)

You embody the contemporary image of Cupid, as ridiculous as it is. Cupid's Air is a Style centering around the innocence of the image of the divine child. Cupid's Air is a Style that is primarily of use in the Glimmerside. Furthermore, some of its abilities can only be used when wearing Cupid's "traditional" attire; that is, a diaper. For this reason alone, it is a somewhat rare Style to see.

Sanctity (•)

The innocent air of a divine child is palpable. Whenever determining Impressions with another individual, you raise the determined Impression to the next level. This can affect what would otherwise be Hostile Impressions.

Connecting Hearts (••)

Cupid was known for connecting together mortals in love. The Cherub can subdue animosity and raise friendship through their seeming of innocence. Whenever the Cherub would open a Door in Social Maneuvering attempts based upon ceasing hostilities, manifesting alliances, or forming friendships, they may instead open two Doors. This ability can only be used when the Cherub in question is not one of the parties immediate involved in the Social Maneuvering attempt itself; the Cherub must be a mediator. The Cherub and their associates cannot be the direct beneficiary of such salved hearts. This ability can be used when the Cherub could reap indirect benefits from connecting others, such as safe travel to an area that was formerly a warzone between the two groups.

Arrow of Love (•••)

Sometimes, peaceful solutions fail. That is when love has to be delivered more forcefully. Drawing upon Wonder and a talent at archery, the Cherub can fire bolts of pure love at targets, harming or healing as the Cherub decides. Whenever the Cherub wields a bow, they can elect to fire a shining, magical arrow instead of using a normal arrow. The attack functions as one from a normal bow, but the Cherub can choose if it deals bashing damage or lethal damage. Furthermore, the attack can affect spirits and other supernatural beings. If the Cherub spends 1 Wonder when firing the magical arrow, they can heal 3 bashing damage from any individual it strikes, or 1 lethal damage. If the individual has multiple types of damage present, then lethal damage is healed before bashing damage, in accordance with the usual healing order of wounds. The Cherub must be in the Glimmerside to use this power. Furthermore, the Cherub must be wearing only a diaper when they use this power, and they must have a bow on-hand. The Cherub must embody Cupid for the magic to work.

Divine Archer (••••)

The sight of Cupid far exceeded mortal vision. Through their Numinosity, the Cherub can achieve some of that sight. When making attack rolls that utilize the Archery Specialty of

Weaponry, the Cherub can treat Weaponry as a Rote skill. This ability can only be used in the Glimmerside.

The Mystery of Love (•••••)

Through intense study and personal experience, the Cherub has begun to understand some of the mystery of love...the more worldly kind of it, anyway. Whenever the Cherub wields a bow, they can spend 1 Willpower to fire a pink bolt of love from it. The target of the bolt enters into a Clash of Wills with the Cherub. The Cherub's Numinosity + Empathy is contested with the target's Composure + Supernatural Tolerance. If the Cherub succeeds, they can impart the Swooned Condition to the target, with the object of affection being another individual of the Cherub's choice that is within the Cherub's perceptual range. Furthermore, the object of affection also gains the Swooned Condition. This Swooned Condition is directed toward the target. The Cherub can be the object of affection. If the Cherub is not the object of affection, then the Swooned Condition can be made Persistent, at the Cherub's discretion. If the Cherub is the object of affection, then they do not gain the Swooned Condition toward the target; the love is only one-sided. This ability can induce all forms of love, from romantic to platonic and more. This ability cannot apply the Swooned Condition to children if the love involved is romantic; the power of love is literally aware of and applies the age of consent. This power can only be used in the Glimmerside. This power can only be used if the Cherub wears nothing but a diaper, and wields a bow.

Mystic Purity (• to ••••• ; Style)

Prerequisites: Resolve 3, Composure 3, Academics 2 or Occult 2 or a Specialty in an appropriate area.

You seek solace beyond this world. And, frankly, sometimes you find it. Your exact tradition may vary, but no matter your cosmology or methodology, you are a mystic. Mystic Purity is a Style that describes the qualities and focuses of ascetics and holy seekers. In a world of temporal and childish concerns, Mystic Purity provides the adherent with real peace.

Asceticism (•)

Through jadedness, discipline, and spiritual aspiration, you have overcome some of your worldly desires. When someone is engaging in Social Maneuvering against you, if you do not indulge your Vice as part of the agreement, and do not accept soft leverage, then you penalize the dice pool of the person attempting the Social Maneuver against you by an amount of dice equal to your Composure. If you gain Willpower from your Vice as part of the Social Maneuvering attempt, or if you accept soft leverage, you do not gain this effect.

Detachment (••)

You are able to separate yourself from your mortal personality, and take refuge in the purity of your soul. If you meditate, you gain a dice bonus to your next Innocence Break roll involving your Virtue equal to your Composure.

Clear The Mind (•••)

Your spiritual clarity can overcome the failings of the lesser mind. As a Reflexive action, you can spend 1 Willpower to immediately remove the Deprived, Shaken, Spooked, or Swooned Conditions. Only one Condition can be removed at a time, and only Conditions that are not Persistent can be removed. As a Reflexive action, you can spend 1 Willpower to immediately end the Insane or Insensate Tilts. Only one Tilt can be removed at a time.

Unbound Spirit (••••)

Your depthless devotion sets you apart from all beings in phenomenal existence, even immaterial ones. The ultimate divinity of your soul stirs, and protects you from the influence of gods and spirits. When performing abjuration, you do not suffer a penalty to your dice pool based upon low Longing. Furthermore, if you succeed on the abjuration roll, you become an extra bane for the entity until its Conditions manifest once more.

Pure Soul (•••••)

You have had a glimpse of your true, infinite nature. Your will is always your own. You automatically win all Clashes of Wills involving the manipulation of your mind, will, and soul. This applies even to beings of deific power.

Operator Training (• to •••••; Style)

Prerequisites: Resolve 3, Firearms 2.

You are disciplined in the grist and theory of the deadly art of combat. Or at least, you like to think you are. Operator Training is a Style that covers the juvenile fascination with contemporary warfare. Adherents of this style are rather eclectic, yet still recognizable, encompassing the armchair military historians, airsoft nerds, and FPS enthusiasts of the world. The Style covers a more idealized and flashy image of warfare, one that leaves it rather ill-suited for the battlefields of Earth but wonderfully appropriate for the Glimmerside. Operator Training provides the adherent with an understanding of military theory, a proficiency at combat, and the tight will that is necessary to turn uncertainty into victory. This Style is more suited to older children and adults, and provides certain benefits in the Glimmerside to those above a specific age.

Quickdraw (•)

Aiming quick can mean the difference between life and death. You can Aim as a Reflexive action.

Spray and Pray (••)

Fully automatic fire is actually far more useful than military tacticians say it is. Or at least, the Cherub ensures that it is so. When using an Autofire Medium Burst or an Autofire Long Burst, you do not subtract the total number of targets from your dice pool. You still make one attack roll per target.

Noob Hunter (•••)

War is a man's game, and you have no difficulty in pushing down upstart kids who try to play at being a soldier. You gain a bonus on attack rolls equal to the difference between your Age and the target's Age. Even if the target does not have an Age track, the target can count as having an Age equivalent to their apparent age, for the purposes of this power. For example, a Cherub at Age 5 would enjoy a +1 bonus to attack rolls against another Cherub of Age 4, and that same Cherub would have a bonus of +2 on attack rolls against a Resident who appears to be a child, an age category that is equivalent to Age 3. Furthermore, when targeting children, the Cherub can choose to deal bashing damage with their weapon, even if the weapon would normally not deal bashing damage. This ability can only be used in the Glimmerside. This ability can only be used if the Cherub is at Age 5.

Army of One (••••)

Victory is not found through the mass of many, or through logistics or strategy. It is the soldier alone who brings forth victory. Your Defense does not decrease by one for each attack which you dodge.

True Patriot (•••••)

Your inner heroism shines through the light of your Numinosity, even if you haven't rendered service to your country. You automatically make Perfect Impressions when Social Maneuvering with active military staff. Those affected by this ability cannot truly explain their reactions; they simply find you to be an outstanding, martial character, and they may very well assume that you have a military background or are even a war hero. While this ability does not prevent evidence of your career (or lack thereof) from coming to light, those under its effects are still liable to be very positively inclined toward you and to give you far more leeway than would otherwise be granted. While this ability cannot get you into restricted areas or otherwise give you various military perks, it does serve as a very useful springboard for working on getting such things.

Conditions

Body Dysmorphia (Persistent)

You do not feel comfortable with some element of your identity. With Cherubs, this Condition is usually due to the disconnect between their physical age and desired age, though a spiritual desire for the magical self and other reasons are also possible. Certain phenomena intensifies this anxiety, as is appropriate for the form of dysmorphia, such as hearing that you are too old for something or being reminded of the frailty of flesh. Whenever your triggering circumstance occurs, you must make a Resolve + Composure roll. On a success, you are able to work through the feelings, but on a failure, you take a -2 penalty for all rolls for the rest of the Scene.

Beat: You fail a task because of your shaken state of mind. Roll the dice that you would have otherwise rolled, and if they would have let you succeed, take the beat.

Beat: You face problems because you seek to enter the Glimmerside or assume your Aspect at an inconvenient time.

Resolution: You are able to permanently align your body or circumstance with your ideal form. Depending on the form of dysmorphia, this can include permanent Glimmerside dwelling, continuous Aspect assumption, physical age regression magic, or a host of other measures. Needless to say, many of these solves can lead to other problems.

Resolution: You are able to make peace with yourself and overcome your dysmorphia. Truly achieving this state will take significant introspection or spiritual dedication. Serious and prolonged role-playing coupled with the assessment of the Storyteller should be involved with this resolution of the Condition.

Energized

You are charged with magical power just waiting to be unleashed. You can trade in this Condition to lower the Wonder cost of an Enchantment or a Charm by one, to a minimum of zero.

Resolution: Use this Condition to power your magic.

Incontinent (Persistent)

You are completely incontinent, incapable of controlling your bladder and bowels. You must use the same diaper mechanics as those present at Age 1. You use these mechanics at all Age ratings, and you must also use them in the physical world, not just the Glimmerside. You will likely require either some level of the Resources Merit or the financial assistance of guardians in order to acquire the diapers used to manage your condition.

This Condition has a minor relationship with the Glimmerside, and one which is rarely spoken of. A small quantity of Cherubs find that their Aspect has the Incontinent Condition, something which almost always comes as a surprise to those who are continent on Earth. Similarly, some

incontinent Cherubs find that their Aspect is bereft of this Condition. Some Wisps are currently studying these phenomena, and have made a surprising amount of progress.

Beat: Your incontinence poses a meaningful obstacle or delay in achieving a goal. Changing times, rashes, and social consequences are just the beginning.

Resolution: Cure your incontinence through magic.

Mental Regression

You have been left in a child-like state of mind by magic or psychology. You have trouble focusing on tasks, understanding topics in-depth, are emotionally vulnerable, and are probably dependent on others. You must spend a Willpower point to perform a task using any Mental Skills. The Storyteller may also decide to impose this penalty on the performance of any “adult” task.

Beat: An incapacity caused by your mental regression causes a serious problem for your group.

Resolution: Wait for the spell that caused the regression to wear off.

Resolution: Dispel the magical effect causing the mental regression.

Resolution: Wait for the regressive episode to wear off.

Resolution: Get therapy.

Pumped Up

Hell yeah, you're ready to roll! You are currently caught up in feverish excitement and fantasies of glory. You gain 9-again on rolls relating to one of your Aspirations of your choice. The Aspiration chosen should relate somewhat to the manner in which you became Pumped Up.

Resolution: Fulfill the Aspiration chosen.

Resolution: Go to bed. A good night's sleep fixes many things.

Soiled

You have soiled yourself and your clothing. If you are diapered, then you have filled it up to the brim. This is a very uncomfortable state to be in, and one with plain social repercussions. You suffer a -1 penalty to rolls involving Resolve, and a -2 penalty to all social rolls.

Resolution: Wash yourself and change into clean clothes.

Resolution: Change your diaper.

Soul-Shocked

You have experienced disincorporation, and have thus caught a glimpse of death. You live, but your spirit has been shocked by the experience. Roll your permanent Willpower. Ignore 10-again for the roll. For each success, you keep one Willpower point, with the remaining points being lost. Any successes in excess of your Willpower points are lost. While you have this Condition,

you cannot regain Willpower from your Virtue, your Vice, or the Consonance of your Thesis.
Willpower can still be regained from other means, such as rest.

Resolution: Regain full Willpower.

Chapter 3: The Wonder of Youth

“Wonderboy?”

What is, the secret of your power?”

- Jack Black, Wonderboy

Cherubs are possessed of a shining, wondrous power, and this magic defines every day of their lives. Their cracked soul can twist the power of imagination and wonder into tangible effects, manifesting miracles upon the Earth. Though the Cherubic condition is tainted, the wonders which it manifests are much more pure.

The Cherub’s magic manifests in three major ways: the Aspect, Enchantments, and Charms. The Aspect represents the transformative effect that the magic of Wonder has had on the Cherub’s astral body, whilst Enchantments represent the powers that a Cherub can exercise in the Glimmerside. Charms are the magical powers that a Cherub can use on Earth, generally less potent than Enchantments, but still miracles.

The Aspect

The Cherub is a magical avatar of bygone dreams and shining youth, and it is in the Glimmerside where this numinosity is made incarnate. The Aspect is the astral form of the Cherub’s purest dreams, and it stands as one of the most significant wonders of the Cherubic life. Cherubs adopt the Aspect whenever they enter the Glimmerside, and it is in this idealized visage that they can begin to finally find the youth they so sought.

Cherubs display their Aspect whenever they enter the Glimmerside. As an astral double of their own body, the Aspect retains all of the Physical Attributes of the Cherub in question. The Aspect has Corpus instead of Health, and this Corpus track is separate from the Cherub’s physical Health track. The Cherub’s Corpus is calculated using the same formula as the one used for the Cherub’s Health, as the Cherub does not have Resilience, and so the two different forms of health will generally be of equivalent maximum values. Changes to Corpus do not affect Health, and vice versa.

The Cherub’s Corpus heals at the same rate that their Health does, though the two tracks themselves are separate. The Cherub’s Corpus continues to naturally heal at the normal rate even while the Cherub is out of the Glimmerside.

If a Cherub loses all of their Corpus, they do not die. Instead, they disincorporate, and are shunted back to Earth out of the last Portal they entered the Glimmerside through. The Cherub gains the Soul-Shocked condition from the experience. The Cherub’s Aspect continues to heal from zero Corpus, even if their Corpus boxes had been filled with lethal or aggravated damage, and the Cherub cannot return to the Glimmerside until they have regained at least one Corpus. Cherubs

do not have Essence, and thus cannot suffer from the death of their astral form as a result of losing all Corpus and Essence.

The astral “physicality” of the Cherub’s Aspect is of a subtler nature than flesh, and it is attuned to the Cherub’s youthful affinity. The Aspect feels pain and discomfort to a far lesser extent than the body does, an elysian blessing that can shock many Cherubs who encounter it for the first time. Pressure perception and bodily sensitivity is maintained, and the Cherub can still feel enough pain to alert them to the locations of injuries. Wound penalties for the last three health boxes are maintained, but this represents fatigue and physical injury preventing action just as much as it represents pain, if not more so. Cherubs simply don’t feel pain very much, something which renders combats in the Glimmerside far less disturbing than they would otherwise be (something which itself sometimes disturbs those accustomed to normal combat). This effect also leads to life in the Glimmerside often feeling downright paradisaical; the normal annoyances of life simply don’t apply. Cherubs can travel in the wilds of the Realm for days, and never be faced with any of the countless troubles posed by camping and a life on the road. Most notably for Infantilists and the regressed, this boon also renders walking around in disposable diapers far more bearable.

The Aspect is closely tied to the living world, which it perfects in astral glory. The rhythms of the Aspect must match that of the earthly body if it is to demonstrate the full depths of its nature, even though this reflection is separate and distinct from matter and biology. The Cherub must eat and drink while assuming the Aspect, “consuming” the astral image-reflections of terrestrial foodstuffs. The Cherub suffers the normal effects of privation should they go without sustenance, though the worst of the pains are mitigated by the Aspect’s relative painlessness, as elaborated upon prior. The Cherub cannot die due to a lack of sustenance, however. Most Cherubs eat food in the Glimmerside, as the consequences for going without it are both serious and easily avoided. The Aspect has bodily functions.

The Aspect is an astral body, and though it is attuned to the Glimmerside, the Cherub yet retains a certain ability to interact with other ephemeral beings. This ability to interact with non-Glimmerside spirits can be divided into two abilities: Cherub Sight and Cherub Touch.

Cherub Sight

While assuming their Aspect, the Cherub can make use of a vision innately adapted to the astral.

The Cherub can roll Numinosity + Wits to peer across the Gauntlet into the Shadow, and to view spirits in Twilight. This sight is a reflexive action. Each success earned represents a single type of vision obtained, with each spectrum of Twilight being counted separately. Two successes, for example, could allow a Cherub to peer into the Shadow and to see ghosts in Death-Twilight, or it could allow a Cherub to see Spirit-Twilight and Mind-Twilight. The Cherub chooses what they are attempting to see, and thus how successes are allocated. The vision granted by Cherub Sight lasts for a number of hours equal to the Cherub’s Numinosity. Cherub Sight has no cost.

Cherub Sight is mainly of use in the Shallows. While in the Shallows, the use of Cherub Sight to peer into the Shadow reveals the Shadow-reflection of the same part of the Earth that the

Shallows mirrors. Spirits in Twilight can also be perceived in the part of the Shallows that corresponds to their location on Earth when this ability is used. Essentially, the Cherub can view the local astral just as they can the Glimmerside, with some effort.

In the Realm, this ability is largely superfluous, as non-Glimmerside spirits typically “enter” the Realm in such a manner that renders them visible within it. Attempting to perceive the Shadow whilst in the Realm typically gives random vistas, as the Realm does not correspond to the Earth.

Cherub Touch

The Cherub’s Aspect is astral, and can affect ephemeral beings.

The Cherub can touch any ephemeral being that they can see, including beings visible through Cherub Sight. The Aspect is as tangible to ephemeral beings as they are to the Cherub, and spirits can similarly affect Cherubs. The Cherub’s fists can deal bashing damage to a spirit, though their Enchantments and Charms can only affect spirits if they are explicitly stated to. Cherub Touch does not necessitate that the Cherub and the ephemeral being have to be on the same “plane” in order to interact, though definitions there get even fuzzier than they usually are when it comes to planar matters.

Enchantments

Enchantments are supernatural powers enabled by the Cherub's Aspect. Enchantments can only be used while the Cherub has assumed their Aspect, typically in the Glimmerside. Enchantments take a wide variety of forms, and can accomplish a multitude of ends. They are plainly instances of wonder-working, and appear blatantly supernatural to the observer. This doesn't tend to be a problem where they are most often used, however (and even then there is virtue in blatancy). Enchantments are instinctive to use, with their evocation being accomplished through will and emotion.

Enchantments are divided into three Schools: Rubeus, Laetitia, and Phantasia. A Cherub has an easier time learning Enchantments of their School, as determined by their Calling.

Rubeus

The Enchantments of Rubeus revolve around passion, the thrill of adventure, and the awe that the epic inspires. Rubeus expresses some of the more unruly and wild aspects of youth, and it is the favored domain of Heroes.

Automatic Chronicler (•)

Action: Instant

Cost: 1 Wonder

Dice Pool: Numinosity + Academics

Duration: 1 day

Adventure is its own reward, but it can be nice to have others recount quests afterward. This Enchantment ensures that the Cherub's exploits will not be forgotten anytime soon. With this Enchantment, a Cherub can magically "set" a book to automatically record their adventures and heroism.

The Cherub concentrates with a book before them and spends 1 Wonder. On a success, the book will magically record what the Cherub does for the next 24 hours. The recording of the Cherub's exploits manifests as writing within the book. The style of the writing is decent but obviously derivative; many Cherubs simply use this Enchantment as a means of keeping a record. The writing emphasizes heroism and tends to add drama to encounter. Minor events are often ignored, but some can still slip in.

Fleet of Foot (•)

Action: Instant

Cost: 1 Wonder

Dice Pool: Numinosity + Athletics

Duration: 1 Scene

There is a hidden core of strength within every man, woman, and child. When pushed to their limits, the Cherub can tap into this strength.

The Cherub concentrates and spends 1 Wonder. If successful, then they treat Athletics as a Rote Skill for the rest of the Scene. Additionally, they increase their Speed by an amount equal to half of their Numinosity, rounded up.

Know No Fear (•)

Action: Instant

Cost: 1 Wonder

Dice Pool: Numinosity + Resolve

Duration: 1 Scene

The life of a hero is not easy. Adventure can bring one against terrible challenges, and it is not the Hero's way to turn away in cowardice. With this Enchantment, the Cherub summons courage, pushing back fear through the strength of their conviction.

The Cherub focuses on their ideals and spends 1 Wonder. If successful, then they gain a bonus to rolls involving the Resistance attribute of Resolve equal to their Numinosity divided by two, rounded up. Furthermore, they may extend this effect to a number of targets equal to their Numinosity. Such targets must be within perceptual range of the casting Cherub.

Scorching Presence (•)

Action: Instant

Cost: 1 Wonder

Dice Pool: Numinosity + Resolve

Duration: 1 Scene

The Cherub's soul has only a tiny crack, but that is enough for its Numinosity to flare into activity. With practice, the Cherub can manifest a spiritual spark, and set the Wonder twisted by their soul aflame.

The Cherub briefly reflects on the empty life of a Cherub, getting caught up in shame and anger and spending 1 Wonder. If successful, the Cherub manifests a thin layer of transcendently hot Wonder around their body. If an enemy makes a successful melee attack on the Cherub, then they suffer one Aggravated damage automatically. This damage can be mitigated by Armor, as normal. Enemies who make successful ranged attacks against the Cherub suffer no damage at all. The fire that surrounds the Cherub is spiritual; they cannot set objects alight with it.

Voice of Heroes (•)

Action: Instant

Cost: 1 Wonder

Dice Pool: Numinosity + Expression

Duration: 1 Scene

Sometimes, it takes the courage of a person speaking out. And at other times, important people must ensure that their words are heard by the masses. In either situation, this Enchantment is helpful. The Cherub can magically empower their voice, ensuring that it is heard by all before them.

The Cherub concentrates and spends 1 Wonder. On a success, their voice is magically amplified; all individuals in a 100 foot radius of the Cherub will hear them plainly, as though they were speaking right beside them. Although the enhanced voice often seems loud, it will never be overly loud to any who listen.

Kill Them With Kindness (• •)

Action: Reflexive

Cost: Variable, 1 Wonder per dice

Dice Pool: N/A

Duration: Instantaneous

Wonder is not something to screw around with. Well, except for when it's fun. Investing pure magical energy into a strike, the Cherub damages the enemy in proportion to how much Wonder is used.

When a Cherub attacks an enemy, they can reflexively activate this Enchantment to empower their strike. For every 1 Wonder that the Cherub spends, they can add one more die to the attack's dice pool. This Enchantment must be used before the attack roll is made. All damage added by this Enchantment manifests in the form of bashing damage, and the additional dice should be rolled in a separate pool. Despite the name of the Enchantment, this ability only hurts them with kindness. The exception is when malevolent (to be interpreted *very* broadly) supernatural foes are being fought, such as demons. In such cases, the extra damage manifests in the form of lethal damage. The Cherub's magic takes off the kid's gloves when it comes to real evil. For the purposes of determining which dice made it past Defense, if applicable, then the higher form of damage is counted as affecting the enemy. For example, if two extra dice doing lethal damage were added by the Enchantment, and a total of three successes were made once accounting for Defense, with two of those successes coming from the Enchantment, then two points of damage would automatically be lethal, while the last point would be the damage type inflicted by the attack itself. The Cherub can also attempt to wrestle the Enchantment with a Numinosity + Occult roll in order to use lethal damage against any supernatural foe. This is a level 3 Sin against Longing, however, and the trick cannot be attempted at all against mortals. Cherubs who attempt to use lethal damage against Glimmerside denizens also quickly earn one

of the coldest shoulders possible from the spirits of the plane, unless they have a really good excuse.

Magic Missile (••)

Action: Instant

Cost: 1 Wonder per missile

Dice Pool: Numinosity + Dexterity

Duration: Instantaneous

Sometimes, you just need a good old bolt of power flung at your foes. Magic Missile delivers. Becoming popular around 1975 and receiving its new name from that era, this Enchantment is as effective as it is simple; a bolt of pure Wonder is flung from the Cherub's arm towards an enemy, damaging them.

The Cherub concentrates for a moment before firing a missile of pure magical energy at a target. The Cherub makes a Numinosity + Dexterity roll and treats the Enchantment as a weapon with a damage rating equal to Numinosity. The Defense of the target applies to the attack roll. The damage is bashing, and spirits can be damaged by this attack.

At Numinosity 3, the Cherub can fire an additional missile if they expend an additional Wonder. This missile must be fired at a different target than the first, and another attack roll must be made for it. At Numinosity 5, the number of missiles increases to 3. At Numinosity 7, the number of missiles increases to 4. At Numinosity 10, the number of missiles increases to 5.

Thundercrack (••)

Action: Instant

Cost: 2 Wonder

Dice Pool: Numinosity + Resolve

Duration: Instantaneous

Thunder only sounds after the strike of lightning, but it still has its place. With this Enchantment, the Cherub can make use of the power of thunder. The Cherub manifests the sound of a thundercrack, stunning opponents around them.

The Cherub concentrates on their Numinosity and spends 2 Wonder. On a success, all entities within a ten foot radius of the Cherub gain the Stunned Tilt. The casting Cherub does not gain the Stunned Tilt.

Aegis of Valor (•••)

Action: Instant

Cost: 2 Wonder

Dice Pool: Numinosity + Resolve

Duration: 1 Scene

It is a simple truth: heroes often get into fights. Warriors throughout the ages worn armor to protect their frame, and the Cherub is no exception. By drawing upon the power of their Numinosity, the Cherub can manifest defenses of Wonder alone.

The Cherub concentrates and spends 2 Wonder. If successful, they gain an Armor rating equal to their Numinosity divided by two, rounded up. This Armor rating manifests as invisible shields and impossible endurance. The Armor rating provided by this Enchantment stacks with the Armor rating of any armor the Cherub may be wearing. A given Cherub can only benefits from the effects of one of these Enchantments at any given time.

Aura Flare (•••)

Action: Instant

Cost: 1 Wonder

Dice Pool: Numinosity + Presence

Duration: 1 Scene

The Cherub releases the power of their Numinosity into their aura, until it is revealed as a halo of frightful glory.

The Cherub attempts to flare their aura, spending 1 Wonder.

Extraordinary Failure: Not only does the Cherub fail to manifest their aura, but their attempt is such a failure that they seem pathetic. The Cherub suffers -2 penalty to Intimidation rolls, as well as Persuasion and Socialize rolls that are reliant upon appearing strong. The Cherub also gains a +1 bonus to social rolls that center around requesting aid or appearing helpless, if the Cherub is willing to throw away their dignity.

Failure: The Cherub's aura does not appear.

Success: The Cherub's aura appears. They gain a bonus to Intimidation rolls for the duration of the scene equal to their Numinosity divided by two, rounded up.

Extraordinary Success: The Cherub's aura appears as a bonfire of incandescent power, Numinosity crackling and ready at hand. As above, but the Cherub also gains a +1 bonus to the next Numinosity roll made in the Scene. If combat breaks out, this bonus can be applied to the Cherub's first Numinosity roll in that Scene.

Earth's Wrath (••••)

Action: Instant

Cost: 4 Wonder

Dice Pool: Numinosity + Resolve

Duration: 5 Turns

The Earth shelters its own terrible power. The Cherub can awaken that power, and send it out against their enemies. The Cherub can manifest a localized earthquake to terrorize and damage their enemies.

The Cherub stamps a foot upon the Earth and spends 4 Wonder. On a success, they manifest the effects of the Earthquake Tilt in a 50 foot radius around them for five turns. The earthquake inflicts a -3 penalty to Dexterity-based dice pools and Defense. Furthermore, all caught in the earthquake suffer 2 lethal damage per turn. The Cherub can choose to exempt a number of targets equal to their Numinosity and within perceptual range from the effects of the earthquake. The ground beneath such individuals remains still.

Your Angel or Your Devil (••••)

Action: Instant

Cost: 3 Wonder

Dice Pool: Numinosity + Presence

Duration: 1 day, or until the treaty is broken

The Cherub makes an ultimatum to the untrustworthy; leave us in peace, and we will do the same. If the entity agrees, then the Cherub will be forced to honor their end of the treaty by their own Wonder. If they betray the oath, however, then that same Wonder will scorch them from within.

