

# NAME

# LOOK

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

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

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

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 4+CONSTITUTION

# DRIVE

What drives 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 your own amusement.
- TRUE LOVE**  
Fall deeply in love with a mortal, or renew your love. This time it might even last!

# STARTING MOVES

You start with these 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 on 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 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 did the cursing.

- The curse only affects that which you want it to
- You choose how long it lasts: (3 days and 3 nights, until the next full moon, a year and a day.)
- You choose how it can be broken: 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, your 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.

# SEELIE COURT

You are a fairy of the Summer Court. Choose one:

**SIDHE**  
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**  
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**  
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

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

\_\_\_\_\_ is a cheater! I won't trust them!  
\_\_\_\_\_ has shared something special with me.  
I know what tempts \_\_\_\_\_.  
\_\_\_\_\_ has experience with Our ways, but they are not yet wise.



# THE FAE

BOON

LEVEL

XP

# GEAR MAX LOAD LOAD DEATH MOVE

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 (Distracting, 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.

## PERFECT WISH

In your final moments, all the goodwill and friendship you have enjoyed in your life manifest in one final perfect wish for one person you name.

**When you die**, name one person that you grant a perfect wish to. Their wish, no matter what it is, will come true and at its core effects will turn out as the wisher intends, though there may be longer reaching consequences out of their control.

## 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 an 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 to 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 someone and lead them 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.

### SINCERE 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 tragedies of some lost spirits that are bound to a cursed place**, 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 choice

### 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 play 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.