

# Faerie



**POWER FACTS:** Perform glamour and make binding promises, can communicate with animals and with effort other parts of nature such as trees, rocks, streams, etc, entrance weaker wills, supernatural senses, often have favors to obtain magical and mundane assistance, may be injured but cannot die, vulnerable to cold iron

## ATTRIBUTES

**Physique** +1  
**Prowess** +2  
**\*Tenacity\*** 0  
**Style** +5  
**Cunning** +3  
**Lore** +1

## ASPECTS

**Concept:** **Aloof Faerie of House Apophis**  
**Trouble:** Cannot Resist a Bargain  
**School:** Unofficial Social Club Chair  
**Other:** Summer / Winter Court Dual Heritage  
**Other:** Always Find the Advantage  
**Secret:**

## STUNTS

- Because I am a *Aloof Faerie of House Apophis*, I get a +2 when I use Style to Create Advantage when in conversation
- Because I have *My Little Black Book*, once per game session I can automatically overcome the will of someone who owes me a promise.
- Because I am the *Unofficial Social Club Chair*, I have +2 to Style when I Create Advantage at a party
- Because I have *Summer and Winter Court Dual Heritage*, I get +2 to use Prowess to Defend when fighting one on one.
- Because I *Always Find the Advantage*, I get +2 to use Cunning to Overcome Obstacle when looking for a secret.

**STRESS**   

## CONSEQUENCES

**MILD**     **MODERATE**     **SEVERE**     **EXTREME**

**REFRESH: 1**