



### 111 8-Bit Dress

 Carried? Worn?

*Pixel Power • Two-Dimensional*

**Sprite Flicker:** You gain +1 edge against anyone who's using Moxie or Focus.



### 112 Admiral's Coat

 Carried? Worn?

*Covets Glory • Sea Lady*

**Duty Is the Great Business of a Fairy:** You may suffer 1d6 ☹️ to add the Temporary Quirk "The Enemy" to an NPC or Hazard. A fairy tagging this Quirk in a contest inflicts +1 ☹️.



### 113 Alchemist's Frock

 Carried? Worn?

*Master of Alchemy • Knows When to Duck*

**Synthesis:** You may spend 1 ⚙️ to craft a potion that restores 1d6 ☹️ and grants a beneficial Temporary Quirk (chosen when the potion is created). A potion can be given away or saved for later. When a potion is consumed, roll 1d6; on a 1, the potion is flawed, and the GM chooses the Temporary Quirk instead!



### 114 Angelic Dress

 Carried? Worn?

*Good Intentions • The Power of Love!*

**Aura of Innocence:** While wearing this Costume, you can't be blamed for anything. No NPC will believe that you're responsible for any misfortune, and any roll to cast blame on you automatically fails.



### 115 Artist's Smock

 Carried? Worn?

*Creative Genius • Temperamental*

**Life Drawing:** You receive a 1 ⚙️ discount when using Wishful Thinking to conjure a Hazard or NPC. (No combination of discounts can reduce the cost of Wishful Thinking below 1 ⚙️.)



### 116 Aviator Jacket

 Carried? Worn?

*Smirk & Swagger • Disrespecting Gravity*

**Devil's Own Luck:** When doing something ridiculously dangerous, you may roll an extra die for free (i.e., without spending ⚙️). Add 1 ☹️ to the Trouble Pool after rolling.



### 121 Ball Gown

 Carried? Worn?

*Refined Manners • Musical Talent*

**Musical Number:** Contests that you take part in are never treated as scuffles.



### 122 Bandages

 Carried? Worn?

*Sympathy Magnet • Delicate Condition*

**First Aid:** When you Stress Out, you may instead Quick Change into this Costume at no cost and clear your ☹️. You can only use this Power while you're not wearing this Costume.

**Convalescence:** When you change out of this Costume, discard it.



### 123 Battle Kilt

 Carried? Worn?

*Boisterous Brawler • Authority Issues*

**Caber Toss:** Larger-than-fairy-size opponents do not gain edge against you in contests of strength. You do not suffer increased ☹️ or inflict reduced ☹️ when scuffling with such opponents.



### 124 Bee Suit

 Carried? Worn?

*Hard Worker • Flower Addict*

**For the Swarm!** You may spend 1 🍄 to summon a swarm of duplicates of yourself for one roll. This allows you to accomplish things that require a large group, or inflict +3 🍄 in a scuffle.



### 125 Black Sweater

 Carried? Worn?

*Sneaky • Kleptomaniac*

**Bag of Holding:** You can fit anything that's not nailed down into your sack of loot. You drop all of your stashed objects when you Stress Out or change out of this Costume; otherwise, they can't be located or stolen by any effect. If you have many stashed objects, the GM may require a test to pull out the correct one.



### 126 Bow Tie

 Carried? Worn?

*Loveable Jerk • Weaponised Sarcasm*

**Right Back at You:** When someone inflicts 🍄 on you, you may make a joke or pun to automatically inflict 2 🍄 on your attacker. You have to come up with the joke yourself.



### 131 Bunny Hat

 Carried? Worn?

*Adorable • Quick like a Bunny*

**Just a Harmless Little Rabbit:** When you tag one of your Quirks in a contest, you may remove one die from your opponent's pool rather than adding one to your own. This can reduce her to zero dice.



### 132 Camo Fatigues

 Carried? Worn?

*In This Fairy's Army • Ground Pounder*

**March on Your Stomach:** When you recover 🍄 from eating food, you also gain the Temporary Quirk "Superior Morale". While it remains, your Stress Limit is increased by 3.

