

THE SECRETS OF CATS:
**ANIMALS
& THREATS**
BONUS CONTENT



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Many thanks to these generous backers for both funding the book AND for giving me permission to share these extra animals & threats with the world.



The Secrets of Cats: Animals & Threats

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This is a game where people make up stories about wonderful, terrible, impossible, glorious things. All the characters and events portrayed in this work are fictional. Any resemblance to real people, haunting spirits, vermin, or magical talking shapeshifting cats is purely coincidental, but kinda hilarious.

CONTENTS

The Secrets of Badgers.....	4
The Secrets of Ferrets.....	7
The Secrets of Goldie.....	10
The Secrets of Hedgehogs.....	13
The Secrets of Hummingbirds.....	16
The Secrets of Raccoons.....	20
The Secrets of Rats.....	25
The Secrets of Tigers.....	28
The Secrets of Jerome Wilde.....	32
“Touched” Sadistic Child	
The Secrets of Wolves.....	36

The Secrets of Badgers

Sapient badgers are often methodical and thoughtful, and usually prefer a solitary lifestyle. When they do live as part of a group (known as a cete or clan), it is almost always with other sapient badgers. Whether they live alone or in a group, sapient badgers dig large and sprawling burrows called setts, and lavish great care and attention on the arrangement of tunnels and chambers within them.

Badgers are attuned to the earth and can use this connection to find and store information. A sapient badger's sett serves much the same purpose as a mentalist's thought palace, allowing the badger to store memories and information in physical space for easy recollection at a later date.

Their connection with the earth also allows badgers to draw on the wisdom of trees, plants, and other living things that are intimately connected to the soil, or to borrow the strength and resilience of the earth to aid them when needed. Ordinary badgers are renowned for their ability to fight off larger, more dangerous opponents when they are protecting their setts or their young; sapient badgers are capable of even more impressive feats when they channel the might of the earth through their sturdy paws.

A sapient badger's True Name combines his common name with the virtue or principle that he is most driven towards. Examples include *Horatio Justice* and *Loyalty Brown*.

Badger Character Creation

Aspects: High Concept, Trouble, True Name, two free aspects.

Skills: As per cats but with no magical skills.

Stunts: Three stunts.

Sample Badger Stunts

Free Stunt: Sett of Memories (Lore): All sapient badgers are capable of using this stunt. As long as you have access to (and can move around) your sett you have perfect recall of any fact you've ever learned. Mechanically this gives you a +2 bonus on Lore rolls and once per session you can declare a story detail relating to the knowledge stored in your sett without it costing you a Fate point.

Earth Strength (Physique): You draw upon the strength and permanence of the earth to aid you in a time of need. Spend a Fate point and roll your Physique against Good (+3) opposition. Each shift of success means you count as one scale step larger than your actual size when resolving physical attack and defend actions. This lasts until the next sunrise or sunset, but only works if at least one of your paws is touching bare earth. Your size is only counted as larger if it benefits you;

you use your actual size when calculating how difficult it is for you to attack a smaller foe or for them to attack you.

Example: Horatio Justice is fighting a snake who is one step below him on the Scale chart. Horatio activates Earth Strength and rolls Superb (+5), giving him two shifts. For most purposes Horatio is now treated as three scale steps bigger than the snake. That means that he gets Weapon +6 if he successfully hits the snake, and if the snake attacks him he gets Armour 6. However, the snake only gets +1 defence and +1 attack rather than +3 defence and +3 attack because Horatio's size is only one step higher on the scale ladder for purposes of calculating these bonuses.

Burrow (Athletics): You use your connection with the earth to burrow underground at prodigious speeds. You can move a single zone underground during an exchange in a conflict and also take an action. If you spend a Fate point you can instead roll Athletics to tunnel to anywhere in the conflict as if you were moving above ground. If you use this second effect out of a conflict it allows you to dig an entire underground complex with a base timeframe of a few minutes.

Wisdom of the Earth (Lore): You draw upon the collective wisdom of nearby trees, plants, insects and other living things connected with the earth to answer a vexing question. If you are underground, roll Lore as if it were Seeking to find anything that could be known to the earth (for example a buried victim or hidden murder weapon). Alternatively you can ask a single question that could be answered by things connected with the earth (for example, “When did Sable last pass through this clearing?”) against opposition set according to how obscure the information is (or opposed by your target's Stealth or Burglary), and if you succeed you will receive the answer.

Earth Stomp (Fight): You strike your paw on a patch of bare earth and send out a mighty shockwave that can knock down or stun your opponents. Roll Fight defended by the Athletics of everyone in your zone (using your full result against each). Anyone who fails to defend against you is **Knocked Down** or **Stunned**.

Entomb (Fight): You call the earth to obey you and use it to swamp an opponent, suffocating them in its loamy embrace. Touch your paw to a patch of bare earth, spend a Fate point and roll Fight against an opponent up to one zone away, defended by his Athletics. If you win by at least one shift you gain a situation aspect against them like **Partially Buried** in addition to the stress they accept. If you succeed with style your attack has Weapon:1 and you also create an aspect like **Entombed** in addition to any stress your victim accepts (this replaces the boost you would ordinarily get for succeeding with style).

Sample Badger: Horatio Justice

Horatio lives a peaceful and solitary life in his sprawling sett deep in the woods. He is well known as a wise and long-lived individual with a passion for justice and fairness, so he is often sought out by sapient animals as a judge or arbitrator in disputes between them. He always strives to be scrupulously fair and makes a point of listening carefully to all sides of a dispute before making his judgement. While his pronouncements are not binding, most of the local animals recognise his wisdom and accept his rulings.

High Concept: The King Solomon of Badgers

Trouble: Always In Demand

True Name: Horatio Justice

Other Aspects: The Burden of Proof, Good Listener

Skills:

Great (+4)	Lore
Good (+3)	Empathy, Investigate
Fair (+2)	Physique, Rapport, Fight
Average (+1)	Territory, Athletics, Provoke, Notice.

Stunts: Sett of Memories (Lore), Wisdom of the Earth (Lore), Earth Strength (Physique), Literate (Lore).

Stress: Physical: ; Mental:
Mild, moderate, and severe consequences.

The Secrets of Ferrets

Ferrets are the domesticated form of polecats and are part of the same family as badgers, weasels, stoats and otters. All ferrets are clever in their own way, and sapient ferrets are downright devious--though they tend to be quick-witted rather than deep thinkers. Ferrets are easily distracted by small, shiny objects, which they desire intensely, and sapient ferrets are no exception. In fact, they will engage in machiavellian schemes to get their paws on a particularly coveted shiny.

Each sapient ferret is enamoured of a particular type of 'shiny' and will go out of her way to obtain it. The sorts of objects ferrets covet vary immensely from animal to animal, but they are usually small objects and are often literally shiny or make interesting noises.

For example, the ferret Hobb is obsessed with collecting shiny clockwork pieces such as gears and coil springs.

In mythology polecats were associated with Hecate, goddess of magic, and were believed to have various mystical powers of their own. In fact, many sapient ferrets possess a unique ability which scholars of the magical arts call *Negation*.

If a ferret believes with enough fervour that something can't hurt her, it won't. If she believes that window bars don't exist, she can simply slip through them as if they were not there, and so on. It is this magical ability that led to the belief that polecats and weasels are immune to the withering glare of a basilisk, for the ferrets of yore believed themselves to be immune to the beast's magic and thus were able to ignore it.

Ferret Character Creation

Aspects: High Concept, Trouble, Shiny, Two free aspects.

Skills: As per cats but with no magical skills.

