

# NAME




# LOOK

Names: Colt, Howard, Henry Mason, Gustavar, Grey, Fredric, Grey, Ena, Wyile, Olivia, Udele, Sybil, Muriel, Kathleen, Jeran Wilona, Udolf, Hublurt, Rayhum, Ardel, Nicholas, Carney, Gillian, Janice Birttanie, Tabitha, Valda, Roz, Autumn, Montana. Ordwald

Insect Eyes, Innocent Eyes, Strange Eyes or Colorful Eyes  
Strangely Colored Hair, Perfect Hair or Scraggly Hair  
Expensive Clothing, Street Rags or Suspiciously Simple Drab  
Short And Lithe Body, Strangely Average Body or Fay-Like Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 7+CONSTITUTION

# ALIGNMENT

- GOOD**  
Use your fay magics to cheer up the down trodden or the unfortunate.
- CHAOTIC**  
Use your fay magics to trick someone.
- EVIL**  
Use your fay magics to ruin someone's day.

# STARTING MOVES

- GLAMOROUS DECEIT (CHA)**  
Your nature as a child born from the union of a fay and human has provided you with fantastical powers of deceit and change. When you want to disguise yourself from the view of mortals by hiding in plain sight, roll +CHA. \*On a 10+, your appearance and clothing magically change to match any humanoid wearing any mundane clothing while avoiding suspicion. \*On a 7-9, as above but choose one of the following:
  - Your glamorous transformation goes awry and you turn into a humanoid of the GM's choice.
  - You become stuck in this altered appearance until you have a rest of an hour or so.
  - You draw unwanted gazes at the moment of your transformation.

This effect ends when you will it to or when you use the Fable move.

## FABLES ( INT OR WIS)

- When you create your character, choose INT or WIS to use for this move.
- When you have downtime of an hour or so, roll 1d4+1 and learn that many fables from the Fables page, forgetting any previous fables you had before resting. These captivating songs and stories of the fay world are so powerful that they physically shape the mortal world to fit the tale being told. When you wish to tell a fable you know, roll +INT or +WIS. \*On a 10+, the story being told takes effect and molds the world around you. \*On a 7-9, as above but choose one:
- The Fable is too enrapturing for you to resist hearing it once. The next time you would use the Fables move, you must choose the same fable as the last one told with this move.
  - The story being told has a predictable outcome; both you and reality have become bored with it. You cannot use that fable again until you have a rest of an hour or so.
  - The telling of such an epic tale tires you and you get -1 to any other Fables rolls you make until you have a rest of an hour or so.
  - You draw unwelcome attention or put yourself in a spot as you recite the fable.

## PULL PRANKS (CHA)

- Whenever you wish to pull a prank on someone, roll +CHA. \*On a 10+, the prank is flawlessly executed and you get your laugh. \*On a 7-9, as above, but choose one:
- The prank is far crueler than you intended.
  - The prank also effects someone you didn't intend it to.
  - You get caught in your own prank as well as the intended victim.
  - You didn't cover your tracks well and someone learns you were behind the prank.
  - The prank requires materials and can only be done if you spend 3d10 coins.

## MUSICAL ACCOMPANIMENT

If you are playing a musical instrument when you use the Fable move, count your level as one higher for the purpose of the fable's effect.

# FAY PARENTAGE

- BROWNIE**  
You get +2 to all Aid rolls.
- BOGGART**  
You get +2 to all Interfere rolls.
- PIXIES**  
You gain insect wings that allow you to fly.
- PUCK**  
Whenever an opening is provided for you, instead of dealing your damage you can instead steal something off of the victim.
- RED CAP**  
You get +1 to all damage rolls you make using a weapon.
- MARROW**  
You get +2 to any rolls made involving swimming.

# BONDS

Fill in the names of your companions in at least one:

\_\_\_\_\_ still hasn't caught on to my shenanigans yet.

I owe \_\_\_\_\_ a favor, whether I like it or not.

Nothing quite kills the mood like \_\_\_\_\_'s presence.

Next time I sneak off, I am going to bring \_\_\_\_\_.

# THE CHANGELING

LEVEL

XP

## GEAR

Your load is 7+STR. You start with 100 coins (1 weight), dungeon rations (5 uses, 1 weight) and 6 throwing daggers (thrown, near, 0 weight).