**Esprit de Corps:** When a friend in the same Location as you suffers 🍄, you may suffer one point of that 🍄 in her place.



### 133 Cape & Tights

 Carried? Worn?

*Faster than a Speeding Bullet • More Powerful than a Locomotive*

**The Strongest!** You can lift 100 times your weight. You inflict +2 🍄 in a scuffle, suffer -2 🍄 from physical threats, and gain +2 edge in contests of strength.

**Disaster Magnet:** The GM receives a 2 🍄 discount to Unleash Disaster, to a minimum cost of 1 🍄.



### 134 Cardboard Robot

 Carried? Worn?

*Precise • Glitchy*

**Filled with Useful Devices:** When you spend 🍄 on a roll, you may add two dice (rather than one) if you describe how the strange devices built into your body help out. You have to describe a new device each time.



### 135 Cat Hoodie

 Carried? Worn?

*Agile • Lazy*

**I Meant to Do That:** You may spend 1 🍄 on a roll after you've seen the Result. If you do, roll one additional die, and count it as though it was part of the original roll. You can't use this Power if you've already spent 🍄 on that roll.



### 136 Chef's Smock

 Carried? Worn?

*Genius of Cookery • Handy with a Frying Pan*

**Comfort Food:** You may spend 1 🍄 to instantly prepare a serving of food, even if you have no tools or ingredients. Eating this food recovers 🍄 normally.

**Gourmand:** You recover +2 🍄 from eating food.



### 141 Clockwork Couture

 Carried? Worn?

*Dapper • Stick a Gear on It!*

**Like Clockwork:** You gain two dice (rather than one) when you tag a Temporary Quirk you created yourself.



### 142 Clown Suit

 Carried? Worn?

*Acrobatic • Comical*

**Pratfall:** You suffer -1 ☹ from all sources.

**Can't Keep down the Clown:** If any effect would cause you to discard this Costume, you may discard a different Costume instead.



### 143 Cowgirl Outfit

 Carried? Worn?

*Rough and Tumble • Quick on the Draw*

**Showdown:** You may declare that any one-on-one contest you participate in is a showdown. The loser of a showdown Stresses Out regardless of her current ☹. On a tie, you both Stress Out!



### 144 Crinoline Dress

 Carried? Worn?

*Genteel • Wicked Wit*

**The Kindness of Strangers:** Whenever you inflict ☹ on someone in a contest using wit or charm, recover the same amount of ☹. This Power does not function in scuffles.



### 145 Cunning Disguise

 Carried? Worn?

*Trustworthy • Vaguely Familiar*

**Incognito:** No-one can connect your identity while you're wearing this Costume with your identity when you're not wearing it, not even if you change into it right in front of them!



### 146 Dancer's Shawl

 Carried? Worn?

*Awesome Moves • Drama Queen*

**Entrancing Elegance:** When you use this Costume's Quirks to assist a friend's roll in a contest, you may subtract one die from her opponent's roll instead of adding one to hers. This can reduce her opponent to zero dice. You must roleplay your performance.



### 151 Death Metal Regalia

 Carried? Worn?

*A Fighter, Not a Lover • Anthem of Destruction*

**Musical Brutality:** When you assist a friend with "Anthem of Destruction" in a contest, she inflicts +2 ☹.



### 152 Deely-Boppers

 Carried? Worn?

*Technobabble Solves Everything • Not from Around Here*

**It's Not Stupid, It's Advanced!:** When wielding your amazing alien technology, you may roll an extra die for free (i.e., without spending ☹). Add 1 ☹ to the Trouble Pool after rolling.



### 153 Deerstalker Cap

 Carried? Worn?

*Low Boredom Threshold • Elementary!*

**No Such Thing as Coincidence:** You may roll Focus in place of Shine, or vice versa, whichever is higher.



### 154 Devil Corset

 Carried? Worn?