Stunts: Three stunts.

Sample Ferret Stunts

Negation (Deceive): This is the signature magic power possessed by many ferrets. You deceive yourself into believing that a person, thing, or animal doesn't exist or is incapable of harming you and therefore prevents it from having any effect on you. This is a create an advantage action using Deceive against passive opposition based on how easy the target is to ignore or active opposition if the target is deliberately bringing itself to your attention. If you succeed then you gain a situation aspect like *Negating the Basilisk's Gaze*.

While you are negating a target you continue to be aware of its existence on a subconscious level but you can't acknowledge that it exists because that would end

the negation. A living target may attempt to overcome the negation aspect by doing something to draw attention to itself, in which case you resist with Deceive and can invoke the aspect to help you. You may only negate one target at a time without the Mass Negation stunt.

The effect of negation is that the target is simply incapable of affecting you. If you ignore a living subject and they attack you, their attacks pass straight through you without harm. The same is also true of a ranged attack made against you by a negated target. If you ignore a door or window she can pass through it as if were never there, and so on.

You are also unable to affect a target that you are negating. There are legends of foolish ferrets who negated the Earth and immediately plummeted out of sight into the ground or up into the sky, depending on the version of the myth being told.

Mass Negation (Deceive): You are a master of Negation and may negate one target for each point you have in your Deceive skill.

Weasel War Dance (Provoke): When a ferret is excited, usually because she's just captured a toy or found a shiny, she will sometimes perform a Weasel War Dance. However, this technique also serves a useful purpose in disorientating and confusing prey. The war dance consists of a manic period of jumping backwards and sideways, with the back arched and tail fluffed up. During the dance the ferret is clumsy and highly likely to bump into or fall over objects or furniture. While dancing the ferret makes a vocalization colloquially known as "dooking". When used to disorientate prey, the Weasel War Dance allows you to make a single mental attack on a foe with Provoke (defended by Will) immediately before the first exchange of a conflict.

Tunnel Chaser (Athletics): Some ferrets are particularly adept at hunting prey in tunnels underground, and that extends to navigating human-made tunnels and pipes as well. +2 bonus to all Athletics rolls made in a pipe or tunnel.

Affirmation (Rapport): You spend a while affirming the existence of an ally, and your attention has the effect of making the subject more real. This gives them an extra mild physical consequence until the end of the scene. You can only bolster one subject with this ability at a time.

Delusion (Deceive): You imagine something to be real with such force that it becomes real for other people, too. Roll Deceive to make an imaginary object real, with the opposition determined by how implausible the object is. Imagining a rock into existence probably doesn't need a roll, but making an imaginary boat real is a Good (+3) challenge. The objects you create with this stunt are real until the scene ends or you use the last free invoke on them. You can only make one imaginary object real in this way at a time.

Sample Ferret: Hobb

Hobb is an ex-pet ferret who decided to escape his owners and live a life of adventure in the city. He is obsessed with clockwork and currently has a nest in the attic of a watchmaker's shop, where he hides most of his stash of shinies. He considers the watchmaker to be a useful resource and does make an effort to protect him from mundane and supernatural threats.

High Concept: Streetwise City Ferret
Trouble: I Hate Being Pinned Down
Shiny: Clockwork Parts
Other Aspects: Wheeler Dealer, I Wasn't Born Yesterday

Skills:
Great (+4): Deceive
Good (+3): Territory, Provoke
Fair (+2): Burglary, Will, Athletics
Average (+1): Physique, Rapport, Empathy, Fight.

Stunts: Negation (Deceive), Delusion (Deceive), Mysterious (Territory).

Stress: Physical: ; Mental:
Mild, moderate, and severe consequences.

The Secrets of Goldie - The Grandfatherly Evil Mastermind

The worst threats are the most insidious, the ones that hide in plain sight and perpetrate their diabolical agendas without suspicion ever falling upon them.

The golden retriever named Goldie is one such threat.

The seed of this canine's evil was planted one fateful day when he was just a puppy. He managed to dig his way out of his family's back yard and went for an exciting run around the neighborhood, but his big day out almost took a tragic turn when he fell into a wildlife pond and very nearly drowned. He remembers fighting for his life against the weeds and thick mud at the bottom of the pond. He remembers giving up, drowning, a great black void opening up beneath him to swallow him whole... and then waking up at the edge of the pond with the knowledge that he had been allowed to live in exchange for the promise of future service.

Goldie knows that something terrible dwells at the bottom of the pond, something with a voracious appetite for souls that must be kept sated lest it rise from the stagnant depths to steal the breath of every living thing in the town.

So he feeds it.

It only takes one soul every month or so to keep the thing at the bottom of the pond satisfied, but Goldie often gives it more than that. He's made a business of it, in fact. A living body consigned to the depths is never seen again and there's a market for making people and animals disappear. If he's going to do the town a good turn by keeping the monster fed, why shouldn't he get something out of the deal as well?

In his everyday life, Goldie has cultivated a reputation for being a wise and friendly old dog, mostly toothless now, who wouldn't hurt a fly. He sits in the sun all day and mentors the puppies who visit his back yard, all the while grooming them to see him as an infallible grandfather-figure so they'll do his bidding when he needs them to.

Some of the puppies he mentors become his trusted minions. These, he sends to the pond and has them swim its dark waters, and when they emerge they are fanatically loyal to him and the thing that lurks at the bottom.

Then they go abroad as agents of the Swallowing Darkness, making deals for power and resources in exchange for making inconvenient subjects disappear. And the lion's share of everything they get goes to Goldie.

What is the Swallowing Darkness? Not even Goldie knows. Or perhaps he does, but prefers to delude himself into thinking otherwise.

Because the thing that lurks at the bottom of the pond is mostly Goldie's soul, though it has swollen over the years with the spirits of its many victims. When

he drowned at the bottom of the pond, Goldie's spirit was wrenched loose and his anger at dying so young and so pointlessly twisted and transformed it into a powerful, hungry ghost.

The newborn Swallowing Darkness resurrected Goldie's body and sent him back into the world to bring it sustenance, leaving him a hollow wretch without a spirit. Over the years it has glutted itself on the bodies and souls fed to it by Goldie, becoming something new and powerful where it dwells in the mud at the bottom of the pond. And one day it will rise from its watery grave, and the world will tremble as it passes.

Goldie

High Concept: Soulless Grandfatherly Evil Mastermind
Trouble: The Swallowing Darkness Needs To Be Fed
Owner: Local Organised Crime Family
Other Aspects: There's Always An Angle, Respect Is Important

Item of Power: Dog Collar

Skills:
Great (+4): Rapport
Good (+3): Empathy, Deceive
Fair (+2): Territory, Will, Notice
Average (+1): Fight, Athletics, Physique, Burglary

Stress: Physical: ; Mental:
Mild, moderate, and severe consequences.

Refresh: 1

Investments and Stunts:

Nobody Would Suspect: Whenever someone investigates you or tries to notice that you aren't the innocent, grandfatherly figure you appear to be, this Investment lets you cloud their memories and twist their minds. You oppose attempts to uncover your true nature with your Rapport +4. If your opponent succeeds at a cost on their roll then:

They understand what you really are for the remainder of the scene, but once the scene is over their memory clouds and they forget again. They do feel a sense of unease when they're around you from that point on, but can't put their paw on why.

The cognitive dissonance of finding out your true nature gives you a free invoke to use against them as normal for success at a cost on a create an advantage action.

If someone succeeds in uncovering your true nature despite this Investment then they know and remember the horrible truth. However, if they try and tell anybody else what you really are, you can oppose their efforts with this Investment even if you aren't present at the scene.