The Cherub targets a party with whom they are negotiating peace, weaving a geas into the contract. The calling for nonviolence becomes backed by Wonder, Wonder that will burn any who break the oath. As part of the negotiation, the other party must be made fully aware of this provision for the Enchantment to take effect. They must completely assent to the effects of this Enchantment falling on them, or the Enchantment fails to function. They are under no obligation to actually refrain from attacking once the Enchantment is cast, however. Their willingness to fall under the effects of the power is measured; whether or not they are genuine in their acceptance of peace is irrelevant to the power. If the party does betray the Cherub, however, then the full force of the Enchantment will rush upon them. Anyone who betrays the treaty immediately suffers aggravated damage equal to the Cherub's Numinosity as the invisible Wonder binding them to their oath scorches them from the inside out. There is no attack roll involved; the damage suffered is direct. Defense is inapplicable to the attack. Armor is bypassed, and cannot mitigate the damage suffered internally, though some supernatural powers or artifacts may provide protection. The binding is mutual, however; if the Cherub betrays the treaty and attacks the other party, then they will suffer the fire of their own Wonder. The definition of "harm" is fairly broad, and it includes leading the other party into danger, betraying them to allies not under its effects, and many other such tricky moves.

In formulating this Enchantment, the Cherub can include a number of other individuals up to their Numinosity as being under its protection. The party being bargained with can consist of a number of individuals up to the Cherub's Numinosity. Anyone who breaks the treaty suffers their own damage. In order to be protected by the treaty, an individual has to actively consent to its effects falling on them, as is the case with the party being bargained with. If they do not consent to this, then they will not be protected by the Enchantment, and they can be attacked without activating its effects.

This Enchantment is largely intended as a final measure of goodwill. By the very nature of its design, the caster likely does *not* trust the other party, and is likely using the Enchantment to preserve the lives of the opposing party as much as (if not more than) their own. The Enchantment is not as useless as it might first appear. If the other party refuses to accept the geas, then it is a fairly tell-tale sign to immediately attack them, and this will be readily obvious to almost all who are confronted with the deal. Even hostile beings might be willing to take the deal if they are without backup. The Enchantment is also often deployed against trickster-like beings, and it can be useful in ferreting out who is trustworthy.

Glory of The Ages (•••••)

Action: Instant

Cost: 5 Wonder, 1 Willpower

Dice Pool: Numinosity + Expression

Duration: 1 Scene

Countless heroes have battled and quested over the years. The Cherub walks in their footsteps. With this Enchantment, the Cherub can call upon the strength of heroes and adventurers throughout all time, adding force to the strikes of them and their allies.

The Cherub meditates on the glory of the ages, before expending 5 Wonder and 1 Willpower. If successful, the Cherub is able to conjure forth the fighting spirits of countless heroes, manifesting an invisible locus of martial splendor upon the earth. All attack rolls involving Brawl, Weaponry, and Firearms that the Cherub makes are treated as having the Rote quality. The Cherub can extend this effect to a number of targets equal to the casting Cherub's Numinosity, if they so desire.

Unlimited Power (•••••)

Action: Instant

Cost: 5 Wonder, 3 Willpower

Dice Pool: Numinosity

Duration: 1 Scene

The Cherub taps into the primordial wellspring of Numinosity within, and stokes it into a flame that matches all the heroes of legend.

Every turn, the Cherub and a number of targets equal to their Numinosity each gain Wonder. The amount of Wonder gained is equal to the casting Cherub's Numinosity divided by two, rounded up. This renewal is continuous until the Scene ends.

A simple power, this Enchantment lets the Cherub and their friends do what they do best, only better. While potent, tapping into the inner spirit so requires significant strength of nerve, rendering it impractical or impossible to employ the Enchantment regularly.

Laetitia

The Enchantments of Laetitia express joy and foster goodwill between men. Laetitia represents the quiet contentment of childhood, and Angels are the most proficient in its arts. With Laetitia, one can heal the wounded, express supernal charisma, and manifest the good things in life.

Appeal to Virtue (•)

Action: Instant

Cost: 1 Wonder

Dice Pool: Numinosity + Expression

Duration: Instantaneous

No one really wants to be evil, right? The Cherub understands that even the most depraved have their good sides, and the Cherub seeks to appeal to that side of the person, so that they may do the right thing.

The Cherub concentrates on the target and spends 1 Wonder. On a success, they may immediately open a number of Doors in a Social Maneuvering attempt equal to half of their Numinosity, rounded up, provided that the Social Maneuvering attempt matches certain criteria. The Social Maneuvering attempt must appeal to the target's Virtue. Furthermore, the Social Maneuvering attempt in question must involve convincing the target to take a just course of action. The discretion of the Storyteller should apply here, though generally speaking, the Cherub and their allies should not gain much of a personal benefit out of the Social Maneuvering attempt unless they were the victims of injustice. For example, one could use this Enchantment in convincing a bandit lord to not murder the party, but the Enchantment could not be used to convince a landowner to sell a piece of property to the party, unless they could do immediate for others with it.

Friendship Bracelet (•)

Action: Instant

Cost: 1 Wonder

Dice Pool: Numinosity + Empathy

Duration: 1 day

It is often good to keep an eye on friends. And sometimes, you just want to surveil someone. With this Enchantment, such is an easy feat. A Cherub can magically "mark" a willing participant, allowing both to find each other more easily, and to communicate over a distance.

The Cherub focuses on the target and spends 1 Wonder. On a successful roll, they are able to form a weak magical link to the target. This link allows either party to attempt to locate the other party as a Reflexive action. This course of action involves rolling Wits + Empathy. On a success, the individual knows the location of the other. The link also serves to facilitate telepathic

communication. For the duration of the Enchantment, the two individuals can communicate mentally. The distance of the two individuals from one another has no effect on the efficacy of this telepathic link.

Group Chat (•)

Action: Instant

Cost: 1 Wonder

Dice Pool: Numinosity + Empathy

Duration: 1 day

Oftentimes, friends like to keep in touch. In the Glimmerside, however, technological means of communication are often not the most reliable. The Cherub has a way to deal with that situation, however. The Cherub can manifest a telepathic network between a given number of individuals, allowing for free mental communication.

The Cherub focuses on the targets and spends 1 Wonder. On a successful roll, they are able to manifest a telepathic network between a number of targets equal to their Numinosity. Targets of the Enchantment can send telepathic missives to all others who have been targeted by the Enchantment. A “group chat” effect is also set up in the background, wherein all of the members of the group can be “heard.” The mind of the individual modulates the connection, and individuals can “tune out” other individuals. This network cannot be used to inflict harm or even inconvenience upon another person. The telepathy manifested by this Enchantment functions regardless of distance.

Salve Pain (•)

Action: Instant

Cost: 1 Wonder

Dice Pool: Numinosity + Empathy

Duration: 1 Scene

Wounds leads to suffering. That, too, is a sad thing. The Cherub cannot let it stand. The Cherub can magically alleviate the pain of others.

The Cherub concentrates on the target and spends 1 Wonder. On a success, then the wound penalties that the target suffers to their dice pools are reduced by the Cherub’s Numinosity for 1 Scene.

Sob Story Revelation (•)

Action: Instant

Cost: 1 Wonder

Dice Pool: Numinosity + Empathy

Duration: Instantaneous

While the rest of the party may sigh at the Angel's overtures, it is true that a lot of bad guys have been hurt in the past. Through the sight of that past, the Cherub may yet help the villain to turn over a new leaf, or at least get the hell out of there.

The Cherub concentrates on the target and spends 1 Wonder. On a success, they discover the Vice of the target. Furthermore, they learn of the most significant Breaking Point in the individual's past.

Balm (••)

Action: Instant

Cost: Variable, 1 Wonder per $\lceil \text{Numinosity}/2 \rceil$ bashing damage, 2 Wonder per lethal damage

Dice Pool: Numinosity + Empathy

Duration: Instantaneous

Sometimes a kiss on the wound or the laying on of hands is all that you really need. For the Aspect, that becomes true far more than it is usually. With a simple gesture or act of consideration, the Cherub invests their Wonder with the power to heal others.

The Cherub touches one who is wounded and heals their injuries. The touch can heal bashing or lethal damage, and the Cherub chooses which one is healed if the target has suffered from both. For each Wonder spent, the Cherub can heal an amount of bashing damage equal to their Numinosity divided by two, rounded up. For each two Wonder spent, the Cherub can heal one point of lethal damage.

Bring On The Snacks (••)

Action: Instant

Cost: 1 Wonder

Dice Pool: Numinosity + Occult

Duration: Instantaneous

Even a Cherub finds it difficult to march on an empty stomach. With this Enchantment, the Cherub can summon sustenance to ease such concerns.

The Cherub focuses on the image of food or drink in order to manifest it before them.

Extraordinary Failure: The conjuration fails, and the Cherub is left even hungrier.

Failure: No foodstuffs appear.

Success: The food that the Cherub imagined appears before them. The meal is simple, but generally nourishing.

Extraordinary Success: As above, but the food is delicious, with a taste that goes beyond terrestrial cuisine. Additionally, enough food appears to feed a number of people equal to the Cherub's Numinosity.

Innervate (• •)

Action: Instant

Cost: 1 Wonder

Dice Pool: Numinosity + Empathy

Duration: Instantaneous

The Cherub taps into their own Wonder, and siphons it to those in more need.

The Cherub spends 1 Wonder and chooses a number of targets within range equal to their Numinosity. Each target gains the Energized condition.

Little Angel's Visage (• • •)

Action: Instant

Cost: 2 Wonder

Dice Pool: Numinosity + Presence

Duration: 1 Scene

While they may not be possessed of the same sublime grandeur as their historical predecessors, child cherubs are well-known for one thing: adorability. Though it may be ultimately illusory and separated from them by an ocean of Longing, even the little lost Cherub can inflame that visage, from the tiny spark of it that yet resides within.

The Cherub calls upon their Numinosity to give them the image of mythical innocence. They gain a bonus to Expression and Socialize rolls equal to their Numinosity divided by two, rounded up. In Social Maneuvering, if their First Impression is not Hostile, then they also increase their Impression by one step. The Cherub appears as the archetypal, heavenly child, not just in body, but in character. These bonuses are lost if the Cherub acts in a manner that conflicts with this image, but the limit is not too stringent; the Cherub could talk about complex topics in celestial precociousness, but they could not act too hostile or unkind.

At Age 3 and below, this Enchantment costs only 1 Wonder, and Impressions increase by two steps (the limitation regarding Hostile Impressions still applies).

Paranormal Courtier Eloquence (• • •)

Action: Instant

Cost: 2 Wonder

Dice Pool: Numinosity + Socialize

Duration: 1 Scene

The customs and minds of supernatural beings are variegated and alien beyond all measure, and it is up to the Cherub to not only navigate them, but come out on top. By peering into the supernatural nature of their own soul and transcending their humanity, the Cherub can interact with paranormal entities as effortlessly as they interact with common men.

The Cherub subsumes their mortal personality into their Numinosity and spends two Wonder.

Dramatic Failure: The Cherub believes that the Enchantment is successful, and that they have a clear understanding of the minds of supernatural beings, but their understanding is fundamentally flawed. If they interact with supernatural beings during the current Scene, they will make at least one egregious mistake in understanding, or commit a faux pas. Mechanically, they might decrease their Impression in Social Maneuvering with the entity by one step, but in either case, they will suffer negative consequences for their error.

Failure: The Cherub is unable to gain insight into the condition of supernatural beings.

Success: The Cherub is able to think in the sublime way that supernatural beings do, and can act as a peer with them. If the entity would have a lower Impression with mortals or human-like supernaturals, then this penalty is waived for the Cherub. The Cherub gains 9-again on Social rolls with supernatural entities for the duration of the scene. At the Storyteller's discretion, this effect may not apply to supernaturals that are close to the mortal condition, such as mages. The Cherub gains an intuitive understanding of the customs common to the type of supernatural being they are dealing with. This allows them to avoid obvious and egregious breaches of etiquette. The Cherub can ken any type of supernatural being in this manner, with no numerical limit, for the duration of the Scene. At the discretion of the Storyteller, if the entity is too alien or mindless, they may declare that the Cherub cannot understand them.

Extraordinary Success: As above, and the Cherub's kenning is so perfect that they are almost treated by supernatural beings as one of their own kind. The Cherub's Impression is increased to the standard Impression the entity has for those of their own kind, or it is increased by one step, whichever is higher. The Cherub also gains a bonus to Occult rolls relating to the supernatural being in question equal to their Numinosity divided by two, rounded up.

Surprise Caretaker Conjunction (•••)

Action: Extended

Cost: 1 Wonder per Numinosity dot of the Resident

Dice Pool: Numinosity + Occult

Duration: 24 hours

Cherubs may not be kids, but they are often fools. Thus, the presence of a caretaker tends to do them good either way. With this Enchantment, the Cherub can summon a particularly parental Resident to look after themselves and their allies.

The Cherub focuses upon their desire for a caretaker. Before beginning the working itself, the Cherub first determines the strength that they want the Resident to possess. The Cherub can conjure a Resident of a Numinosity rating up to and equal to their own. Once the Cherub has decided upon the power of the Resident, they can conjure them. The Cherub spends 1 Wonder for every dot of Numinosity that the Resident possesses. As they do so, they begin to begin the ritual in earnest. The Cherub must achieve a number of successes equal to the Numinosity rating of the Resident they are summoning. Each roll represents 1 minute. Once the required successes are achieved, the Resident appears beside the Cherub in an instant, ready to provide aid.

It is up to the Storyteller to determine how much control the Cherub has over the qualities of the Resident they wish to summon. By default, this Enchantment summons a random Resident who would be willing to assist the Cherub. This Enchantment can be used to summon specific Residents that the Cherub has already encountered, but such Residents must be willing to come to the aid of the Cherub. If they are not willing, then the Enchantment fails. The Enchantment does not bind the given Resident in any capacity, which can prove troublesome for a Cherub when a Resident thinks that they know what is good for them more than the Cherub does.

Catalogue Decoration Technique (••••)

Action: Instant

Cost: 3 Wonder

Dice Pool: Numinosity + Crafts

Duration: Scene

Homes tend to be nice, especially when you can design them according to your every last desire. With this Enchantment, a Cherub can summon and displace furniture at a whim, working tremendous feats of architectural design with naught but the power of Wonder.

The Cherub focuses briefly and spends three Wonder.

Dramatic Failure: The Cherub's will manifests the wrong edits. The Storyteller changes any given feature of the target Hideout to another one of the same dot rating. This power cannot be used again upon the Hideout for at least a week.

Failure: The Cherub is unable to magically alter their Hideout.

Success: The Cherub is able to reshape their Hideout as they desire. The Size and Security ratings of the Hideout remain the same, but the interior can be modified. The Cherub may change the Features of their Hideout as they wish, reallocating the dots of Features that the Hideout already possesses. The structure of the Hideout is edited in accordance with the Cherub's wishes.

Extraordinary Success: As above, and the Cherub is able to render their Hideout aesthetically impressive. When entertaining guests in the Hideout, the Cherub adds +2 dice to Socialize rolls. Any given Hideout can only benefit from this Extraordinary Success once.

Power of Friendship (•••••)

Action: Instant

Cost: 5 Wonder, 1 Willpower

Dice Pool: Numinosity + Presence

Duration: 1 Scene

The power of true friendship is extraordinary. In times of dire need, the Cherub can unleash that power, uniting them with their allies, and rendering the group an unstoppable force.

The Cherub reflects on their bonds with their friends, spending 5 Wonder and 1 Willpower. If successful, they are able to spiritually buoy themselves and a number of targets equal to their Numinosity. The targets must be deep friends with the Cherubs. While every member of the group remains within 50 feet of one another, all who are affected by the Enchantment have their effective Numinosity increased by five. Furthermore, all who are part of the group may choose to use the Wonder pools of their friends when casting Enchantments or Charms, providing that the friend willingly acquiesces to sharing their Wonder. Finally, all in the group are filled with unwavering resolve. When any member of the group engages in a Clash of Wills, that individual gains the Rote quality on the roll, provided that losing the mental struggle would entail betraying their allies.

Untouchable (•••••)

Action: Reflexive

Cost: 5 Wonder

Dice Pool: Numinosity + Presence

Duration: 1 Scene

Some are so innocent and holy that one could not even think of harming them. While the Cherub may not be as pure as they appear, they can at least call upon that sanctity to defend themselves from harm.

The Cherub concentrates and spends 1 Wonder. On a success, they are enveloped by an air of utter sanctity and innocence. All beings who wish to harm the Cherub must make a Clash of Wills with the Cherub. The Cherub's Numinosity + Presence is contested against the attacking being's Composure + Supernatural Tolerance. If the Cherub succeeds in the contested roll, then the given being cannot attack the Cherub for one day. Furthermore, they cannot try to harm the Cherub through negligence or to work against the Cherub's interests, provided that such is not too much of a strain on them and their Virtue. For example, if a man intent on destroying the world was affected by this Enchantment, then they would not attack the Cherub, even through

indirect means. They would likely continue their plans to destroy the world, however, and such actions would not count as steps towards harming the Cherub.

Phantasia

The Enchantments of Phantasia center around the extraordinary power of the imagination, and the hidden means by which it manifests change in reality. Phantasia stands for the ever-imaginative minds of childhood, as well as the strange models of magic found amongst the young. Phantasia is the traditional province of Wisps.

Eureka Moment (•)

Action: Instant

Cost: 1 Wonder

Dice Pool: Numinosity + Wits

Duration: Instantaneous

Plato knew that all learning is recollection. The Cherub can access information they did not even remember they had by delving into the latent omniscience of their own soul.

The Cherub stills their mind and spends 1 Wonder. On a success, they gain the Informed Condition. This Condition is connected to a topic of their choice.

Fortune Cookie Divination (•)

Action: Instant

Cost: 1 Wonder

Dice Pool: Numinosity + Occult

Duration: Instantaneous

The art of prophecy is a difficult, sacred art to master. Of course, everyone has to start somewhere. The Cherub is no exception.

The Cherub clears their mind and spends 1 Wonder. If successful, they hear within their mind enigmatic words which provide hints about a matter they are considering. These hints are vague in nature, and are often worded rather cryptically. Nevertheless, they do provide actionable information about the matter at hand. This Enchantment can provide information from the future.

Seeker's Instinct (•)

Action: Instant

Cost: 1 Wonder

Dice Pool: Numinosity + Investigation

Duration: Instantaneous

Wisps have a knack for discovering the truth. With this Enchantment, even the most confounding of investigations can be rendered a breeze.

The Cherub concentrates and spends 1 Wonder. The next time the Cherub Uncovers a Clue, they increase their degree of success by one.

Will o' the Wisp (•)

Action: Instant

Cost: 1 Wonder

Dice Pool: Numinosity + Occult

Duration: 1 Scene

The will o' the wisp is a type of spirit or fairy that leads travelers off into the wilderness. The Cherub knows the secret qabalistic correspondences of the will o' the wisp, and is able to call upon some of its amazing power.

The Cherub concentrates and spends 1 Wonder. On a success, they are able to summon a number of orbs of light equal to their Numinosity. They can decide upon the color of the orbs, as well as their luminosity. As an Instant action, the Cherub can move a given orb by a number of feet equal to the Cherub's Speed.

Wonder Working (•)

Action: Instant

Cost: 1 Wonder

Dice Pool: Numinosity + Occult

Duration: 1 Scene

For all of the high mysticism of wonders, their manifestation on Earth is often ignored. Obvious supernatural phenomena, material effects of the mind upon the world, and visible miracles are often derided as frivolous toys for entertaining children. But the fact remains that they are *wondrous*.

The Cherub focuses their soul and spends 1 Wonder. If successful, they are able to perform small wonders for 1 Scene. The exact extent of what this Enchantment can accomplish is broad, but it generally includes all sorts of classic wonders and magical powers. Light, sounds, gusts of air, and minor psychokinesis can all be manifested by this Enchantment. The miracles manifested by this Enchantment cannot inflict damage. The display of these wonders provides the Cherub with a one die bonus to Persuasion and Intimidation rolls performed upon those who have witnessed the miracles. Furthermore, if the Cherub makes a Social Maneuvering attempt based on appearing divine on an individual who has marveled at their thaumaturgy, the Cherub may open one Door for free.

Astral Shift (• •)

Action: Instant

Cost: 2 Wonder

Dice Pool: Numinosity + Occult

Duration: Instantaneous

The Cherub focuses on the endless astral landscape of the otherworld and changes their phase with it through the power of Wonder.

The Cherub chooses a plane that they are not already in and attempts to enter it. For the purposes of this Enchantment, “plane,” encompasses the Glimmerside, the Shadow, and Astral Space.

Dramatic Failure: The Cherub fails to shift planes, and cannot attempt to use this Enchantment again for 24 hours. Hopefully you’re in the Glimmerside...

Failure: The Cherub is unable to travel to the given plane.

Success: The Cherub travels to the designated plane. If travelling to the Shadow, they appear in the general location that corresponds to their equivalent spot on Earth. If travelling to Astral Space, they can pick their destination. If travelling to the Glimmerside, they arrive in the Shallows that corresponds to their equivalent spot on Earth.

Extraordinary Success: As above, but the Cherub has more control over where exactly they arrive.

At Numinosity 4, the Cherub can bring with them a number of other willing individuals equal to the Cherub’s Numinosity.

The Cherub has a close connection to the Glimmerside. It is easier for them to travel to it, and further planes have a touch of alienness, in comparison. Modifiers based on the plane sought are outlined below.

Plane	Modifier
Glimmerside	+3
Astral Space	+1
The Shadow	+0

Clairvoyance (• •)

Action: Instant

Cost: 2 Wonder

Dice Pool: Numinosity + Wits

Duration: 1 Scene

The soul can see all. And that is very useful when your friends are about to wander off into some dangerous situation without intelligence. With this Enchantment, the Cherub can clairvoyantly view a location separated from them by space.

The Cherub stills their mind and spends 2 Wonder. If successful, they can remotely view a single location decided upon by the Cherub. They view this location from a single, fixed vantage point, with the quality of the perception being equivalent to normal vision. The chosen location can be anywhere, with no penalty based upon distance. This Enchantment can only view locations in real-time. Each casting of this Enchantment only provides extrasensory perception of a single location; the viewing of other locations requires additional castings.

Extrasensory Audit (• • •)

Action: Instant

Cost: 2 Wonder

Dice Pool: Numinosity + Occult

Duration: Instantaneous

Clairvoyance is wondrous power, and a useful tool. The facts co-exist with one another easily. With this Enchantment, the Cherub can use their extrasensory perception to perform audits of distant locations instantly.

The Cherub clears their mind and spends 2 Wonder. If successful, the Cherub is able to learn the exact quantities of a specific type of object or person within a given region or area. This can cover multiple types of targets, but the inquiry must be relatively focused. For example, this Enchantment could provide information about the number of troops belonging to a given side of a battle, as well as the total number of weapons present within a town, but it could not provide the exact number of iron ingots and bards in a city; each of those inquiries would require their own separate casting of the Enchantment. The values provided by this Enchantment are totally accurate, and come to the Cherub as immediate knowings.

Transmutation (• • •)

Action: Instant

Cost: 2 Wonder

Dice Pool: Numinosity + Occult

Duration: Lasting

The secrets of alchemy open themselves up to the Cherub with this Enchantment. Even if those little angels tend to be bad at alchemical practice and theory, they can always cheat with the power of Wonder. With this Enchantment, the Cherub can change the material composition of a given object or feature of the environment.

The Cherub focuses on the target to be transformed and spends 2 Wonder. If successful, they are able to change the material that the target is composed of. Cherubs can affect objects of a certain Size and can manifest materials up to a given Resources value, as determined by their Numinosity. The capabilities of the Cherub's transformative power are detailed below.

- **Numinosity 3:** Objects up to Size 5, material value equal to Resources 1. Example Materials: Sand, Dirt, Glass, Aluminum
- **Numinosity 4:** Objects up to Size 8, material value equal to Resources 3. Example Materials: Steel, Carbon Fiber, Granite
- **Numinosity 5+:** Objects up to Size 15, material value equal to Resources 5. Example Materials: Gold, Diamond

The Cherub cannot affect living beings and spirits with this power.

Walking On Air (•••)

Action: Instant

Cost: 2 Wonder

Dice Pool: Numinosity + Athletics

Duration: 1 Scene

Miracle-workers and magicians throughout the ages have accomplished the extraordinary feat of levitation, leaving the hollow climes of the Earth behind through sanctity and sorcery. Though they be only a little angel, the Cherub can still aspire to such heights through Wonder and a simple question: Why *can't* you walk on air?

The Cherub focuses their Numinosity and spends two Wonder. On a success, they are able to levitate at a rate equivalent to their normal Speed. If this Enchantment ends whilst the Cherub is still in the air, they will gently fall to the nearest surface at a rate of one meter per turn.

Lightning Strike (••••)

Action: Instant

Cost: 4 Wonder, 1 Willpower

Dice Pool: Numinosity + Occult

Duration: Instantaneous

In qabalistic lore, the manifestation of the universe is likened to the path of a lightning bolt that reaches the ground. Implicit in that is the nature of how all things in the universe return to their unmanifest state. While the Cherub cannot return phenomenal reality to its unmanifest state on a whim, they can at least incarnate people.

The Cherub stretches their hands out towards the open sky and then points at a target, spending 4 Wonder and 1 Willpower. On a success, a bolt of lightning erupts from the sky and strikes the

target. The target suffers aggravated damage equal to the casting Cherub's Numinosity. The divine lightning overrides Armor.

The Cherub must be outdoors in order to use this power. Similarly, the target to be struck must also be outdoors.

God-Child Manifest (•••••)

Action: Instant

Cost: 3 Wonder, 1 permanent Willpower

Dice Pool: N/A

Duration: 24 hours

At the pinnacle of their art, the Cherub can perform the unthinkable: walk as their Aspect in the mortal world. As they walk through a Portal, the Cherub focuses all the depthlessness of their Longing towards bringing their dreams to Earth. When they arrive on the other side, it is not as their mortal self, but as the Cherub within.

With this power, the Cherub physically takes on the form of their Aspect. Regardless of their plane of existence, they have access to all of their Enchantments, and demonstrate their Age at all times. Any Toys that they wield can be used as though they were in the Glimmerside, regardless of the Cherub's actual location. The magic of the Enchantment quickens the Cherub's belongings just as it does their body. All effects of the Cherub's Age are present, and while displaying their Aspect, they are immune to conventional means of age regression, progression, and alteration. All of the Cherub's Enchantments can function on mortals as they would on Glimmerside denizens, unless exceptions for interactions with mortals are explicitly detailed in the Enchantment's entry. Once the Enchantment has been cast, the Cherub cannot cancel the effect early. The only way to subdue the Aspect is to wait for the Enchantment to expire. It goes without saying that the Cherub and their powers will appear plainly supernatural to passersby.

When the Enchantment expires, the Cherub's Aspect is no longer maintained in the mortal world. If the Cherub is in the physical world when the Enchantment expires, then their Aspect and all of its effects immediately vanish. Enchantments that had a continuing effect or duration beyond instantaneous are cancelled. If the Cherub is in the Glimmerside when the Enchantment expires, then their Aspect does not fade, but it will not appear when they travel to the physical world.

God-Child Manifest is a taxing Enchantment, and in a way one that has limited utility. Among those few capable of it, it is often used for vicious supernatural combats or heroic exploits that must take place on Earth. Despite the costly nature of the power and its general lack of use, this Enchantment is often held in almost sacred regard among Cherubs. For a time, they can overcome the bonds that bind them, and bring their dreams to Earth.

The Cherub must be in the Glimmerside to activate this Enchantment.

Invincibility-Breaking Conceit (•••••)

Action: Instant

Cost: 5 Wonder

Dice Pool: Numinosity + Presence

Duration: 1 Scene

With a dramatic flourish, the Cherub declares that the Unstoppable Force beats the Immoveable Object. With nothing but sheer whim, the Cherub can override the invincibility of a target.

The Cherub states that they have a secret, likely nonsensical means of bypassing a given target's resistance or invulnerability. This can include any forms of protection against harm, including supernatural ones that are otherwise generally ironclad. The means of resistance must be dramatically meaningful; armor could not be bypassed (unless it prevented all damage), but a werewolf's resistance to all but silver could be pierced. Upon making their pronouncement, the Cherub spends 5 Wonder. For the rest of the Scene, their attacks can bypass the effects of the given resistance or invincibility completely. If the target has a normal method of bypassing their defenses that inflicts aggravated damage, then the Cherub is treated as using that method of attack, even if their actual means of inflicting harm is completely different. Each use of this Enchantment only applies to a given means of invulnerability. If other individuals are present who possess the same kind of invulnerability, then the Enchantment applies to them as well, but if there are any other forms of invincibility or resistance, then they remain in place. The Cherub has to declare that they have the right OP weapon, after all.

Charms

The earthly wonders of Cherubs are known as Charms. While weaker than Enchantments, Charms are still very useful in a world that tends to lack powerful magic. Charms can be used in the mortal world, and represent a more limited expression of the Cherub's magical power. Most Charms are obviously supernatural, but tend to be more utilitarian in nature, lacking the edge of Enchantments. An observer would likely be able to tell that a Charm is magical in nature, but their lack of capacity for mayhem tends to render them less apparent to organizations that police eruptions of supernatural activity. Cherubs generally don't find it too hard to avoid the attention of hunters and spooks alike. Like Enchantments, the casting of Charms is largely a matter of will and emotion as compared to the scholasticism of other magics. The Cherub simply focuses on the desired effect and invests it with Wonder.

Unlike Enchantments, Charms are not bound to Schools, and can be learned with equal ease by all Cherubs.

While they are most commonly used on Earth given their lesser power in comparison to Enchantments, Charms can be used anywhere.