*Troublemaker • Silver Tongue*

**Devil's Deal:** You may spend 1 to offer someone a deal. If she accepts, she gains a helpful Temporary Quirk of your choice.  
**Ironic Twist:** Whenever someone uses a Quirk granted by "Devil's Deal", you may set her Result to 0 after rolling.



### 155 Doctor's Coat

 Carried? Worn?

*Impressive Credentials • Do No Harm*

**Treatment:** You may spend a Break providing medical care. When you do so, your patient recovers 2d6 and may remove one unwanted Temporary Quirk of her choice. You can't Scrounge during the same Break that you use this Power.



### 156 Equestrian Outfit

 Carried? Worn?

*Refined Manners • The Sport of Queens*

**Tally Ho!** When you're riding something, your mount gains the benefit of your Kind Powers.  
**And They're Off!** You gain two dice (rather than one) when tagging one of your mount's Quirks.



### 161 Evil Overlord Armour

 Carried? Worn?

*Ruthless • Insane*

**Rise, My Servants!** The first time you change into this Costume, you get three Minions. They're NPCs with Moxie 3, Stress Limit 0, and no Quirks. You may recruit new Minions for 1 apiece, to a maximum of three total Minions.  
**Delegation:** On any roll, you may have a Minion act in your place.



### 162 Feather Robe

 Carried? Worn?

*Cryptic Wisdom • Survival Skills*

**Geomancy:** You gain two dice (rather than one) when you tag a Location Quirk.



### 163 Figure Skates

 Carried? Worn?

*Superb Balance • At Home on the Ice*

**A 1 from the Gnomish Judge:** You may spend 1 to put the Temporary Quirk "Biased" on an NPC. While it remains, all other NPCs ignore anything she says about you.  
**Perfect 6:** After rolling, if you rolled at least one 6, you may spend 1 to increase your Result by 1, to a maximum Result equal to your Grace.



### 164 Firefighter's Uniform

 Carried? Worn?

*Rescue Specialist • Grace under Pressure*

**Fireproof Coat:** You suffer -3 from Hazards that represent dangerous objects or environments, and never suffer Temporary Quirks from losing a contest with such a Hazard.



### 165 Flower Suit

 Carried? Worn?

*Sunny Disposition • Down to Earth*

**Speak for the Trees:** You may communicate with plants. There's no guarantee they have anything interesting to say, though!  
**Photosynthesis:** Whenever an effect would allow you to recover , you may choose to gain 1 instead.



### 166 Fool's Motley

 Carried? Worn?

*Madcap • Disquieting*

**Vicious Mockery:** When you inflict on someone, you may spend 1 to add 1d6 to the total inflicted. This must be roleplayed with a rhyme, a pun or an insult based on one of the target's Quirks.



## 211 Football Uniform

 Carried? Worn?

*Protective Padding • Sophisticated Strategy*

**End Run:** You have +1 edge in contests involving moving an object from one place to another.

**Touchdown:** When you cause a Hazard or NPC to Stress Out, you may perform a short dance to recover 2 ☹.



## 212 Fur Loincloth

 Carried? Worn?

*Ugh! • Gruh?*

**Brute Force and Ignorance:** You gain +1 edge against anyone who's using Craft or Grace.



## 213 Gambler's Duds

 Carried? Worn?

*Con Artist • Better Lucky than Good*

**Double or Nothing:** Whenever you suffer or inflict ☹, you may flip a coin (or, if you don't have one, roll a die). Heads (odd): you suffer or inflict no ☹. Tails (even): you suffer or inflict double ☹!



## 214 Ghost Sheet

 Carried? Worn?

*Intangible • Spooky Voice*

**Rise Again:** When you Stress Out, you may instead Quick Change into this Costume at no cost and clear your Stress. You can only use this Power while you're not wearing this Costume.

**Pass On:** When you change out of this Costume, discard it.



## 215 Gothic Dress

 Carried? Worn?

*Elegant • Creepy*

**Dry Wit:** When someone you can see suffers ☹, you may make a cutting remark to increase the ☹ suffered by +1. You have to come up with the remark yourself.