Example: A cat named Trixie uncovers your true nature. She wants to persuade her ally Jezebella so she rolls her Rapport to persuade her. The group decided that she's trying to reveal one of your aspects to Jezebella so they treat this as a create an advantage action where the free invoke will be passed to Jezebella if Trixie succeeds. She rolls her Rapport but rather than Jezebella opposing the roll with her Will, you oppose it with your Rapport +4.

Obedience: You eventually transform a few of the puppies who look up to you into soulless minions of the Swallowing Darkness. You do this by taking them to the pond and encouraging them to go for a swim, at which point your master drags them down to the bottom of the lake and devours their soul before returning them to the surface as its (and by extension your) minion. You can assume direct control of your minions at any time, at any range, without a roll as per the Naming power Control (The Secrets of Cats page 19).

Soulless: Because you literally don't have a soul, you're immune to all uses of Naming magic.

Minions: In your long life you've had the opportunity to recruit a small army of puppies to be your servants. Once per session you can have a mob of Fair quality canine minions show up to aid you, or a single Good quality canine minion. You can use this stunt again in the same session if you spend a Fate point.

The Secrets of Hedgehogs

Hedgehogs are prickly nocturnal mammals common to Europe, Asia, and Africa. The stories told about these quiet and unassuming animals vary widely from place to place, with one story from Finland claiming that the world was nothing but one big lake until a hedgehog brought soil and sand with its needles to create dry land. Other stories are less epic, but generally agree that hedgehogs are hard-working and wise animals with little tolerance for nonsense.

Unfortunately, other myths have led humans to slaughter hedgehogs in their thousands. Europeans believed that hedgehogs sucked milk from the udders of their cows, causing them to sicken (which is definitely not true because hedgehogs are lactose intolerant). Because hedgehogs occasionally eat cracked chicken eggs, they were also thought to be egg thieves.

In eastern Africa the spines and hide of the white bellied hedgehog are regarded as a fertility charm that can lead to a bounteous harvest if placed on seeds in advance of planting.

Hedgehogs are tasty, easy to catch, and a good source of protein, so they have historically been eaten by people around the world. Eating them was also thought to cure the sick of all sorts of illnesses including bad sight, leprosy, and boils.

Many of the myths about hedgehogs spring from the extraordinary gifts possessed by sapient members of the species. The truth is, when these animals truly focus on learning a skill, they can accomplish almost anything. Each hedgehog is a savant, capable of apparently supernatural feats of ability in a narrow field of endeavour.

Sapient hedgehogs are distributed unevenly throughout the world, with the largest populations of them living in Scandinavia, the United Kingdom, and Africa. Most of the hedgehogs found in North America are domesticated African white-bellied hedgehogs, and a majority of them are sapient despite their close relationship with humans.

Like dogs, hedgehogs have only one name. Canny hedgehogs therefore often use an alias in their dealings with other people to prevent their true name from becoming too widely known..

Hedgehog Character Creation

Aspects: High Concept, Trouble, Three free aspects (Domesticated hedgehogs have a Family and two free aspects)..

Skills: As per cats but with no magical skills.

Stunts: Three stunts.

The hedgehog's high concept must include their Expertise, the focus of their supernaturally keen ability; this must relate to their apex skill.

*Example: Ethel is a pet hedgehog and her High Concept is **Nurturing Healer**. Her apex skill is Lore.*

Expertise

When a hedgehog takes an action with their apex skill that relates to their Expertise, they are capable of high-supernatural feats. This permits them to attempt actions that would be impossible for normal people, though the opposition they face increases as their deeds become more outlandish.

Example: A feline friend of Ethel's has been spayed but is desperate to have kittens, so Ethel agrees to try and help her. Undoing the spaying would be impossible without her Expertise, and even for her it's a challenge! The base opposition is Fantastic (+6).

In addition to this, once each scene the hedgehog can borrow a single stunt for their apex skill that's related to their Expertise without having to spend a Fate point as they would normally need to (see Fate Core page 202).

Example: After the two cats who live with her family are injured in the first wave of a gremlin assault, Ethel wants to get them fixed up as quickly as possible so they're ready for the next attack. She borrows a Lore stunt that enables her to treat the consequences for everyone in a zone simultaneously and goes to work, bustling around with incredible efficiency to treat them both at the same time.

Finally, stunts a hedgehog buys with their refresh that relate to their Expertise allow them to perform overtly magical actions.

Sample Stunts

Prickle Ball (Fight): You roll yourself into a ball to protect yourself from attack. When you take a full defence action anyone who attacks you with an unarmed attack takes a two-stress hit unless they have thick gloves, boots, or similar protection. If you have **Metal Spines** (see below) then your weapon rating is added to this hit. This stunt works regardless of whether you succeed or fail on your defence, and the results of the attack are resolved normally.

Anoint (Stealth): You chew up bark, plants soil and other natural elements of an area and then anoint your spines with the foamy spittle that results, a process that takes a few minutes. This makes you smell like the area and makes it more difficult for your opponents to sniff you out. For the rest of the scene you get +4 to Stealth rolls in that area.

Sample Expertise Stunts (Skill, Expertise)

Metal Spines (Fight, Warrior): You transform your spines into a metal of your choice until the end of the scene. This gives you Armor:1 and Weapon:1 and lets you use your spines to hurt monsters that are vulnerable to the metal you've chosen.

Resurrection (Lore, Healer): You can restore the recently dead to life. They must have died no longer than ten minutes ago, and their brain and spine must be largely intact. Roll Lore against Good (+3) opposition +1 for each minute since the victim's death. If you fail you can succeed at a cost by taking mental or physical consequences to absorb the shifts you failed by. Your subject must pay a heavy price for their second chance at life, as they suffer an extreme mental consequence. This is in addition to any consequences they took when they were killed, and explicitly allows a character to suffer more than one extreme consequence. This stunt can only ever be used once for any given individual; there are no third chances.

Supersonic (Athletics, Runner): You can run at incredible speeds. When you really get going you're fast enough to break the sound barrier. Mechanically this means that you never face opposition of greater than Average (+1) when you roll to sprint multiple zones, no matter how far you're moving. You can ignore obstacles like water, fires and so on (as you're moving too fast for them to affect you, speeding through the flames or running across the surface of the water), but brick walls and other solid obstacles can still affect your progress.

Sample Hedgehog: Ethel

Ethel is a domesticated hedgehog who lives with a family of two cats, three children, and two adults. They are a rough and tumble lot, always getting scrapes and bruises, and she has dedicated herself to becoming the best healer she can be.

Over time her reputation has spread and she is often called upon by neighborhood animals to fix them up after they've been involved in a fight against supernatural threats.

High Concept: Healer and Guardian
Trouble: Overprotective
Family: The Lawrence Family
Other Aspects: You Catch More Flies With Honey, Good Listener

Skills:
Great (+4): Lore
Good (+3): Empathy, Notice
Fair (+2): Will, Rapport, Fight
Average (+1): Provoke, Deceive, Burglary, Athletics.

Stunts: Resurrection (Lore, Healer), Prickle Ball (Fight), Literate (Lore)

Stress: Physical: ; Mental:
Mild, moderate and severe consequences.

The Secrets of Hummingbirds

Hummingbirds are feathered jewels. The smallest of all bird species, they are exceptionally beautiful creatures whose wings beat in a humming blur. They are uncanny flyers, capable of hovering in midair, and flying backwards or upside down.