Baited Bravery (•)

Action: Instant

Cost: 1 Wonder

Dice Pool: Numinosity + Presence

Duration: Instantaneous

Sometimes your friends need a little push. By daring their friend into a course of action, the Cherub can actually improve their performance.

The Cherub appeals to the target's Virtue and goads the individual to take a given path. The precise nature of the enticement can vary, but it often consists of either convincing them that taking the course of action fits their Virtue, or that they would betray it by refraining from the course of action. The target can choose to take the bait, or make a successful Willpower roll to resist it. Taking the bait gives the individual a +1 bonus to the roll for that course of action, as does failing the Willpower roll. If the action involves multiple rolls, then the bonus is only applied to one of those rolls. Once the target has been affected by the Charm, they cannot benefit from it again for at least 24 hours.

This Charm applies to the equivalents of Virtues that some supernatural beings can possess. If the Storyteller thinks it is appropriate, they can bar a given supernatural being from benefiting from the Charm, if they think that their given trait would not make sense in the context of being baited into bravery.

Good Night's Sleep (•)

Action: Instant

Cost: 1 Wonder

Dice Pool: Numinosity + Occult

Duration: Instantaneous

A night's rest has promised much throughout the centuries. With this Charm, the Cherub can fulfill that promise. The Cherub focuses on an individual and spends 1 Wonder. If successful, the individual in question will heal one level of lethal damage the next time they sleep for at least six hours. Additionally, the individual receives a dice bonus to Clash of Wills rolls involving the manipulation of their dreams. This dice bonus is equal to the casting Cherub's Numinosity. The individual also enjoys good dreams.

Healing Touch (•)

Action: Instant

Cost: 1 Wonder

Dice Pool: Numinosity + Empathy

Duration: Instantaneous

The Cherub's Wonder is able to heal light wounds.

The Cherub touches the target and spends 1 Wonder. If successful, the target immediately heals a number of bashing damage equal to half of the casting Cherub's Numinosity, rounded up. This Charm has no affected on lethal and aggravated damage.

Invisible Hand (•)

Action: Instant

Cost: 1 Wonder

Dice Pool: Numinosity + Occult

Duration: 1 Scene

The Cherub can psychokinetically move objects through the minor expenditure of Wonder.

The Cherub rolls Numinosity + Occult. On a success, they are able to move objects through psychokinesis. The Cherub can effectively lift a single object as though they were using one of their hands. The object can be manipulated with the same adroitness that they normally possess. Their Numinosity is treated as their Strength for the purposes of how much they can lift, and Numinosity replaces all Physical Attributes for rolls involving the manipulation of objects through this Charm. Physical Skills can still be applied to the manipulation of objects through the Charm, however. Rolls involving dexterousness take a -1 penalty, as it is as though the Cherub only has a single hand with which to manipulate the object. Any actions taken with the objects count as though they are from the Cherub's usual pool of actions.

At Numinosity 3, the Cherub can move one additional object, for a total of two objects. At Numinosity 5, the Cherub can move another object, for a total of three objects. The charm also becomes a lighter strain on the mind with higher Numinosity; the Cherub can manipulate the number of objects permitted by their Numinosity for only the cost of a single action.

This Charm is generally used for purposes of fun or utility by Cherubs. It is not uncommon for those who possessed psychic powers before Aspiration to obtain this Charm through their entrance into Cherubhood. Since the vast majority of psychics possess only extrasensory powers for the most part, it is often not actually as useless to them as some might think.

Thermomancy (•)

Action: Instant

Cost: 1 Wonder

Dice Pool: Numinosity + Occult

Duration: 1 Scene

Who needs the wonders of modern appliances when you have Wonder on your side? With a little concentration, you can heat and cool objects by a fair amount of degrees. This Charm is commonly used for chilling or heating liquids. And yes, most people who use it know that it should refer to divination, but few people care.

The Cherub focuses on the powers of temperature and rolls Numinosity + Occult. If successful, they spend 1 Wonder and can manipulate the temperatures of nearby objects for a Scene. Once the temperature of an object has been changed, it can only be affected by the normal environment, and is unaffected by the end of the spell. The range of temperature is relatively broad, but it is not strong enough to be capable of inflicting significant harm, and does not come close to being relevant for industrial purposes. This Charm cannot meaningfully affect the temperature of objects beyond Size 4. Smaller and thinner objects are generally the most easily affected by this spell, such as blankets.

Detect Magic (• •)

Action: Instant

Cost: 1 Wonder

Dice Pool: Numinosity + Occult

Duration: 1 Scene

The Cherub has a keen eye for the supernatural, regardless of whether or not it is powered by Wonder. This Charm has other names, but a certain role-playing game has rendered this the most common one nowadays.

Dramatic Failure: The Cherub mistakes a mundane object or area that they see as holding supernatural significance. It will take another use of the Charm, a relevant Skill roll, or the correction of another to fix their misapprehension of this matter.

Failure: The Cherub is unable to detect magic.

Success: The Cherub is able to recognize the magical nature of any objects or environmental features that they see. This applies to essentially all forms of supernatural power, including the magic of other supernatural beings and the thaumaturgy of mortals.

Extraordinary Success: As above, except the Cherub also gains an idea of the type of magic present, as well as the function of a magical object.

At Numinosity 4, a successful roll can allow the Cherub to detect the lingering traces of past spellwork. The Cherub is able to know what instantaneous magical effects were cast in the area within a previous number of hours equal to the Cherub's Numinosity. Note that the past use of psychic powers cannot be perceived this way.

Pretty Please (••)

Action: Instant

Cost: 2 Wonder

Dice Pool: Numinosity + Presence

Duration: Instantaneous

Children are infamous for their ability to get things just by asking for them. And for as overgrown as they might be, the Cherub can still capitalize on that power.

The Cherub asks the target for something very nicely and spends 2 Wonder.

Dramatic Failure: The Cherub fails miserably, and the individual is now even less willing to acquiesce. Add an additional Door to attempts to acquire a given item or favor through Social Maneuvering.

Failure: The innocent eyes don't work.

Success: The target can't help but be affected by the Cherub's seemingly earnest request. Remove a Door in Social Maneuvering rolls made to acquire the designated item or favor.

Extraordinary Success: The Cherub appears even more innocent and adorable in their request. As above, and they gain a +1 bonus to Manipulation rolls made against the target for the rest of the Scene.

Spook Sight (••)

Action: Instant

Cost: 1 Wonder

Dice Pool: Numinosity + Wits

Duration: Scene

There are countless beings beyond the world of men, spirits of sublime and terrible grandeur. With pure sight, the Cherub can ken these numens, and see beyond the human condition.

The Cherub shifts their mind into another state and spends 1 Wonder. If successful, the Cherub can perceive beings in Twilight for the duration of the Charm. This Charm only allows one to perceive spirits on Earth, and it does not allow the Cherub to peer across the Gauntlet or see into other planes.

This Charm ranks among some of the Charms that can be spontaneously acquired through Aspiration. Some say that child Cherubs are more likely to develop it, in line with the theory that young children are more adept at divination. The Charm is commonly used for practical purposes, and to simply find mystery in the world.

Step on a Crack, Break Your Own Back (• •)

Action: Instant

Cost: 2 Wonder

Dice Pool: Presence + Occult

Duration: Scene

With a little Wonder, the Cherub adds bite to an age-old curse. The Cherub concentrates on a single target and audibly warns them of the dangers of stepping on cracks.

Any time the target steps on a crack, they automatically take one point of bashing damage. There is no attack roll and the character's Defense cannot mitigate the curse. Further, the damage cannot be reduced by non-magical forms of Armor.

The curse can be avoided by moving very carefully, reducing the target's Speed to 3. In a Chase, the target must make a Dexterity + Athletics roll in order to maintain speed whilst avoiding cracks. On a success, they are able to roll normally for their turn in the Chase, while on a failure they suffer a +2 modifier to the roll on their turn. The target can also forego the roll and roll normally on their turn in the Chase, but doing so guarantees that they receive three points of bashing damage per turn (representing multiple cracks).

The target instinctively knows that stepping on cracks is dangerous for as long as the effect lasts, but they do not necessarily know the precise nature of the spell.

Cherubs often use this ability whenever they need to extricate themselves from a situation quickly. Even if the target is able to avoid damage, the Cherub is usually able to escape with utter ease. Most mortal assailants are simply stunned by the magical nature of the curse itself. Supernatural foes are rarely as weathered by it, but almost all Cherubs count on facing more danger from common men. The ability is most useful against lone aggressors, and tends to

become cost-prohibitive when used against groups or in ambushes. Luckily, most Cherubs don't tend to attract that kind of attention.

Endearing Charm (•••)

Action: Instant

Cost: 2 Wonder

Dice Pool: Numinosity + Presence

Duration: 1 Scene

For as tired as it is, the peculiar charisma of youth is still often apparent. The Cherub can call upon that magnetism, giving themselves an air of naivete normally reserved for the young or innocent.

The Cherub calls upon their Numinosity and spends two Wonder.

Dramatic Failure: The Cherub's magic befuddles their own natural charisma. The Cherub loses 10-again on Social rolls for the duration of the Scene.

Failure: The Charm doesn't work.

Success: The Cherub becomes possessed by a certain air of innocence. The Cherub gains 9-again on Social rolls where appearing naïve or just seeming adorable plays a factor. The Cherub loses 10-again on Social rolls where these qualities would conflict with the intended aim, like appearing competent.

Extraordinary Success: As above, and in Social Maneuvering, the Cherub can immediately remove a Door, as the individual takes a particular liking to the Cherub.

Invisibility to Adults (•••)

Action: Instant

Cost: 2 Wonder

Dice Pool: Numinosity + Composure

Duration: 1 Hour

The Cherub is able to vanish from the sight of the mature.

The Cherub invokes their Numinosity and spends 2 Wonder. On a successful roll, they become invisible to all beings at or past the age of physical maturity. In humans, this is eighteen years. Attempts at stealth whilst invisible automatically succeed. The Cherub can be recorded by technological means, but their image can only be seen by those who are not adults. Cherubs are immune to the effects of this power, and can see someone who has casted this Charm upon themselves. At the Storyteller's discretion, certain individuals with a strong affinity for childhood may likewise be immune to this power.

Kid-To-Kid Communication (•••)

Action: Instant

Cost: 2 Wonder

Dice Pool: Numinosity + Empathy

Duration: 1 Scene

While Cherubs may only be partially children-at-heart, their Wonder can smooth out the differences. Drawing on their strange affinity with youth, the Cherub gives themselves a certain special aura in the eyes of children.

The Cherub focuses for a moment and channels the invisible power of their Aspect to make themselves more approachable to children, spending 2 Wonder in the process. The Cherub automatically makes a Perfect Impression when Social Maneuvering with children. Further, they gain a +2 bonus to all Presence and Manipulation rolls with children. Such kids begin to see the Cherub in an approachable light that is rare to witness in adults. The effect is one of kinship rather than authority, and so rolls involving Intimidation are unaffected. The Cherub simply seems like one of the kids. Those affected by the Charm can attempt a Willpower + Resolve roll to shake off the effect, but this requires some knowledge of the mind-affecting nature of the Charm, which won't always be immediately obvious to those who have fallen under its influence. If the effect is successfully fought off, then the Impression reverts to an Average Impression at the very least, and the Cherub's bonus to Presence and Manipulation rolls with that particular child is lost. In practice, it is also very likely for the caster to earn a Hostile Impression from the individual, if they suspect or know that the Cherub was the one who attempted to manipulate their mind through magic. Age is the sole qualifier in determining who is affected by the Charm, though the exact age range adapts to the given species that is being interacted with. In humans, the Charm affects those under the age of 13 years. Those whose age has been frozen beneath that age or who have reached that age through regressive magic still count as targets; something that has been noted as peculiar to experience by those few who have been in such situations. In non-humans, those below the age of pubescence are affected by the Charm. Adolescents get a free pass away from its effects.

Despite the fact that this Charm makes social interactions with kids a breeze, it is still not always very useful, given the nature of its targets. Still, many Cherubs have found it very useful when the kids involved are supernatural in nature or otherwise powerful.

Main Character Physics (•••)

Action: Instant

Cost: 2 Wonder

Dice Pool: Numinosity + Athletics

Duration: 1 Scene

Some of the coolest moves one can imagine are impossible in real-life, at least if one values their incarnation. Cherubs have never been the type to give up on their dreams, however. With a generous application of Wonder, the Cherub briefly breaks the tyranny of Saturn to perform feats of athleticism more suited to a film than the real-world.

The Cherub spends 2 Wonder and becomes capable of Olympian attainments. Athletics rolls and rolls pertaining to larger-than-life physical feats get an Extraordinary Success on three successes rather than five. Combat maneuvers do not fall under the effects of this Charm.

The Cherub is also protected against the sorts of injuries normally associated with athletic theatrics. For every success on the roll, they can downgrade one level of lethal damage obtained by falling to bashing damage. Cherubs making use of this charm can quite literally walk lethal injuries off.

Plot Armor (•••)

Action: Instant or Reflexive

Cost: 3 Wonder (Instant) or 4 Wonder (Reflexive)

Dice Pool: Numinosity + Presence

Duration: 1 Scene

It can be hard to be the hero. The Cherub entering a fight quickly realizes that the human body is far more fragile than media makes it out to be, and that it can be hard to acquire military-grade armor that *might* save your life. Of course, unlike the average combatant, the Cherub does have recourse. Through the power of Wonder, the Cherub can ensure that reality treats them more like the protagonist than the mook.

The Cherub calls upon their Numinosity to defend them and spends 3 Wonder. They gain a bonus to their Defense equal to their Numinosity divided by two, rounded up. Defense manifested in this manner represents uncanny luck and even misfortune on the part of the attacker. This Defense lasts for the rest of the Scene. Furthermore, the Defense added by this Charm applies to Firearms attacks, as it takes the form of supernatural luck. This Charm can be used Reflexively by the Cherub whenever they would suffer an attack, for the cost of 1 additional Wonder.

Despite the fact that the Charm is almost always used in times of serious need, it stands as something of a running joke among Cherubs, due to the way it can render combat like something out of a show.

Psych Out (•••)

Action: Instant

Cost: 2 Wonder

Dice Pool: Numinosity + Expression

Duration: 1 day

Fervor is a powerful thing, and on at least some level, it can be contagious. The Cherub knows how to stoke the flames of excitement, and to drive their group to incredible heights of skill for the sake of a shared goal.

The Cherub gets themselves stoked, sharing their emotions through the power of their Numinosity and simple psychology. For one day, the casting Cherub and a number of targets equal to the casting Cherub's Numinosity gain a bonus of one die to all rolls relating to a single goal defined by the Cherub. If any of the Charm's targets have that goal as one of their Aspirations, they immediately gain the Pumped Up Condition.

Youth's Face (•••)

Action: Instant

Cost: 2 Wonder

Dice Pool: Numinosity + Presence

Duration: 1 day

Vanity is a sin, but it at least pays to commit it in a rare way. With this Charm, the Cherub can cast a magical illusion over their appearance, making themselves appear somewhat younger than they actually are.

The Cherub holds in their mind the image of the age they would like to assume and rolls Numinosity + Presence. On a success, their appearance is subtly adjusted so that they appear as the age they had imagined. The Cherub obtains a +2 dice bonus on rolls to appear as the age they are disguised as, or to make social rolls in situations wherein their illusory age is explicitly relevant (such as being on a high school campus). The Cherub also suffers a -2 dice penalty to rolls made to appear as their true age, or to social rolls where their age is relevant. An Extraordinary Failure on a roll to feign their age does not necessarily reveal their true age, but it does leave an obvious incongruous element that will leave those involved knowing that something is off. In most situations, however, they are more likely to assume that the Cherub looks younger than they actually are, and not suspect a magical disguise. The Charm does not physically affect the Cherub in any manner, but the illusion extends to hallucinatory tactile perceptions as well as visual ones; someone touching a Cherub would find their skin seeming real. The illusory effect cannot meaningfully adjust size and is quite limited in general. Below the age of 13, assume that the Charm can only feign differences of age of up to 2 years, with more limited differences in age likely present at younger ages. Above 13 years of age, assume that the illusion can cover a gap of 7 years of age, with adolescence being a hard limit. Some individuals are able to stretch the illusion's effect beyond this 7 year span, sometimes far past it, but this is greatly dependent upon how young the person looks normally. The Charm can only work against nature so far, and it mainly relies on augmenting traits that are already apparent. This Charm does not provide any knowledge on the youth culture or mannerisms that are present in a given generation.

While the Charm is severely limited, Cherubs can still find some use in it. The Charm can serve as a disguise in certain (admittedly specific) scenarios, and it can further be used to garner sympathy from others, including possible enemies. Some Cherubs have also been known to use the Charm to interact with “actual” youths on Earth. Child Cherubs usually just head into the Glimmerside for the younger ages they desire.

Wouldn't Hurt Anyone (• • •)

Action: Instant

Cost: 2 Wonder

Dice Pool: Numinosity + Presence

Duration: Instantaneous

There are times where the Cherub might run afoul of common mores, or even the law. Entering onto private property in order to enter a Portal. Going onto a high school campus as a non-student while school is in session. While these are understandable “transgressions” for those accustomed to the Cherubic mind, these can seem far more severe to outsiders. For times when the Cherub comes under (largely) wrongful accusation over minor crimes, they have a Charm to smooth things over.

The Cherub pleads their case and spends two Wonder, attempting to channel the youthful innocence of their Aspect.

Dramatic Failure: Not only does the Charm fail, but the attempt to use innocence actually backfires. If the Cherub was caught in a situation closely related to children (like attempting to enter a Portal located in the woods by a daycare), then they seem like a disturbed or even perverted character. Otherwise, they simply appear suspicious (and probably also disturbed). In either case, the Cherub suffers a -1 penalty to Social rolls made to present their case to those who caught them, or to rolls made to win their innocence in a legal circumstance.

Failure: The Charm fails and the Cherub still has explaining to do.

Success: The Cherub is able to appear genuinely innocent, or at least misguided through a troubled state of mind. The Cherub gains a +2 bonus to Social rolls made to get a witness to overlook their activity in the circumstance. They also gain a +2 bonus to rolls made to present their case legally if formal charges were made against them. The severity of penalties is drastically reduced, if they are even convicted at all. The Cherub is treated with the equivalent of a slap on the wrist.

Extraordinary Success: As above, and the Cherub's innocence is so palpable that they come to be seen as a harmless eccentric locally. They gain a persistent +1 bonus to Social rolls that are related to future minor social breaches of the type covered by this Charm. This bonus is lost if the Cherub ever suffers an Extraordinary Failure using this Charm in the future.

This Charm only works for minor transgressions of the law. It relies on the Cherub seeming essentially innocent in heart, and moderate to major crimes shatter this protection. Trespassing is

liable to be covered, as are miscellaneous things that could be chalked up to ignorance or poor judgment, but assault is right out. This Charm also works for activities that are not technically illegal, but socially unacceptable (such as close contact with children as an adult stranger). The Cherub must actually be innocent to feign innocence.

Childhood's End (••••)

Action: Instant

Cost: 3 Wonder

Dice Pool: Numinosity + Empathy

Duration: Instantaneous

Cherubs have a deep, complicated relationship with childhood. They adore it, yes, but it is only a paper moon at the end of the day. With this Charm, a Cherub can spirit someone away from the illusion that childhood presents.

The Cherub engages in reflection, concentrating on a target suffering from Mental Regression and spending 3 Wonder. On a success, they remove the Mental Regression Condition from the target.

Getting The Band Back Together (••••)

Action: Instant

Cost: 3 Wonder

Dice Pool: Numinosity + Empathy

Duration: Instantaneous

It can be a sad thing, being apart from friends. And it can be even sadder to lose contact with them. There are ways of reestablishing ties, of course, but they don't always work. Of course, sometimes one is on good terms with their friends, and can readily contact them. In either scenario, this Charm can be of use. With focus, the Cherub can deliver a shared sending to select individuals, giving a psychic impression of the sender, a place to meet, and perhaps a reason for the planned meet-up. Whether it be for reliving glory days, going on one last mission, or simply hanging out again, some of the greatest stories of Cherubkind have started with this simple Charm.

The Cherub psychically calls out to selected individuals, spending three Wonder. The Cherub can contact a number of individuals up to their Numinosity. These individuals must be known of by the Cherub in advance. The call is not limited by distance, though anyone contacted must be on the same plane of existence as the Cherub at the time of the Charm's casting. The call is perceived as a sense of knowing, and the Cherub chooses what information is provided by the call. The minimum required is a perception of where to meet; the Cherub selects a location and the others will be able to piece it together, whether through a direct perception of the name of the location or uncanny intuition or more. The Cherub can also choose to let the call bring the

selected individuals together. In this case, following the tug of the call will slowly but invariably lead all affected by the Charm to gather in the same location. The identity of the call's sender is another piece of information that can be conveyed by the Charm, and most Cherubs using this Charm will choose for that to be conveyed by the call. A description of the reason for the planned meet-up can also be delivered through the call. This can be decently elaborate, but the Charm does not allow direct two-way communication, and is an inefficient method of telepathically-relaying information. The Charm is intended to help people meet in-person.

The messages of the Charm are delivered as soon as it is cast. If an individual is asleep when the Charm is cast, then they will receive or recall the messages upon waking. The “tug” of the call lasts until the group meets up, or after a year passes, whichever happens first.

Supernatural Bloodline Adoption (••••)

Action: Extended

Cost: 5 Wonder, 1 Willpower, Experience equal to Supernatural Merits being bought

Dice Pool: Numinosity + Occult

Duration: Permanent

There are so many paranormal beings out there in the world, and so many different types of supernatural kids to be born as! For little Cherubs who incarnated into terrestrial stock, it can be quite easy to get a bit jealous. Luckily, they have a Charm for that.

The Cherub devises a ritual based on their obtained lore of one type of supernatural being, or set of supernatural abilities that mortals can inherit. The type of supernatural being must be one that reproduces in some capacity, or has something akin to children. Generally speaking, the entity should also be associated with a minor template. Major templates cannot be acquired through the use of this Charm. A Cherub might be able to become Wolf-Blooded, for example, but a Vampiric bloodline is right out. If supernatural abilities separate from paranormal races are being sought, they need not be genetic in nature, but must be conceivably carried on by heredity. Innate paranormal powers acquired by happenstance would not be able to be obtained, but minor magical powers carried on by a bloodline would be, for example. If a single type of power has multiple conflicting ways of obtaining them, such as psychic powers, then the Cherub is able to obtain that power provided that it has at least one mode through which it could be inherited. Thaumaturgy Merits cannot be obtained through this Charm. The Cherub chooses whatever combination of minor templates and Supernatural Merits that they desire, and which they can afford Experience for. Conflicting templates or Merits cannot be chosen. The ultimate combination of acquisitions has to be something that an individual could be born with.

Once the Cherub has made their selection, they begin their working in earnest. The Cherub must attain 12 successes on an Extended action using Numinosity + Occult. Each roll takes one day. If the Cherub has a Specialty in Occult relevant to the type of supernatural acquisition they are making, that Specialty can be applied. The last roll and day of the check represents the actual performance of the ritual, which often symbolically represents liminal transition and the

reincarnation of the Cherub into a new state of being. Material sacrifices are common, such as elements associated with the powers sought, and some rituals even involve the mixing of blood.

If successful, then the Cherub spends their Experience and acquires the supernatural bloodline that they sought. For all purposes, they are now wholly one of whatever supernatural bloodline that they specified in the ritual. This can lead to changes in the genetic or physical make-up of the Cherub if their acquired supernatural nature affects that. Spiritual differences also become fully apparent in the Cherub. The Cherub is indistinguishable from one who had been born as that sort of being. This Charm does not change the past of the individual. The Cherub is not shielded from supernatural reprisals that stem from violations of cosmic order, if the particular bloodline or set of powers are defended by divine forces. Needless to say, it can be easy for a Cherub to suffer consequences if it is discovered that they acquired their supernatural bloodline artificially. However, since the transformation is complete, there is no way to tell that they are any different from a natural member of the bloodline apart from what could be extensive investigation. Though the Charm does not give the Cherub any additional information about the supernatural nature or powers obtained, the caster often has to learn a great deal about the kind they are transforming into in order to devise their ritual.

The Charm has an additional effect beyond transformation. Whenever the Cherub becomes one of a supernatural race through this Charm, the youthful magic gives the Cherub a certain glamour in the eyes of others of the race. They become more inclined to demonstrate a patronizing attitude toward the Cherub, and to see them as a young member of the race, regardless of what form that may take or how young they actually look. The Cherub gains a +1 bonus to all Presence and Manipulation rolls made with members of the race, provided that the rolls are made based upon appearing innocent or requiring aid. The effect does not change their perception of the Cherub's actual age (though if they are also physically children it can easily get more intense), but they tend to view the Cherub as youthful, clueless, or incompetent for their age. This effect is not seen with supernatural abilities not tied to racial lines.

This Charm can be used to remove its attainments, with the Merits lost being redistributed as per Sanctity of Merits, but this is an awful chore to go through. This Charm can be cast again in order to obtain other Supernatural Merits, provided that the ones being obtained don't conflict with ones that are already present.

All for One, One for All (•••••)

Action: Instant

Cost: 5 Wonder, 1 Willpower

Dice Pool: Numinosity + Resolve

Duration: 1 Scene

Friendship is a rare treasure. Not many have people who will stay with them, through thick and thin. Though it is often hidden, transcendent glory lies within true friendship.

The Cherub calls upon their friendship, spending 5 Wonder and 1 Willpower. On a success, the Cherub and a number of targets equal to their Numinosity are bound by the force of their friendship. The targets of the Enchantment must each be friends with one another. Those affected by this Enchantment may use the Skills of their friends whenever they would make a given Skill roll. Furthermore, all under the effect of this Enchantment may share their Willpower pools. Whenever one of the group spends Willpower, another member of the group may voluntarily give one of their own points of Willpower.

Kids Don't Die (•••••)

Action: Reflexive

Cost: 5 Wonder, 1 Willpower

Dice Pool: N/A

Duration: Instantaneous

Kids don't die, right? With this ability, the Cherub can make that statement true. When faced with imminent death, the Cherub can reflexively activate this power to save their life. If the Cherub would die from lethal damage, bleeding out, or any other effect, they can instead activate this power.

Once used, the Cherub is guaranteed to survive whatever would have otherwise killed them, and is able to escape from the situation at hand. Level of movement available or the realistic likelihood of escape is irrelevant; circumstances will provide a means for the Cherub to live this day. A firefighter will rescue the Cherub from a burning building at the last moment, a lull in the astral fabric will pop the Cherub back to Earth before they can become a demon's snack, or the gunman about to finish them off will be forced to flee due to pursuers. Whatever agent or event that would have instigated their death is left unable to take the Cherub's life at that particular time. A bear, for example, could not simply attack a Cherub again after they had used the power; events will lead to the aggressing force being removed from the situation, at least for the time being. A goon might not kill you today, but any other day is fair game.

Notably, this power also prevents the Cherub from suffering lasting damage or maiming as a result of their salvation from the deadly circumstance. Depending on the scenario they may be very much in need of medical aid, but they will heal perfectly when they do heal.

Apart from magical interference, the only gap in the power's defense is in regards to old age. When the Cherub would die of natural causes, the use of this power only protects them for a little while at most. The Cherub can only keep activating this power as much as Wonder and Willpower will allow until they truly die. Kids *can* die.

Redemption Arc (•••••)

Action: Instant

Cost: 5 Wonder, 1 permanent Willpower

Dice Pool: Numinosity + Empathy

Duration: Instantaneous

Even the most fallen thing is God. The Cherub is able to see virtue in even the worst of people, and can provide them with the opportunity to transcend their hells.

The Cherub wishes the best for the target, spending 5 Wonder and losing a *dot* of Willpower. The target must have an Integrity or Integrity-analogue of zero. On a success, the target's Integrity trait is immediately moved to five. Furthermore, they are immediately taken out of whatever monstrous, fallen state they may have been in. For example, a draugr affected by this Enchantment would be returned to the normal state of vampirism. A given being can only be affected by this Enchantment once in their life.

Toys

Every item hides its secrets. From trinkets to touchstones to literal toys, children throughout the ages have treasured all sorts of objects. Some objects of particular importance or meaning to individuals take on a resonance, their astral aspect mutating due to the power of Wonder. Even the attention of ordinary people can have this affect, as their souls unconsciously touch at the force of Wonder. When brought into the Glimmerside, the hidden resonance of these items is unveiled, and they stand as objects of truly magical power. These objects are known as Toys.

Toys often require Wonder to activate, though not always. If a Toy requires Wonder in order to activate its magic, then such will be listed in its description.

Every Toy has an Affinity, a boon it provides to those who align with the Toy's nature. The nature of this boon can vary; sometimes it reduces the Wonder cost of the toy, whilst other times it changes the Toy's effects, or has some other effect. If the wielder of a Toy matches the criteria for an Affinity effect, then they get to enjoy its effects.