## 216 Greasy Coveralls

 Carried? Worn?

*Grease Monkey • Perpetually Grubby*

**Just Bang It with a Wrench:** You may spend 1 ☹ to remove 1d6 ☹ from an inanimate object or machine.

**Scrap It!:** You inflict +2 ☹ on inanimate objects and machines.



## 221 Green Tunic

 Carried? Worn?

*Courageous • Push Blocks, Smash Pots*

**Inventory Screen:** You may spend 1 ☹ to grant yourself a Temporary Quirk representing an enchanted weapon or tool you've picked up in one of your many adventures. If you use this Power again, the new Quirk replaces the old one.



## 222 Grim Reaper Robe

 Carried? Worn?

*Creepy Smile • Looks Good in Black*

**Reap the Fallen:** Gain 1 ☹ whenever a living creature in the same Location as you Stresses Out.



## 223 Hockey Mask

 Carried? Worn?

*Taciturn • Unstoppable*

**Damage Sponge:** Increase your Stress Limit by 5. If changing out of this Costume drops your Stress Limit below your current Stress, you immediately Stress Out!

**Back for the Sequel:** If any effect would cause you to discard this Costume, you may discard a different Costume instead.



## 224 Holy Robes

 Carried? Worn?

*Resolute • Naïve*

**Healing Touch:** You may spend 1 to remove 1d6 from one living creature.

**Divine Favour:** You get a 1 discount on Wishful Thinking when you phrase your wish as a prayer. The GM describes the effect no matter the test's outcome! (She has to be nice if you succeed.)



## 225 Horned Cowl

 Carried? Worn?

*Terror and Vengeance • The Hero You Deserve*

**A Cowardly and Superstitious Lot:** You gain two dice (rather than one) when you tag an opponent's Quirk in a contest.



## 226 Judge's Robes

 Carried? Worn?

*Voice of the Law • Gavel-Pounder*

**One Million Years Dungeon:** If you cause someone to Stress Out, you may sentence them to a punishment of your choice rather than allowing them to leave play. PCs automatically escape or receive parole after the span of a normal Break has elapsed; NPCs get out at the GM's discretion.



## 231 Karate Gi

 Carried? Worn?

*Black Belt • Hero Without a Cause*

**Dragon Punch!:** You inflict +2 when scuffling with flying opponents.

**Continue?:** When you Stress Out, you may spend 1 to recover half your . If this puts you below your Stress Limit, you do not Stress Out.



## 232 Kung Fu Jacket

 Carried? Worn?

*Master of Martial Arts • Badly Dubbed*

**Mantis Style:** Larger-than-fairy-size opponents do not gain edge against you in contests of strength. You do not suffer increased or inflict reduced when scuffling with such opponents.



## 233 Lab Coat

 Carried? Worn?

*Scientific Genius • Dubious Ethics*

**Jekyll & Hyde:** You may spend 1 to deploy a transforming elixir, mutation ray, etc. The target (which can be yourself) draws a random Costume and Quick Changes into it at no cost. You have to win a contest to use this Power on an unwilling target. Targets who can't normally wear Costumes (e.g., humans) tend to take on the personality of their new role.



## 234 Leather Jerkin

 Carried? Worn?

*Vicious • Low Cunning*

**Backstab:** When you make a successful Surprise Attack, you may cause your target to instantly Stress Out, regardless of the amount of inflicted. This Power doesn't just apply in scuffles – it works with emotional backstabbery, too.



## 235 Magical Girl Dress

 Carried? Worn?

*Fabulous • For Great Justice!*

**Transformation Sequence:** Any time you're not wearing this Costume, you may Quick Change into it at no cost. You may spend 1 while doing so in order to recover 1d6 .

**Final Strike:** When you win a scuffle, you may spend 1 to inflict double . You must roleplay calling your special attack.



## 236 Maid's Uniform

 Carried? Worn?

