

DARK AWAKENINGS

RENOVN, RESEACH AND REWARD.

Renown

Renown is required for a changeling to advance within changeling society. With renown, one can impress a Master or Lord, influence peoples' opinions and actions, hold political sway, and acquire rarer goods.

Renown is earned by performing missions during downtime. As well as renown, money can be earned depending on the type of mission you perform. You can only spend three weeks on a mission, and missions take up crafting time. You may perform on week of work without affecting your crafting time.

For example, a character may use three of their four weeks to earn renown. They may only perform two weeks' worth of crafting. If they only used two weeks earning renown, they may perform three weeks of crafting, and so on.

Freelance Contracts

Freelance contracts only pay out boons. You do not gain Renown for freelance work

	Week 1	Week 2	Week 3
Boons	4	+2	+2
Renown	0	+0	+0

Nation Contracts

Nation contracts allow you gain Renown with a specific Nation. Certain guilds, organisations and masters operate from specific nations. Renown may open certain doors that are often closed to others.

	Week 1	Week 2	Week 3
Boons	3	+1	+2
Renown	1	+1	+0

Faction Contracts

Faction contracts allow you to gain Renown with a specific Faction. This works in a similar manner to Nations contracts except that it also gives you political sway. This can also negatively impact renown with other Factions/Nations.

	Week 1	Week 2	Week 3
Boons	2	+1	+1
Renown	2	+1	+1

Caerlaw Contracts

Caerlaw contracts allow you to gain Favour with all nations at once but is worth less than Nation and Faction Renown.

	Week 1	Week 2	Week 3
Boons	1	+1	+0
Favour	3	+1	+2

Spending Renown

Renown can be used for a number of things. Most commonly, Renown will be used to get a Master to teach you higher level skills, but can also be used to gain access to a guild or organisation that can teach specialised skillsets, above and beyond normal abilities.

To become an apprentice to a Master, you must have at least 4 Renown or 8 Favour. You may be required to spend more Renown/Favour to remain in service to the Master or to learn higher skills, depending on your in-character/downtime actions.

Gaining access to a Guild or Organisation requires Renown from the Nation to which the Guild/Organisation belongs. This will cost a minimum of 10 Nation Renown or 20 Faction Renown or 40 Favour Combinations of different Renown/Favour are acceptable. A referee will help you keep track of what Renown/Favour you have and how it may be spent. In addition, Guilds have specific skill prerequisites you must have before you can join.

Renown may also provide you access to Uncommon, Rare and potentially Exotic items or resources. This is handled on a case by case basis.

Research

Characters may wish to research new spells, abilities, recipes, etc. to supplement their existing skill sets. To do so takes 4 weeks of research multiplied by the skill level (to be determined by a referee at the time).

More than one person may work on the research, which can reduce the research time, depending on the skills of those performing the research. If someone helps with the research, they also share the outcome.

Renown may be used to aid research. Depending on the type of Renown/Favour used, the results of the research may also be shared with the Nation or Faction.

The results of the research are only known by those who have researched it and as a result, cannot be learned by anyone else, unless they are specifically taught by the researchers.