Choose your defenses:

- Luxurious noble clothes (worn, worth 50 coins, 0 weight)
- Leather armor (1 armor, worn, 1 weight)

Choose your weapon:

- Fay bow (near, far, +1 damage, 1 weight) and a bundle of arrows (ammo, 3 uses, 1 weight)
- Dagger (hand, 1 weight)
- Staff (reach, two-handed, 1 weight)

Choose three:

- Bag of books (5 uses, 1 weight) and a healing potion (0 weight)
- Elven arrows (ammo, 4 uses, 1 weight)
- Poultices and herbs (1 weight) and a personal feast (rations, 1 weight)
- 6 throwing daggers (thrown, near, 0 weight)
- A musical instrument of your choice (2 weight)
- Adventuring gear (5 uses, 1 weight) and a flashy ring worth 50 coins.
- Bewitched robes of the fay courts (worn, +1 armor, 2 weight)
- Cruel cleaver (hand, whenever you deal damage with this weapon, you heal 1 damage, 3 weight)
- Trickster's cap (worn, +1 to all Glamorous Deceit rolls, 1 weight)
- 2 Halfling pipeleaves (6 uses, 1 weight)

## ADVANCED MOVES

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

### CROWN OF ROSES

When using +CHA for a Defy Danger roll, a result of 8 or 9 counts as a 10+.

### FIENDISH ILLUSION

You can use Glamorous Deceit to create an illusionary monster that does your bidding. Treat the creature as a character, but with access to only the Basic Moves. It has a +1 modifier to two of its stats and +0 modifier for the rest for its stats. It has 1 HP and uses 1d6 for its damage dice. This illusionary monster lasts until you dismiss it or you have an extended rest. As long as your servant lasts, you cannot use Glamorous Deceit.

### FORTISSIMO OF FABLES

Every time you would learn fables after a rest of an hour or so, you learn one addition Fable.

### DREAMLIKE PARTY

You get +2 to all Carouse rolls.

### I KNOW THAT STORY!

You may expend a use from a Bag of Books to gain +1 forward to your next Fables roll.

### GREAT INSPIRATION

Choose one of the following:

- Add 1d6 Level 1 Spells, Routes or Cantrips from any combination of other classes and add them to your list of Fables
- Choose one Level 1 Spell, Route or Cantrip from another class. You permanently know this spells as a Fable and do not have to learn it when you select fables to know after a rest of an hour or so.

### FOREST DWELLER

You can talk to animals and understand them. Also, if you Spout Lore involving nature, animals or events that have occurred where animals might have witnessed it, you get a +1 forward to the roll.

### KINDRED SOULS

Whenever you make a Discern Realities roll, in addition to any questions you ask, you automatically know of any other changelings, fairies or other fay magic at work in the area.

### RONDO OF LIES

You add +1 to all of your Glamorous Deceit rolls.

### NATURE SPRITE

*Requirements: Forest Dweller*

You can use Glamorous Deceit to disguise yourself as a woodland creature.

### FAY GATE CALLER

Whenever you would learn new fables after a rest of an hour or so, you learn Otherworldly Etude in addition to the normal amount you would learn.

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

### CROWN OF THORNS

If an enemy damages you with an attack that has the Hand, Close or Reach tag, they take 1 damage that ignores armor.

### ENCHANTING SERVANTS

You can use Glamorous Deceit to instead cause three mundane objects to come alive and do your bidding. Treat these servants as a character, but with access to only the basic moves. They have a -1 modifier for all stats and have 1 HP. When you will the effect to end or use the Fables move, the objects revert back to their mundane nature.

### EMPOWERED TALES

You count your level as one higher for the purpose of any fable effects.

### DEVOUR ENCHANTMENT

If you can spend uninterrupted time of an hour or so in quiet contemplation with a magic item that you can hold. You permanently remove any magic properties from this item. Every time you have done this to, you will get a permanent +1 to the roll to determine how many fables you learn after having a rest of an hour so.

### REKNIT FORM

Whenever you roll 12+ on Glamorous Deceit, heal 1d10 damage.

### MAGIC FLOWS LIKE BLOOD IN MY VEINS

Pick a Level 3 Spell from another class. You permanently know this spell as a Fable and do not have to learn it when you rest to use it.

### A FAIRYTALE- EVENING

*Requires: Dreamlike Party*

You can use Glamorous Deceit for Carouse rolls.

### TOUCH OF SEASONS

You can use Glamorous Deceit rolls to instead change an area to have the likeness of another season.

### UNSEEN TRICKSTER

On a Glamorous Deceit or Pull Prank roll of 12+, you turn invisible. Your form will become visible if you attack someone or use the Fables move.

### BLACKWOOD INFESTATION

Whenever you would learn new fables after a rest of an hour or so, you learn Crop-Eater Ensemble in addition to the normal amount you would learn.

### LONE PERFORMER

Whenever you would learn new fables after a rest of an hour or so, you learn Adventurer's Concerto in addition to the normal amount you would learn.

### LORD OF STORIES

You may use +CHA for Fables instead of +INT or +WIS.

# FABLES

**□ AGITATED ALLEGRO** FABLE  
A number of listeners up to your level that hear this irritating song immediately lose all composure and attack the closest person to them.

**□ CAUSTIC CRESCENDO** FABLE  
A number of mundane objects up to your level that you can see begin to rapidly corrode and, by the end of your dramatic story, are destroyed.