*Unflappable • Neat Freak*

**Quick Clean-Up:** You may spend 1 to instantly clean your current Location. This Power can remove messiness-related Quirks or add cleanliness-related ones to that Location.



### 241 Marching Band Uniform

 Carried? Worn?

*Jaunty • Louder Is Better*

**Band of Bothers:** You may spend 1 🎲 to summon your bandmates for one roll. This allows you to accomplish things that require a large group, or inflict +3 🎲 in a scuffle.



### 242 Mascot Suit

 Carried? Worn?

*Energetic • Distracting*

**Go Team!:** When you use this Costume's Quirks to assist a friend's roll in a contest, you may subtract one die from her opponent's roll instead of adding one to hers. This can reduce her opponent to zero dice. You must roleplay your cheer or routine.



### 243 MIB Suit

 Carried? Worn?

*Authority Figure • Knows the Score*

**Flashy Thing:** If you cause someone to Stress Out, you may make her forget the last ten minutes of play (or an equivalent number of posts in forum or email games).



### 244 Mushroom Hat

 Carried? Worn?

*Trufflemaker • People's Champignon*

**Spore Corps:** The first time you change into this Costume, you get three Minions. They're NPCs with Shine 3, Stress Limit 0, and no Quirks. You may spawn new Minions for 1 🎲 apiece, to a maximum of three total Minions.

**Mycellium, Yourcellium:** On any roll, you may have a Minion act in your place.



### 245 Mysterious Cloak

 Carried? Worn?

*Dark and Brooding • Terribly Mysterious*

**Dramatic Reveal:** While you're wearing this Costume, you may discard it at any time. When you do so, Quick Change into any other Costume in your possession at no cost and clear your 🎲. You receive +1 edge on your next contest.



### 246 Nun's Habit

 Carried? Worn?

*Serene • Mysterious Ways*

**Holier than Thou:** You gain +1 edge against anyone who's using Grace or Shine.



### 251 Old Fedora

 Carried? Worn?

*Hard Boiled • Narration-Prone*

**Gut Feeling:** You always know when you're being lied to. If used on another player, she must admit whether she lied, but doesn't have to reveal the truth.



### 252 Pajamas

 Carried? Worn?

*Sleepy • Adorable*

**Power Nap:** You may spend 1 🎲 to recover 1d6 🎲.



### 253 Pirate Costume

 Carried? Worn?

*Dashing Rogue • Bad Influence*

**Swagger:** When you tag an opponent's Quirk in a contest, you may remove one die from her pool rather than adding one to your own. This can reduce her to zero dice.



### 254 Plate Mail

 Carried? Worn?

*Weapon Master • Scary Scowl*

**Meat Shield:** You and all of your friends who are in the same Location as you suffer -1 ☹ from physical threats.



### 255 Platypus Suit

 Carried? Worn?

*Cute • Perplexing*

**Evolutionary Enigma:** You may spend 1 ☹ to grant yourself a Temporary Quirk representing some trait or talent of the platypus. (This doesn't need to be a real trait or talent of the platypus – you just have to be willing to claim with a straight face that it is.) If you use this Power again, the new Quirk replaces the old one.



### 256 Polyester Suit

 Carried? Worn?

*Smooth Moves • Questionable Fashion Choices*

**Greasy Sweet:** You may roll Moxie in place of Grace, or vice versa, whichever is higher.



### 261 Pop Idol Outfit

 Carried? Worn?

*Manufactured • Incredible Work Ethic*

**Handshake Event:** You may spend 1 ☹ to add the Temporary Quirk "Idol Show!" to your current Location. While it remains, NPCs in that Location can't leave or initiate scuffles. The Quirk lasts until you leave, you Stress Out, or the GM pays ☹ equal to your Shine.



### 262 Pot Lid Armour

 Carried? Worn?

*Impervious • Clumsy*

**Heavy Metal:** You suffer -1 ☹ from physical threats.

**Ablation:** If a physical threat would cause you to Stress Out while wearing this Costume, you may instead discard it and negate all ☹ and other effects from that threat.



