

## The Fae

*Some might dismiss you as foolish or unreliable. Some may say you're nothing but a malicious trickster come to steal away their babies and their wives, and their husbands too! Some say you're a delightfully strange creature with motives and values that simple mortals could never comprehend.*

*Okay, so it's only you that says that last one. Nevertheless they're all probably true! Sometimes. Depending on your mood, the season, and the phase of Fair Moon.*

*You are a Fae creature, traveled from your mystical half-real land to explore the alien world of the mortals. Some may curse you, some may laugh at your pranks and antics, but one thing's for sure.*

*There's no danger of dying of boredom when there's a Fae around!*

## Name

**Choose one or write your own:**

Puck, Pan, Dionysus, Tink, Anna, Spirrin, Bell, Jinx, Matteus, Ariel, Basil, Cirno, Navi, Corona, Erana, Kay, Laurel, Lip, Luna, Felurian, Magnus, Oberon, Nyx, Radella, Phoebe, Titania, Niall, Bast, Oren, Kellen, Durin, Dain, Alfrigg

## Look

**Choose one for each or make your own:**

Shadowed Eyes, Sparkling Eyes, Merry Eyes  
Wild Hair, Leaves and Vines, luxurious hair  
Antlers, Insect Antennae, Bark Skin

## Stats

**You damage is D4**

**Your max HP is 4+Constitution**

## Drives

**What drove you to travel the Mortal world? Choose one:**

### **Curiosity**

Find fascination and imaginative, incorrect use in a mundane mortal item.

### **Mischief**

Trick or deceive a mortal for an actual or perceived slight.

### **True Love**

Fall deeply in love with a mortal, or renew your love. This time it might even last!

## Fable

**You are not of the mortal races. Choose one:**

### **Changeling (Unseelie)**

You are one of the mortal infants stolen and raised in The Fae. When you **take on the guise of someone's lost loved one, either as they were, or as they would be today**, you gain their trust. In addition, take the following as one of your chosen weaknesses:

**Orphan** - You always long for the family you were taken from, and will try to join or create a family to belong to.

### **Banshee (Unseelie)**

Any beauty you have is a glamour to hide the ugliness of your true visage. When you **wail someone's name in your screeching voice and lament at their impending horrific death**, take+2 to cursing them.

**Hideous** - when your glamour is stripped away, you appear as a monster to those around you.

### **Cat Sith (Unseelie)**

You are a black cat as large as a dog, and with a white spot on your chest and a black crown on your head. When you **walk over the grave of someone recently deceased**, you can either gain leverage over their loved ones or gain 1 Boon. In addition, take the following as one of your

weaknesses:

**Vindictive** - You must cause suffering to those that wrong you.

### **Sidhe (Seelie)**

You are a noble of the Seelie Court, tall beautiful, elegant, honorable. **When you give another Faerie of the Seelie Court an order**, they will do it, but you owe them a favour. In addition, take the following as one of your weaknesses:

**Power of Love** - you must always assist in the name of true love, no matter the risk to yourself or your own interest.

### **Fairy (Seelie)**

You are small, have beautiful wings, and can fly. In addition, take the following as one of your chosen weaknesses:

**Little Folk** - You find danger where others do not because of your small size.

### **Brownie (Seelie)**

You are more closely tied to the mortal races and their civilisation than other Fae. When you **gain boon from helping nice mortals**, gain +1 Boon. You always have the following as one of your chosen weaknesses:

**Household Spirit** - You always need to help a family of nice mortals in some small useful way.

## **Bonds**

**Write the name of one of your companions in at least one:**

\_\_\_\_\_ has experience with Our ways, but they are not yet wise.

\_\_\_\_\_ is a cheater! I won't trust them!

\_\_\_\_\_ has shared something special with me.

I know what tempts \_\_\_\_\_.

## **Starting Moves**

### **Fae Nature**

As a Fae, there are strange laws, customs, and weaknesses you must attend. When you **create your character**, Choose 3 weaknesses. These are the Fae weaknesses that are specific to you. When you **encounter a situation that affects one of your weaknesses, either through the natural course of play or as a result of a GM move**, you immediately gain 1 Boon.

