

## **Thought Lost Changelings**

The astral plane is not a very hospitable place, and it is difficult to get to without knowing how. But there are connections to places in this world and that of the astral plane. Places that exist in the dreams of humanity at large. There are also places where a great number of holes have been punctured straight through to the astral plane. Even so, it is rare for those that exist in the astral plane to get into this world and those of this world to get to the astral plane physically, but it does happen. When a human stumbles into the astral plane they become one of the thought lost.

### **Thought Lost Changeling's Penalties**

Like all Changelings, the thought lost have a bit of their soul killed in the process of crossing over. They receive -1 to Soul stat. Another thing is that since they were raised by Ideals, creatures that personify the embodiment of one specific thing, the thought lost tend to have obsessive personalities. If something comes pops up in the thought lost's life, be it an idea, person, place, anything, four or more time in a week than the thought lost must make a will save roll with a difficulty level of Challenging or become obsessed with whatever it is that has been popping up so often. While obsessed the thought lost are at a -1 to all social skills and -5 to concentration checks that do not deal with the object of obsession.

### **Thought Lost Changeling's Bonuses**

**\*Note\*** Thought Lost Changelings get all the bonuses that are common to all changelings except Magic. Thought lost do not get magic, they get psychic powers.

#### **1) Picture Perfect**

Having been raised by the perfect version of whatever concept that manifested them, the thought lost have been idealised themselves. The thought lost gain a +1 to any stat. This cannot bring a stat above 10.

#### **2) The Road Home**

Thought lost can never true be separated from the astral plane. They get a +5 to the Astral Projection power. They can also navigate through the astral plane. With a successful Perception check they can find their way around the astral plane. The difficulty level of finding something along the road that he has a pretty good idea where it should be is Easy. To find something on the road he only heard about is Average. To Find something in the blue or find his way back to the road from the blue would be Difficult.

#### **3) Home Advantage**

Thought lost know the astral plane better than any human should. They get a +5 to Perception checks in the astral plane. This includes trying to navigate there.

#### **4) Lost in Thought**

Thought lost changelings are not exactly like other changelings. They do not get

to learn magic spells. They do however get to learn psychic powers. Their psychic powers work exactly like a psychic.

### **Thought Lost Changeling's Opinion of Other Cursed**

**Shamans** - They deal with the spirit of the world, we were raised by it's ideas. They worship old dying ways. Psychics were the obvious evolution of Shaman, we are the evolution of psychics. They are our great grandfathers, in a sense. Maybe it's time to but them in a home.

**Mystics** - So what is the difference between them and the shamans? They cling to the old ways. We are the future.

**Psychics** - I like these kids. A bit uppity, but they defiantly got potential. If they had the experience we had, they would certainly be something.

**Sorcerers** - Dark, secretive, deadly. They hold old secrets and have grand plans. Lets hope none of them include us.

**Summoners** - They make my skin crawl. Do not trust the dark ones, even the good ones are to connected to things beyond what humanity was meant to understand.

**Blessed** - They make my skin crawl. Do not trust the light ones, even the bad ones think they can protect us from ourselves.

**Fey Stolen Changelings** - If we are the thought lost does that make these guys the thoughtless? They are pretty little insane things. They spent to long with things that were far to alien to human thought to be trusted. At least what raised me was born of humanity. that makes me much closer to human than these guys.

**Spirit Stolen Changelings** - The wolves are at the door, literally. Sure you want to think of them as people, but they are wild beasts. Careful the dog doesn't bite the hand of it's human master.

**Demon Stolen Changelings** - They were taken by destruction, they are destruction, they seek destruction, we give them destruction. Destroy them when you find.