### 263 Princess Dress

 Carried? Worn?

*Glamorous • Bossy*

**Self-Rescuing:** You gain two dice (rather than one) when you tag a Temporary Quirk that's been inflicted upon you.



### 264 Protagonist's Garb

 Carried? Worn?

*Hero • Complicated Backstory*

**Over-Leveled:** You inflict +2 ☹ in all contests.

**High Random Encounter Rate:** The GM receives a 1 ☹ discount to Summon Opposition, to a minimum cost of 1 ☹.



### 265 Reporter's Outfit

 Carried? Worn?

*Stop the Presses • Intrepid*

**Muckraking:** Your opponent in any contest takes 1 ☹ for each 6 she rolls, even if she wins. Increase the total by +1 ☹ if you tagged one of her Quirks. (She still has to roll at least one 6 to trigger this Power.)



### 266 Robe & Wizard Hat

 Carried? Worn?

*Subtle • Quick to Anger*

**Fireball!** You may spend 1 ☹ to blow everything up. Every fairy, NPC and Hazard in your current Location – including you! – must test Grace or Shine (whichever is higher) or suffer 1d6 ☹.

**Linear Fairy, Quadratic Wizard:** You may discard any Costume in your possession to use its Powers for one roll without changing into it.





### 311 Ruffled Tunic

 Carried? Worn?

*Inspiring Songs • A Lover, Not a Fighter*

**Bardic Music:** When you assist a friend's roll with "Inspiring Songs", she gains two dice (rather than one). You must roleplay your performance.



### 312 School Uniform

 Carried? Worn?

*Studious • School Spirit*

**Book Learning:** You may roll Craft in place of Focus, or vice versa, whichever is higher.



### 313 Seamstress Outfit

 Carried? Worn?

*Fashion Sense • Handy with a Needle*

**Fashion Montage:** When you help someone Scrounge for a new Costume, she draws two cards (rather than one). She may Quick Change into one of the newly drawn Costumes at no cost.



### 314 Shinobi Shozoku

 Carried? Worn?

*Stealthy • Honourable*

**Art of Invisibility:** When you suffer ☹, you may spend 1 ☹ to become invisible. While you're hidden, you count as being on Break, and no-one can target you with any rolls or effects until you reveal yourself by making a roll.



### 315 Shopkeeper's Apron

 Carried? Worn?

*Capitalism, Yay! • Gotta Make Quota*

**Medium of Exchange:** You may convert ☹ into coins and use them to buy stuff. This can include other fairies' Costumes, as well as things that aren't normally tradeable, like Temporary Quirks. You may also accept payment from other fairies in this way, but you can't swap ☹ between fairies at will – it has to be part of a sale. If an NPC ends up with a ☹ coin, the GM gets 1 ☹.



### 316 Silk Topper

 Carried? Worn?

*Stage Presence • The Art of Misdirection*

**Hat Magic:** You may conjure any object or NPC you've seen during this session, as long as the target is human-size or smaller. Spend 1 ☹ and test Craft or Shine (whichever is higher). On a success, you get the intended target. On a failure, you get something dangerous(a wild animal, a bomb, etc.) and suffer 1d6 ☹ instead!



### 321 Skateboard

 Carried? Worn?

*Radical • In Your Face*

**Sick Tricks:** You may roll Grace in place of Shine, or vice versa, whichever is higher.



### 322 Sorceress' Gown

 Carried? Worn?

*Enchantress • Stark Raving Bonkers*

**Bad Magic:** You may use Wishful Thinking to apply Temporary Quirks to unwilling targets. Living targets can test Moxie or Shine (whichever is higher) to resist.



### 323 Space-Age Armour

 Carried? Worn?

*Trigger-Happy • Patriotic*

**Ray Gun:** You inflict +1 ☹ in a scuffle.

**Personal Force Shield:** You suffer -1 ☹ from physical threats.



### 324 Space Suit

 Carried? Worn?