Chronicler's Journal (•)

Often standing as simple leather or cloth-bound journals, Chronicler's Journals have recorded many an adventure in the Glimmerside, and even some beyond. These Toys are typically derived from personal diaries on Earth, whether they be the Cherub's or someone else's, and the stories that surround them can in some cases be as manifold as the ones they record. In the Glimmerside, Chronicler's Journals have a very simple but wondrous effect; they do not run out of pages. Though their size never changes, they have an infinite selection of blank pages, with an extra one appearing just as it seems the last has been filled. It is always easy to navigate the journal, no matter how many extra pages it has unveiled, and they can be marked with normal implements. Provided that one has consistently marked a Chronicler's Journal with adventures and lore, this can turn them into a potent reference work and resource. All Extended Research rolls with a sufficiently-filled Chronicler's Journal gain a +1 die bonus. Some Chronicler's Journals can also give an additional +1 bonus on a given topic that the journal focuses on, which can result in a +2 dice bonus to Extended Research rolls in the given area of specialty. Old, expansive, or even just niche Chronicler's Journals can thus become valued by Cherubs, and the hunt for a given journal has driven many a Friendship questing.

The Chronicler's Journal is an astral reflection of the essence of the journal, and how it is perceived by people of all stripes. From the log of adventure to the secret hall of the heart, the journal is in many ways a miniature sphere of its own. Of course, the Toy does have an inclination towards the ways the journal is perceived by children, which can often affect its manifestation in the Glimmerside. Rugged, classic explorer's journals are one of the most common manifestations, with simple, contemporary diaries being the other most common manifestation of the Toy. While personal journals are the most common items to erupt as Chronicler's Journals in the Glimmerside, other ones are not unheard of. Some Cherubs have found the hidden journals of family members stand as Chronicler's Journals in the Glimmerside. Old, antique journals can also stand as examples of the Toy. While most of these Toys erupt as

such due to the projection of individual Cherubs who discover them, it seems as though some particularly old or meaningful journals can hold that resonance in and of themselves.

Cost: N/A

Affinity: Chronicler's Journals thrum with the force of their topic, and Cherubs who share a dedication towards that topic can find that the Toy provides its information easily to them. If a Cherub has a Specialty that relates to the topic of the Chronicler's Journal, the bonus to Extended Research rolls provided by the Toy is doubled.

Cupid's Diaper (•)

Appearing as a simple cloth diaper in the Glimmerside, this Toy is typically derived from old cloth diapers acquired from boxes of baby things. As cloth diapers become ever more uncommon as the years go by, this Toy becomes similarly scarce. Cupid's Diaper has a very simple but very useful function; it makes the wearer appear as cute as cute can be. While wearing the Toy, any Manipulation rolls based upon appearing innocent or vulnerable receive a bonus of +2.

In the Glimmerside, the Toy is quite effective. Denizens can be quite willing to go to great lengths to protect children (and adults) who appear to be vulnerable, or at least to go easier on what look like wimpier targets. Like all Toys, Cupid's Diaper generally can't be used on Earth. If the Toy is somehow able to be used in the physical world, then its effects only apply to bearers below six years of age. For Cherubs with visible Aspects in the physical world, Age 2 is the limit for the Toy's effectiveness. Past that, the uncanniness of older children or straight up adults wearing a diaper cancels out the charming effect.

Notably, the Toy is self-cleaning when it comes to its intended purpose. As with all supernatural effects of Toys, this aspect does not function on Earth.

Cost: 1 Wonder per day

Affinity: Bearers with the Incontinent condition do not have to pay the cost. Additionally, those without the condition can voluntarily allow the Toy's magic to synergize with them in order to get past having to invest their own magic. If they do so, they gain the Incontinent condition for as long as they wear the Toy, and for 24 hours after taking it off. Unsurprisingly, many elect to just fork up the Wonder. A small minority of bearers, however, consistently take the Affinity effect even when they have Wonder to spare. The reason for this can be easily guessed.

Magic Crystal (•)

Crystals have been a cornerstone of natural magic throughout history, and many rocks have been reputed to provide a wide range of extraordinary effects to their bearer. Of course, this storied history is of interest to few beyond anthropologists and occultists anymore, but there are still common folk who are fascinated by the idea of magical crystals. Most often, these people are kids.

Magic crystals are otherwise ordinary rocks that have been taken into the Glimmerside. Becoming suffused with the overwhelming Wonder of that childish plane, the legendary qualities

of these rocks awaken to startling life. Almost every rock imaginable has been ascribed a dizzying variety of powers by civilizations throughout history, and so the actual effects of any given magic crystal vary widely, and can only partially be predicted. Nevertheless, kids can form connections to stones they possess in youth, and to the slumbering powers said to dwell within them. Many a Cherub has brought their old rocks into the Glimmerside, and found them to be filled with all the magic that they had dreamed of. Childhood rocks are the most common source of the Toy, and these magic crystals often conform exactly to what the Cherub imagined they do. It is possible to bring other rocks into the Glimmerside to get magic crystals, but this is chancy, and the unearthed powers rarely align perfectly with what the Cherub was looking for. Magic crystals are fairly commonly traded amongst Cherubs, and many a seeker has combed through markets seeking to swap for the stone they really want.

Magic crystals provide a +1 bonus to a given Skill. Each crystal is tied to a single Skill, and can only provide a bonus to that Skill. The Skill that a given crystal is associated with invariably relates to the reputed properties of the gem in question. For example, a quartz crystal may provide a +1 bonus to Medicine rolls.

It is said that some magic crystals possess powerful apotropaic properties. Such magic crystals would be rated at three dots, and would provide a +1 bonus to rolls involving a given Resistance Attribute: Resolve, Stamina, or Composure.

Elemental Stones (••)

The classical elements have captured a place in the minds of children that is far in excess of their importance to most strains of occultism. The power of this Toy is predicated on that simple wonder, and through that force, taps into true elemental glory. Elemental Stones come in a variety of forms, but one of the most “classic” if not necessarily common is that of specific river rocks. Certain stones that reside by rivers collect mineral accretions that can take on color with the passage of time. These accretions crisscross a given rock, appearing almost like veins of a strange stripe. It is not uncommon for children to imagine that these rocks hold some secret power relating to whatever element they believe the color of the accretions correspond to. Given the variety of color attributions for elements in ceremonial magic, let alone media and the minds of children, this can lead to some rather unusual ideas regarding what element a given rock is of. When taken into the Glimmerside, stones of this nature can awaken into a font of potent elemental power. In many cases, the individual need not even have a personal connection to a specific stone, only a deep emotional connection to the idea of elemental rocks that dates back to youth.

Elemental Stones manifest as small rocks, with traits and features that correspond to a given element. While the most commonly known Elemental Stones are the ones of the four classical elements – earth, fire, air, and water – the elements of other magico-religious systems are represented amongst some Elemental Stones. In the contemporary era, some Elemental Stones have even manifested correspondences to non-traditional elements from media.

The properties of the classic Elemental Stones are as follows.

Elemental Stones of Fire often possess a reddish-orange color. As an Instant action, the wielder can activate the stone's power to allow a cone of fire to leap forth from the stone. The cone of fire reaches around 10 feet in length, and at its apex, is about 8 feet wide. Those within the cone of flame automatically suffer lethal damage, as described in the Chronicles of Darkness core rulebook. The fire deals 3 lethal damage per turn. A person can attempt to leap out of the blast as a Reflexive action. This course of action involves rolling Dexterity + Athletics. On a successful roll, the character is able to move out of the way of the blast, and suffer no damage. On a failure, they must suffer at least one turn's worth of damage from the fire. The fire that this effect produces is lasting, and can affect the environment. Wielders of the Toy gain a +1 bonus to Social rolls with fire elementals and other such beings with kinship to fire.

Elemental Stones of Air are often of a light, yellowish color. As an Instant action, the wielder can activate the stone's power to unleash a cone of amazingly fast winds. The cone of air extends to a length of 15 feet, and is 10 feet wide at its apex. All caught in the cone of air are blown back 20 feet, and suffer 4 bashing damage from the force of the blast. Individuals can attempt to dodge out of the way of the cone of air with a Dexterity + Athletics roll. On a success, they are able to move outside of the cone's range. On a failure, they suffer its normal effects. Wielders of the Toy gain a +1 bonus to Social rolls with air elementals and other such beings with kinship to the air.

Elemental Stones of Water are most commonly of blue color, though the exact shade can vary. As an Instant action, the wielder can activate the stone's power to summon up to 20 gallons of water. The location where this water manifests is decided by the wielder, though the location must be within their perceptual range. The water can be freshwater or saltwater, as the wielder decides. Wielders of the Toy gain a +1 bonus to Social rolls with water elementals and other such beings with kinship to water.

Elemental Stones of Earth are often brown or green, and tend to have strange striations. As an Instant action, the wielder can activate the stone's power to heal their wounds. The stone can heal up to 4 bashing damage or 2 lethal damage with each use. The type of damage healed is chosen by the wielder. Wielders of the Toy gain a +1 bonus on Social rolls with earth elementals and other such beings with kinship to the earth.

Cost: 2 Wonder per activation

Affinity: The power of the elemental stones comes easily to those who are already in tune with them. Those with an elemental affinity or heritage only need to pay 1 Wonder per activation, and can choose to spend 1 Willpower to activate the stone instead of 1 Wonder, if they so desire it. This affinity can be represented mechanically, such as through a Supernatural Merit, but it does not need to be. The Storyteller's discretion is advised in determining whether the qualities of a character justify them qualifying for the Affinity effect.

Airsoft Rifle (•••)

This Toy appears much the same in the Glimmerside as it does on Earth, an airsoft rifle of whatever design it was originally constructed as. In the Glimmerside, however, the rifle appears subtly cooler than usual, and fires bolts of light rather than plastic BBs. The utility of this Toy is

simple. It functions as a Rifle in the Glimmerside and other astral environments, except that it can affect spirits and not just mortals. Against the denizens of the Glimmerside and Cherubs, it deals bashing damage instead of lethal damage. If used against denizens of the Twilight or other non-Glimmerside supernatural foes, however, the Toy deals lethal damage.

Cost: N/A

Affinity: Airsoft guns are meant for older kids. Anyone below Age 4 who wields the Toy can do so without paying any Wonder whatsoever. Anyone below that Age, however, has to pay 2 Wonder per Scene. Because of this and the limited shooting skills of lower Ages, these Toys tend to be used by the oldest of the group.

Wooden Mask (••••)

Masks are strange and holy things, hiding one's humanity and revealing the supernatural nature within. Humanity has crafted masks for millennia, all out of differing materials and in different styles, but often for common ends. To escape mortality, to be more, to be pure. Who would not seek such a state?

Wooden Masks are often derived from, as one would guess, wooden masks. Woodens Masks are rarely actually historical artifacts, as like all Toys, Wooden Masks are tied to the magic of the Glimmerside. Instead, many Wooden Masks are derived from wooden masks contemporary people have crafted. Some Wooden Masks are actually manifested by their owners, whilst others are merely acquired by them, but all hide a wondrous power.

When a Cherub wears a Wooden Mask, they gain an honorary Rank equal to their Numinosity divided by two, rounded up. For a time, they express the nature of their soul more than the nature of their body, and they are treated as a spirit.

Legendary Sword (•••••)

Swords are perhaps the most archetypal of weapons, at least to the contemporary mind. It is with swords that some of the greatest monsters of legend were slain, and it is swords that stand as some of the most prominent of legendary weapons. This legacy of valor and heroism has inspired a Toy in the Glimmerside. Notably amongst Toys, many Legendary Swords are actually found within the Glimmerside itself, rather than standing as the astral form of an object from Earth. In either case, they are deadly weapons. A Legendary Sword has the same statistics as a sword, but it can deal aggravated damage instead of lethal damage if the wielder wills it. Furthermore, the Toy can affect spirits and other supernatural beings.

Cost: N/A

Affinity: Swords of legend require equally legendary wielders. Anyone with a Numinosity below 5 that wields the Toy cannot access its unique powers, and the Toy essentially functions as a normal sword in their hands.

Chapter 4: The Glimmerside

“And pray for a wind

That blows from Rainbow’s End

To carry me away

Where I won’t have to pretend.”

- Bill Roper, Wind from Rainbow’s End

Far beyond the Earth, a land of idyllic splendour and wonderful adventure stands, as it has for all of eternity. The Glimmerside is a magical land of childhood, where the dreams and fears and wonderings of humanity are manifest. Endless grasslands stand beside glittering cities, and half-remembered spirits and monsters walk side-by-side. The Glimmerside is a vast, sprawling place, and for as much as Cherubs often talk about it being a “reflection” of the Earth, it is very much its own place. The Glimmerside plays host to countless fantastic realms, each of which are inhabited by equally wondrous inhabitants.

At its core, the Glimmerside is an astral world. Spirits within it are Materialized, as are Cherubs and others who walk its paths. Strictly speaking, the Glimmerside is only a section of the astral plane, but it is often considered its own unique “place.”

The locations of the Glimmerside vary in scope and nature. Some cover small ideas, like that of the comfort of a home, while others embody larger ideas, such as security or even war. Some locations are relatively small, while others can go for miles on end. All locations, however, have a connection to childhood, however tangential or insignificant it might be. The most peripheral are often the smallest in the Realm, barely being able to manifest themselves in the Glimmerside. Locations with a more direct connection to childhood are often larger and more lasting.

The Glimmerside tends to be a peaceful realm, and is generally covered in an air of benevolence. It does not host the holy kind of kindness, but instead hosts the simple, vaguely ignorant form of kindness, albeit one that still has a certain virtue of its own. The Glimmerside is heavily influenced by human ideas of childhood, and that has rendered it a generally peaceful place, especially so in recent centuries. The Glimmerside still hosts danger, but it is rather uncommon, and it often still holds a certain glamour. There are bandits in the Glimmerside, but they are more likely to laugh and boast before engaging in a brawl with you, instead of just knocking you out, slitting your throat, and taking your valuables.

So, can I...?

Yes. It is theoretically possible to use the Glimmerside to travel long distances over the Earth. As you have likely already guessed, though, there are catches.

First, Glimmerside travel isn't actually much faster than normal modes of transport. By the very nature of the Glimmerside, you're going to have to remain in the Shallows in order to travel in a manner that will allow you to pop back out at the corresponding spot on Earth. In terms of distances and scale, the Shallows are essentially a one-to-one copy of the Earth, and so you won't have the opportunity to use "narrative-astral" means of making a speedy trip. Furthermore, the Glimmerside generally lacks modes of advanced locomotion, or at least ones that are available in the Shallows. Oftentimes, a simple plane trip will accomplish a journey faster than Glimmerside travel.

Second, finding the right Portal to return to Earth can actually be harder than it would seem. Usually the Portals of one's home area are most instinctively found, and one can have trouble scoping them out in foreign areas. This isn't too much of a problem if one is already going through the effort of Glimmerside travel in the first place, but it can be annoying to look for the right Portals through trial-and-error, and pop out at awkward places on Earth.

Third, there are risks of legality and masquerade, as Glimmerside travel does not come with documentation or paper trails. Unless you've already gone through the proper channels ahead of time, travelling into a country through the Glimmerside (and magical means in general) will mean that you're residing in that country illegally. Strictly speaking this won't be immediately noticed, but any sort of interaction with civilization proper will be troubled by this. Further, without any record of purchases, air travel, or bus fare, there is the risk of appearing as an anomaly to any who are tracking such things. The relatively slow speed of Glimmerside travel is actually a boon here, as it renders it believable that someone could have merely been walking, but a lack of monetary history can still arouse suspicion, though the relatively untraceable nature of cash does provide a good alibi. For those who *do* have quick modes of transport in the Shallows, though, arriving on the other side of the world without a hint of a plane ticket can set off alarm bells for parties that are dead set on national defense, knowledgeable of the supernatural, or merely interested. None of these options bode well for the enterprising Cherub. Many Cherubs limit their Glimmerside travel to the domestic, and try to use cash when possible. Those making more far-flung journeys almost always acquire foreign currency ahead of time, to avoid the red flag of a bank account being set for a foreign country when the individual has made no hints of travel plans. Oftentimes, these Cherubs head for remote locations in said country anyways, for a specific enterprise, to meet up with (usually strange) friends, or to explore.

Despite all the shortcomings, Glimmerside travel does have its advantages. The Glimmerside is generally a safe place, and the Shallows can be even more so. The odd hostile is usually a spirit that has wandered in from another plane, and with their Aspects, Cherubs are usually more than ready for battle. Glimmerside travel can be incredibly useful if one is dealing with mortal assailants on Earth, as they can pop into a Portal and be rendered untouchable. Almost all mortals won't have the means of reaching a Cherub in the astral. From there, reaching a safe place is a breeze, though if the Cherub has earned lasting and powerful enemies, this is essentially only a pause unless they abandon their earthly life entirely. This security is a far more chancy thing

when dealing with supernatural foes, however. Though Cherubs are the only (non-spirit) supernaturals to have a true affinity for the Glimmerside, it isn't really that hard for the inventive mage or other paranormal being to figure out a way into the realm. Really, the Cherub's best defense is their ignorance of the Glimmerside itself. Once that veil is breached, the Cherub has little recourse, which can be quite deadly; even on their home turf, Cherubs generally aren't quite on the same level as other supernaturals.

Traveling in the Glimmerside

Travel in the Glimmerside is a strange affair. Travel in the Shallows is normal enough, as it is a reflection of the Earth, but travel in the Realm is based more upon the laws of narrative and sympathy than the laws of geography. Despite the best attempts of Cherub cartographers, no accurate map of the Realm has ever been manifested, and to this day, travelers of the Glimmerside have to rely on their own skills to navigate the place. There are some constants, however. One's odds of traveling to a given location are improved if one has already been there before, and the layout of cities do not change in-between visits, let alone while one is visiting one of them. Nevertheless, traveling the Glimmerside is an interesting exercise in cartography, to say the least.

When traveling in the Glimmerside, one must roll Wits + Survival whenever they want to travel to a specific location. This roll has many modifiers, and can have multiple outcomes. Such information is provided below. Note that if one does not intend to travel to a specific location in the Glimmerside, they end up at a random place of the Storyteller's discretion.

Circumstance	Modifier
The Cherub has visited the location before.	+4
The Cherub has a friend at the location.	+3
The location that the Cherub is currently located at has a thematic or environmental resonance with the location that the Cherub seeks to travel to.	+2
The location has an air of civilization, and is occupied by at least 1,000 Residents.	+1
The Cherub has never visited the location before.	-4
The Cherub has never been to the location, but has learned about it in decently extensive detail.	-3
The location that the Cherub is currently located at clashes thematically with the location that the Cherub seeks.	-2
The location is narratively supposed to be "off the beaten path."	-1

Roll Results

Dramatic Failure: Not only does the Cherub get lost, but they actually end up in an area that is dangerous. Perhaps they wind up in an inhospitable volcanic environment, or perhaps they accidentally plunge into a long-forgotten tomb, but in any case, they come into trouble. Bad Guys or at least a dangerous environment is to be expected in such a scenario. They might even find Enemies.

Failure: The Cherub is unable to find their way to the location. They end up in a random location determined by the Storyteller, and they use up a day's worth of rations.

Success: The Cherub is able to find their way to the location. They end up at the location they had sought, having used up a day's worth of rations.

Extraordinary Success: As above, but you look cooler while finding your way.

Aspect or No?

The Cherub has their Aspect in the Glimmerside, sure. But what about other planes of existence? This book presents two methods of handling the situation. One, you can have the Aspect be assumed whenever the Cherub would travel in their astral body. Whenever the Cherub entered another plane, they would always have their Enchantments on hand. On the other hand, the assumption of the Aspect can be limited to entrance into the Glimmerside. Thus, those who wished to use their Enchantments in planes beyond the Glimmerside would first need to enter into the Glimmerside and then find their way into another plane from there. This choice can have a fairly significant effect on the power of Cherubs. If Cherubs always display their Aspect when beyond Earth, then they have a great deal of power when dealing with supernatural entities. If Cherubs only display their Aspect in the Glimmerside, then they will not be able to deal with spirits and other supernatural entities as effectively. The choice is up to you.

Resting and the Recovery of Age

Beyond providing the opportunity to heal wounds and collect oneself, resting in the Glimmerside also restores a Cherub's Age. For every full six hours of rest, a Cherub restores an amount of temporary Age equal to their Resolve + Composure. Even outside of the Glimmerside, a Cherub's Aspect naturally reverts to its maximum Age. For every day spent outside of the Glimmerside, resting or not, the Cherub gains an amount of temporary Age equal to their Resolve.

Features of the Glimmerside

Amusements

In the Glimmerside, forms of entertainment are called Amusements, and they are almost everywhere. This may seem rather obvious for a world of youth, perhaps even unworthy of note. Yet Amusements are very relevant to the wayfaring Cherub. In the Glimmerside, where everything is suffused with magic and the body can be molded by the mind, playing around can be useful, and damning. By playing with toys, engaging in mock fights, or even just having fun from improvised games, one can tap into youthful joy, and in the Glimmerside, that means the acquisition of Wonder. It also means, however, that one's Age will suffer as their mind inches towards childishness. The more Wonder that is obtained, the more regression one stands to suffer.

Any given Amusement has a dot rating ranging from one to five. The simplest and most ad-hoc forms of play stand at one dot, while the most complex or entertaining stand at five dots. Each dot represents a point of Wonder that the character will receive if they interact with the Amusement, *and* a point of temporary Age that they will lose. The amount of Wonder gained is always equal to the amount of temporary Age lost. A Cherub must always gain the full amount of Wonder from a given Amusement if they are to interact with it at all. Any excess Wonder is lost. A single Amusement can be used by multiple Cherubs provided that they could feasibly interact with it, like a seesaw, and all Cherubs involved in playing with the Amusement will gain their own Wonder and lose their own temporary Age. Once used, an Amusement cannot be used again for a day, and the individual is unable to use any other Amusements for a Scene. You can only find entrancement in any given thing for so long, and even others will find the ambient Wonder sapped. Needless to say, Amusements present both opportunity and risk to the Cherub exploring the Glimmerside. They require Wonder to fuel their powers, but the lower your Age, the more vulnerable you are to the hazards of the Glimmerside. While death might not be a concern, being captured or not being able to reach a Portal back to Earth might very well be.

Amusement Ratings and Examples

- - The simplest of toys. Improvised play in a bare environment.

Examples: A painted wooden dowel. Running around in the woods with your friends.

- - Toys that lack playing complexity, but are fine in quality. Improvised play in an interesting environment.

Examples: A simple action figure. Many standard toys. Playing around in a place with cool rocks to jump on.

- - Decker out, multi-function toys. Simple, but fascinating entertainment involving electronics or other mechanisms outside of the easy handling of children. Physical play mediated by cool tools.

Examples: A buildable action figure that lights up and can be customized. A short program or basic cartoon on TV. Sledding down a hill.

•••• - Seriously cool, high-end toys with many functions. Electronic or digital entertainment with more variety, and potentially with less supervision of caretakers. Access to a seriously cool area to play around in or explore.

Examples: An aesthetically pleasing toy robot that can move around the environment, manipulate objects, and even spy on things. Being able to choose a movie to watch on a flat-screen TV. An empty storm drain that can be explored.

••••• - An unbelievably complex and fascinating toy. Free access to electronic media, or the presentation of luxurious entertainment. Access to a legitimately fascinating area beyond the bounds of mundane life.

Examples: A high-end laser gun toy like the ones used in laser gun mazes, able to tag people who wear the corresponding vest. A good movie presented in a movie theater. Exploration of a ruin from antiquity.

It should be noted that forms of entertainment in Hideouts and Lodges do not count as Amusements, and cannot bestow Wonder or regress the unwary. The construction of such areas invariably inoculates them against the formation of Amusements, as they are meant to be home areas, and are thus unconsciously manipulated by Cherubic magic. Cherubs can do whatever they want in their bases; play video games, mindlessly scrawl internet backups, shoot dart guns, and whatnot. In the safety of their homes, they only gain the normal entertainment value of such things.

Locations of Note

Deathmatch Central

Deathmatch Central is a place where games are played. Founded by Cherubs in the early 2000s, Deathmatch Central stands as something akin to an airsoft or paintball field, where the shooters of yesterday are re-enacted in real-life. The experience of Deathmatch Central goes far beyond even those sports, however. Cherubs can fight in their Aspects, wielding whatever sort of weapon strikes their fancy. Oftentimes guns are used, but it is not uncommon to see melee weapons such as swords or spears being used. Cherubs often go out onto the battlefield in impractical if cool get-ups, and they can have quite a bit of fun even when being shot or stabbed.

The experience of Deathmatch Central is enabled by its position in the Glimmerside, as well as unique Enchantments manifested by Wisps. Pain is subdued in the Glimmerside, and even being shot at with a rifle does not hurt much due to the Wonder of the plane. Despite all of the vicious combats that occur in Deathmatch Central, there is none of the carnage, gore, and terror or real combat there. Due to strange magic worked upon the place, all weapons only deal bashing damage in Deathmatch Central. Furthermore, whenever a Cherub would “die” in Deathmatch Central, instead of disincorporating and being shunted out of the Glimmerside as would usually happen, they are instead transported to a specific location in the complex, having been healed of all wounds. This allows for the games to go on and on. Deathmatch Central has always been about manifesting the experience of a first-person shooter in real-life, and few people have ever been shy about that.

Kradmirg

In a galaxy torn by strife, humanity struggles in its darkest hour. The once-grand Republic stands as a pale shadow of its former self, a militaristic, spartan society that yearns for a golden age they scarcely remember. Countless aliens prey on the scattered planets of humankind, and demons fight against the very souls of humanity. And yet these people remain pure. Despite the hardships they face and the almost unsurpassable odds that stand before them, the people of the Republic stand courageous and uncorrupted. They stand as a beacon of light in a galaxy of darkness. With holy devotion and righteous fervor, they fight against evil, and maintain the last of humanity with unwavering conviction.

The city of Kradmirg is but one of the Republic’s many holdings. Kradmirg was once an expansive technological metropolis, but millennia of warfare against aliens, demons, and worse have since rendered it into a crater-filled nightmare. Most of the civilians rest in secure bunkers, working hard at manufactories that produce the arms and armor necessary to fight off invaders. These bunkers are protected by men and women of the Legion, everyday citizens who have shouldered the great burden of defending the people. The spirit of the people shines bright, and it is their devotion that gets them through much of the hardship of their lives. The people revere and adore the Invisible God, a mysterious deity who stands with them and protects them even in these dark times. It is against this backdrop that the people of Kradmirg work, fight, and survive.

That is what Kradmirg is about, in any case. The actual answer is a bit more ridiculous.

Kradmirg is a location of the Glimmerside that is inhabited by peculiar sorts of Residents, ones that do not acknowledge their Glimmerside nature much. All Residents follow along with the narrative of Kradmirg to greater or lesser degrees. Some Residents stand as the human citizens of the Republic, whilst others stand as the aliens and demons who fight against them. The truth of the matter is somewhat known to these beings, but they rarely acknowledge or care about it.

Kradmirg is based upon visions of apocalyptic, futuristic warfare, and this is quite visible in the appearance of the city. Much of the city consists of towering, crumbling skyscrapers, with countless buildings set beside seemingly endless streets. It is on these streets that most fights take place, with roving squads of the Legion fighting off various aliens and demons. These squads are insular, tough, and strict, but somewhat surprisingly humane. Human rights are subtly but pervasively respected, and the Legion draws its recruits from willing volunteers.

Combat in Kradmirg is rather odd. Firearms and melee weapons are clearly used, and injuries can be fairly brutal, but the atmosphere is more awe-inspiring and grand than genuinely frightening. Despite the amount of combat that occurs in Kradmirg, death is rare, and always occurs “off-screen.” Some individuals have permanent injuries and disfigurements from combat, but these are generally not too bad, and can even be aesthetically pleasing.

Arguably the most notable feature of Kradmirg is its response to Cherubs. Despite how much Cherubs often clash with the general theme of the city, Cherubs are almost always respected by citizens of the Republic, who view them as holy angels. The Republic often beseeches Cherubs for help in its fights against its many enemies, and few Cherubs turn down such offers. The people of the Republic do tend to find Cherubs somewhat odd, particularly when their attitude is carefree and they plainly wear diapers for all to see, but they are polite enough to not comment about such things. In the bunkers of the Republic, Cherubs can find genuine kindness and adoration from the civilians, and meetings with Cherubs are often enough to inspire the Republic to fight on.

The Proving Grounds

Cherubhood is not all fun and games. While the condition of Cherubhood may itself be comical, the powers that it provides are serious ones, and there are always those who seek to test their mettle. The Proving Grounds provide for that. The Proving Grounds dates back to the early 20th century, when a small group of martial Cherubs decided to construct a dedicated area for dueling in the Glimmerside. Cherubs had tested their mettle against one another before this, of course, but The Proving Grounds provided both a formality to the occasion as well as architecture for viewers. Within the span of a few decades, fights at The Proving Grounds became an established Cherubic tradition.

Those seeking to fight first register with the managers of the arena. Usually this is relatively quick, taking only a month, but sometimes more extensive background checks are instituted, particularly when there is the suspicion that some duelists are less-than-willing. The fights themselves are hosted in a few separate areas. Small fights are typically conducted on designated patches of ground beside the arena itself. Here, combatants can engage in short duels with one another, with fences marking the boundary of a given fighting area. Larger fights, or those

involving fighters of serious fame and skill, are hosted within the arena proper. The fighting area of the arena itself often stands a simple flat plane, but this can at times be changed by the owners of the arena. Such modifications are usually ad-hoc; there have never been formal attempts to implement mechanized methods of changing the fighting area's terrain, despite the imploring of many Wisps.