**□ DISEASED DIMINUENDO** FABLE  
A number of addressees up to your level of your grotesque song become violently ill with a conjured fairy pox and cannot claim attacks when you make an opening for them. In addition, the affected subjects take 1d4 damage that ignores armor and get a -1 forward to their next damage roll.

**□ EVOKED ESTINTO** FABLE ONGOING  
You tell this story with the words of another, robbing that person of their voice. For long as the Fable is ongoing, a number of people up to your level cannot speak or cast spells.

While this fable is ongoing you take -2 to all Fables rolls.

**□ FASCINATED FALSETTO** FABLE ONGOING  
Your delightful song of the fay world enraptures your audience. An amount of listeners equal to your level +1 stop what they are doing and listen to your story. They will continue to listen until you end the Fable or they are physically touched.

While this fable is ongoing you take -1 to all Fables rolls.

**□ FRIGHTFUL FUGUE** FABLE  
Your soft words quickly become a scream-invoking horror story. All animals and a number of people up to your level flee from you in cries of terror.

**□ GRACEFUL GRAZIOS** FABLE ONGOING  
A nimble tune grants a +2 ongoing to any +DEX rolls of you or a companion. If you are level 6 or higher, this becomes a +3 ongoing.

While this fable is ongoing you take -3 to all Fables rolls.

**□ HEALING HARMONIES** FABLE  
A kind story with a happy ending mends wounds and heals you or a companion within earshot of 1d4 damage + your level.

**□ INSTANT IMPROVVISANDO** FABLE ONGOING  
Your words quickly lend you the prop you need by turning a number of mundane objects up to your level into other mundane objects for as long as you will it.

While this fable is ongoing you take -1 to all Fables rolls.

**□ LACKLUSTER LARGO** FABLE  
A number of victims up to your level of your song become uncannily slow and unable to move or defend themselves, providing an opening to anyone who can attack it.

**□ OTHERWORLDLY ETUDE** FABLE  
You expel a poem of longing, expressing your deepest wishes to see the Fay world. A magical portal emerges before you that will take anyone brave enough to enter it to the secret world of the Fay. The portal will only stay open for several minutes; however, when the portal opens, who knows what will come out? You can only learn this Fable through the Fay Gate Caller Advanced Move.

**□ MORTAL MEDLEY** FABLE  
Your tune causes fresh wounds to grow deep and scars to split open. Anyone around you who has taken damage today immediately takes damage equal to your level that ignores armor.

**□ NIGHTMARISH NOCTURNE** FABLE ONGOING  
An unsettling melody that you utter leaves an unnatural night in its wake. All of the area within the Reach range of you are in becomes dark, complete with a haunting moon above. Sinister shadows and night terrors bestows a +1 ongoing to all rolls for anyone who stands in the unnatural darkness.

While this fable is ongoing you take -1 to all Fables rolls.

**□ OBLITERATING ORCHESTRA** FABLE  
Ear splitting shrieks leave your mouth instead of words, somehow causing enemies to be torn apart. You deal 1d6 damage + your level to a single enemy in the Near range.

**□ PROVOKED PESANTE** FABLE  
Your hefty words cause the weight of one person's equipment, no matter how little they carry, to instantly drag them to the ground with an undeniable and sudden weight. The target can't use a number of weapons and/or items on its person up to your level until you leave the area.

**□ PURCHASED PIACEVOLE** FABLE  
You give a token of peace and kindness to a person by offering them a valuable item. Should they accept it, they will automatically befriend you and treasure the pleasant bond they have formed with you. As your friend, they are not hostile and offer any simple help they can without becoming suicidal or ignoring common sense. This effect will last until you do something to harm them, otherwise the friendship takes a natural course from here on out.

**□ RENTED RITORNELLO** FABLE  
You improvise and mimic your story to play off of a dazzling display of magic you just saw. This fable allows you to cast the last spell you saw without complication, copying its effects and allowing you to its target.

**□ VIOLENT VIOLINS** FABLE  
Harsh and hateful music leaves your mouth instead of a majestic song. A number of opponents up to your level within the Near range takes damage equal to your level that ignores armor.

**□ SORROWFUL SYMPHONY** FABLE  
A soul crushing eulogy reduces a number of opponents up to your level to a sobbing wreck, missing their next opportunity to attack.

**□ TRUTHFUL TOCCATA** FABLE  
A single person of your choice starts spouting truthful answers to a number of questions up to your level that you sing out.

**□ ADVENTURER'S CONCERTO** FABLE  
You sing a lonely traveler's tale. As long as you are travelling alone or are separated from your companions, you get a +2 ongoing to all rolls until you use another Fable or are re-united with your companions. You can only learn this Fable through the Lone Performer Advanced Move.

**□ CROP-EATER ENSEMBLE** FABLE  
Your song calls forth a swarm of hungry pests from the fay world. A cloud of tiny fairies move over the area and completely devour all vegetation within the Far distance of you. You can only learn this Fable through the Blackwood Infestation Advanced Move.