*Enviro-Sealed • The Space Race*

**One Giant Leap:** You may spend 1 🌀 to add the Temporary Quirk "Low Gravity" to your current Location. You may tag this Quirk in physical contests against anyone who isn't wearing a space-related Costume, and it can't be tagged against you as long as you're wearing this Costume.



### 325 Spirit of Fall Dress

 Carried? Worn?

*Festively Frightful • Autumn Enchantment*

**Harvest Season:** You receive a 1 🌀 discount when using Wishful Thinking to conjure food or create seasonally appropriate Location Quirks. (No combination of discounts can reduce the cost of Wishful Thinking below 1 🌀.)



### 326 Spirit of Spring Dress

 Carried? Worn?

*Full of Life • Spring Sorcery*

**New Beginnings:** You receive a 1 🌀 discount when using Wishful Thinking to summon animal NPCs or create seasonally appropriate Location Quirks. (No combination of discounts can reduce the cost of Wishful Thinking below 1 🌀.)



### 331 Spirit of Summer Dress

 Carried? Worn?

*Carefree • Summer Sorcery*

**Fun in the Sun:** You receive a 1 🌀 discount when using Wishful Thinking to grant beneficial Temporary Quirks to willing recipients or create seasonally appropriate Location Quirks. (No combination of discounts can reduce the cost of Wishful Thinking below 1 🌀.)



### 332 Spirit of Winter Dress

 Carried? Worn?

*Cold-Hearted • Winter Wizardry*

**Let It Snow:** You receive a 1 🌀 discount when using Wishful Thinking to create seasonally appropriate Hazards or Location Quirks. (No combination of discounts can reduce the cost of Wishful Thinking below 1 🌀.)



### 333 Squid Hat

 Carried? Worn?

*Multi-Armed Menace • Compulsive Fish Puns*

**You Gotta Be Squiddin' Me!:** When you suffer ☹, you may spend 1 🌀 to deploy a concealing ink cloud! While you're hidden, you count as being on Break, and no-one can target you with any rolls or effects until you reveal yourself by making a roll.



### 334 Star Captain's Uniform

 Carried? Worn?

*To Boldly Go • Two-Fisted Diplomacy*

**No Such Thing as a No-Win Scenario:** You may roll Moxie in place of Craft, or vice versa, whichever is higher.



### 335 Star Soldier's Suit

 Carried? Worn?

*Enhanced Agility • Armed & Dangerous*

**Low-G Physics:** You gain +1 edge versus Hazards.

**Charged Shot:** You may inflict +2 ☹ in a scuffle. If you miss, a random friend or bystander (chosen by the GM) suffers 1d6 ☹. You must choose whether to use this Power before rolling.



### 336 Straw Hat & Overalls

 Carried? Worn?

*Rough & Tumble • Folksy Wisdom*

**Work Ethic:** When another character assists you on a roll, you gain two dice (rather than one). You can only use this Power once per roll. (e.g., two assistants grant three dice, not four.)



### 341 Stripecy Scarf

 Carried? Worn?

*Indomitable • Perfect Timing*

**Stellar Screwdriver:** You gain two dice (rather than one) when you tag a Location Quirk.

**Regeneration:** When you Stress Out, you may return to play without taking a Break. You still have to discard this Costume.



### 342 Stylish Tux

 Carried? Worn?

*Espionage Specialist • Licence to Prank*

**Sleeper Agent:** You may tag this Costume's Quirks even when you're not wearing it. If you do, you must Quick Change into this Costume at no cost immediately after rolling.

**Special Training:** While you're wearing this Costume, you may tag the Quirks of other Costumes in your possession. This doesn't give you access to an unworn Costume's Powers.



### 343 Survival Gear

 Carried? Worn?

*Spirit of Exploration • Dressed for Anything*

**Because It's There:** You inflict +2 in contests against anyone or anything that has at least +1 edge against you.



### 344 Swashbuckler's Coat

 Carried? Worn?

*Flamboyant Charm • Thrust! Parry! Ha!*

**Derring-Do:** You gain +1 edge versus Hazards.

**Rapier Wit:** When you scuffle, Powers that reduce from physical threats don't work against you.



### 345 Tacky Business Suit

 Carried? Worn?