A hummingbird spends a tenth of each day flitting from flower to flower, delicately inserting her slender beak into the heart of the petals to lap nectar with her long, curled tongue. Over the course of the day she will consume more than her own weight in many small meals. The rest of the day she spends perching and digesting, conserving energy until she must find her next meal. It is a frantic life, for at any moment the hummingbird is mere hours away from starvation.

At night the hummingbird's heart slows and her body slips into a deep torpor. And at night, she flits on silent wings into the world of gods and spirits.

All hummingbirds travel into the astral realm when they sleep, but only a few are sapient and remember their journeys. Sapient hummingbirds are highly respected as messengers and possess the favour of many powerful spirits. They can use this favour during their waking lives to call magic forth into the world.

Sapient hummingbirds are clever and quick-witted, and often grow impatient with the slow-paced way in which others speak. If you wish to cultivate a friendship with a hummingbird, you must learn to dole out your thoughts in concise packages, each like a meal of sweet nectar.

Bringing a gift of actual nectar is a sure way to receive a hummingbird's favour or, at least, attention.

Most sapient hummingbirds are kind and gentle, and despite their small size their abilities make them a powerful force against evil. Hummingbirds flying as spirit sometimes encounter human ghosts and help them to let go of their ties to the mortal world; perhaps it is this behaviour that has led several human cultures to believe hummingbirds to be the souls of their departed dead. When a sapient hummingbird dies her own spirit is freed to become a permanent resident of the astral realm, often becoming an ally of one particular spirit and working for it thereafter.

Hummingbirds can use their relationship with spirits of nature to summon rain, shafts of sunlight, and other weather phenomena during the day. Most have a special rapport with spirits of a particular type and are most adept at calling forth related phenomena. At night, when their souls travel the astral realm, hummingbirds can be persuaded to carry messages between the physical and astral realm. Many can also deliver a message very quickly from one place in the real world to another.

Sapient hummingbird feathers and blood are highly prized by sorcerers and certain other monsters for rituals that involve changing the weather, sending messages, or purifying a subject.

Hummingbird Character Creation

Aspects: High Concept, Trouble, Spirit Rapport, Two free aspects.

Skills: As per cats but Flight replaces Athletics and no magical skills.

Stunts: Three stunts.

Sample Hummingbird Stunts

Free Stunt: Spirit's Favor (Rapport): You call upon one of the spirits you serve as a messenger and summon its power in the real world. This is a create an advantage action with opposition set by how much contrast there is between the spirit being channelled and current conditions in the real world. Trying to summon forth the power of a spirit type that doesn't align with your Spirit Rapport aspect may require you to persuade beg, flatter or bribe the spirit into helping you before you can make the roll.

Example: Daylight Gleaming has a spirit rapport with Spirits of the Sun. If he wants to call forth the power of Spirits of the Rain to make it rain in the middle of a drought, he must first persuade the rain spirits to help him and then roll against Great (+4) opposition because a drought is a strong contrast to rain. If on the other hand he were asking a sun spirit to call forth a Shimmering Mirage the spirit would automatically agree because he has a rapport with that type of spirit, and his roll would be against Average (+1) opposition because a drought complements rather than contrasts the aspect he's trying to create.

Flit Around The World (Flight): At night, you can transport a message almost instantaneously between any two points in the real world by travelling through the astral realm. You will always successfully deliver the message (unless you are waylaid en route) but to find out how long it takes roll your Flight at Fair (+2) opposition and reduce or increase the time taken using the Time Ladder and the following base timeframes:

Distance	Base Timeframe
Within a large city	Several seconds
Within a state or region	A minute
Within a country	A few minutes
Within a continent	An hour
Anywhere in the world	A few hours

Spiritually aware beings see you appear in astral form and hear you deliver the message, while those without the ability to perceive the spirit world hear your message on a subconscious level and will remember it the next time they sleep.

Cleansing Light (Rapport, requires Spirit Rapport with Spirits of the Sun or Spirits of the Moon): You call down the light of your spirit allies upon a zone that you can see and which is under the open sky. If the zone contains any creatures of shadow, darkness or other related evil this is a zone attack that you can make defended by victims' Physique. Instead you can use the cleansing light to make an overcome roll against any sustained magical or darkness-related aspects in the zone, using your full roll against all relevant aspects in the zone. You can call down this cleansing light once per scene for free, any use after that costs a Fate point. If you try to use cleansing moonlight during the day, or cleansing daylight during the night, targets get +4 to their defence.

Rain of Tears (Provoke, requires Spirit Rapport with Spirits of Rain or Spirits of Sadness): You call down a torrent of rain on a zone you can see and which is under the open sky, afflicting anything rained on with a sense of *Overwhelming Sadness*. This is a create an advantage action opposed by the Will of each target inside the zone you selected, applying your full shifts to every target in the zone.

Psychopomp (Empathy): As per the cat stunt on page 27 of "The Secrets of Cats".

Sample Hummingbird: Daylight Gleaming

Daylight Gleaming is a ruby-throated hummingbird who lives at the San Diego zoo hummingbird house. He enjoys the company of the many children and adults who wander through the fairy-like space of the aviary, and loves perching on their fingers or shoulders to briefly nip at their ear or nose and bring a moment of wonder into their lives. It's difficult for cats or other animals to get to see him due to his home being in a secure zoo aviary but he travels widely in spirit form and can sometimes be attracted by felines who want to deliver messages to others. He doesn't require any payment for his services, being glad to lend a hand to the fight against darkness where he can.

High Concept: Catalyst of Wonder
Trouble: Bird in a Gilded Cage
Spirit Rapport: Spirits of the Sun
Other Aspects: Eager to Help, Sunny Disposition

Skills: Great (+4): Rapport
Good (+3): Empathy, Flight
Fair (+2): Will, Notice, Stealth
Average (+1): Investigate, Territory, Lore, Deceive.

Stunts: Spirit's Favor (Rapport), Flit Around The World (Flight), Cleansing Light (Rapport).

Stress: Physical ; Mental
Mild, moderate and severe consequences.

The Secrets of Raccoons

Raccoons are indigenous to North America but—thanks to escapes and deliberate introductions—have now spread across the European mainland, the Caucasus region, and Japan. Known for their intelligence and manual dexterity, the folklore about raccoons casts them as tricksters with spirit powers.

Raccoons have extremely dexterous front paws and their sense of touch is very sensitive. They enhance it by dipping their paws in water, softening the protective layer of horny skin on their fingertips. They often dabble for food under the water near the edges of rivers or lakes and also habitually ‘wash’ their food before eating it when in captivity; it’s this habit that gave them their latin name *Procyon lotor*, which means “before-dog washer”. The word “raccoon” has a similar origin, being a Proto-Algonquian root **ahrah-koon-em**, meaning “one who rubs, scrubs and scratches with its hands”.

Raccoons are mostly color blind, though their eyes are very sensitive to green light. They have a good sense of smell and very sensitive hearing that can hear high-frequency sounds and also quiet ones such as earthworms moving underground.

Even normal raccoons are very intelligent and capable of remembering the solutions to problems for at least three years, and sapient raccoons are among the cleverest of all the animals. While like any animal raccoons express a variety of personality traits, it’s very common for them to be irreverent in their dealings with others, and they usually enjoy puncturing the egos of those they consider to be taking themselves too seriously. Does it surprise you to hear that cats are their favourite targets?

Raccoons only have one name, their True Name, but often use aliases when dealing with magical individuals like cats.

Raccoons are born in the spring in litters of two to five kits and are then raised by their mothers until they disperse in the fall of the same year. Like twilight, the autumn is a time of natural transition and it is at this time that sapient raccoons blossom into their full intelligence and become open to the spirit world.