The Patchwork Kingdoms

Throughout history, men have defined themselves through bonds of kinship and national status. In the Patchwork Kingdoms, Residents play at that.

The Patchwork Kingdoms are a sprawling expanse of countries, nation-states, and kingdoms, each populated by an assortment of diminutive, anthropomorphic animals. Each of these kingdoms wars with each other over the course of long but ultimately ineffectual campaigns. This never dampens the spirits of the population, however. They are simply accustomed to fighting, and to finding glory on the battlefield.

The Patchwork Kingdoms is a strange realm. Most of the population in fact just consists of common citizens and peasantry, who support the kingdoms and serve as a recruiting ground for foot soldiers. Beyond them are the class of professional warriors, who fight in the names of their nations. Beyond them are the rulers and strategists, who plan wars and otherwise manage their countries. National identity is almost always of immense importance to those who dwell in the realm. If asked, a citizen will go on and on about their country, family members who have served in the war, and the dates and locations of grand victories and terrible defeats. Each of the kingdoms really has little to differentiate it from one another, with each nation almost appearing like a randomly-generated medieval kingdom. Coats of arms and colors change, but the details are almost completely meaningless to an outsider.

Combat in the Patchwork Kingdoms is also something of a strange affair, though it is typical of the Glimmerside. Despite the martial focus of virtually all of the kingdoms, the whole place retains a vibrant atmosphere. Though soldiers slash at one another with swords, they rarely draw blood, and there have been no casualties in any of the wars that the kingdoms have fought, something that can sometimes astound Cherubs. When a city is captured, the occupying force usually just flies its colors up and acts as the new tax collector for the place; though even the citizenry have national allegiances, they can also be apt to change them quickly. The wars of the Patchwork Kingdoms are a Sisyphean endeavour, true, but surprisingly, that fact often does not seem as depressing as it should be.

Zenith City

The dreams of technology are heady ones, for otherwise they would have not captured the human imagination. Zenith City is the city of such dreams. A silver metropolis of dizzying spires and strange technology, Zenith City has embodied the juvenile spirit of technological aspiration for many ages. Though many of its advancements seem rather impractical, or outright ridiculous, it stands for the wonder behind technology.

Zenith City looks like something out of a sci-fi dream. Specifically sci-fi. Not SF. Zenith City is structured like a generic “city of the future” from a cartoon or an advertisement. There are lots of skyscrapers, buildings are made out of a strange, uniform metal that is sleek and shiny, and there are even flying cars that go about the city. Back in the day, Zenith City looked more like a classical metropolis straight out of the Golden Age of SF, but now, it looks closer to a world of Apple technology. The inhabitants of Zenith City are varied. Most notably, many of the Residents appear as normal humans. A great deal of the population, however, is composed of Residents who take on the appearance of robots and other forms of synthetic life. These robotic Residents often appear as classical and generic as one could imagine them; little metal men walking about, robots with smiley faces on heads that are screens, the list goes on. All of the Residents of Zenith City are genial, and eager to share their technology with travelers. Much of their technology is quite advanced, but also quite limited in scope and range of thought. The human condition in Zenith City has remained fundamentally the same. There are teleporters, laser guns, hydroponic farms, and more, but there are no posthuman synthetic superintelligences or genetically-modified savant organisms. The population of Zenith City is actually quite happy, at least in the normal worldly sense, much like many of the inhabitants of the Glimmerside. One of the most notable features of Zenith City is that some pieces of technology seem to be directly inspired by innovations on Earth, especially those with great promise which were nevertheless left largely untapped. It is common for Cherubs to joke about Zenith City, since it is at heart a ridiculous place, but there also seems to be a certain earnestness that many Cherubs recognize.

Residents

The native spirits of the Glimmerside are known as Residents. They are a magical, motley cast displaying the whole spectrum of the Glimmerside's nature in their forms. Some stand as light-hearted variants of the spirits of legend. Others stand as curious little monsters, or anthropomorphic trees, or even stranger oddities. Despite differing outward forms, however, all Residents are united by the power of Wonder. The youthful magic of the Glimmerside colors every Resident, and this is reflected in their appearances. Some are small and cute innocents, but just as many are dramatic or daring heroes, or enigmatic ghosts, or good-hearted peasants. The catalogues of Residents are limitless, and with the following guidelines, you can manifest your own.

Step One: Concept

When designing a Resident, one of the most important parts is determining exactly what the being is. What is their "species?" Their profession? Their abilities? What do they look like? Are they a whimsical little fairy or are they some badass in powered armor? Residents can take on many appearances, and the concept of the Resident serves as the spine upon which you will add the structure: mechanics.

Step Two: Numinosity

Every Resident has a font of supernatural power, much as a Cherub does. A Resident's Numinosity is measured on a scale from 1 to 10, with 1 representing the lowest degree of power and 10 representing the greatest. Numinosity determines the amount of points that the Resident has to spend on Attributes, Skills, Merits, and Wondrous Powers.

Furthermore, Numinosity has a few extra effects on the Resident, detailed below.

Willpower Capacity: Residents add their Numinosity to their Resolve + Composure when determining their Willpower.

Willpower Expenditures: A Resident may spend a single point of Willpower per turn per dot of Numinosity. A Resident may not spend more than 1 Willpower on the same effect.

Step Three: Anchors

Residents do have Virtues and Vices, and unlike some other forms of supernatural beings, these Anchors are often surprisingly close to the human condition. Ultimately, however, they are still alien, with their Virtues often being hopelessly idealized and their Vices tending to be lackluster. You should consider a Resident's mind when determining their Virtues and Vices. What are they likely to value and what are they likely to consider bad? Remember that for Residents, these can be a little ridiculous. For example, a Resident that fancies themselves a knight could have Honor as their Virtue, and could consider being Annoying the essence of sin.

Numinosity	Trait Limits	Attribute Dots	Skill Dots	Wondrous Powers	Merit Dots
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1	5 dots	15-18	10	1	3
2	6 dots	19-22	15	2	5
3	7 dots	23-26	20	3	7
4	8 dots	27-30	25	3	9
5	9 dots	31-34	30	3	11
6	10 dots	35-38	35	4	13
7	10 dots	39-42	40	4	15
8	10 dots	43-46	45	5	17
9	10 dots	47-50	50	6	19
10	10 dots	51+	55	7	21

Step Four: Attributes

The Attributes of a Resident are not determined based upon prioritized categories. Instead, a Resident simply has a set amount of points to play around with. It is best to simply come up with whatever Attributes make sense for the Resident in question. The most normal sorts of Residents tend to have Attribute distributions approximating a normal human. Residents the Cherubs might interact with heavily, however, are likely less ordinary. Residents of interest, like a weird hermit on the edge of town or a daring fighter, are more likely to have specific Attributes that they are strong in and others that they are weak in.

Step Five: Wondrous Powers

The Resident receives a number of Wondrous Powers based upon its Numinosity. These represent the innate powers that a magical spirit of childhood possesses. The most common sorts of Residents tend to have Wondrous Powers that are relatively weak, but Residents of greater Numinosity may very well stand as a challenging match for Cherubs.

Step Six: Skills

As with Attributes, Residents do not prioritize Skill categories. Each Resident receives a number of points based upon their Numinosity. These points should be distributed among the Resident's Skills in a manner that makes sense. Residents can have Skill Specialties, although they usually have only a limited amount. You can allot around three Skill Specialties if you want to.

Step Seven: Merits

A Resident can be assigned Merits if it makes sense for them. Each Resident has an allotment of Merit dots based upon their Numinosity. If you cannot think of any Merits that would make sense for your Resident, feel free to ignore these Merit dots.

Step Eight: Determining Advantages

Once you have determined the other qualities of your Resident, you can then determine their Advantages. The following formulae are intended to be a baseline; you can feel free to change the Advantages of a Resident as you like.

Willpower

A Resident's Willpower is equal to their Resolve + Composure + Numinosity.

Integrity

Residents do not have a Longing value. While they embody childhood, they do not have the tortuous relationship with it that Cherubs have. Residents can have Integrity, however. Generally, most Residents tend to have high Integrity scores, even Bad Guys. An exception can be seen in Enemies, however. Their Integrity scores can vary to a far greater extent.

Size

Your Resident can be whatever Size that you want them to be. The baseline Size is often 5, though it can also be 3 or 4, particularly when it comes to "chibi" Residents.

Speed

A Resident's Speed is equal to their Strength + Dexterity, plus a value determined by the type of being they are. Most humanoid Residents will add 5 to their Speed, though a slow Resident may add only 1, and a particularly fast Resident may add 10.

Corpus

A Resident's Corpus is equal to its Size + Stamina.

Initiative Modifier

A Resident's Initiative Modifier is equal to their Wits + Composure.

Defense

A Resident's Defense is equal to the lower of their Wits or Dexterity, plus their Athletics Skill.

Wondrous Powers

The spirits that inhabit the Glimmerside wield wondrous power. Though Residents cannot use the Enchantments and Charms of Cherubs, they have a multitude of unique powers that are all their own. The following list of Wondrous Powers is not exhaustive; feel free to design whatever sorts of powers you desire for your Residents.

The listed powers do not have associated dice pools. When you choose a Wondrous Power for a Resident, determine the dice pool that it uses to unleash its power. The dice pool chosen should make sense for the Resident, and may not even be very beneficial to them mechanically. For example, perhaps a Resident must be able to feel sympathy with another's pain in order to magically heal their wounds. If the Resident does not feel much empathy for other people, they may not be the best at activating their own power. Of course, a Resident can just as easily be proficient in the use of their power. At the end of the day, the Storyteller makes the decision.

Age Regression

The Resident can reduce the Age of a Cherub. The Resident can spend 1 Willpower and roll *Numinosity* + *Occult* to regress a Cherub they encounter. The number of successes determines how many points of temporary Age that the Cherub loses. The Cherub's permanent Age can only be reduced to a minimum of 1 with this Wondrous Power.

Air Elemental

The Resident is a being of elemental air. Its body consists of flowing air and wind. Even when Materialized, normal attacks involving the application of kinetic force do not affect them. Only weapons capable of affecting supernatural beings can deal damage to the Resident.

Conjure Item

The Resident can immediately summon a simple, mundane object to their location. The object summoned can only be worth a single dot of Resources. The exact way in which the Resident summons the object can vary. Some Residents reach into a bag and pull out what they need, whilst others teleport the object into their presence, or acquire the object in some other way. Some Residents can only conjure certain types of objects, such as string, wood, or baby supplies.

Discorporate

The Resident can disperse their form whenever they would be bested in combat; or whenever they like, really. The exact nature of this discorporation can vary; some may transform into fog, whilst others could render their body into slivers of living shadow, whilst others may do even more peculiar things. No matter the form of discorporation, as long as some portion of the Resident's body is able to escape, then the Resident is able to reform later.

Earth Elemental

The Resident is a being of elemental earth. Its body may consist of stone, soil, wood, or some other substance of the earth. The Resident downgrades any lethal damage it receives to bashing damage. The Resident suffers aggravated damage normally.

Fire Elemental

The Resident is a being of elemental fire. Its body consists of fire, flame, and molten material. Any being that comes within a yard of them suffers three lethal damage per turn from the heat. The Resident is immune to damage from flame or high temperatures.

Hypnotic Gaze

The Resident can exert supernatural control over the mind. The Resident can focus their mind on a target within perceptual range, spending 1 Willpower and rolling Presence + Persuasion in order to attempt to gain control over the individual. The Resident's roll is contested by the target's Composure + Supernatural Tolerance. On a success, the Resident is considered to have a Perfect Impression in regards to Social Maneuvering against the target for the rest of the scene.

Know Soul

The Resident can peer into the depths of the soul. The Resident can spend 1 Willpower to learn the Virtue, Vice, Aspirations, and Integrity of a target within perceptual range. The Resident can spend additional points of Willpower to learn about the nature of the target's failed Breaking Points, starting with the most recent. If the Resident uses the knowledge it has discerned against the target, they earn an Exceptional Success on a roll of three successes or more.

Levitate

The Resident can levitate. The Resident can levitate a number of meters per turn equal to their Speed. The effect is constant, though they can touch the ground if they so desire to.

Light

The Resident can summon light. The Resident can manifest light in a small area. This light can be of any color the Resident wishes, and its luminosity can match that of a standard lightbulb. This light can have a fixed position in space, or it can be attached to an object. This light lasts for one day.

Madness and Terror

The Resident can induce terror and fear at its discretion. The Resident can expend 1 Willpower and make a roll using an appropriate dice pool to overwhelm a target with terror. The Resident's roll is contested by the target's Composure + Supernatural Tolerance. On a success, the Resident can inflict one of the following Conditions on the target: Guilty, Shaken, or Spooked. If the Resident spends 3 Willpower, they can instead inflict one of the following Conditions: Broken, Fugue, or Madness.

Mental Regression

The Resident can force a target into a child-like state of mind. The Resident focuses on a target, spending 1 Willpower and rolling an appropriate dice pool. On a success, the target receives the Mental Regression Condition.

Miracle

The Resident is capable of performing miracles. Such miracles can include the following effects, but are in no way limited to them.

- Removing or applying a Condition or Tilt.
- Granting a Merit, Skill, or Attribute at 5 dots.
- Resurrecting someone.
- Fulfilling the Aspiration of a given target.

The Resident can only perform a miracle if a sapient being requests them to do so. The wonder-working abilities of any given Resident may vary. Some may be able to fulfill grand requests, while the miracles of others may be more limited in scope.

Resident capable of performing strong miracles tend to be rare, and many a Friendship has requested simply to find one of them.

Mist Form

The Resident can convert its body into a gaseous state. The exact form of the transformation can vary; the Resident's body may literally be rendered into a cloud of gas, or their body may become a flurry of leaves, or it may manifest in some other form. The gaseous form lasts for a Scene, or until the Resident chooses to end the effect. While the Resident is in their gaseous form, they can fly at their base Speed, move through areas of limited space, and easily avoid obstacles.

Natural Weapons

The Resident has natural weapons. These can be thorns, claws, sharp teeth, or any other manifestation of natural weaponry. The Resident's natural weaponry has a weapon modifier and an armor-piercing quality of one. If the Resident's natural weaponry involving a bite, they do not need to manifest a grapple in order to bite a target.

Plant Control

The Resident can control the growth of plants. They can force a plant to bloom into an instant, rapidly grow seedlings into maturity, and perform other such feats of botanical control. The Resident can spend 1 Willpower to force an immediate riot of plant growth in the area of an individual. This can inflict the Knocked Down Tilt. The Resident must be in an area with plant life in order to use this Wondrous Power.

Read Mind

The Resident can know the minds of others. The Resident can spend 1 Willpower and roll an appropriate dice pool to read the mind of a target. On a success, the Resident learns significant information about the target. If the target has sensitive information that they were hiding, then the Resident can inflict the Notoriety Condition on the target, if they reveal that information. Such a Notoriety Condition can only affect the target when they are in the Glimmerside.

Thaumaturgy

The Resident can perform minor wonders. The Resident can manifest small magical effects, such as cleaning objects instantly or levitating small objects. These wonders cannot inflict damage. Many Residents of little power possess this ability as their only Wondrous Power.

Water Elemental

The Resident is a being of elemental water. The Resident's body consists of pure water. Even when Materialized, the Resident cannot suffer damage from conventional weaponry. Only attacks that can affect supernatural beings can damage the Resident.

Curiosities

While Cherubs have come up with reams upon reams of nomenclatures over the years, some entities of the Glimmerside are not so easily categorizable. As a rough category, Curiosities encompass those entities who are native to the Glimmerside, yet whose precise nature does not fit easily into any of the main categories of Glimmerside denizens. Principally, the term covers those entities who are not of the benevolent and antagonistic stocks common to the Glimmerside. In the Glimmerside, standing apart from juvenile innocents and equally juvenile foes is a category in and of itself.

The Hermit

“The world is an abyss with no end. You should know that better than me.”

The Glimmerside is a magical world of whimsy and childishness, and this is reflected in its inhabitants. Almost all Residents are utterly captured by the Wonder of the place, their minds caged and their souls bound. Very few Residents are able to deal with matters seriously. Many a Cherub has been disturbed when a Resident has not quite understood the full impact of death upon mortals. The Glimmerside is a place of ignorance, and that is frightening on a spiritual level. And of course, almost all Residents do not truly understand the religious impulse.

The Hermit is one who does.

Once, he was just another ignorant Resident of the Glimmerside, following the routine of a magical monster as best he could. And he was very good at it. One day, however, he came across a strange Cherub, one who did not adventure throughout the Glimmerside in delight as others of his kind often did. The Hermit was surprised by this, and so he followed the Cherub, trying to understand the mystery he represented. The Cherub was an ascetic, and not even the best of ones. He desperately wished to be free of his yearning for childhood. Of his yearning for anything of the world. He isolated himself, engaging in strange rituals and mystic discipline to find the one thing that could truly fill his heart. As the Hermit watched this ascetic, his confusion turned to perturbation. He felt strange emotions. The world lost its vibrancy, its taste, its savor. The ascetic, who once seemed an open cipher, now made sense. And the Hermit knew pain, and he departed from the company of the Cherub. That was when he became the Hermit, and endeavoured to find liberation.

The Hermit broke free of the narrative of the Glimmerside, and was able to think as a man does. The Hermit's feat was incredibly difficult. The level of effort it takes for a spirit to free themselves from the air of the Glimmerside is almost equivalent to the effort it takes for a human to become an arahant. The Hermit is pretty much the greatest Resident mystic that the Glimmerside has ever seen, and to be honest, he is not even that far along the path.

The Hermit spends most of his days in a secluded cabin in the Realm, where he studies works of theology, meditates, and cleanses his soul. Unusually for a Resident, the Hermit has a wealth of information about the Earth, information he has discovered from a multitude of Cherubs over the years. Many Cherubs have been surprised by his lucidity.

The Hermit looks on most Cherubs with sadness and frustration. They too are caught by the meaningless, but unlike him, Cherubs never had it impressed upon them by the world they lived in. They willingly walked along the path that led them to Cherubhood, whether they acknowledge that or not. The Hermit typically has little patience for Cherubs. Unless they have something to offer him, or unless they interest him, he dismisses them. He is especially wary of babying them and enabling their lesser selves. The Hermit has trained himself expertly in not treating Cherubs like children, to an extent that few people could even fathom. The Hermit feels kinship with Cherubs of a religious bent. He willingly engages in discussion with Cherubs who are focused on the spiritual, and has acquired much of his information about the Earth and its magico-religious traditions from such people. Such Cherubs tend to remind him of the ascetic he saw that one day. He still thinks of him every once in a while, and hopes he attained liberation.

Resident: Curiosity

Mental Attributes: Intelligence 4, Wits 5, Resolve 5

Physical Attributes: Strength 1, Dexterity 3, Stamina 2

Social Attributes: Presence 3, Manipulation 2, Composure 5

Skills: Academics 3 (Religion), Crafts 2 (Religious Objects), Investigation 2, Medicine 1, Occult 4, Science 1, Athletics 3, Empathy 3 (Spiritual Pain), Expression 1, Intimidation 1, Persuasion 2

Numinosity: 4

Corpus: 4

Willpower: 14

Virtue: Enlightenment

Vice: Moroseness

Integrity: 10

Size: 2

Defense: 6

Initiative: 10

Speed: 9

Merits: N/A

Wondrous Powers: Know Soul, Levitate, Light

Urban Legend

Out of the corner of your eye, you think you see something move.

While they may have lost their prominence in recent years, urban legends are still iconic. Rumors in a city can have an affect on the local astral landscape, and this affects even the Glimmerside.

Residents are a rare, peculiar sort of Resident that are almost always found in the Shallows. They manifest as the idealized version of an urban legend on Earth. While their behavior typically matches the given urban legend they have a kinship to, their appearance tends to be shadowy and vague, and they are very good at hiding from the sight of others. They tend to preserve their mystery, and the actual “discovery” of an Urban Legend can lead to their transformation into a completely different kind of Resident.

Resident: Curiosity

Mental Attributes: Intelligence 2, Wits 4, Resolve 3

Physical Attributes: Strength 2, Dexterity 4, Stamina 3

Social Attributes: Presence 2, Manipulation 3, Composure 4

Skills: Athletics 5, Stealth 5, Subterfuge 5

Numinosity: 2

Corpus: 8

Willpower: 9

Virtue: Sanctity

Vice: Stealth

Integrity: N/A

Size: 5

Defense: 9

Initiative: 8

Speed: 14

Merits: N/A

Wondrous Powers: Discorporate

Bad Guys

Cherubs call some of the more openly antagonistic denizens of the Glimmerside Bad Guys. This affectation is not inaccurate. While they are clearly foes, their hostility is of the puerile sort. Some seek to steal goods, others seek to entrap the unwary, and yet others just seek to mess with travelers.

Ruffian

“Oi, lads! Looks like we have another bunch of little angels to play with...”

Bandits are dime-a-dozen in the Glimmerside. Of course, Glimmerside bandits tend to be very different from bandits on Earth.

Ruffians are the general Cherubic term for the sorts of low-level mooks that tend to wander the wilderness of the Realm. These Residents can appear in many different forms and “species.” All are united, however, by a rough-and-tumble attitude and a willingness to beat up travelers and make fun of them afterwards.

Resident: Bad Guy

Mental Attributes: Intelligence 2, Wits 2, Resolve 2

Physical Attributes: Strength 2, Dexterity 2, Stamina 2

Social Attributes: Presence 2, Manipulation 2, Composure 2

Skills: Athletics 2, Weaponry 2, Intimidation 1

Numinosity: 1

Corpus: 7

Willpower: 5

Virtue: Tough

Vice: Mean

Integrity: 6

Size: 5

Defense: 4

Initiative: 4

Speed: 9

Merits: N/A

Wondrous Powers: Thaumaturgy

Babblemancer

A patronizing stare that sets your nerves on edge.

There are quite a few Residents that like to regress unwary Cherubs. Cherubs know these Residents as Babblemancers. The exact form of Babblemancers can vary widely, as well as the means by which they regress Cherubs. All however, are skilled at reducing Cherubs to childhood, in both body and mind. Babblemancers rarely do anything to Cherubs besides regressing them; many a Cherub has stood in confusion as a Babblemancer simply left once they had been rendered into a child. Babblemancers just get a certain glee out of returning Cherubs to childhood, and do not seek to best them in combat. This can of course lead to its own complications, however. While the Babblemancer may not do anything to the Cherub once they have been turned into a child, there are other denizens of the Glimmerside who would be willing to do more nefarious things to a regressed Cherub.

Resident: Bad Guy

Mental Attributes: Intelligence 3, Wits 3, Resolve 3

Physical Attributes: Strength 2, Dexterity 2, Stamina 2

Social Attributes: Presence 3, Manipulation 3, Composure 4

Skills: Occult 1, Persuasion 2, Subterfuge 3

Numinosity: 3

Corpus: 5

Willpower: 10

Virtue: Kindness

Vice: Inconsiderateness

Integrity: 6

Size: 3

Defense: 2

Initiative: 7

Speed: 7

Merits: N/A

Wondrous Powers: Age Regression, Conjure Item, Mental Regression

The Kid

“Bow down before me, losers, and perhaps I’ll spare you when I control the world!”

To hear the natives of the Glimmerside say it, it would seem like The Kid is the greatest evil in recent history. He overruns villages, steals priceless treasures, and throws down any who stand in his way. The dark lordling is known to haunt all the lands of the Glimmerside, taking whatever he wants and laughing at the weak. His posse is almost as competent in battle as himself, and some fear that one day he will gather up an army and decide to truly conquer the Glimmerside for himself.

Cherubs who hear of this narrative have many reasons to be doubtful of it.

First off, The Kid is quite literally a *kid*. He’s an older one certainly, and perhaps even on the cusp of adolescence, but he’s still a child. Second, his skill at combat leaves much to be desired. By Glimmerside standards, he’s a force of nature, but any remotely competent warrior would find his talent to be nothing more than that of a particularly athletic kid. Finally, he’s just...not evil? He’s a bully certainly, but just that: a bully. The Kid has never killed anyone in his life, he doesn’t do much to conquered villages except leech off of their food until he gets bored, and his insults are notably childish. Indeed, it is quite apparent that The Kid doesn’t even seem to know much of true, proper evil, as even the most sheltered scion of Earth would know. The Kid has quite literally never even considered committing actual, serious harm on another person, or been able to truly hate another individual, and it is doubtful that he could. It is for all of these reasons and more that Cherubs are extremely skeptical of The Kid, if not downright confounded and pissed. While The Kid may not seem like much of a threat at all to truly seasoned Cherubs hailing from Earth, it is also true that the uncanny laws of the Glimmerside give The Kid more proficiency in combat than he would probably otherwise have. Even if his whole theatrical “dark lord” demeanour gets Cherubs fuming, it would also be advised for them to tread lightly when encountering him. Unfortunately or perhaps fortunately, he seems drawn to Cherubs like filings to a magnet. He seems to see himself as the natural enemy towards such “heroes,” and can be quite cocky in rivalling them and challenging them to combat. Cherubs tends to range from not taking him seriously at all to being utterly pissed at his audacity.

The Kid combines dark dignity, youthful vigor, and utter ridiculousness in his appearance. He dresses in dark purple and black clothing that has many spiky elements, with his shirt and cape appearing like the poster child for what an evil overlord should wear. His only other garment is less spectacular: an anachronistic disposable diaper adorned with overdesigned graphics that are as intimidating as child-friendly aesthetics will allow. The fact that The Kid needs diapers does nothing to lessen his intimidation factor to the denizens of the Glimmerside; they barely bat an eye at them in general. The Kid has never thought to cover them, which can lead to laughter from Cherubs, something The Kid never really understands, and is always pissed at it.

One of the most surefire ways to earn The Kid’s ire is to call him “Billy.” He earned this appellation from a band of Cherubs years ago, and has heard it since from their kind throughout the years. He has the feeling that he’s missing out on some reference or joke, and hates being played for a fool.

Resident: Bad Guy

Mental Attributes: Intelligence 2, Wits 3, Resolve 3

Physical Attributes: Strength 3, Dexterity 4, Stamina 3

Social Attributes: Presence 3, Manipulation 2, Composure 3

Skills: Athletics 4, Brawl 3, Weaponry 4, Expression 2, Intimidation 2

Numinosity: 4

Corpus: 6

Willpower: 10

Virtue: Bravery

Vice: Overconfidence

Integrity: 6

Size: 3

Defense: 7

Initiative: 6

Speed: 11

Merits: Allies 5, Retainers 5, Resources 3

Wondrous Powers: Thaumaturgy

Conditions: Incontinent (Persistent)

(Psychic) Vampire

“I want to suck your...well, actually I guess not, but you know what I mean!”

It is widely agreed that vampires are pretty cool. Of course, having to live off of the blood of the living and being a monster of the night is actually pretty depressing. Thus, the Glimmerside offers a compromise.

Psychic Vampires are a strange sort of Resident found in certain areas of the Glimmerside. These Residents feed off of emotions, as the name would suggest, but their appearance matches that of the classic, Dracula-style vampire. They wear long flowing suits and drink from cups filled with red fruit juice and generally act theatrical. Psychic Vampires like to feed off of Cherubs, who often have potent emotions. Psychic Vampires like to kidnap Cherubs, spiriting them away to their manor. There, the Cherub is kept as a “guest,” treated politely but prevented from leaving the manor. The feeding of the Psychic Vampire actually poses no harm to the Cherub, but predictably enough, most people get tired of living in a gothic castle all day and strive to escape the manor. The Psychic Vampire has servants who will often try to stymie the guests, but eventually, the Psychic Vampire ends up facing the Cherub themselves. After all, it would be in poor taste to not have the final fight be climactic.

Resident: Bad Guy

Mental Attributes: Intelligence 4, Wits 4, Resolve 4

Physical Attributes: Strength 4, Dexterity 5, Stamina 4

Social Attributes: Presence 4, Manipulation 3, Composure 4

Skills: Academics 3, Investigation 3, Occult 4, Politics 2 (Psychic Vampires), Science 2, Athletics 5, Brawl 3, Stealth 5, Survival 3, Weaponry 3, Animal Ken 2, Expression 3, Intimidation 3, Persuasion 1, Socialize 3 (Dinners), Subterfuge 3

Numinosity: 4

Corpus: 9

Willpower: 12

Virtue: Sportsmanship

Vice: Greed

Integrity: 6

Size: 5

Defense: 9

Initiative: 8

Speed: 19

Merits: N/A

Wondrous Powers: Discorporate, Hypnotic Gaze, Mist Form, Natural Weapons

Enemies

The Glimmerside can be quite a wild place filled with rambunctious characters, but true danger there is minimal. Fundamentally, the plane is associated with an image of childhood that almost entirely precludes any sort of danger or evil. Practically no civilization on Earth has ever wanted harm to befall their children, and for as corny as the “classic” idea of childhood is, it is true that some of the harshest imagery is shielded from the youngest. The Glimmerside has been affected by this, and throughout its span, there are almost no truly malevolent forces hiding.

Almost.

For all of the Glimmerside’s safety, it isn’t a sealed place. Things from outside can slip in, and those things aren’t always Cherubs. And while almost no “normal” denizen of the plane will admit it, there are some dark forces that the plane itself seems to be associated with. While most ideas of youth throughout the centuries have barred evil, there are simply some truly malevolent things that have been associated with childhood itself. In the most remote regions of the Glimmerside, where even the fantastic nature of the plane gives way to intractable land and uncanny environs, strange things fester.