*Winning Smile • Let's Make a Deal*

**Flim-Flam:** You gain +1 edge against anyone who's using Focus or Craft.



### 346 Tattered Cloak

 Carried? Worn?

*Dark Power • Tortured Past*

**Vendetta:** You may spend 1 to place the Temporary Quirk "Creature of Darkness" on any target you can see. You may claim a die from this Quirk whenever you're working to fight or oppose the target. Inanimate objects are valid targets for this Power.



### 351 Teacher's Outfit

 Carried? Worn?

*Highly Educated • Has Her Eye on You*

**Disciplinarian:** You gain +1 edge against anyone who's using Moxie or Shine.



### 352 Tie-Dyed Shirt

 Carried? Worn?

*Laid Back • Arts-and-Craftsy*

**Pacifism:** Contests that you take part in are never treated as scuffles.



### 353 Tin Soldier Outfit

 Carried? Worn?

*Fae Imperialism • Her Majesty's Service*

**Queen and Country:** If you tag one of this Costume's Quirks in a contest and win, you inflict +2 . However, if you lose, you suffer +2 .



### 354 Tramp's Rags

 Carried? Worn?

*Shabby Dignity • Street Smarts*

**Good Eatin':** Whenever you Scrounge, recover 1d6 ☹.

**Gladly Pay You on Tuesday:** When you have 0 ☹, you may take 1 ☹ from the fairy with the most ☹. The next time you earn ☹ while wearing this Costume, she gains 1 ☹ instead. You may not use this Power while you still "owe" ☹.



### 355 Trenchcoat & Katana

 Carried? Worn?

*Behold the Awesomeness • No, Seriously, Behold It*

**Cut Through Anything:** A katana can cut through anything. ANYTHING. You inflict double ☹ to inanimate objects.



### 356 Valkyrie Armour

 Carried? Worn?

*Battle Goddess • Seen It All*

**Divine Aegis:** You suffer -1 ☹ from all sources.

**Gather the Fallen:** When you Scrounge for a Costume, you may search the discard pile and take a Costume of your choice rather than drawing.



### 361 Vampire Makeup

 Carried? Worn?

*Creature of the Night • Thirst for Blood*

**Bluh!** Whenever you inflict ☹ on a living creature in a scuffle, recover the same amount of ☹.



### 362 Viking Hat

 Carried? Worn?

*Life of the Party • Breathtaking Anger Issues*

**AAAAAAA:** You may gain +1 edge on any roll. After resolving the roll, you suffer 1d6 ☹. This ☹ cannot be reduced or prevented by any other Power.



### 363 Wedding Dress

 Carried? Worn?

*Bridezilla • Most Important Day*

**In Sickness and in Health:** When you change into this Costume, choose another fairy. While you are in the same Location, you both take -1 ☹ from all sources.

**Throw the Bouquet:** When you discard this Costume, you may choose another player. She immediately gains this Costume.



### 364 White Greasepaint

 Carried? Worn?

*Expressive • Kinda Creepy*

**Mime:** You may spend 1 ☹ to mimic another character. Until you change out of this Costume or use this Power again, you may tag her Quirks as though they were your own. If you use this Power on another fairy, you copy both her Personal Quirks and Costume Quirks.



### 365 Witch's Hat

 Carried? Worn?

*Forbidden Lore • Friend to All Things Creepy-Crawly*

**Polymorph:** You may spend 1 ☹ to turn something into a frog. Living targets can test Focus or Shine (whichever is higher) to resist. If you frog another fairy, her Costume is replaced with "Frog (Slippery, Jumpy)", and she can't change Costumes until she Stresses Out or gets someone to kiss her.



### 366 Zombie Rags

 Carried? Worn?

*Mindless • Hungry*

**Om Nom Nom:** You recover double ☹ from eating food. You can also eat things that aren't normally classified as food, subject to the GM's veto.