All raccoons have the ability to see and interact with the spirit world, and when they choose to do so their black ‘masks’ blaze with white light to anyone else who can see the spirit world. Like rabbits, raccoons can obtain access to the magical abilities of spirits, but their method is very different. Rabbits bond permanently with a single totem spirit and enter into a clearly defined relationship with that spirit, but raccoons are beholden to no-one and instead make deals with individual spirits to gain access to their power.

The terms of a raccoon's relationship with a given spirit depend entirely on what they are able to negotiate with the spirit. Spirits do not give away their power lightly and will always do their best to ensure they're getting something in return, but raccoons are tricky negotiators and many a spirit has thought they were getting a good deal only to find out that, according to the letter of the agreement, the raccoon owes them nothing.

The agreements between spirits and raccoons usually apply a deadline after which the power will be withdrawn, with the length of time allowed depending on the raccoon's negotiating skills and the degree of favor they're willing to offer in return. The shorter the period requested, the less onerous the spirit's demands.

Borrowing a spirit's power for a day will cost a relatively safe favour that takes up to a few hours to complete. Borrowing a power for a month or longer requires a more dangerous task to be performed, or one that will take a considerable amount of time, and so on. Spirits who endow raccoons with their powers for years or indefinitely either require massive efforts or on the part of the raccoon, or they have been massively duped.

Duping a spirit is always a risky proposition, unless the raccoon has carefully engineered the terms of the agreement such that the spirit is forbidden from enacting revenge. Spirits are literally forces of nature and they do not like to be meddled with.

Obtaining Spirit Stunts In Play

If you spend refresh on buying a new spirit stunt, it means that you were somehow able to persuade a spirit to give you permanent (or at least, very long-term) access to a stunt without requiring anything from you in exchange. You can swap spirit stunts obtained in this way at a milestone like any other, though you must explain how this happens in story terms.

Otherwise, obtaining spirit stunts requires you to negotiate with a spirit. First, you make a request for a specific power and tell the spirit how long you want it for. The spirit answers by telling you the favor it wants you to perform in exchange. To abide by the terms of the agreement, the spirit's favor must be met during the duration of the loan. In the case of an Indefinite loan, the favor must be performed within a year, or if it is a repeating task, on a regular timescale agreed by both the raccoon and the spirit.

The ladders of durations and favors look like this:

Level	Duration	Favor
Average (+1)	A Scene	Minor, safe task taking no more than a few minutes
Fair (+1)	A Day	Minor, safe task taking no more than a few hours
Good (+3)	A Week	Task involves some danger and/or takes a day or more to complete
Great (+4)	A Month	Task involves moderate danger and/or takes a week or more to complete
Superb (+5)	A Year	Task involves more danger and/or takes a month or more
Fantastic (+6)	Indefinite	Task is very dangerous and/or requires indefinite regular time commitment

Individual spirits are free to request favors at a higher or lower level of severity than the equivalent duration when they start the negotiation; after all it's a seller's market. And when they're facing raccoons with a reputation for being silver-tongued that's exactly what they'll do to try and avoid being ripped off...

Any task can split the time to complete up over a period of time; for example a spirit who extracts a Great (+4) favor out of a raccoon can request that they place a flower on a particular grave once every week for the next four weeks and it still doesn't take more than a week to complete.

The negotiation that follows is handled as a contest that lasts until one party attains three victories or three exchanges have passed. At the end of the contest, each participant can spend the victories they accrued to climb the ladder on their side of the negotiation or to decrease what their opponent receives. The one with the fewest victories spends his first. The raccoon can use Deceive, Rapport or Provoke in the contest depending on the strategy they choose.

Example: Randy is negotiating with a poppy spirit to obtain a power that will let him use spirit energy to induce a sense of sleepiness in a target. He needs it to knock someone out in a few days, so he's after a Good (+3) duration loan. The spirit is happy to require a Good (+3) favor in exchange, so that's their starting point for the contest.

At the end of the contest Randy has two victories and the poppy spirit has one. The spirit has to use his victory first since he got fewer, so he uses the victory to increase the favor to a Great (+4) one. Randy uses his two victories to decrease the favor back to a Good (+3) one and increase the duration to Great (+4), so he'll have access to the stunt for a month.

Raccoons must pay for the activation of spirit stunts with their own mental or physical stress.

Each favor to a spirit is an aspect that can be invoked or compelled to represent complications arising from the raccoon's relationship to the spirit, though the worst complications will only arise if the raccoon fails to abide by their end of the agreement.

The level of the favor is typical of the opposition that the raccoon will face when they are fulfilling it. In addition to this, if the raccoon doesn't perform the favor before the duration of his power loan expires and the spirit comes looking for them, the spirit uses the higher of its own Approaches or the level of the favor when in any kind of conflict with the raccoon.

Raccoon Character Creation

Aspects: High Concept, Trouble, Motivation, Two free aspects

Skills: As per cats but no magic skills.

Stunts: 3. Spirit stunts on permanent loan can be bought with refresh, or up to three spirit stunts can be bought for free as long as each has a suitable Duration and Favor.

Sample Raccoon: Randy

High Concept: Kindhearted Prankster
Trouble: The Indirect Approach is Always Best
Motivation: Protect The Wild Wood
Free Aspect: Cats Are More Trouble Than They're Worth

Skills:
Great (+4): Deceive
Good (+3): Burglary, Territory
Fair (+2): Will, Notice, Investigate
Average (+1): Physique, Fight, Stealth, Athletics

Spirit Stunt: **Gift of the Poppy (Rapport):** Take 1 stress and roll Rapport opposed by Will. If you succeed you induce a **Soporific Stupor** in your subject. This effectively takes them out of the scene until someone interferes with them or there's a loud noise, or they make a successful Will overcome against Great (+4) opposition. (Great Duration, Good Favor: Plant a bunch of poppy seeds in the ploughed field of a shotgun-toting farmer)

Stunts: Invisible Pockets (Burglary), It's Not What You Know (Territory), My Turf (Stealth):+2 to Stealth when in your own Territory.

Stress: Physical: ; Mental:
Mild, moderate and severe consequences.

The Secrets of Rats

Rats are very rarely sapient. However, their populations are so large that there are guaranteed to be at least a few sapient rats in every rural area, with the number rising to dozens in densely populated cities. Even though only a fraction of them can use magic of one kind or another, they are still one of the most common magic users encountered by felines in their daily lives.

Sapient rats behave in a variety of ways depending on their history and personal beliefs. While some are friendly and protective, others seek revenge for past mistreatment or chase power at any cost. Rats that have lived in close proximity to humans often polarize to one extreme or the other, either liking and trusting humans due to the kindnesses shown to them or wanting revenge for the terrible things done to them by human hands.

Regardless of their motivation and disposition, all rats fear and distrust cats on an instinctual level. It's difficult to overcome millennia of evolved behaviour that makes rats see cats as dangerous predators, even if they know intellectually that cats don't eat sapient rats.

Rat Character Creation

- Aspects: High Concept, Trouble, Motivation, True Name, Free Aspect
- Skills: As per cats; magical rats can buy Naming, Shaping, and Seeking and can become masters in them. A few have access to Warding as well.
- Stunts: 3. Magical rats also get 3 magical stunts.

Sample Rat Stunts

The Piper's Trick (Naming): There is a legend of a piper who played so mesmerizingly that he lured an army of rats out of town to drown them in a river. Then, when the townsfolk refused to pay his exorbitant fee, he changed his tune and lured their children out of town and sealed them in a mine. What is less well known is the fact that one of the Piper's victims not only survived, but learned how to replicate the piper's trick with the school of Naming.