- Bitter Iron** - you are allergic to Iron. It's touch poisons you, and suppresses your Fae Magic.
- Truthbound** - You may never say a thing you know to be untrue.
- Sun-Averse** - The brightness of the sun strips away your glamours and illusions.
- Oath-bound** - You must keep any oath, deal, pact, or agreement you make.
- Name-Bound** - Your True Name is \_\_\_\_\_. You must obey one order of any that know your true name, then you are free.
- Life Debt** - you owe a debt to any that save your life, and must truly help them or save their life before the debt is paid.
- Holy Words** - The sacred words of the mortal religions can weaken you, bind you, or drive you out.
- Riddle-Obsessed** - You cannot resist a riddle, and will stop and ponder it until you reach an answer.
- Mischievous** - You cannot resist playing pranks or taunting figures of authority.
- Child Liberator** - You will try to steal mistreated or mischievous children away from their families, and deliver them to a life of magic and adventure in The Fae.

### Curse

When you **curse a person, creature, place, or object**, say the curse out loud, spend 1 Boon and roll +Wis. \*On a hit, The curse makes those affected do something unpleasant, changes their form, puts them into a supernatural slumber, or strikes them mute \*On a 10+, choose 2. \*On a 7-9, choose 1. \*On a miss, choose 1, and those affected know who to blame.

- The curse only affects that which you want it to
- The curse wears off when you want it to (3 days and 3 nights, until the next full moon, a year and a day)
- The curse can be broken only by one of the following: True Love's Kiss, a heartfelt apology, a pure tear of sorrow.

### Sly Words

When you **mislead and confuse others with technically true words**, roll+Cha. \*On a 10+, they make the assumption you were implying. \*On a 7-9, they make an assumption, but not the one you were hoping for.

### Glamour

When you **use your illusion magic to trick, entice, or confuse others**, describe it and roll+Cha. \*On a 10+, they fall for your glamour. \*On a 7-9, they're mostly convinced, but demand some kind of proof. \*On a miss, you illusion shatters to reveal the naked truth.

### **Fae Tongue**

you can communicate with other Fae, spirits, and wild, living things like forest animals and plants. You cannot understand domesticated animals or plants.

## **Gear**

**You load is 7+Str.** You start with Dungeon Rations (5 uses, 1 weight)

### **Choose your defenses:**

- Bark, hide, and furs (2 Armor, 1 Weight)
- Shadow Cloak (+1 Armor, 1 Weight)

### **Choose your weapon:**

- Bone Dagger (Hand, 1 Weight)
- Wasp Launcher (Near, 2 Weight) and Loyal Hive (3 Ammo, 1 Weight)

### **Choose one:**

- Goldenroot (Applied, 3 Uses, 1 Weight) The target treats the next creature they see as a trusted ally, until proven otherwise.
- Faerie Brew (1 use, 1 weight) The target gains 1D10 HP, but laughs for 10 minutes straight.

## **Advanced Moves**

***When you gain a level from 2-5, choose from these moves.***

### **Wish**

When you **grant a mortal's wish**, spend 1 Boon and roll +Wis. \*On a 10+, you may choose up to 3. \*On a 7-9, you may choose up to 2.

- The wish seems to give them what they want.
- The wish gives them what they need.
- You may choose whether the wish later brings them misfortune or not.
- You choose whether the wish has any immediate unpleasant side effects or not.

### **Vindictive Curse**

*Requires: Curse*

When you **say a curse out of spite, hatred, or vengeance**, you may spend 1 extra Boon to choose an extra effect, no matter what you roll.

### **Tricks and Pranks**

When you **play a simple trick or prank on someone or something**, roll+Cha. \*On a 10+, choose 2. \*On a 7-9, choose 1.

- They trip, stumble, or bump into something.
- They look like a fool.
- They don't know you did it.
- You got something that was in their possession.

### **On My Good Name**

When you **swear an oath of Vengeance or Mercy on your True Name**, roll+Wis. \*On a 10+, your determination is bolstered by the magic of your True Name, gain 1 Boon now and 1 Boon when you fulfill your Oath. \*On a 7-9, you gain 1 Boon when you fulfill your Oath.