And sometimes they find people.

Cherubs don’t discuss these beings often, as they are quite rare, but they don’t sugar coat them either. They are known as Enemies, and every Cherub knows that if they encounter one, their very life might be forfeit.

The Eld

Nothing but silence, piercing tilts of the head, and the perception that you’re missing out on something beyond measure.

The denizens of the Glimmerside cannot reproduce. They are spirits, unbound from both the means and the societal necessities that living beings are bound to. There are families, but they are caught in amber, with parents and children remaining in their places eternally, for the Glimmerside cares for the Child as Child. The kid is not a living thing that is born and grows and dies, but a Kid, backwards and forwards. It is only without context that childhood can truly stand on its own merits.

Some do not have children, but want them. This is a difficult situation to be in.

The Eld rank among the oldest gods present in the Glimmerside, if such a term can be said to mean anything in the world of spirits. They are beings of great power and glory. In many ways, they escape the juvenile nature that the Glimmerside tends to impose upon Residents. They are alien beings, given to the contemplation of matters mostly beyond the human ken, but they do have more mundane concerns as well.

The Eld seek children. They cannot reproduce, and so they make do with an alternative.

The Eld know that certain mortals tend to sneak into the Glimmerside, beings known as Cherubs. They watch these beings with great patience and care. Sometimes, one of the Eld see a Cherub who they just *want*. They steal that Cherub away, and make them their child. The Eld have the power to turn mortals into one of their own kind, strange and alien gods. As part of this transformation, the mortal in question is returned to childhood, that they may grow fully into their newly-acquired nature. The whole process takes around a year, and once it is complete, it is all but irreversible. The mortal is transformed into a god.

The Eld are intended to serve as an antagonist to Cherubs. They are very strong and transcendent beings, and yet they are driven by an urge so mundane that it seems out of character for them. The Eld do not truly understand why what they are doing is wrong, and attempting to communicate with them is a difficult affair. The captivity and transformation that they inflict is invariably involuntary, and it is for that reason alone that Cherubs may try to stop them. But stopping them would not be an easy affair. They are gods, after all, and it would take brave mortals to face them. The nature of the transformation they offer may present moral conundrums to Cherubs. After all, is divinity not a great boon, even if it is only of a lesser sort? And yet, the situation shows that even gods can be as worldly as men. What was simply a rescue mission can easily turn into an opportunity for reflection.

Resident: Enemy

Mental Attributes: Intelligence 8, Wits 8, Resolve 8

Physical Attributes: Strength 7, Dexterity 8, Stamina 7

Social Attributes: Presence 8, Manipulation 7, Composure 8

Skills: Academics 7, Occult 7, Athletics 7, Brawl 6, Survival 7, Animal Ken 6, Empathy 2, Intimidation 7, Persuasion 3, Socialize 1 (Eld, Children)

Numinosity: 8

Corpus: 13

Willpower: 24

Virtue: Kindness

Vice: Possessiveness

Integrity: N/A

Size: 6

Defense: 15

Initiative: 16

Speed: 20

Merits: N/A

Wondrous Powers: Age Regression, Conjure Item, Discorporate, Know Soul, Mist Form, Plant Control, Thaumaturgy

Moloch

The bull burns.

Long ago, the Canaanites turned to a dark god in their most desperate hours. To stave off disaster, they would sacrifice their children to the idol of Moloch.

He still hungers.

Moloch is a god who consumes children. He is an old god, and has been at his game for a long time. The fall of his cult has done nothing to him. He still roams, and he still burns.

Moloch continues to accept sacrifices of children to him, but those remain scarce. He now roams the Glimmerside, for he has found a kind of target that is almost as delightful as children to him.

Moloch consumes Cherubs. No one knows for certain why he does so. Cherubs are not children. Yet he does it anyway, consuming them as though they had a certain power to them.

When Moloch consumes a Cherub, they die. They are not shunted out of the Glimmerside to Earth. They simply die.

Moloch is feared. Few Cherubs know about how he eats their kind, and fewer still are willing to talk about it. Moloch does not care. Moloch simply feasts.

Resident: Enemy

Mental Attributes: Intelligence 10, Wits 10, Resolve 10

Physical Attributes: Strength 10, Dexterity 5, Stamina 10

Social Attributes: Presence 10, Manipulation 10, Composure 10

Skills: Academics 10, Occult 10, Science 10, Athletics 10, Brawl 10, Survival 10, Intimidation 10

Numinosity: 10

Corpus: 20

Willpower: 30

Virtue: Forthrightness

Vice: Gluttony

Integrity: N/A

Size: 10

Defense: 15

Initiative: 20

Speed: 20

Merits: N/A

Wondrous Powers: Discorporate, Fire Elemental, Know Soul, Madness and Terror, Miracle, Natural Weapons

Notes: When Moloch would discorporate a Cherub, the Cherub instead dies.

Chapter 5: Conclaves

Conclaves stand as a strange mixture of esoteric societies and schools of thought. Each Conclave is devoted to the pursuit of a specific topic, which its members research and instruct others in. Throughout the centuries, the Conclaves have shepherded hidden techniques, known as Unveilments. These are hidden mysteries whose understanding allows a Cherub to unveil the power of their own soul.

Some Conclaves are actual groups, whilst other Conclaves are fields of study that some Cherubs have in common. Even when a Conclave is a definite group, it is not always the only such group out there. There are many Cherubic groups focused around adventure, for example, and so there are many Conclaves of Explorers. Specific Conclaves often have a specific name that those of the Conclave are aware of. Other Conclaves are more informal, standing almost as study groups or circles of academics. The Unveilments are often passed down from generation to generation, either through the initiation of individuals into hidden societies or through knowledge that has been protected throughout the years.

Each Unveilment has a Devotion. A Devotion is the service that the Cherub must offer or the sacrifice they must make in order to attain the Unveilment. Without the undergoing of the Devotion, a Cherub will not be able to truly understand the mystery of the Unveilment, even if they have all of the academic knowledge regarding it.

Cherubs rarely learn all of the Unveilments at once. The stronger the Unveilment, the more that the Cherub's soul must express its strength. It is thus traditional for Cherubs to be introduced to certain Unveilments once their Numinosity has reached certain levels. Even among Cherubs who initiated into a Conclave without a teacher, they must wait for their Numinosity to increase before they can master some of the more impressive Unveilments.

At Numinosity 1, a Cherub can become an Initiate in a Conclave and learn the first Unveilment of that Conclave. At Numinosity 3, a Cherub can become an adept in a Conclave and learn the second Unveilment of that Conclave. Finally, at Numinosity 5, a Cherub can become a master in a Conclave and learn the third Unveilment of that Conclave.

Conclave of Caretakers

Some like to take care of the kid rather than be them. The Conclave of Caretakers has those Cherubs covered. Consisting of a variety of Cherubs with a parental bent, the Conclave of Caretakers has stood as an established Conclave almost since the beginning of recorded Cherubic history.

The backgrounds of the Conclave's members vary, but all tend to share some commonalities. Many already had experience with caretaking in their past; babysitters, daycare attendants, and the like are well-represented among the Conclave. Even if a Cherub did not have formal experience in childcare, they often had some relation to it in their past. Beyond experience, though, it is the desire to take care of others that most defines those of this Conclave. To dedicate oneself to such a pursuit is already a specific course of action, and to initiate into a magical organization just to be able to do so more effectively is even more drastic. Those of the Conclave are occasionally looked at askance, and it is not uncommon for people to wonder if they may be fools, for lack of a better word. None can deny their proficiency at childcare, however. It is common for those of the Conclave to essentially volunteer their work to Cherubs of low Age in the Glimmerside. Even on Earth, those of the Conclave can tend to be rather domineering over others.

Guardian's Sight, Initiate

The Cherub becomes able to better spy the auras of children, being able to detect children with ease and assess their health with a glance.

The Cherub becomes able to see the aura of a child at a glance. The Cherub can roll Numinosity + Wits to detect the presence of those under the age of thirteen years in a fifty-foot radius around themselves. The Cherub is able to know the precise location of any child whose presence they detect. This bypasses mundane concealment, but not supernatural concealment. Furthermore, the Cherub gains the effect of the Aura Reading Merit, but only for children. The Cherub can also assess the Health level of a child as an Instant action. This sight also allows the Cherub to be able to detect the presence of magic that alters age. Whenever the Cherub successfully determines the presence of a child, they are also able to determine if the person's age has been altered through magic, and if so, in what capacity.

Devotion: In order to be able to gain deep insight into the auras of children, one must spend time around them. A lot of time around them. The Cherub must take care of children for an amount of time equal to one week before they may acquire this Unveilment. Such instances of childcare can be spaced out, and they do not need to be consecutive. This Devotion must be completed after one has entered the Conclave; having taken care of children before will not count. In established Conclaves of Caretakers, the necessity of this Devotion is sometimes used as an opportunity to teach less experienced caretakers about the art of childcare.

Healing Care, Adept

For a charge to suffer injury or sickness is a terrible thing. The Cherub cannot let that stand. The Cherub's care becomes magically empowered, allowing an individual under the care of the Cherub to recover from even terrible wounds quickly.

The Cherub's ability to heal is enhanced. Whenever the Cherub cares for an injured individual, they are treated as providing care equal to that of intensive care at a hospital. A person being tended to by the Cherub treats the healing time of their wounds as being one degree lower than they actually are. Thus, lethal wounds heal at the rate of bashing wounds, and aggravated wounds heal at the rate of lethal wounds. Such wounds are not actually downgraded to that type of wound unless the Cherub makes an extended Intelligence + Medicine roll to treat the patient, as normal.

Devotion: The Cherub must know how to treat the injured before they can ease such treatment through magic. The Cherub must successfully treat at least one lethal wound before they can learn this Unveilment.

Heart's Bond, Master

Many caretakers seek a child to call their own. They know that that is a sin, and accept that. If the caretaker thinks they have judged correctly, then they can adopt an individual, connecting with them on a level few can understand.

The Cherub gains the ability to form a magical bond with a person, holding that person as their child. The Cherub can form a bond between themselves and any willing individual. The other individual must truly love the caretaker as a parent for the magic to take effect. If both parties agree, then the bond is formed. The Cherub is always able to know the location of their adopted child, no matter the distance between the two. This ability functions even between different planes of existence. Furthermore, the Cherub can grant Willpower to their child through the strength of their love. Whenever the child would spend Willpower, the Cherub can voluntarily allow the child to use one of the Cherub's Willpower points.

Devotion: In order to establish the bond, one must find the purest sort of worldly love. That is easier said than done.

Conclave of Explorers

The call to adventure is as a siren's song, and not all are able to escape its clutches. The Conclave of Explorers consists of such Cherubs, of those dedicated to discovery and exploration. Along with the Conclave of Caretakers, the Conclave of Explorers is one of the oldest established Conclaves, though it has surprisingly not become just another old boy's club. The Conclave of Explorers has maintained its earnest spirit to this day, sponsoring adventures and providing a social milieu for Cherub adventurers to interact in.

Predictably, all of the Conclave of Explorers are united by a dedication to exploration. The exact reasons behind it vary, of course. Some simply love the thrill of adventure, while others seek treasure or knowledge. There is actually a surprisingly wide amount of variety of Cherubs in the Conclave of Explorers. The Conclave of Explorers is rather disorganized, and prone to changing its aesthetic from time to time. Once, they styled often styled themselves as gentlemen-heroes, but now, a sort of earnest "youthful hero" theme is coming back into the vogue. Many members of the Conclave are now adopting younger Ages in the Glimmerside unironically. Of course, the influx of younger Cherubs has also affected the contemporary stylings of the Conclave of Explorers.

Jack-of-all-Trades, Initiate

One of the most useful skills of the adventurer is being able to do everything. That is the ideal, and it is one which Cherubs of the Conclave are able to manifest with surprising ease. The Cherub develops the ability to learn skills on the fly.

The Cherub gains a free pool of five Skill dots, dots which can be reallocated upon resting. Upon obtaining these dots, the Cherub is able to immediately allocate them as they choose. Furthermore, every time they rest for at least six full hours, they can reallocate the dots as they wish. This ability does not provide the Cherub with free Skill Specialties.

Devotion: In order to practice every trade, you have to know them. Luckily, the soul knows all. In order to obtain this ability, the Cherub must undergo a ritualistic hazing in which they enter into an altered state of consciousness and briefly experience their subdued omniscience. The experience itself is noted to be sacred and cool. The experiences surrounding it are less highly praised.

Adventurer's Instinct, Adept

Knowledge can mean the difference between a successful adventure and utter disaster. The Cherub strives to ensure that the first result is the one that always manifests. The Cherub can tap into their instinct in order to immediately determine information about the situation at hand.

Once per story, the Cherub can gain the Informed Condition, in regards to any one given scenario. This knowledge is supernatural in nature, and can cover quite literally anything.

Devotion: Instincts like that do not come easily. The Cherub must have succeeded on at least one grand quest before they can attain this Unveilment.

I Can Kill Anyone, Master

At the heart of the adventurous spirit lies a definite perception of one's ultimate invulnerability, and in one's ability to always make a difference. The Cherub is always able to damage a foe, no matter the odds.

The Cherub bypasses any sort of invulnerability that a being possesses. This does not increase their damage, but it does mean that they always have the opportunity to fight the enemy head on. This overcomes all forms of invincibility, even ones backed by divine power.

Devotion: The Cherub must truly know about overcoming the odds before they can attain this Unveilment. The Cherub must best at least one being with a Supernatural Potency of five or greater in combat before they can attain this Unveilment.

Conclave of Occultism

Magic inspires wonder. The magic of Cherubs, however is ultimately of a worldly sort, distanced from the sacred science. Some Cherubs dedicate themselves to the study of occultism, striving to reach the pure magic. Some such Cherubs were already into the occult before they became Cherubs, whilst others only got into magic after became Cherubs. In either case, members of the Conclave of Occultism share a devotion to and reverence for magic.

The Conclave of Occultism is largely a school of thought. The secrets of the Unveilments are hidden in the mystical writings of various Cherubs, and these documents are fairly readily accessible at any good Lodge. There are some Cherubic magical groups that do stand as organized Conclaves of Occultism, however. Such groups often mimic the structure of occult orders.

Out of Eden, Initiate

The Cherub begins their foray into magic by studying the fundamentals of mortal occultism.

The Cherub chooses a Thaumaturge Tradition. They gain the Defining Merit, Strength, and Weakness of the Tradition. If the Cherub is already a Thaumaturge and already has a Tradition, then they retain it and no new Tradition is gained. The Cherub also gains five Merit dots to spend on Thaumaturgy Merits. These dots can only be spent on Thaumaturgy Merits.

Devotion: Magic takes discipline. The Cherub must spend time initiating themselves into their Tradition, and learning the Thaumaturgy Merits acquired through this Unveilment. Upon attaining this Unveilment, the Cherub doesn't get to immediately spend the Thaumaturgy Merit dots acquired through it. Instead, every month, the Cherub rolls Willpower. A success indicates that the Cherub may purchase a single Thaumaturgy Merit using the points from their pool. The Defining Merit is automatically obtained upon attaining the Unveilment. If a Cherub enters play in this Conclave, then treat them as though they have just attained this Unveilment.

Through the Threshold, Adept

The Cherub has suffered through many of the trials of initiation, and has attained deep insight into the nature of magic.

When using a Thaumaturgy Merit, the Cherub can spend Wonder instead of Willpower to pay for the Merit's cost. The amount of Wonder spent is equivalent to the amount of Willpower that the Merit normally costs. The Cherub can also use Willpower instead of Wonder to pay for the cost of their Enchantments and Charms. The amount of Willpower spent in such a situation is equivalent to the amount of Wonder that the Enchantment or Charm normally costs.

Devotion: In order to attain insight into magic, the Cherub must actually practice it. The Cherub cannot acquire this Unveilment until they possess a total of at least ten dots in Thaumaturgy Merits. Furthermore, this Unveilment requires a certain level of awareness that is difficult to codify, but profound, a hidden vastness that an individual could easily spend years unravelling. Role-playing should factor into the attainment of this Unveilment. The Storyteller should feel

free to restrict a character from taking this Unveilment if they have not undergone significant magical transformation, but they should not be too restrictive. The level of magical attainment involved is rare and sublime, but it does not rank among the highest of mystic attainments.

Into the Wake-World, Master

Standing at the pinnacle of mortal magical development, the Cherub subjugates all of their lesser attainments towards achieving the next step of the only true goal. When they cast their soul beyond the Abyss, they remember the slightest glimpse, and are forever transformed.

The Cherub becomes a Proximus. They gain a Proximus Family and its associated bane, though they are not considered actual members of the given bloodline. They have a Gnosis rating of 1 for the purposes of casting spells obtained from this Unveilment. They can also use Wonder in place of Mana when casting spells obtained from this Unveilment.

Devotion: The Cherub has to cross the Abyss in order to attain this Unveilment. This is one of the most transformative attainments of a person's magical career, and it is difficult to reach. Furthermore, crossing the Abyss poses a very real threat of spiritual and mental trauma. There is a reason why it is so highly praised among occultists, and so rarely attained.

Conclave of Unborn Light

Many people think about where the soul goes to after death, but fewer think about where it comes from before birth. The Conclave of Unborn Light seeks to rectify that discrepancy.

The Conclave of Unborn Light is an esoteric circle dedicated to the study of pre-existence, and the honoring of the pre-existent souls. In many ways, the Conclave can scarcely be considered a Conclave at all, being more of a tightly-focused occult organization. Nevertheless, the Conclave was founded by Cherubs who sought to know the sublime existence before life, and they remain the core of the organization's constituency. They stand as priest-scholars and psychopomps of a unique nature, tasking themselves with the dual obligation of both revering the unborn spirits and in understanding the state of pre-existence itself. As part of this sacred duty, they delve into their own spiritual pasts, and learn various forms of magic relating to the soul and incarnation. At the height of their art, they can even communicate with the pre-existent souls directly.

The Conclave of Unborn Light is a rather niche Conclave, as one can guess, and not many Cherubs join with them. Typically the would-be initiate has a deep and abiding interest in the topic of pre-existence, or else is into the most esoteric reaches of magic and religion and just wants to learn more information about the soul. It is also rather common for those with natural pre-existence memories to join the Conclave, even if only to come to a better understanding of their remembrances. For obvious reasons, the Conclave values these memories highly, and they have their own unique rites which enable an individual to remember their pre-existence. The Conclave also admits a fair number of mortals into their ranks, though only the most trusted are allowed to rise to the highest levels or are otherwise exposed to the extraordinary supernatural powers of Cherubkind. While these mortals may be limited in power, they are often valued just as much as Cherub members, for scholastic acumen and spiritual devotion are the true virtues of the Conclave.

The Conclave of Unborn Light is small and thinly spread even in comparison to other Conclaves, but those organizations who share its name are more tightly bound than many other Conclaves are, partially because there are so few groups centered around pre-existence. The Conclave is most prominent in the West, and it has been most influenced by Greek, Mormon, and occult models of pre-existence. It has been argued that some reincarnationist Conclaves in parts of the world could be considered Conclaves of Unborn Light, but in the anglosphere, the Conclave is generally restricted to the pre-existence of souls with a single incarnation. The Conclave's largest Lodge is located in Utah, close to the Rainbow Mountains, and the site serves as an archive and meeting hub for Conclave members across the globe.

Incarnation Blessing, Initiate

The Cherub begins their study of the land before life by examining the souls of the newly-incarnate, still veiled by contrails of glory.

The Cherub is able to bless a newborn baby, enlivening certain faculties before they can fade away into dormancy. Also called “Moonchilding,” this ability cannot awaken complete memories of pre-existence in the child, or stimulate the development of supernatural powers (beyond what they were born with, at least), but it can give them faint awareness of some of the most profound truths in the earliest, most ignorant years of life.

The Cherub can perform a short ritual on a newborn child, giving them slight insight into their pre-existence. The child gains a free dot of Occult, representing intuitive knowledge of the supernatural garnered from their vague memories of pre-existence. This ritual is short, around five minutes long, and relies only on the words and internal concentration of the caster. No particular cooperation from the baby is required, though the caster must be in some close proximity to the child. It is even possible for the ritual to be performed without others nearby being aware of its conductance, if the caster is sufficiently quiet in their muttering. If they can, though, those of the Conclave prefer to perform the ritual in its full form, which involves heavy chanting and the applying of an unguent to the child’s forehead. Children who have been blessed by the ritual only get the slight awakening of memories of their pre-existence as a supernatural benefit of the rite, but such knowledge might lead to some becoming Thaumaturges later on.

Devotion: One must devote themselves to contemplation of world before birth if they seek to awaken the memory of that world in the newly-incarnate. The Cherub must spend at least three months in religious retreat as part of developing the Unveilment. While other Cherubs of the Conclave teach the gross formula, experiential knowledge of pre-existence itself is required for the individual to render such formulae efficacious.

Anamnesis, Adept

Having demonstrated their dedication to the mysteries of pre-existence, the Cherub is able to remember their own time in that transcendental state.

The Cherub is able to partake in secret rituals which unveil memories of the land before birth, awakening memories of one’s pre-existence or strengthening those which have already been uncovered. The Cherub receives the Pre-Existence Memories Merit. If the Cherub already has this Merit, then the bonus

Pre-Existence Memories (Merit, •••)

You remember your pre-existence. You gain a +1 dice bonus to Mental skill rolls involving spirits, and to Social rolls involving interaction with spirits. This is based upon your remembrance of your own wholly incorporeal existence.

Additionally, you have some specific memories regarding your pre-existence, though they be fuzzy. Work with your Storyteller to determine what information you recall. Note that this Merit has a spiritual significance to it that exceeds its value in-game.

provided to Mental and Social rolls involving spirits is doubled, to a die bonus of +2. Additionally, the specific memories regarding one's pre-existence are strengthened. The memories are now clear enough that they can provide practical information. Information regarding specific spirits and the astral plane can be discerned. The Storyteller is encouraged to be more generous in regards to the kinds of information that the Cherub received. Note that the spiritual value of the pre-existence memories is still more important.

Devotion: To remember one's pre-existence is a great boon, and it is one which should be shared with all. Before the Cherub may remember their own pre-existence, they must bless at least three other individuals with memories of their pre-existence using the Incarnation Blessing Unveilment.

Unbodied Communion, Master

After attaining insight into pre-existence, the Cherub can begin to truly communicate with those who have not yet lived.

The Cherub can commune with the pre-existent souls, perceiving them clearly and being able to establish meaningful dialogues with them. Like the Dead, the not-yet-born see all and know all. The Cherub can ask the pre-existent souls a question with a yes or no answer, or a question with a one word answer. The pre-existent souls will answer truthfully. If they do not know the answer to a question, they will not respond, and will not mislead the Cherub. The pre-existent souls know practically anything that is not actively shielded from discovery through strong supernatural means. The Cherub can ask the pre-existent souls a number of questions per day equal to their Composure. Furthermore, the Cherub can abide in the sublime presence of the pre-existent souls, taking refuge in their communion. Once per story, the Cherub can gain one Willpower through such abidement.

It should be noted that this power represents a strong communion with the pre-existent souls, and a sublime, active relationship with them. The listed benefits are by no means the only features of this communion, and the spiritual depths of it cannot be overstated. Bear this in mind in play.

Devotion: The pre-existent souls will only draw near those who will never bring one of their number into the fallen world of flesh. As a sign of their devotion, the Cherub must forsake the ability to have children of their own. Prior to attaining this Unveilment, the Cherub must voluntarily perform a magical ritual that will render them permanently sterile. This process cannot be reversed. This Devotion is the ultimate expression of the Cherub's reverence for the pre-existent souls, preventing themselves from ever causing one to fall from glory. After such a confirmation of their love, the pre-existent souls become visible to the eye of the Cherub's mind, and remain in especial communion with the Cherub for the rest of their life.

Chapter 6: Other Hearts

“They see themselves in others. For all things are transparent, and there is nothing dark or resisting, and everyone is manifest to everyone internally, and all things are made manifest; for light is manifest to light. For everyone has all things in himself, and again sees in another all things, so that all things are everywhere, and all in all, and each in all, and infinite the glory. For each of them is great, since the small also is great. And the sun there is all the stars, and, again, each and all are the sun. In each, one thing is pre-eminent above the rest, but it also shows forth all.”

- Plotinus

While Cherubs may be lost in their own little world much of the time, they are just a small part of a very big pool. All sorts of other beings roam the world alongside Cherubs. Some are mortal, and some are supernatural, but all are relevant.

Mortals

Mortals have formed the vast majority of human civilization over the millennia, and they are almost always in the backdrop of every Cherub’s lives. Some envy mortals, whilst others wonder just how they can withstand such dull lives. As for the mortals themselves, they just live their lives.

Sample Mortals

ABDL Truth Seeker

“All of our culture, our stories, our shared bonds, they run deeper than I ever would have expected. In any other situation I would have gone on thinking what was obvious; that ABDLs and children-at-heart and what have you are simply individuals united by desires that are common enough throughout human history and civilization. But oh, to see the boys behind the curtain... come with me. You’ll see what I speak of, and perhaps we may yet receive an answer to how our souls have been played.

...

Okay fine. I found some guys decked out like preschoolers in the woods. There was also an AR trap. No, damnit, I’m serious! Hey, come back!”

Last year, he was as normal as one of his type could be. Yeah, he fantasized about being a kid, yeah, he looked up weird art on the internet, and yes, he even wore diapers. But what the hell else was he going to do? One day, though, he noticed something odd when he was making one of his daily walks by the forest. He saw signs of movement into the woods, and he decided to follow the trail. What he saw at the end of that trail astonished him. There were a few guys who were jumping into some portal. Like, the magical teleportation gateway kind. He revisited the

same spot a few times, and was able to spy on them on multiple occasions. On subsequent visits he was able to discern more information from their conversations, and he has been astounded. He has seen them use their Charms, and almost wants to make contact with them. But he is not sure if can bring himself to do so. After all, if what they are saying is correct, it seems like only Cherubs regularly enter the Glimmerside.

But that does not mean that mortals cannot, right?

Mortal: Mortal

Mental Attributes: Intelligence 2, Wits 3, Resolve 2

Physical Attributes: Strength 2, Dexterity 2, Stamina 2

Social Attributes: Presence 2, Manipulation 2, Composure 2

Skills: Academics 2, Computer 1, Investigation 1, Science 1, Athletics 1, Drive 2, Survival 1, Expression 1

Health: 7

Willpower: 4

Virtue: Hope

Vice: Fixation

Integrity: 7

Size: 5

Defense: 3

Initiative: 4

Speed: 9

Merits: Resources 2

Investigator

“Yes, ma’am. We’re making progress on the case.”

The pattern is unusual, admittedly. Multiple break-ins at odd hours, spread around yet somewhat clustered. Signs of entrance onto private properties. Sometimes, the same places are even repeatedly targeted. The targets themselves are rather strange. Tiny, empty, locked rooms in historic buildings. A few gated parks. One time, someone had even entered an old bomb bunker at a public high school. Some others have suggested that there isn’t a connection between any of these cases, but you have a hunch about this matter. And in any case, the department needs to come to an answer – or answers – soon. While there may be no damages or harm involved, these break-ins have been happening far too easily, and sometimes in sensitive areas. The longer these break-ins go unsolved, the worse the image of the department will suffer. That isn’t really what maintains your drive, though. For there is one commonality about the targets that drives you to solve the mystery far more than denigration of the department ever could.

Most of them are children’s spaces.

The investigator has caught onto the trail of Cherubs. Neither party is really prepared for this situation.

The investigator is dedicated to his job, and is willing to go to great lengths to discover the truth behind the break-ins. However, should he actually discover the parties involved in the break-ins, the situation can really be resolved in a multitude of ways. The investigator is not really too self-righteous in his search, and should the investigator find them, the Cherubs involved may actually find less hostility than they might otherwise expect. Of course, the Cherubs involved in the break-ins will have much explaining to do, considering the kinds of places they are breaking into and the simple fact that they are committing crimes. If the Cherubs involved do not reveal their potent supernatural abilities, the investigator will likely push hard to get them to stop their activities, and is more likely to push for legal action. If the Cherubs reveal their nature to the investigator, then he will likely not try to stop their activities, and he will not reveal them to law enforcement. However, he will want to keep an eye on them, and may even serve as a supervisory force. Depending on how the situation resolves, this could be inspired by suspicion of the Cherubs, an interest in them, or even a newly-developed protective attitude towards them. After all, if these Cherubs are really as foolish as children, then they could use someone looking out for them.

The investigator can be used in a variety of ways in a Chronicle. They can serve as a side character, one that introduces the characters to other Cherubs in the area. The investigator could also be on the trail of Cherub NPCs that the characters already know. In such a situation, the Cherubs could try to warn said Cherubs of the danger that the investigator poses. The investigator can also be implemented as an antagonist. If the Cherubs are too brazen or careless in the ways in which they access Portals, the investigator might start to sniff out their trail. Of course, depending on how they resolve the situation, he may very well not remain an antagonist. The investigator could even become a Contact or Ally of the characters, depending on how they interact with him.