You Name a type of people or animals (e.g. "Cats" or "Children") and sing the Piper's tune as you dance a little jig. Roll Naming and make a note of your result. Any nameless NPCs of the chosen type who hear your song and whose Will is lower than your result are immediately **Compelled to Follow** wherever you go as long as you keep singing. Main and supporting NPCs and player characters roll to defend against this effect with their Will when they first hear the song. If they are affected, they can try to overcome the **Compelled to Follow** aspect later by rolling Will opposed by your Naming. If you know a subject's True Name you can

weave it into your song to gain a +4 bonus on the roll to snare them or make them keep following you.

If someone affected by the piper's trick is hurt (i.e. takes a physical consequence), they immediately wake from the fugue state and become immune to your song for the rest of the scene.

Maze Runner (Lore): Whether it's bred into your genes or the result of years of practice in a science lab, you have an uncanny ability to quickly and accurately navigate mazes, tunnel networks, and similar environments. +2 to applicable Overcome rolls.

Cannibalize (Shaping, replaces Size Change): You devour another rat and gain some of its strength. Create an advantage with Shaping opposed by your victim's physique to completely consume them. If you fail you still get the beneficial effects of this stunt but you also gain a **Bad Indigestion** aspect for the duration. For the rest of the day after you eat a rat your size is increased by one on the scale ladder and you gain a Monstrous Appearance. If you use this stunt on a sapient rat then you increase by one step on the scale ladder permanently but you also gain a permanent insanity or deleterious physical mutation aspect that you can't change at a milestone. You can only gain the benefit of consuming one normal rat, but the advantages (and penalties) of eating multiple sapient rats is cumulative.

Infect (Naming - 2 stunts, Exclusive): You call upon the True Name of one or more infectious diseases and breathe out a noxious green gas that afflicts your victim with a virulent plague. This is an attack with Naming that affects anyone in the same zone as you, defended by their Physique. Any consequences you inflict with this ability cannot be treated (and thus begin recovery) without hospitalisation, special medicine, or another aspect or stunt that provides justification.

Mystic (Seeking, Exclusive): When you take this stunt you become permanently blind to the world around you--add the word Blind to your High Concept or Trouble. Your sacrifice gives you incredible sensitivity to the spiritual world around you, however. +2 bonus to all Seeking rolls, including those to activate stunts, and to Notice rolls to sense and identify spirits, magic, and other supernatural phenomena.

Sample Rat - Jeremiah

Jeremiah is a large albino rat with cloudy pink eyes and multiple furless scars across his body. He was born in a cage, one of dozens of infants bred for the purpose of scientific research. Unlike his brothers and sisters he attained sapience at an early age and suffered uniquely because he understood everything that was happening to him and his siblings and why. While he was initially given over to hatred of the humans and their cruel experiments, through listening to their conversations he came to understand what it was that they were trying to achieve, and the steps

they took to try and prevent unnecessary suffering in their experimental subjects. Though his feelings on the subject of the humans and their practices became much more nuanced and complex, his suffering continued. As a coping mechanism he began to think of himself as a heroic martyr, sacrificing his own health so that the god-like humans could benefit as a result.

When the experimental series using Jeremiah came to an end he was scheduled to be guillotined and dissected. When the research assistant responsible for this looked the rat in the eyes, though, Jeremiah's dignity and intelligence shone through and the assistant was unable to carry out the execution. Instead he took Jeremiah home in his pocket, and the rat now lives with him.

Jeremiah's feelings on humans are still very complex, but they are the centre of his universe. His relationship with them is like a martyred saint with his God; he sometimes questions why they have put him through the suffering he has endured, but he loves and respects them and is willing to sacrifice himself in the name of their protection.

High Concept: Blind Seeker
Trouble: Martyr Complex
Motivation: Teach Other Rats the Wisdom of Humanity
True Name: Peace Talker
Other Aspects: Legacy of Experimentation

Skills: Great (+4) Seeking
Good (+3) Empathy, Will
Fair (+2) Rapport, Lore, Notice
Average (+1) Physique, Stealth, Shaping, Investigate

Magic Stunts: Mystic (Seeking), Prognostication (Seeking), Astral Projection (Seeking).

Stunts: Maze Runner (Lore), I Feel Your Pain (Empathy), Iron Will (Will)

Stress: Physical: ; Mental:
Mild, moderate and severe consequences and an additional mild mental consequence.

The Secrets of Tigers

It would be easy to assume that big cats like lions, tigers, leopards and such are just larger versions of our ‘domesticated’ housecats with the same prevalence of sapience and access to magic. This is not, in fact, the case. For a start, not all big cats are sapient.

As a general rule around one tenth of the genus *Panthera* (i.e. leopards, lions, and panthers) is fully sapient, with lionesses taking the lion’s share of sapience among their breed. Cats that are more closely related to domestic felines--like sand cats, jungle cats, and Pallas’s Cats--are far more commonly sapient.

Tigers are an anomaly in the *Panthera* genus because they are far more commonly sapient, with about a quarter of all tigers possessing the gift of true thought. Every sapient tiger is a master of the school of Shaping, and has access to stunts that are unique to her species. So far, no tiger has developed the ability to use any of the other schools of magic possessed by domesticated felines.

It’s rare for tigers to encounter house cats, but when they do tigers are very respectful towards their smaller, more magically-endowed kin. This is always a surprise to those with the preconceived notion that bigger and more physically powerful is better.

It’s actually possible for housecats and tigers to interbreed in the right circumstances. First, one of the two felines must use Shaping to match sizes with their partner. Once this immediate obstacle to the act has been surmounted, one of them must use Shaping to ensure that their union will produce viable offspring. Cat-tiger crosses are capable of learning all of the schools of magic and the unique Shaping stunts possessed by tigers, but can only become Masters of Shaping and not any of the other schools

Legend has it that the Bengal breed of cats came into being as a result of one such encounter between a tiger and a housecat, but if that’s true it’s so far in the past that the tiger blood in the breed has been diluted so much that these cats can now master any school of magic and have no affinity for unique tiger stunts.

Tiger Character Creation

- Aspects:** High Concept, Trouble, True Name, Two free aspects
- Skills:** As per cats, can buy Shaping but no other magic skills.
- Stunts:** 3 normal stunts and 3 Shaping stunts. All sapient tigers are master Shapers.

Tiger Shaping Stunts

Devour: You are a carnivore, and as is fitting can gain power by devouring other sapient beings. Whenever you take out a sapient being and devour its corpse, you automatically gain two free invokes that you can apply to any shaping roll. You can also transform yourself into a perfect copy of your most recent victim without a roll, regardless of its species. The first time you use this stunt you must change your High Concept to reflect your murderous nature.

Human Form: You're capable of adopting a fully human form. Choose the appearance of your human form when you buy this stunt; you always look the same when you use it. You can however use the shaping stunt Disguise if you have it to change your human form to look like someone else. Your human form matches your current stage of life as follows:

1-3 years old	Pre-teen
4-6 years old	Teenager (female tigers mature a year or so earlier than males)
7-10 years old	20's to 30's
10-15 years old	40's to 60's
20+	Elderly

When you take this stunt, you may create an alternative allocation of your skills that applies when you are in human form. The same alternative allocation applies every time you change form, and must obey the usual rules about the skill column.

If you mate with a human when in your human form, the resulting child will be a human if you're male or if you give birth in human form, or a tiger otherwise. Tiger children born of human women tend to be fierce and fond of rare meat, and rarely gain access to the Shaping school of magic.