### **Fate's Friend**

Take an extra weakness from the list in Fae Nature.

### **Moonlit Ritual**

When you **gather your folk and speak the ancient words in the light of the full moon**, spend 1 Boon and roll +Wis. \*On a hit, choose 1. \*On a 7-9, the effects of the Ritual will only appear on a full moon, or while this full moon lasts, the GM will tell you which.

- You will be guided to someone or something of your choice by a beam of moonlight, no matter where they are hidden.
- You bind a mortal, spirit, or creature to a place or object.
- You hide someone or something from mundane or magical finding, save another Moonlit Ritual.
- You are infused with the moon's power, gain 3 Boon
- The place where the Ritual is performed becomes a magical place of power, and a link to the Fae Realm.

### **Banshee's Cry**

When you **let out a wail that stirs the Fated Spirits**, spend 1 Boon and roll+Wis. \*On a 10+, all 3. \*On a 7-9, choose 2.

- You know when they are fated die
- You know where they are fated to die
- You can choose whose fated death you know about.

### **Wisp**

When you **take on the immaterial form of a glowing light**, roll+Wis. \*On a 10+, choose 2. \*On

a 7-9, choose 1.

- You light the way quite handily
- You cannot be hit by physical blows, but neither can you cause physical harm
- You do not draw unwanted attention
- You confuse and lead someone into danger

### **Lore of the Folk**

When you **Spout Lore about the Fae, you may roll +Wis** instead of +Int. The GM will always tell you something interesting, even on a miss.

### **Fae Insight**

When you **Discern Realities about a supernatural or magical problem**, take +1.

**When you gain a level from 6-10, choose from these moves or the level 2-5 moves.**

### **Perfect Wish**

*Requires: Wish*

When you **grant a wish to a mortal**, you may spend 1 extra Boon to choose 1 extra effect.

### **Eternal Curse**

*Requires: Curse*

When you **say a curse**, you may spend 1 extra Boon, to add this effect: The Curse will last until it is broken.

### **Mischief and Capers**

*Requires: Tricks and Pranks*

When you **play a complex or involved trick on someone or something**, roll+Cha. \*On a 10+, choose 3. On a 7-9, choose 2.

- They lose something or someone valuable.
- They lose the respect of their peers.
- They don't know it was you.
- They owe you something big.

### **Trickster**

*Requires: Tricks and Pranks*

When you **use the Tricks and pranks move or the Mischief and Capers move**, you may spend 1 extra Boon to choose an extra result.

### **Child of Fate**

*Requires: Fate's Friend*

Take an extra weakness from the list in Fae Nature. When you **gain boon from one of your**

**weaknesses**, you gain 1 extra Boon.

### **Moonchild**

*Requires: Moonlit Ritual*

When you **perform the Moonlit Ritual**, you may spend 1 extra Boon to choose 1 extra option.

### **Death's Whisper**

When you **listen to the lost spirits bound to a cursed place of their tragedies**, add the following question to those you can ask when you roll Discern Realities:

- What great tragedies have scarred this place?
- What have the years hidden here?
- How can the curse on this place be lifted?

### **Death's Facade**

When you **disguise yourself as a mortal's dead beloved or victim**, spend 1 Boon and roll+Cha \*On a 10+, choose 2. \*On a 7-9, choose 1.

- They let slip a terrible secret
- They find peace in your words
- They fall deep into despair or fear
- They make an offering of a secret or a deed of your naming

### **Bacchanalia**

When you **bring strange, potent liqueurs and otherworldly revelers from the Fae Realm for a big party**, spend 1 Boon and treat it as having spent 200 coin for the Carouse move. In addition to your other choices from Carouse, choose 1:

- Some of your kin cause harmless and entertaining pranks. They left you something interesting!
- Some party goers are lost in the Fae Realm
- You have a confusing but prophetic dream. At a later time, you may say "I have dreamt of this!" and take +1.

### **Changeling**

When you **shift your shape to that of an owl, a badger or a fox to beguile or infiltrate**, roll+Cha. \*On a 10+, you are taken as nothing more than a simple wild animal and ignored. \*On a 7-9, your guise works, but perhaps those that see you fancy you as a poacher or an easy meal.