Mortal: Mortal

Mental Attributes: Intelligence 3, Wits 3, Resolve 2

Physical Attributes: Strength 2, Dexterity 3, Stamina 3

Social Attributes: Presence 2, Manipulation 2, Composure 3

Skills: Academics 1, Athletics 2, Brawl 2 (Disarming), Computer 1, Drive 2, Firearms 3 (Sidearms), Investigation 3 (Break-Ins), Politics 2 (Law Enforcement), Science 1, Socialize 1 (Offices), Subterfuge 1

Health: 8

Willpower: 5

Virtue: Dedication

Vice: Stubbornness

Integrity: 7

Size: 5

Defense: 5

Initiative: 6

Speed: 10

Merits: Contacts 1 (FBI), Resources 2, Status 2 (Police)

Moloch Cultist

“Of course there are things that are priceless. It is just that life is not one of them.”

Human sacrifice has a long pedigree. Whether done out of true religious fervor, hopeless desperation, or insatiable greed, humans have sacrificed humans in the name of religious endeavour for as long as humanity has inhabited the Earth.

And sometimes those humans are children.

The Canaanites are perhaps the group most infamously known for having participated in child sacrifice. In times of famine, hardship, and war, the people of Canaan would offer up their own children to the god Moloch, their spilled blood given as an offering to spare others. Whilst most people never even entertain the idea that such sacrifices manifested any effects, they in fact did. By the murder of their youngest, the people of Canaan were able to derive worldly benefits. Sometimes Moloch himself provided blessings. At other times, strange, eldritch forces were at work. But no matter the mechanism, the art of sacrificing children for wealth and power was known. Never by too many, but always by someone. These people constituted the first cults of Moloch.

Contemporary cultists of Moloch are rarely so desperate as the first Canaanites were. In fact, many are quite wealthy, even before they perform the rites that grant them fortune. Cults of Moloch are small and scattered, and they recruit with utmost care. Even if they can find someone cold-hearted enough to kill a child, it can still be quite difficult to convince them that the ritual does anything. Of course, once an individual goes so far as to take a life, they immediately see the magic at work – and are now bound by the taint of murder. It also helps that the cult is often able to blackmail anyone who would squeal at this point.

The rite of Moloch’s Gift is as complex as it is heartless. It calls for the sacrifice of a human being below thirteen years of age. Whoever completes the ceremony immediately gains five dots worth of Merits in Resources, Allies, or Status. These Merits manifest as sudden, inexplicable good luck and fortune; the benefits will find their way to the cultist with ease. These Merit dots can stack on top of Merit dots that the individual already has, which also manifests as seeming happenstance. These five “phantom” dots last for a decade. Then, they vanish, unless the cultist performs another rite. Unsurprisingly, many “renew” their bargains. Even if the bargains expire, however, any dot ratings in Resources, Allies, and Status that the individual possessed before performing Moloch’s Gift remain. Nothing motivates the performance of the rite but raw greed.

Moloch cultists have posed a deeply disturbing problem to Cherubs for as long as the latter have been aware of them. What they do is obviously abhorrent, and it is not uncommon for Cherubs to take action against them in righteous anger. But that can be a difficult thing. By the nature of their bargain, almost all Moloch cultists are fantastically wealthy, something which can pose a real threat to Cherubs. Moloch cultists can afford home defenses and security teams with trivial ease, and their influence can easily ruin someone’s life. Cherubs often only possess the power of their Charms on Earth, and they rarely have the kind of money and influence that Moloch cultists

possess. Stopping a Moloch cultist – or a whole cult of them – is no easy feat, especially for the kinds of people who usually Aspire.

And then there is the other problem. After all, stopping a Moloch cultist from sacrificing children almost invariably involves murder. And that is something that not everyone may be able to commit, let alone Cherubs. Sure, the act itself may be an unambiguously good thing, but it still involves the taking of a life. The killer is tainted no matter the reason. Many Cherubs think about the things they might like to do; exploring fairyland, laughing with their friends, playing with toys. And they wonder – could I do that again, after I have killed a man? For many, the answer is no. And that is why many do not hunt Moloch cultists. It can be the thing that drops the Longing into an abyss.

And of course, that in itself is selfish. A child's life, weighed against the meaningless fantasies of a Cherub. And so, many Cherubs keep to their Lodges, and try not to think too hard about those children that went missing the other night.

Mortal: Moloch Cultist

Mental Attributes: Intelligence 3, Wits 3, Resolve 3

Physical Attributes: Strength 2, Dexterity 3, Stamina 2

Social Attributes: Presence 2, Manipulation 4, Composure 4

Skills: Academics 2 (Religion), Athletics 1, Brawl 1 (Subduing), Computer 1, Drive 2, Firearms 2 (Sidearms), Weaponry 3 (Daggers), Investigation 2 (Cults), Politics 3 (Law), Occult 3 (Human Sacrifice), Science 2, Persuasion 3 (Talking Them Into It), Socialize 3 (Formal Functions), Subterfuge 3

Health: 7

Willpower: 7

Virtue: Loyalty

Vice: Greed

Integrity: 3

Size: 5

Defense: 4

Initiative: 7

Speed: 10

Merits: Resources 3 (5), Status 1 (3), Allies 0 (1), Retainer 1, Moloch's Gift 5

Thaumaturges

“You see, this is why Cherubs annoy the hell out of me. Most of you are practically mundanes, suddenly get the power to enter fairyland, and then act like you’re experts on magic. And don’t play coy with me; I know none of you touched the Regardie bricks I gave you last week. That’s just lodge magic, baby stuff really. I’ve seen this before, so I’ll just give you the standard speech.

Occultism isn’t bullshit, Cherub magic is.

Thank you for the traditional indignity, friends. I can see it all over your faces. Unless you were a mortal magician before Cherubhood like me, though, you *should* feel attacked. Scarcely a single one of you has the work ethic and spiritual awareness of even a Neophyte, for God’s sake. The most effort I’ve seen half of you go into with your magic is nothing compared to meditation and dailies. And before you get started over the ‘power’ of those mortal occultists you so patronizingly look upon, I already know. Scrying and luck magic is a far cry from being able to induce heat or lift an object in an instant. But consider this: would you laugh at one who can steal away your livelihood – hell, your very *life* – in a way the law could never detect?

Hmm. Alright then. Now, let us continue our studies on thaumaturgy...”

Thaumaturges are mortals who have learned how to tap into the minor magic available to humankind. Thaumaturgy is an utterly sprawling art, even if it is often dismissed by the more powerful supernatural forces in the world. The powers of thaumaturgy are not extensive or strong, but they can be learned by anyone with the discipline for occult study and practice. These powers are learned through traditions, frameworks of magical understanding that are often influenced by local cultures and which include their own cosmological and methodological assumptions. The good occultist also tends to be a canny thief, however, and it is common for a thaumaturge to develop their own idiosyncratic models of magic, divinity, and the universe itself. Thaumaturgy is fundamentally a mortal art, and it is based upon accessible (if obscure) human religion and occultism. Thaumaturges are far more common than Awakened Mages and other supernatural beings, but their powers are far weaker in comparison. Thaumaturges are most commonly able to manifest results that appear like good luck to a bystander, interact with spirits to a limited degree, and obtain information they could not possibly gain by normal means.

Most thaumaturges are mortals. Some supernatural beings can also learn the arts of thaumaturgy, but their native powers usually far outclass mortal magic, and a devotion to the occult is only somewhat more common amongst supernaturals than it is among the general population (Awakened mages being a notable exception). Most thaumaturges are not aware of some of the most dramatic supernatural phenomena in the world, or know of the communities of full supernaturals present in it. For this reason they are often treated as mortals by supernaturals in regards to masquerade policies, though there are exceptions. Some thaumaturges are aware of the “deeper” supernatural world, and some even have a place within it.

Cherubs and Thaumaturgy

Cherubs are not anymore inclined toward magic than mortals are, but they can learn thaumaturgy. Despite being supernatural beings, the nature of Cherubs is close enough to mortals that they can attain the powers of Low Magic. Generally speaking, thaumaturgy is rare to see amongst Cherubs. The personality that is inclined towards magic does not overlap with the personality that Aspires, and so mortal thaumaturges-turned-Cherubs are a rarity within an already tiny group. Thaumaturges in general are slightly more common among Cherubs than they are among mortals, as some Cherubs elect to learn thaumaturgy after learning more of the supernatural in their Cherubhood, but overall they are still quite uncommon. Cherub characters can purchase and use Thaumaturgy Merits. They use the same mechanics for thaumaturgy as do mortal thaumaturges. This includes the selection of a Tradition as usual, with its attendant benefits and drawbacks.

Sample Thaumaturges

Ceremonial Magician

The ceremonial magician isn't too different from many of his type. And frankly, he doesn't care. He knows of all the classics; western ritual magic, Kabbalah, generic pseudo-Hermetic syncretism. Standing out isn't his aim; doing magic is. And so he maintains his practice. He's been an occultist for over a decade now, and is fairly competent. He is about on the level of an adept; he has made mystical attainments and has magic that works well, in any case. Right now, the ceremonial magician has some tranquility. He still feels the yearning in his heart, but he makes less of an inner spectacle of his fundamental dissatisfaction nowadays. The times of noise and thunder have mostly gone.

The ceremonial magician is your run-of-the-mill occultist. He's focused on the broad stew of western magic in praxis, and has his own theology. He has a deep knowledge of occultism, and one that is colored by invaluable personal experience. His other skills are eclectic. Some provide context and background information for his magical studies, whilst many others help him in putting food on the table. He's sharp, and perhaps surprisingly healthy, but he's not too socially-skilled.

Mortal: Thaumaturge

Tradition: Ceremonial Magic

Mental Attributes: Intelligence 3, Wits 3, Resolve 3

Physical Attributes: Strength 2, Dexterity 2, Stamina 3

Social Attributes: Presence 2, Manipulation 2, Composure 3

Skills: Academics 3 (Religion), Computer 1, Crafts 2 (Magical Implements), Investigation 2, Occult 3 (Hermeticism, Kabbalah), Science 2, Athletics 1, Drive 2, Empathy 1 (Magical Trances, Spiritual Pain) Persuasion 1, Socialize 1, Subterfuge 1 (Feigning Normality)

Health: 8

Willpower: 6

Virtue: Enlightenment

Vice: Moroseness

Integrity: 7

Size: 5

Defense: 3

Initiative: 5

Speed: 9

Merits: Luck Magic 4, Evocation 4, Favorable Fortune 3, Scrying 3, Contacts 1 (Occult),
Resources 3

Psychics

“Psi was my life before all of this. I was majoring in parapsychology, you know. I wish I could say that that has remained the same, but at this point I wish that I could wish for things.

It was the same reason that many people have. I was captured by the wonder of the phenomena. By the sheer magic of it. And, like a decent amount of others, I wanted that power. I wanted to be real.

Sam had it. My friend. Still has it.

For him, it wasn't that big, or at least that's how he acted about it. He could do things in a way I couldn't. Know gifts before he opened them. 'Guess' names before introductions. He didn't treat it as extraordinary or miraculous, as I did, but he didn't ignore it or downplay it either. For him, it was just a part of who he was.

I envied him, I'm not going to lie. And I thought that he couldn't understand my pain. That he couldn't understand his fortune. Still, I kept things hidden, as good people do sometimes. Eventually, he moved away, and I never saw him again.

I wonder what he would have thought about all this. In a way, I finally have something of the power I wanted for so long.

I just wish the magic was still there.”

Paranormal powers have always dwelled within mankind. Psychics are those individuals who are able to actively tap into these hidden abilities, whether through birth or through training. Through practiced techniques and effortless effort, these men and women can perceive distant vistas, move objects, commune with other psyches, and more, using only the power of the mind.

Psychic powers occupy an uneasy, complicated space between inborn traits and learned abilities. Psychic functioning is innate to the human being, but in most, the power is limited. Biology chains the paranormal powers of the mind for as long as it remains incarnated, forcing such powers to manifest through the limited hardware of the human brain, much as other mental faculties must suffer. Psychic ability has thus been distributed unevenly throughout the human population, much as any other trait. Genetics is a significant determinant of manifest psychic ability, and throughout history, many of the most powerful psychics have been those with the gifts of birth. Raw aptitude is but a single factor when it comes to the manifestation of psychic power, however, even though it stands as a significant one. Training can allow one to make better use of what psychic functioning they do possess, and can enable the conscious use of psi powers in so-called normal individuals. Natural talent is limiting factor, as training can only have an effect on present faculties, but practice and self-development is still what leads many individuals to harnessing their psychic potential.

Most humans have a low measure of psychic functioning, only enough to give uncanny insight and the occasional, obvious instance of clairvoyance, telepathy, or precognition. Extrasensory perception is one of the psychic abilities most commonly able to be developed by the average

individual, and it is indeed one of the most widespread paranormal powers. About 1% of the population is particularly proficient in ESP, a figure that is far more significant than it can seem at first glance. Psychokinesis is far more rare, and often apocryphal. Some of the most extraordinary of psychic feats are plainly the province of the naturally-talented, and the gifted can often eclipse the power of even some of the most dedicated “baseline” psychics. These psychics can perform many potent paranormal feats almost effortlessly, from casual mind-reading to highly clear clairvoyance and more. Even beyond these luminaries, it is rumored that there are psychics of truly transcendent power. One can occasionally hear stories of psychics who can use psychokinesis regularly, or of ones who can levitate. Exotic talents like psychokinesis and apportation are often ascribed to psychics like these, but it would seem as though they are as removed from common psychic subcultures as those subcultures are from the rest of humanity.

Cherubs and Psychic Powers

Cherubs can have psychic powers. The supernatural nature of Cherubs is close enough to mortality that they retain the natural human propensity for psychic powers. Upon Aspiration, a mortal psychic turned Cherub retains their psychic abilities, and a Cherub with limited psychic functioning can develop psychic powers after Aspiration. Psychic powers are still as rare among Cherubs as they are among mortals, however. The naturally-gifted can be found among Cherub in the same proportions found amongst the rest of humanity, and few Cherubs are actually interested in developing psychic powers. Nevertheless, Cherub characters can purchase and use Psychic Merits. They use all the same mechanics for these Merits as do mortal psychics.

Sample Psychics

Remote Viewer

He didn't grow up special. For the longest time, the remote viewer even thought he was as normal as anyone was, and that may be the case. Because what he can do is a skill, and it is a skill that anyone can learn. The Remote Viewer may have had a peripheral interest in psychic phenomena before he came to where he is now, but it was a chance meeting with a fascinating individual that led him to try to use ESP on an envelope, and change his world forever.

The remote viewer is a man who has learned how to use clairvoyance. His strength isn't the best; his psychic functioning is no better than that of the average individual and there do seem to be some built-in limits to your abilities when you're still in the flesh. But he can use ESP, and transcend time and space with the aid of little more than pencil and paper. The remote viewer has a pretty average corporate career outside of his work; for obvious reasons it is difficult to find consistent employment based upon his psychic ability. He's fairly sharp, but not exceptionally so. Arguably his best traits are his excellence at critical thinking, and non-confrontational amiability with others. The first characteristic helped lead him to become a remote viewer in the first place, and the latter helps him to convince others of his talent when it could be useful – or fun – to share.

Mortal: Psychic

Mental Attributes: Intelligence 3, Wits 3, Resolve 2

Physical Attributes: Strength 2, Dexterity 2, Stamina 2

Social Attributes: Presence 3, Manipulation 2, Composure 3

Skills: Academics 2, Computer 1, Investigation 2, Occult 1, Science 2 (Parapsychology), Drive 2, Empathy 1, Expression 2, Persuasion 2, Socialize 2 (Parties)

Health: 7

Willpower: 5

Virtue: Earnestness

Vice: Unassertiveness

Integrity: 8

Size: 5

Defense: 2

Initiative: 5

Speed: 9

Merits: Clairvoyance 3, Resources 3, Status 2 (Remote Viewing Culture)

Gifted

He grew up special. Different. He had a talent, one that went beyond the usual faculties. This was alienating in a way that few people can understand. He looked upon the world in a way that most people could scarcely fathom, let alone acknowledge. It was cool, admittedly. He did like it, and it was a very useful talent. But for the most part, it was just a part of who he was.

The gifted is a man with prodigious psychic talent. He has never been formally trained in the use of his abilities, and instead has developed his own ways of working with his talents. Theory is not high on the mind of the gifted; he does not have much in the way of a model for his talent, and what theory he does manifest is more often based on his own thoughts than it is on parapsychological research. The gifted has an ordinary career, as one would expect, but he is able to find rather significant fortune through the use of his talents. He regularly uses clairvoyance in assessing situations, and just knows which stocks are the best to invest in. He does not see this as an immoral use of his powers, anymore than someone bettering themselves through their strength or intelligence is behaving immorally. He tends to be quiet, and to avoid psychic subcultures, but he is not very hostile, and does not think that he holds all of the answers to psi.

Mortal: Psychic

Mental Attributes: Intelligence 2, Wits 4, Resolve 3

Physical Attributes: Strength 2, Dexterity 3, Stamina 3

Social Attributes: Presence 2, Manipulation 2, Composure 4

Skills: Academics 1, Computer 1, Investigation 2, Occult 1, Science 1, Athletics 1, Drive 2, Empathy 2 (Loners)

Health: 8

Willpower: 7

Virtue: Stoicism

Vice: Stubbornness

Integrity: 7

Size: 5

Defense: 4

Initiative: 7

Speed: 10

Merits: Clairvoyance 3, Telepathy 3, Resources 2

Will Ashton, Psychic Toddler

A slight smile and a little wave.

Psychics are human, at the end of the day. They have to grow up too. The toddler known as Will Ashton is working on that. At three years of age, Will has technically passed up that category, but one can be forgiven for making that mistake when the kid still wears diapers; he has been incontinent since birth. Will is an inquisitive soul, often exploring as much as he can with what little mobility he possesses. Aiding him in this is his propensity for clairvoyance. Will can remotely view places with surprising ease. Will was never formally taught in this ability; his capability in the area is due to genetic factors. Will is old enough that he recognizes that there is something unusual about his ability, but he is still young enough that he has not quite grasped common social attitudes towards psychic powers yet. At times, he can absentmindedly talk about his ability to “see,” in a nonchalant manner. Time will tell how Will’s attitude will develop going on into the future. He is still a young kid. Will is very well-behaved for his age, and deeply attached to his family. When not under the direct care of his parents, he often accompanies his sister. The two share a tight bond.

Will is intended to be used as a peripheral character in games, though his exact implementation is up to the discretion of the Storyteller, of course. Will cannot effect much meaningful change in the world, given his age and abilities. Furthermore, Will is largely in the dark in regards to his talents. At your discretion, Will’s family as a whole could possess supernatural powers, perhaps even to the point of having a member or two of the family who are full supernaturals. While Will himself cannot do much, his psychic talent and curiosity can lead him into trouble, something which can serve as a plot hook in and of itself.

Mortal: Psychic

Mental Attributes: Intelligence 2, Wits 3, Resolve 1

Physical Attributes: Strength 1, Dexterity 1, Stamina 1

Social Attributes: Presence 3, Manipulation 1, Composure 1

Skills: Investigation 1, Occult 1, Empathy 2, Expression 1

Health: 3

Willpower: 2

Virtue: Kindness

Vice: Curiosity

Integrity: 9

Size: 2

Defense: 1

Initiative: 2

Speed: 7

Merits: Clairvoyance 3

Conditions: Incontinent (Persistent)

Hunters

“So I’m walking down Auburn on my way home, right? It was after we hit up at Vincent’s place, kind of late in the evening. Anyway, as I’m walking alone, suddenly I hear shrubbery moving and I’m slammed down into someone’s yard. One second standing straight and the next there are two guys standing over me. So yeah, I was fucking scared! I was wondering what the hell they were going to do, or *why* they would choose me. So I’m babbling like a fool there on the ground – not very heroic, I know – talking the usual rigmarole. Who are you, what did I do, please spare me, yada yada. Anyway, I’m not sure how much of it gets through to them, but soon enough one of the guys looks over at his friend. This guy is dressed pretty normally but I notice he has some weird amulet in his hand, and it had looked like he had been muttering silently to himself earlier. This guy whispers something to his friend, who, by the way, had had a gun pointed against my head this whole time. A second later this guy pulls the gun away, said he got the wrong ‘type,’ and then scrambled away along with his friend before they could get charged. I don’t quite know what the hell they were talking about, but I’m glad that I was able to get away.

Because my Charms were blocked around them!”

For as long as there have been monsters, there have been those who hunt them. Hunters are individuals who hunt supernatural entities, and their motives span the whole gamut of human motivations. Some pursue vengeance against beings who wronged them, whilst others seek to defend humanity from insatiable predators, or strive to acquire occult power from those so affiliated with it, or claim some other reason. While hunters may not be dime-a-dozen, there are certainly enough out there that one can discover all sorts of motivations that could drive a man to fight back against the night – or to kill in cold blood.

Most hunters are mortal. Supernatural entities can also be hunters, but supernaturals rarely have the commitment to specifically hunting paranormal beings that a true hunter possesses; it is more common for a supernatural to get involved in conflicts with other supernaturals for the same sorts of reasons that a human might fight with another human, or for miscellaneous ones besides. Few supernaturals intentionally hunt supernatural beings, and the few that do rank among the deadliest of hunters.

Hunters come in all sorts of varieties. Some hunters are independent, normal men and women who encountered things that prowl in the shadows and decided to take up the fight against them. Even among these independents, there is variety; some hunters remain completely alone, whilst others join forces with other independent hunters, forming small bands. This latter formation is generally more common, if only because hunting alone is an exceedingly dangerous vocation. Some hunters are part of organizations, groups which pursue the hunt with resources, numbers, and coordination. Organizations generally have specific philosophies and *modi operandi*, ones that members will generally adhere to. In many cases, these organizations have goals that extend beyond the hunt, and in some cases, the hunt is only peripheral, or a tool to an end. The skill and equipment of any given hunter can vary widely. Some are rank novices with little more than a gun and fervor, whilst others are seasoned veterans with gear far out of the reach of most civilians. A hunter’s ability and access to resources is not always indicative of their affiliation

with a group, or lack thereof; some independent hunters have decades of experience, and some rich folk new to the game can have the most high-end equipment but little practical experience. Another area in which hunters vary is that of supernatural power. Many hunters have no more paranormal ability than the average person, and many others possess magical powers, psychic talents, or spiritual gifts that aid them in their hunts. These are generally limited to the sorts of abilities that normal humans have access to, though they can still be quite the edge in a fight, and hunters can even develop some of these special talents to greater levels than the average mortal might see. The occultist who can exploit the weaknesses of a spirit and the exorcist who can drive back evil with holy purpose are a mainstay of many crews. Though it is inevitable that many of these individuals will be looked upon with suspicion, this problem is far less prevalent and severe than one might think.

As far as Cherubs know, there are no hunters out there that specifically hunt for their kind. That doesn't mean that they are entirely safe from a hunter's pursuit, however. Cherubs can be misidentified as types of magic-users that some hunters are dedicated to hunting, whether due to signs of magic-use or due to the tinge to their aura. There are horror stories of Cherubs getting killed, mistaken for a mage by witch-hunters, and these grim stories aren't always apocryphal. This isn't too common, as a Cherub's greatest powers are limited to the Glimmerside, with Charms being relatively weak in comparison. For obvious reasons, Cherubs often attempt to hide the use of their more obviously supernatural Charms, but sometimes even a relatively invisible Charm can give a Cherub away. Many Charms center around influencing other people, and it is quite common for a Cherub to habitually use these Charms, not realizing that some individuals might be able to discern their spellwork, or notice the signs of mental-ensorcellments. Cherubs who heavily use such Charms might find themselves being hunted as witches who warp the minds of men. And it can be difficult to say that they are wrong.

Hunters generally know next to nothing of Cherubs. Of those few who find them, most think of them as a particularly strange sort of mage, and some even think that they're just thaumaturges. Oftentimes, it is only their demeanor or a hint of Wonder that can tell a hunter that they are not the sort of magician that they appear to be. This hint can even give some hunters the impression that they are gifted or blessed in some capacity, though just as many simply find them more weird. Hunters who truly begin to understand the nature of Cherubs are few and far in-between. Of these hunters, opinions regarding Cherubs vary, and there are few overtly positive impressions of them, but most hunters simply find it awkward to even approach the matter of Cherubs. For people who are accustomed to deadly combats and supernatural terrors, finding a magical avatar of youth can be so perplexing and ridiculous that they seek to ignore them. This simple befuddlement stands as one of the greatest shields defending Cherubs from being hunted, and few Cherubs are even aware of it.

There are rumors of hunters and Cherubs banding together, but as of yet, little concrete information about these "guardian angels" has surfaced.

Sample Hunters

Folk Magic Hunter

Supernatural beings are not the only entities to practice magic. Humanity has practiced magic for millennia, and for some people, it is as normal as a family tradition. This hunter is one of those types. He was initiated into a tradition of folk magic that his family had shepherded for generations. He was rather good at it, and was chosen as the individual to deliver the tradition on to the next generation. At that time he was not yet a hunter, and he dedicated much of his magic towards simply helping his family. However, he was trained in exorcism, and when he saw a witch kill a man in a way the law would never detect, he decided to take matters into his own hands. The hunter tracks down those who use magic to do harm to others, and forces them to stop hurting others. If he cannot, he simply kills them. He is particularly good at what he does. He has developed a deep skill in countering the spells of others, even ones that come from beings far from the human condition. Many a foe has been surprised when their magic has been countered by him.

Mortal: Hunter

Mental Attributes: Intelligence 3, Wits 4, Resolve 3

Physical Attributes: Strength 3, Dexterity 3, Stamina 3

Social Attributes: Presence 2, Manipulation 3, Composure 4

Skills: Academics 3, Computer 1, Crafts 3 (Magical Implements), Investigation 3 (Magic-Users), Medicine 2, Occult 4 (Folk Magic Tradition), Politics 2, Science 2, Athletics 3, Brawl 3, Drive 3, Firearms 3, Larceny 3, Stealth 4, Survival 2, Weaponry 2, Intimidation 4, Persuasion 2, Subterfuge 3

Health: 8

Willpower: 7

Virtue: Justice

Vice: Cruelty

Integrity: 7

Size: 5

Defense: 6

Initiative: 7

Speed: 11

Merits: Luck Magic 4, Favorable Fortune 3, Resources 2, Safe Place 3

Notes: This hunter can counter magic that is performed within a 20 foot radius of him. Whenever another being casts a spell within his vicinity, he can choose to try to counter it, rolling Resolve + Composure. The amount of successes he gets are subtracted from the amount of successes that the being rolls for the power.

Vigilante

He's just a guy, but he's dedicated. Who knows what happened; there are many sorts of revelations and sob stories that hunters share in common, and perhaps this hunter got one of the more esoteric ones. No matter how it appeared, he *has* the conviction, and it can pull him through where talent and money may not.

The vigilante is a relatively normal dude, apart from the fact that he hunts monsters. He's a civilian, and what combat training he has received is poor. He has some physical ability, and has begun some rigorous exercise regimes, though it is too early for them to have borne serious fruit. He knew little of the paranormal before becoming a hunter, and still really knows little of the topic. Still, his resolve is unwavering. He's an independent, not aware of any hunter organizations or really of any paranormal beings beyond his particular quarry. His funds are limited, and embarking on a hunt means improvisation. More importantly, though, he has a job and a normal life. This is a privilege he may not be able to maintain, if he continues with his new vocation.

Mortal: Hunter

Mental Attributes: Intelligence 2, Wits 3, Resolve 3

Physical Attributes: Strength 2, Dexterity 3, Stamina 2

Social Attributes: Presence 2, Manipulation 2, Composure 2

Skills: Academics 1, Computer 1, Crafts 1 (Improvised Weaponry, Traps), Investigation 2, Occult 1 (Preferred Quarry), Science 1, Athletics 2, Brawl 1, Drive 2, Firearms 2, Larceny 1, Stealth 1, Weaponry 1, Intimidation 1

Health: 7

Willpower: 5

Virtue: Determination

Vice: Cowardice

Integrity: 7

Size: 5

Defense: 5

Initiative: 5

Speed: 10

Merits: Resources 2, Safe Place 1

Mages

“He’s real, I swear to fucking God. And no, he’s not one of us. No, damnit, I told you I don’t know where he went. Just...God. Yes, yes, I already told you that! There was no way he could have gotten into the room through normal means, let alone known about us! And he just asked all these questions and then left without further ado. As in, vanished, right in front of our eyes. Yeah, of course I tried to do shit! But...God, you had to have been there to understand. We call ourselves wonder-workers, but we are nothing compared to him. And it is not just the powers. Well, it partially is, but you know what I mean! It is just...look. If you were confronted with God, what could you say?”

There are individuals who have awoken to the true nature of reality, and who are able to work miracles. They are known as mages.

Cherubs know little about mages. All they tend to know is that mages are the guys who handle magic on a serious level, and are way more powerful than them. Much of what Cherubkind knows about mages is based on rumor and hearsay, though there are Cherubs who have had direct contact with mages.

Mages can alter reality on a whim, their powers being more flexible and more powerful than those of many other supernatural beings. However, mages appear to suffer some sort of backlash when they overreach with their magic, or when they perform it in front of normal people. When too many mortals witness a mage’s magic, it tends to be counterspelled or go out of control. Thus, many mages strive to hide their magic, and make the effects of their spells look like they happened by happenstance.

Mages are obsessed, driven individuals, who stand on the threshold of remembering their ultimate power. They often do not care about Cherubs.