It takes an action to adopt or shed your human form. You can maintain human form for as long as you desire, even when you go to sleep.

Hybrid Form (Requires Human Form): You're now capable of becoming a fierce hybrid of human and tiger. In this shape you're around seven feet tall, very muscular, covered in tiger fur, and have powerful teeth and claws. You are one rung higher than humans on the Scale ladder and your claws have Weapon:1. The drawback of this form is that you are affected by a **Fierce Temper** for the duration of your transformation, and you can't sustain this shape for more than a scene. Taking or ending this form does not require a roll, but does take an action. Free invokes you've gained from eating sapient beings can be used on any actions you take where your form is of benefit to you (including attacks), even though they aren't Shaping rolls.

When you take this stunt you may create an alternative allocation of your skills that applies when you are in hybrid form. The same alternative allocation applies every time you adopt this form, and must obey the usual rules about the skill column.

Quick Change: You may now take or drop human or hybrid form without it costing you your action in an exchange.

Fearful Symmetry: Subtle alterations to your bone structure, eyes and other features make you particularly terrifying, even without your conscious effort. You may roll Shaping instead of Provoke to scare and intimidate others.

Rakshasa (requires Devour, Human Form): You may buy this stunt multiple times. Every time you buy it, pick an aspect defining a feature of your human form that is wrong - perhaps you have Backwards Hands or a Tiger Tail. Each purchase of this stunt adds two free invokes to the pool of free invokes you gain whenever you devour a sapient being. If you've bought this stunt twice, devouring a sapient being adds six free invokes to your pool rather than two.

Sample Tiger: Rajat

Rajat is the name that was given to this tiger when he was born in captivity four years ago. His name means ‘Silver’, and he was given it because his fur is a creamy golden color in comparison to the vivid orange of most tigers.

Rajat lives in a zoo in a major metropolitan area and he is incredibly curious about the outside world and the fascinating array of people and other animals that live within it. He recently gained the ability to transform into a teenaged boy (he looks about 17 in his human form), and he keeps a pile of clothing from the zoo’s gift shop stashed inside a log in his enclosure so that he can escape from the zoo during the nights to indulge his curiosity. So far he’s too nervous to stay away from the zoo for more than one night, but the time is surely coming that he won’t be able to resist, especially as his burgeoning romantic interest in human males is beginning to consume his thoughts.

High Concept:	Curious Young Tiger
Trouble:	The Human World Is So Complex
True Name:	Man Lover
Free Aspects:	Sharing Personality, Wide-Eyed Innocence

Skills:

	Tiger Form	Human Form
Great (+4):	Athletics	Rapport
Good (+3):	Physique, Shaping	Athletics, Shaping
Fair (+2):	Will, Fight, Provoke	Will, Stealth, Empathy
Average (+1):	Lore, Stealth, Deceive, Territory	Physique, Fight, Lore, Notice

Stunts:

Human Form (Shaping), A Knack For Change (Shaping), Quick Change (Shaping), Totally Lovable (Rapport), Insatiable Curiosity (Will), Leaper (Athletics).

Stress:

Tiger: Physical: ; Mental:
Human: Physical: ; Mental:
Mild, moderate & Severe consequences.

The Secrets of Jerome Wilde, “Touched” Sadistic Child

Jerome Wilde is a ten-year-old boy who has spent the last three years in the foster system. His father was never in the picture and his mother voluntarily gave him up for adoption.

There has always been something a bit ‘off’ about Jerome. His mother found him unnerving and difficult to deal with, and was in fear for her life when she handed him over to the authorities. Jerome’s social worker initially thought it would be easy to find adoptive parents for the boy, but so far all of the families who showed an interest have changed their mind after the initial fostering period. And thus Jerome ends up back in the system.

Jerome is a quiet, attentive boy who draws little attention to himself, but he’s almost universally disliked by other kids. Again and again they shun him, mock him, or hurt him, stirring up a tempest of complicated and unpleasant emotions and desires that Jerome can’t explain. He doesn’t want to hurt anything or anyone, but when he does it makes him feel happy and content for a little while. But only a little while. After the euphoria wears off he begins to feel guilty for what he’s done to bring himself relief, and his self-loathing starts him on the path of needing to harm again.

When Jerome is in his ‘bad place’--as he thinks of it--he’ll hurt other kids or adults if he can get away with it. A roller skate left just so on a staircase; a knife left on the drying rack with its blade pointing up; a mousetrap that somehow ends up in someone’s jacket pocket. Most often though, he gets the relief he needs by hurting, mutilating, and killing animals.

When Jerome feels the need to hurt something he tries to put it off for as long as he can, but denial of his need only makes it sharper. When he finally has the opportunity to take an animal to a quiet place where he won’t be disturbed, he uses whatever tools are to hand to carve relief out of its quivering flesh and leaves its body buried in a shallow grave.

Jerome knows that animals aren’t all the same. To him, some animals are surrounded by a faint white glow that nobody else can see. He doesn’t know what makes these animals special but he knows that if he uses them to satisfy his urges to hurt something, he will be rewarded with good luck. Each time he has killed one of these animals something good has happened to him in the next few days. Recently, he has discovered that if he makes a specific wish when he hurts a glowing animal, it will come true.

So far the things he’s asked for have been relatively minor. A new mobile phone; for a boy who torments him to break a leg. He doesn’t know how far he can push

the wishes he's granted, but each time he kills a glowing animal his requests are getting more complicated and grandiose.

There's one other weird thing about Jerome, and that's the facts that he can understand cats talking when he overhears them speaking with each other. When he was much younger he thought that was normal, so it came as a surprise to him when he realised that nobody else could hear and understand them.

Jerome finds it incredibly frustrating that no matter how hard he tries, no cat will speak directly to him even though from their reactions he knows they can understand what he's saying. Worse than that, his being near them seems to give cats the willies, and they avoid him wherever possible.

All cats glow, so Jerome knows he could get his wishes granted by killing them, but even when he's in his bad place he knows it's wrong to kill intelligent beings.

Although Jerome hurts animals because of his urges, for the most part he really tries to be good. He wishes he could be adopted permanently by a family and he wants to understand what makes him the way that he is. He resents the fact that people are put off and disturbed by him even though he tries his best to be polite and friendly. It's difficult for him to like other people when they clearly don't like him through no fault of his own, but he does his best.

The Truth About Jerome

Jerome's father was a Travelling Salesman, a man Invested with the power of Mammon, a demon of Greed. Jerome is not himself Invested, but he has inherited some of his father's uncanny abilities and has the attention of Mammon, who thinks the boy has potential for use as a tool in the future.

The white nimbus Jerome sees around some animals shows that they are sapient, though he doesn't realize this and would be mortified if he knew that he had been killing smart animals all along. When he kills one of these animals Mammon treats it as a sacrifice to him and he channels some of his power into the mortal world to reward Jerome with what he wishes.

Jerome's ability to see that an animal is sapient and to hear and understand cats talking is a fragment of an Investment that allows his father to sense and speak with any sapient being.

Whether Jerome's dark urges are the result of an infernal taint upon him or an innate part of his personality is for you to decide.

Jerome Wilde

High Concept:

‘Touched’ Sadistic Child

Trouble:

I Just Want People To Like Me - But They Never Do

Other Aspects:

It Makes Me Feel Better When I Hurt Things,
Foster Care Veteran, You’ll Be Sorry

Skills:

Great (+4):	Stealth
Good (+3):	Deceive, Provoke
Fair (+2):	Notice, Shoot, Burglary
Average (+1):	Physique, Will, Athletics, Fight

Stress:

Physical: ; Mental
Mild, moderate, and severe consequences.

Stunts:

Glow of Sapience (Notice): For you, sapient animals (but not humans, for whatever reason) are surrounded by a white glow.

Mammon’s Gifts (Provoke): When you kill a sapient animal and wish (or pray) for something such as a physical reward or someone else’s misfortune, Mammon sometimes grants your wish. After you kill an animal that has a glowing nimbus around it, roll Provoke to create an advantage or attack a target. If you wish for a reward of some kind the opposition is usually passive as if you were making a Resources roll to obtain the item, but if you’re attacking someone or creating a hostile advantage against them they can resist with an appropriate skill.

Example: You kill a glowing rabbit and wish for an boy you hate at the foster home to get a broken leg. The group decides this is an attack, so you roll Provoke opposed by the other boy’s Physique.

There is no maximum range to Mammon’s Gifts, and if you’re successful the demon delivers your wish before the next sunset.

If you fail a roll with this stunt then Mammon is displeased with your offering and you gain a negative situation aspect with a free invoke to be used by an enemy. This situation aspect goes away when you next successfully use this stunt.

Cat Speech: You can understand the language of cats when they speak. You can substitute your Notice for Lore on rolls where you can justify knowing something because you overheard cats talking about it.

The Secrets of Wolves

Dogs are wolves that have been taken into the fold and made into the companions and servants of humanity. But in the wild places, wolves still live as they always have, relying on the pack for survival. But it is the lone wolf that humanity should fear. These blood-crazed, moon-mad scions of Fenris are invested with dark magics and seek to bring about the end of Man as once foretold, heralding the dawn of Ragnarok.

Sapient Wolf Packs

The whole of a wolf pack is more than the sum of its parts. All wolves have the potential for sapience, but even if only one or two members of a pack are sapient the whole pack is lifted up as a result. This is not because the sapient wolves naturally gravitate to the position of 'alpha wolf' in the pack thanks to their superior intellects. In fact, the term 'alpha wolf' is inaccurate in most cases, as packs usually consist of a single breeding pair that lives with its family. Thus the 'alpha male' and 'alpha female' are actually just the parents of the pack. The term 'alpha' is more accurate in cases where a pack has been artificially formed of multiple unrelated wolves and where competition for leadership has taken place. Under these circumstances, the alpha often is a sapient wolf.

Though exceptions do exist, most sapient wolves are content to follow their parents' leadership, sharing their gifts with the pack to help them instead of trying to take control.

Scions of Fenris (Lone Wolves, Big Bad Wolves, Winter Wolves)

Sometimes, when the moon is full, a sapient wolf flies into a savage frenzy as something powerful and atavistic is unlocked inside of him. The wolf grows larger, his eyes burn with cold blue fire, and he murders as many of his pack as he can in that night with savage brutality. If he does not kill them all it is because the pack fights back and successfully drives him away.

From this point on he is a lone wolf, for no pack will accept him. Marked forever by his large size, shaggy, brindled fur, and cold-burning blue eyes, the new Scion of Fenris sets out on his mad, lonely course to end the reign of Man and help bring about eternal winter.

Unlike dogs and wolves, Scions of Fenris gain a True Name on the terrible night that they come into their power. This name relates to their destructive path and guides them as they enact Fenris's will, for example *Child-Eater*.

Sapient Wolf Character Creation

As per stray dogs.

Sample Sapient Wolf Stunts

One Mind (Empathy): As per the dog Pack Think stunt except limited to an area one mile in radius rather than line of sight.

Uplift (Empathy, requires One Mind): You're so attuned to the other members of your pack that you can share the gift of your sapience with them. As long as you are within One Mind range of your pack members, they become fully sapient. If you're forced to leave their vicinity for whatever reason they become agitated and unhappy due to their diminishment in capacity for at least a few days before they re-adjust.

The Hunt (Notice): With your aid, your pack is superbly skilled at tracking and hunting prey of all kinds. As long as the pack is with you and you have a scent trail or other signs to follow your prey, it cannot evade you without magical intervention.

Scion of Fenris Character Creation

Aspects:	High Concept, Trouble, True Name, Two free aspects.
Skills:	As per dogs.
Stunts:	Three stunts and three magical stunts.
Scale:	Scions of Fenris are the size of humans (one scale step higher than normal wolves).
Stress:	As per Fate Core

Sample Scion of Fenris Stunts

Jaws of Fenris (General): After you have seized something or someone in your jaws, creating an aspect like Death Choke or In My Jaws, it is exceedingly difficult to make you loosen your grip. Attempts to overcome the aspect face Legendary (+8) passive opposition rather than being opposed by any of your skills.

Fimbulwolf (Provoke): Spend a fate point to imbue your body with the icy grip of Fimbulwinter for the scene, coating your fur with hoarfrost and causing shards of ice to grow from nearby water sources. Anyone that touches you without arctic-level winter protection must immediately defend against an attack of your Provoke resisted by their Physique. Anyone who is taken out by this attack freezes completely solid. You can also use Provoke to attack anyone in your zone with shards of ice—crystallizing water out of the air if necessary—or by freezing them with a slash of your claws or a savage bite. Finally, while you are channeling the Fimbulwinter you can create advantages relating to ice, frost and snow in your zone.

Swallow the Moon (Physique): Hati, Son of Fenris, is to swallow the moon at the time of Ragnarok. As one of his lesser children you are capable of smaller—but still impressive—feats of consumption. Roll Physique against opposition according to the scale of the object you want to swallow, starting at Fair (+2) for something the size of a dog and increasing by two for each step up the scale ladder. If you fail you may succeed at a cost by accepting a point of stress for each shift you failed by as whatever you're devouring causes damage on its way down your gullet.

You cannot use this stunt on a living target unless you have taken it out first.

If someone successfully takes you out they can cut you open and rummage in your guts to find all the things you have ever swallowed with this stunt, completely intact (albeit covered in blood and guts). If this includes living targets then they are alive but unconscious.

Resilience of Ice (Physique): You are as hard and unyielding as ice. Gain an additional Mild physical consequence.

Sample Scion of Fenris: Child-Eater

Child-Eater was once a brave defender of his pack, and its surviving members still speak in hushed voices of his epic battle with a bear that gave rise to his given name, One-Eye. There was always something harsh and fierce about One-Eye and so perhaps it should have come as no surprise when he was struck mad by the light of the full moon and the blood of Fenris came upon him.

Child-Eater murdered many of his pack before the survivors drove him off by attacking from his blind side. He now travels from village to village and town to town through the wintry woods between, stopping to devour as many children as he can before the town's guardians manage to drive him away.

In his lucid moments One-Eye remembers what he once was and regrets what he has become, but can never muster the strength of will to do anything about it before the urge to devour comes upon him again.

High Concept:	One-Eyed Scion of Fenris
Trouble:	What Have I Become?
True Name:	Child-Eater
Other Aspects:	Strength of the Bear, Silent Shadow

Skills:	Great (+4):	Physique
	Good (+3):	Provoke, Fight
	Fair (+2):	Athletics, Notice, Will, Stealth
	Average (+1)	Territory, Deceive, Lore, Investigate.

Stunts: Swallow the Moon (Physique), Resilience of Ice (Physique), Fimbulwolf (Provoke), Iron Constitution (Physique): +2 on Physique rolls to resist poisons and diseases, Size Advantage (The Secrets of Cats page 28), Cold Fear (Provoke): +2 to Provoke rolls to intimidate victims when you've activated Fimbulwolf.

Stress: Physical ; Mental
Mild, moderate and severe consequences with an extra mild physical consequence.