Mage: Mage

Mental Attributes: Intelligence 4, Wits 4, Resolve 5

Physical Attributes: Strength 2, Dexterity 3, Stamina 3

Social Attributes: Presence 4, Manipulation 2, Composure 5

Skills: Academics 5 (Religion), Computer 1, Crafts 3 (Magical Implements), Investigation 3 (Occult Mysteries), Occult 5 (Magical Tradition), Science 2, Athletics 2, Drive 2, Firearms 2, Stealth 2, Expression 3, Intimidation 3, Persuasion 3

Numinosity: 5

Health: 8

Willpower: 10

Virtue: Enlightenment

Vice: Callousness

Integrity: 7

Size: 5

Defense: 5

Initiative: 8

Speed: 10

Merits: Resources 2, Contacts 1

Notes: The mage can perform almost all kinds of magic. The Storyteller should come up with their spells on the fly, and use the provided Numinosity rating as their Supernatural Potency stat. The Storyteller can look at Enchantments and Charms of Cherubs in order to gain inspiration for what a mage can do.

Cherubs

Cherubs are magical avatars of childhood. And they are also men. Many Cherubs strive to live with this conundrum, and they approach this problem through many different ways.

Sample Cherubs

Verlaine Montagu, Gentleman Adventurer

“Yes, it was quite the good expedition, and the way I got Bes to stand in the parlor! It’s quite unfortunate that magelings nowadays are even more furtive than they were back then. It sometimes seems like all the good lads have passed away...ah, well. Oh? Ah, don’t fear about that, lad. These artifacts were obtained before those laws were made...”

Verlaine Montagu is an old Cherub, but that has not dampened the fire of his heroism one bit. In his youth, he was a brave adventurer, exploring not only the Glimmerside, but also the Earth. He went on many occult adventures back in the day, including many that involved non-Cherub supernatural beings. Even in his old age, he is still an adventurer, though he has toned his exploits back somewhat. Verlaine has obtained a great deal of information and artifacts from his journeys. His estate is a veritable maze of bookshelves and knick-knacks, not all of which he can identify. It is common knowledge that Verlaine explored Egypt in the early 1900s, and thus, many are wondering about how he has stayed alive. He only looks like his is in his early sixties, after all. Many speculate that he received some kind of longevity magic from a mage.

Verlaine is a rather kind soul, but he is also rather out of touch with contemporary Cherubic society, let alone contemporary mortal society. He tries to be nice to all Cherubs, but he does not really understand all of them, especially Infantilists.

Cherub: Cherub

Mental Attributes: Intelligence 4, Wits 4, Resolve 4

Physical Attributes: Strength 2, Dexterity 3, Stamina 3

Social Attributes: Presence 4, Manipulation 2, Composure 4

Skills: Academics 3 (Egypt), Crafts 2, Investigation 4, Occult 4, Science 2, Athletics 2, Brawl 2, Drive 2, Firearms 3 (Pistols), Stealth 3, Expression 3, Persuasion 3

Numinosity: 4

Calling: Hero

Thesis: Balance

Health: 8

Willpower: 8

Virtue: Curiosity

Vice: Flippancy

Longing: 8

Size: 5

Defense: 5

Initiative: 7

Speed: 10

Merits: Resources 4, Allies 3, Contacts 3

Enchantments: Automatic Chronicler, Earth's Wrath, Eureka Moment, Kill Them With Kindness, Magic Missile, Your Angel or Your Devil

Charms: Baited Bravery, Detect Magic, Main Character Physics, Plot Armor

Angel of Death

“You are innocent. I know that. I know that so much more than you realize. And I know that you’ve always wanted that. There there, now. There is no need for tears. You were never impure, and soon you will know that. It’s time to cast childish things away.”

Incarnation is a debasement. The Angel of Death knows that well.

He already hated himself when he was mortal. He knew that his desire for childhood was meaningless. That it was not leading him anywhere. And he *knew* that he was so much more than that. And yet, despite all of his best efforts, he was not able to pull himself away from the Longing, and eventually, he Aspired.

Aspiration only deepened his hatred. It was as though that was the final straw. The Angel of Death would not let himself be defined by his one ridiculous desire. It was only later that he thought to free others.

The Angel of Death always kept away from other Cherubs, but he did know about them. They too suffered in their condition, and yet they distracted themselves with the Cherubic life. The Angel of Death hated them, at least at first. But it was not long before that anger turned into a quiet sadness, the same sort of quiet sadness he had for himself.

One night, a decade after Aspiration, a thought came to him.

He could free them.

The Angel of Death began his career as a serial killer slowly and carefully. He had not been very knowledgeable about combat before he started his new vocation, and he took his time in learning how to commit murder. The Angel of Death hunted Cherubs, those would otherwise wallow in an empty life of nonsense and meaningless depravity. He not only learned how to commit murder, but how to get away with it. The Angel of Death’s magic has been incredibly helpful in avoiding the eye of law enforcement.

The Angel of Death is very quick with his kills. His goal is to minimize suffering. He wields a pistol and is specialized in close quarters combat. He typically enters a victim’s home at night and murders them there. He disposes of the corpse afterward. The Angel of Death does not enter the Glimmerside any more than is absolutely necessary. He moves often, staying one step ahead of the law. Recently, he has begun to worry that Cherubs may eventually begin to catch onto him. He fears their intervention more than he fears mortal law enforcement. And yet, he continues in his sacred duty.

Cherub: Cherub

Mental Attributes: Intelligence 3, Wits 4, Resolve 4

Physical Attributes: Strength 3, Dexterity 4, Stamina 3

Social Attributes: Presence 3, Manipulation 2, Composure 4

Skills: Academics 1, Crafts 2, Investigation 2 (Cherubs), Occult 2, Science 2, Athletics 4, Brawl 3, Drive 3, Firearms 4 (Pistols), Stealth 4, Empathy 3, Expression 1, Intimidation 3

Numinosity: 4

Calling: Angel

Thesis: Illumination

Health: 8

Willpower: 8

Virtue: Compassion

Vice: Cruelty

Longing: 1

Size: 5

Defense: 8

Initiative: 8

Speed: 12

Merits: Resources 3

Enchantments: Aegis of Valor, Salve Pain, Sob Story Revelation

Charms: Childhood's End, Main Character Physics, Plot Armor

Seraphim

Cherubhood is an empty and aimless condition. Most Cherubs go their whole lives without ever figuring out the Longing, if one could be said to be able to truly do that in the first place.

But there are some, they say, who have found it.

The Seraphim are mentioned by the Cherubs in whispered rumors. Some, it is said, have found an end to the Longing. Some have kept their hope aflame through all the disappointing years that make up a Cherub's life. Some have found purity.

When a Cherub reaches a unique state of peace with their condition, they become a Seraphim. The true nature of the Seraphim remains obscure, but Cherubs who have attained something like it are out there. Oftentimes, these Seraphim remain apart from Cherubkind. Even now, they are an enigma.

Playing a Seraphim

Depending on your vision of them, it is possible for Seraphim to be played. While the Seraphim are rare, they are not exactly unclassifiable. Seraphim can be a little mystery and a little category of beings. Generally speaking, Seraphim are still quite weak by the standards of supernaturals. The beauty of their state cannot be understood through mechanics or even words. It can only be hinted at. If you wish to play a Seraphim, you may use the rules below.

At long last, the Seraphim attains one of the greatest treasures that they Longed for. The Cherub gains eternal youth, their age freezing at a childhood age that they hold the greatest affinity for. They no longer age, and cannot die as a result of old age. This eternal youth is physical, and it is not tied to the Cherub's Age. The Cherub is immune to magic that would alter their age. Illusions of youth or age can still affect the Cherub. The Cherub's Age can increase and decrease when they have assumed their Aspect, as usual. The Cherub's rejuvenated age counts as the maximum cap for their Age, replacing the old one.

If the Cherub has the Adult Merit, then their age instead freezes at young adulthood. They are left as though perpetually on the first day of adulthood for the rest of their life. As before, the Cherub's Age can still increase and decrease when they have assumed their Aspect, as usual. The maximum cap for their Age is 5.

The Cherub gains wings. They can fly, with their rate of movement equaling their speed multiplied by three, in meters. These wings can be hidden as an Instant action, disappearing entirely from the Cherub's body. They can be unveiled as an Instant action. The form of the wings varies from Cherub to Cherub, with some matching the animal kingdom, others appearing more like the wings of supernatural beings, and yet others hewing to even stranger forms. Bird-like wings remain common.

After so much searching, the Seraphim has finally internalized some of the nature of what they have yearned for. No longer must they search for Wonder, for they can now find it within. Every morning, the Seraphim gains one Wonder.

The Seraphim has Longing 10. Seraphim cannot lose Longing. This is partially because their minds are so honed that they never violate their Longing, and partially because they have come to such a state of acceptance and understanding that Innocence Breaks no longer affect them. Seraphim do not hold the effects of Longing 10; they do not lower the Wonder cost of Enchantments and Charms and they do not suffer a penalty to Resolve rolls.

Seraphim can enter the Glimmerside without entering a Portal by spending one Wonder. This is an Instant action. The Seraphim appears in the Shallows that corresponds to their previous location on Earth.

The charisma of Seraphim can surpass mortal limits. For every dot of Numinosity above five that the Seraphim possesses, the maximum cap of their Social Attributes increases by one. The maximum cap of the Seraphim's Physical and Mental Attributes remains unaffected, and limited to five dots.

Sample Seraphim

Enoch, Heavenly Watcher

The stars are twinkling, tonight.

Enoch has put his past behind him. He is old, but not that old; he is only around 400 or so. Once, he was a Cherub like all the others, lost in the sea of life. But that was a long time ago.

Enoch wanders the world nowadays. He has done so ever since he became a Seraphim. He visits random locations on the Earth, watching people live out their lives. It fascinates him, somehow, even though he knows that it should not.

His travels are not limited to the Earth. He visits the Glimmerside occasionally, but it is the Astral where he spends most of his time nowadays. He has met real angels there, and he has tempered himself with divine knowledge. Though, Enoch knows now that he *is* a real angel in a way. And that he is far more than just that.

Cherub: Seraphim

Mental Attributes: Intelligence 5, Wits 5, Resolve 5

Physical Attributes: Strength 5, Dexterity 5, Stamina 5

Social Attributes: Presence 10, Manipulation 5, Composure 10

Skills: Academics 5, Occult 5, Athletics 5, Empathy 5, Expression 5, Persuasion 5

Numinosity: 10

Calling: Angel

Thesis: Balance

Health: 8

Willpower: 10

Virtue: Compassion

Vice: Aloofness

Longing: 10

Size: 3

Defense: 10

Initiative: 10

Speed: 15

Merits: Allies 5

Enchantments: Astral Shift, Balm, Little Angel's Visage, Salve Pain, Untouchable

Charms: Detect Magic, Endearing Charm, Healing Touch, Spook Sight, Plot Armor

Appendix 1: San Jose

San Jose is a numinous place. Located in the California Bay Area, San Jose was once a prominent player in the agricultural market. Nowadays, San Jose is a big tech city, much as many cities in Silicon Valley are. San Jose is a strange place, however. A mix of people have inhabited San Jose ever since its founding, and at times it can be difficult to discern what the place is about. All sorts of people have dwelled in the city; the Spanish, Americans, Mexicans, natives, Japanese, Koreans, the list simply goes on. All have left their mark on the city, and yet it stands as something more than just a place where people have lived. San Jose has its own character, as any resident knows well.

San Jose is a hotspot for Cherubs in the Bay Area. A little over a hundred Cherubs dwell within San Jose, a not insignificant amount for a kind as rare as Cherubs. Most of the Cherubic culture of San Jose was influenced by a score of Cherubs that had grown up in the 1980s. Though many of those Cherubs have long since retired, they have left a definite impact upon the culture. Of course, many Cherubs are also heavily influenced by the cultures of their own youth. In particular, Infantilist cultures in San Jose have been heavily influenced by the ABDL and babyfur subcultures of mortals. Infantilists still only make up a minority of the population of Cherubs in San Jose, however.

Right now, Cherubic society in San Jose is in a strange state. There is rarely anything big going in Cherubic society in general, and most Cherubs in San Jose simply keep to their own business. But activity has begun to sprout. As the state of the world begins to get more interesting, some Cherubs think about actively doing something about global problems. Others just idly joke about nuclear weapons and World War 3. And yet others devote themselves to supernatural concerns that are far removed from worldly matters. Something is coming, but not everyone is sure what it is.

And through it all, San Jose waits patiently.

Locations

The Tech Museum:

The location known as the Tech Museum is quite a strange and unique feature. The building is mostly rectangular, standing several stories high and measuring hundreds of feet in length. As the name suggests, the interior of the Tech Museum is arrayed as a museum, even though the contents of the place would seem to betray its presentation. The Tech Museum is dedicated to cataloguing advances in technology, as one could guess by the name. While the museum does have a wealth of historical information, however, it is also an institution that stands with its eyes towards the future. Exhibits in the Tech Museum rotate, with cutting-edge advancements often being represented in the museum. The Tech Museum is a common location for school field trips, even if the more cynical might say it is because it can distract kids for a long a while.

Some Cherubs with backgrounds in computer technology and science-fiction gather at the Tech Museum, though it does not stand as a true Lodge. The gathered Cherubs tend to talk about

cyberpunk topics and “hang around” in a matter that almost approaches a LARP. Right now, 2000s aesthetics are popular in the group.

In the Shallows, the Tech Museum stands much as it does on Earth, though the building has a metallic sheen to it, and the advances displayed are rather fantastic. Many Cherubs have reported that it is easy to reach Zenith City from the Tech Museum, though details regarding the exact “route” are scarce.

Happy Hollows:

The Happy Hollows is a playground. Truth be told, few Cherubs actually visit it, and it has more of the status of a classic old place that people like to muse about but scarcely visit. It serves as a minor Well, one that has traditionally been held to be a free Well of the city rather than one under private ownership. Any Cherub can visit the place to score some Wonder, but tradition holds that a Cherub should not acquire Wonder there more than once a week. Those who break this tradition are given the cold shoulder by other Cherubs and are sometimes even prevented from visiting the Well. Such occurrences are rare though. Few bother to hog the Well, and even fewer manage to catch someone in the act.

The Rosicrucian Egyptian Museum:

Nestled securely in San Jose, the museum known more commonly as the Egyptian Museum represents one of the most complete collections of Egyptian artifacts on the West Coast. Admission is cheap and largely open to the public, rendering it a fairly popular destination for natives, if not necessarily tourists. The museum has maintained a long, deep image of educational quality in the public mind, and scores of schools have maintained field trips to the museum over the years. Some Cherubs even speculate that the museum is blessed by Thoth himself. In any case, the museum serves as a small but steady Well for Cherubs, allowing the refreshment of Wonder for those who would bask in its quiet occulted shade.

As the name suggests, the Rosicrucian Egyptian Museum is owned and maintained by The Rosicrucian Order, also known as AMORC. AMORC is a relatively small contemporary mystery school, and a young one. Beginning in 1915 with Dr. H. Spencer Lewis, who received dispensation from a European order to start a similar one in the United States, AMORC straddles the line between Freemasonic fraternity and magical lodge. Former mortal thaumaturges among the Cherubs say that the magical training offered by the Rosicrucians is better than that of many similar “New Age” organizations, but worse than that of even the smallest traditional magical lodge. Members of the Rosicrucians can indeed gain Thaumaturgy merits at the highest levels, but just joining a Golden Dawn knock-off would get you much more, and quicker at that. Not that many of the less occult-minded Cherubs care about such things, in any case.

Many Cherubs in San Jose have a soft spot for the museum and its parent organization. Many natives had grown up with the museum in childhood, and its wonder never seems to truly fade. The staff are amiable and the attention to quality is admirable. There is a subtle, but genuine and abiding respect for Egyptian culture that suffuses every touch of the place, a connection that extends beyond disinterested scholasticism and the patronizing air of academe. The museum’s

respect for magic is particularly noteworthy, and extends to the practical admission that it is real. This more than many things is what earns the Egyptian Museum the respect of many Cherubs. It is not uncommon for Cherubs to become a member of the museum, though very few join AMORC.

Cherubs commonly meet up at the museum, taking the opportunity to soak up Wonder, chat, and simply enjoy the environment. In the Glimmerside, the museum is a shining, stark reflection of its physical form, appearing almost like an anachronistic temple to learning. This reflection is staffed by Cherubs and serves as a Lodge. The museum is filled with all sorts of Egyptian artifacts lost to time, and includes the whole gamut of the museum experience itself, from an expansion of the rock-cut tomb to a whole movie theatre. The Astral reflection of the museum is just as impressive, but in a different manner, holding an occult dignity rather than youthful whimsy. This location is said to be somewhat ominous, especially at night. As one might imagine, this had led to a long tradition of dares to visit it.

The Winchester House

Also known as the Winchester Mystery House in its afterlife as an attraction, the Winchester House stands as probably *the* most well-known haunted house in San Jose, and possibly in the Bay Area. The Winchester House is of interest to Cherubs for one simple reason; the spirits that reside there. While the house itself also stands as something of minor Well given how enchanting it has been to youth in the region, this is overshadowed by the fact that it is straight-up haunted. Cherubs are drawn to supernatural mystery as much as mortals are, and several Cherubs with thaumaturgical pasts have engaged in studies of the old manor that bound Sarah Winchester's twilight years. Less seriously-minded Cherubs have also visited the mansion for a good scare, as contemporary tours and attractions of the manor promise, albeit with extreme kitschiness.

Cherubs do need to remember to express caution in approaching the mansion, as it is an important place to supernatural beings far more proper to its environment. Whispers in the Cherubic grapevine say that the Winchester House is a place marked by powerful shades among the Dead, though little of their nature or doings are really known by Cherubs. Mages are also known to visit the house for their own inscrutable purposes, as are mortal thaumaturges and psychics. That the Winchester House serves as a relative hotbed for supernatural activity is something that deters some Cherubs from visiting too often, and only inspires the visits of others.

Cherubs of Interest

San Jose houses potentially one of the largest gatherings of Cherubs in the Bay Area, even if their numbers are still highly minute. While in some ways Cherubs are defined more strongly by what little there is of their greater society, given the low population, in other ways they are far more influenced by their native lands, if they are bound by anything at all. The following presents some Cherubs that might be present in the San Jose of your Chronicles. Feel free to use these as you like, from using them as written to ignoring them completely.

Michael Santiago, The Fool

“What am I doing? Just the usual, I suppose.”

Michael Santiago is a staple at the local Infantilist scene. He Aspired around five years ago, and has become fairly accustomed to the Cherubic lifestyle. Michael regularly visits other Infantilists in San Jose, and he has played with the idea of hosting a few venues himself. Michael really does not know what he is doing with his life, and he thinks that he should find that fact more disturbing than it feels like to him. Emotionally, Michael feels neutral much of the time.

Michael looks like a fairly average Mexican guy. He is approaching his thirties, and is starting to feel the touch of age. Though he does not exercise much, his physique is actually fairly healthy, and at times he actually looks pretty intimidating. His distracted gaze tends to shatter that illusion pretty quickly, however.

Cherub: Cherub

Mental Attributes: Intelligence 3, Wits 2, Resolve 2

Physical Attributes: Strength 2, Dexterity 2, Stamina 3

Social Attributes: Presence 2, Manipulation 2, Composure 2

Skills: Academics 2, Computer 1, Investigation 1, Science 2, Athletics 1, Drive 2

Numinosity: 2

Calling: Angel

Thesis: Balance

Health: 8

Willpower: 4

Virtue: Honesty

Vice: Apathy

Longing: 7

Size: 5

Defense: 3

Initiative: 4

Speed: 9

Merits: Resources 2, Contacts 1

Enchantments: Bring on the Snacks, Group Chat, Will o' the Wisp

Charms: Pretty Please, Thermomancy

Rick Waight, Contemporary Crusader

“The world is not going to wait for you, you know!”

Rick Waight is an interesting character. Several years ago, he decided that he needed to change the world. Rick seeks to inspire people, and to lift them from the lethargy of their everyday lives. In all honesty, his whole model of it all is really rickety; mostly, Rick just wants to make sure that people are able to live happy, meaningful lives. To that end, he has done a multitude of things. He has met random people on the street and interacted with them. He has discussed philosophy on the bus. He examined the issue of climate change, and has actually cut back on his lifestyle a little. He does lots of really weird things that are of questionable utility, but he seems to enjoy himself, and he seems pretty earnest in his commitment to change the world.

Rick's behavior is unusual for a Purist, and some Cherubs have noted that he behaves more like a Bon Vivant. Rick just smiles at such concerns.

Rick appears like a normal guy. He is rather thin, but he bears himself with a confidence that belies his size. Rick likes to wear sunglasses, even when they are impractical. Most of the time they look vaguely silly, but sometimes they actually look pretty cool.

Cherub: Cherub

Mental Attributes: Intelligence 3, Wits 2, Resolve 3

Physical Attributes: Strength 2, Dexterity 3, Stamina 3

Social Attributes: Presence 3, Manipulation 2, Composure 3

Skills: Academics 3, Science 3, Athletics 2, Drive 2, Empathy 2, Expression 2, Persuasion 2

Numinosity: 3

Calling: Hero

Thesis: Purity

Health: 8

Willpower: 6

Virtue: Confidence

Vice: Aimlessness

Longing: 8

Size: 5

Defense: 5

Initiative: 6

Speed: 10

Merits: Resources 2

Enchantments: Know No Fear, Voice of Heroes

Charms: Endearing Charm, Main Character Physics, Wouldn't Hurt Anyone

Conclusion

All These Days

“You’re such a goddamn fool, Carlyle, you’re such a goddamn fool!”

Of all the things that Michael said before embarking on his path, that was the one that stuck out. The goal was nothing new, of course. It was the tone that told me everything.

The day itself hadn’t seemed anything spectacular. It was another meaningless nonsense day. I certainly hadn’t expected it to be the one on which he finally made his move. The statement would be the thing I remembered that day by forevermore.

We had hardly ever truly seen eye to eye, me and him, even since before Aspiration. Not to say that we didn’t hew closely to each other’s company. There was a depth there that enjoyment could not match.

It is difficult to say that we parted over a simple difference, but it was certainly a clear and concise one. It had really just been a matter of Michael finally working up the will to make a stand for it. Both of us had been captured by the Longing, by that nameless desire whose elusive mystery did not hide sanctity. Michael, however, was the one who was forthright in his rage.

He hated being played like a toy. Even I felt that simmering below, sometimes even flaring on some days. But I never took it into my heart like Michael did. At the core of Michael’s statement had been a rage, an indignity, a revulsion towards the perversion of his self that he could not abide. Michael wasn’t even really the most willful of persons. I knew that because he too had fallen to Cherubhood, even as he hated its condition. I had always expected him to remain restless, seething and pseudo-guilty. I just hadn’t expected him to do something about it.

Michael didn’t contact me after he made his statement. By the time a year had passed, I began to wonder if he had meant it. Even now I’m still not quite sure, but it is true that we never met with words again.

It was a few years into his exodus that Michael had finally been able to renounce. I had always kept an eye on him, even after I figured that we might never speak again. I was scarcely able to believe it the first time, when I absentmindedly viewed his aura and found nothing but the pristine blankness of the mortal human he was before Cherubhood. There had been so many attempts and asceticisms before, but I had never quite been able to figure out how he had done it.

Our paths had diverged practically before Cherubhood, of course. It was after the strangest of happenstance that we had figured out that we were both ensnared by fantasies of childhood. The two children in the neighborhood who just so happened to want to be babies. I had been so excited on the first day of the discovery. But my expectations were never fulfilled.

Michael had tended towards hating himself more generally, yet despite the innate religious drive behind it, he never seemed particularly proficient at mysticism, or good at developing continence of character. As we grew up, there were a few faltering attempts at salvation that he launched –

scholasticism, purgation, magic – but none bore full fruit. He was far more invested in it than I had been at the time, yet it seemed like I obtained more peace than he did by simply doing nothing. I can't blame him for the jealousy that resulted, even if it was ultimately misguided. I wasn't too much purer than him, or else I wouldn't have fallen for Cherubhood as well.

I changed much as he did over those years, just in a different direction. I must admit, even if it is a sin, that my Longing has only grown over the years. Perhaps he thought that his own abstinence would draw me towards the proper path, but most of the time, it just led me to mourn the loss of my dreams all the more. We would never do the kinds of things that I had wanted to do all those years ago, hopes that had been revived when we Aspired. I had to realize that vision on my own, I realized. I couldn't pin my hopes on him and wait, anymore.

We had seen a mage back when we were Cherubs. And I had heard rumors of the end of Longing. That latter matter had a bitter error, I now realize. But they had set us on our paths all the same.

For a few moments, I saw Michael in the realest happiness of his life. The only happiness of his life. The wizard related to us his nature, teaching us of an enlightenment to the true nature of reality, the working of wonders, and the hope of true liberation. He said that anyone could attain to this state he had reached, and to the escape that he was heading towards. If only they could remove everything extraneous to their soul. His kenning was enough to discern of Michael's nature, and he remarked with no hostility, but in no uncertain terms, that he would have to free himself of this Longing before he could truly see.

It would be an understatement to say that the words struck Michael. His youthful asceticism returned with fire. He stopped visiting the Glimmerside. Went cold-turkey on Wonder. He feverishly pruned his activity and speech of anything that could even hint of backsliding. Vacant stares and quiet mumbling would reveal the ways in which he obsessively scrutinized every last thought. Perhaps I should have paid more attention to him, then. But I doubt I could have done anything.

Around the same time that Michael set on his cold, lonely road, I found my own. Along our travels, I had always picked up hints of another theorem, another solution to the Cherubic condition. Sometimes, when fighting fairy-plushes, skulking through the libraries of Glimmerside castles, or whispering in the Lodges of shadowed Conclaves, you would hear word of something impossible. Of someone impossible. Paragons of our kind, ones who had attained purity – real, genuine purity – without giving up on their Longing. Who saw it through the ceaseless tears and vacant abyss unto the very end. Who realized meaning in meaninglessness. They called these legends many things. Angels, prophets, messiahs. The labels used meant nothing at the end of the day. Only that they were exalted, pure, holy. Real.

So, while Michael sought Awakening, I strove to become a Seraphim. I lost track of him on my own journey. I scarcely thought he would ever successfully Renounce, let alone achieve whatever it was that man had. I suppose I paid more attention to him once he became mortal once more. And perhaps I should have paid more. But it was strange how it slipped from the mind as years went on. Strange and funny. I'd hardly say that my own exploits were any

spectacular, except for the fact that they led me to where I am now. There were adventures, certainly, and I even exited the Glimmerside for many of them, but much of that stuff feels like noise and thunder now. It is rather curious, I suppose. I kept Longing and Longing, and wishing I could Long. It was difficult stuff, enflaming yourself so. Yet once you start, it just feeds into itself.

I caught a glimpse of it again around two decades after our split. It was only for a moment, but it was enough to sublimate the world and reveal another level of my perfection in an instant. Like another Aspiration, if I were to still use silly old Cherub-talk. I would say that I was left a bit like Michael afterwards, but I don't know. Things haven't been dramatic ever since I became a Seraphim, and I think I'm fine with that.

Michael didn't make an attainment. At least, he didn't make the one he had planned. I spied on him more once it seemed like my journey had ended. He had gone on quite the number of journeys himself, really; the old pursuits of magic, travels around the world, even supernatural escapades with hunters at some points. But he never Awakened, and that had been the only thing that mattered to him.

I saw him last in the hospital. He didn't see me, of course, and I think that's exactly how he wanted it. Both of us knew that. It wasn't an eventful death, just the slow one of natural causes and broken dreams, but it wasn't particularly bad either. He was only in there for the last few days, and had somehow fit in several traditional retirement years beforehand. That may have been heaven on earth for any other man, but I knew it was nothing for Michael. And I didn't feel sad for him because of that. It was the only way he could have gone out.

There's little else to say. He was old, I was old and ever-young, and all of our worlds had changed. Or hadn't, depending on your perspective. Admittedly I may have fibbed before when I said I was Seraphim. I have eternal youth, flight, power, the whole nine yards, of course. Even some contentment. Yet I'm not sure if I ever found the real end of Longing. That's the funniest part about it, it would seem to foreclose its own fulfillment. I think I still care about it, and not reaching it, but years will do wonders for your equanimity. I'll probably always return to the matter, but it doesn't terribly concern me these days.

I travel and work wonders and play nowadays. All the world can pass before my eyes, and I can zoom into any moment I see. There are still little Cherubs wandering around, and all the quietly sighing peoples of the Earth, and the grass, and the animals, and the rocks, and every last thing in the world abiding in their places eternally. It was all rather silly, in retrospect, but it also had to occur, I now realize. I do still seek, in a fashion, and I have the rest of eternity to find the answer.

He does too.

They asked you what you wanted to be.
You could be anything.
You couldn't tell them
that you liked where you were.

Now that you've grown up,
you can see what they meant.
Your soul flared.
You walk in fairyland
on the weekend,
and live as a child
when you can.

You can make your fantasies a reality.
But you forgot what you ever saw in it all.

On some days, it's worse
and your longing is bottomless.
But sometimes, you forget yourself
and find wonder.

You suppose it's good
that you found this magic
and can work wonders.
But the question remains:
Where is longing's end?

