

# Fey Character Creation and Magic

## Upbringing

**Faerie Changeling:** Some faeries grow tired of their current identity. These faeries sometimes choose to become new again. They walk into the mists and vanish...and are born again as faerie children...with their old life and problems forgotten. The stork brings them, or they crawl out of a cabbage, or any of a variety of other interesting ways of reappearing... The Faeries have traditionally taken some of their children and switched them with human children shortly after their birth. These children are known as Faerie Changelings.

They grow up more stable than Faeries who were raised in Arcadia. They are also the standard character type. Until Age 16, they appear as ordinary humans, at which point the Faeries come to induct them into Faerie society as the glamour that was put on them in infancy wears off. Faerie Changelings are immune to Arcadian-Time distortion, take aggravated damage from cold iron, and cannot use any faerie powers while in contact with cold iron. They are also immune to the Delirium and the Fog. Changelings heal one wound a day in Arcadia, the umbra, and the shadowlands, and as Mages in the physical realm.

**Half-Faeries:** These are created as Hunter characters. They have to buy the seven point Merit: Half Faerie. This grants: Immunity to the Delirium, one pip in the breed power of the Faerie parent (Which can be improved with experience points), causes vulnerability to cold iron (but it isn't aggravated), and allows the character immunity to Arcadian time-distortion effects. They look human, but have a few characteristics that evoke impressions of their faerie blood. They heal at the same rate as ordinary humans.

**Human Changeling:** These are the humans who are carried off to Arcadia. They are raised to be a member of one of the faerie courts (depending on which one carried them off). They gain some faerie abilities--They can learn Court Powers, they gain invulnerability to the Delirium and Fog, and they can't be trapped in Arcadia by faerie food. They do not take aggravated damage from cold iron, but they can't use their powers while in contact with it. Human Changelings also have to worry about Stability. They have no breed power. Due to their upbringing, they cannot spend their starting skill points on any technology related skill except Faerie Mechanics. They heal as Mages.

## Breeds

**Alfar:** Also called the Kind Folk. They are the elves of Nordic legend, the Tuatha De Danaan, and other human-like Fae. They are regal and a bit haughty generally. Their breed power is Mana manipulation.

**Brownies:** These are short (6 inches to 2 foot) humanoids who typically live underground or in forests. They are usually friendly and helpful, but enjoy playing pranks too. Their breed power is Earth.

**Doppelgangers:** Their base form is typically either human or like that of another faerie kind. Given that they are shape changers, they often forget what their original self was like. They are quite varied in motivation and behavior, but usually prefer to trick their way out of trouble. Their breed power is Shapechanging.

**Gremlins:** Gremlins are about 4 inches tall. They are thin, wiry humanoids with big noses and strange clothing. Many dress in parody of some specific kind of mortal, especially one they are taunting. They usually have odd skin colors like chartreuse, teal, off-mauve...They enjoy pranking people. Their breed power is Luck.

**Pixies:** Think Tinkerbell. 1/2 inch to 2 inch tall naked winged humanoids. Pixies usually only wear clothing on "formal" occasions. They are flighty, but friendly, and often shy of bigger folk. They have wings and can fly at will. Their breed power is Air.

**Phookas:** Phookas resemble giant animals or humanoids with strong resemblance to some kind of animal. They are friendly, but often shy. Harvey from the movie Harvey was a phooka. Their breed power is Fade.

**Goblin:** These are the strongest of faeries. They tend to be crude, violent and strong. They range from the tiny, homicidal Red Caps to the huge and stupid Giants. Their breed power is Might.

**Salamanders:** They resemble red-scaled, reptilian humanoids. They range greatly in height from tiny 1/2 inch ones to 7 foot tall. They love fire and are most easily found at the sight of a major fire dancing in the flames. They are easily angered, but also easily calmed. Very passionate. They have Fire as their breed power.

**Selkies:** These are blue-skinned water faeries. They range in appearance from ordinary, but blue-skinned humans to mermaids or fish. They are quite moody. Their anger is much to be feared. The women seem to outnumber the men quite a lot in this tribe, but no one is sure why. Their breed power is Aqua.

## Courts

What are faerie courts? Faerie courts are groups of like-minded faeries who share a common interpretation of the rules of the great game, the game Eternal. There are nine major courts. Each court is organized into bands of cooperating faerie who control a particular dominion of arcadia. They are loosely allied with each other in their competition to win the great game. A Faerie Noble usually leads each band. Courts are organized around a set of rules and behaviors that are believed to be the key to winning the great Game. Faeries use the term court both to refer to the leaders of the various faerie dominions, and to the overall alliances of faerie groups that share common philosophies.

Each court has a code of behavior, which it believes is the key to winning the Game eternal. Some use an elaborate point system, while others keep track of how far along they are in other ways. By obeying these rules, Faeries gain certain powers---these are the court powers listed with each court. The powers of a given court can only be gained by members of that court...It flows from their identification with their internal philosophy.

**The Seelie Court:** Victory is to be gained through honor and strength, and your word is your bond. The codes of Chivalry must be observed. The Virtue of Honor is stressed. The Flaw of the Seelie Fae is their extreme devotion to Honor. They will never break their word. To even twist it requires the expenditure of a WP point and the failure of an Honor Roll (diff 6). This also causes them to lose one stability point.

Powers: Fae Sight, Kensai

Quote: My word is all the guarantee you will ever need.

The Seelie play by a medieval code of chivalry. Armed Robbery is okay, but theft by stealth or deceit is not. Loyalty, and your word and oath are all important.

Stability is Compassion + Honor

Stability loss caused by

10: Violating the spirit of a promise or oath, even one extorted from you

9: Accidental wrongdoing

8: Failing in a task assigned by your Lord or to protect innocents

7: Violating the word of a promise or oath, freely given

6: Failing to aid those less fortunate than you

5: Abandoning the defense of a post assigned by your lord

- 4: Breaking any law of your liege
- 3: Failure to accept a surrender. Committing a Theft
- 2: Murder or Rape
- 1: Betraying your Lord, Violating the spirit of a promise or oath

**The Unseelie Court:** Victory is to be gained by causing suffering. Physical, mental, and spiritual pain are to be savored. Obey your superior until you can cast him down. The virtue of Fearlessness is stressed. The Unseelie are repulsed by Holy symbols, even in an unbeliever's hands. They must make an opposed roll: Their WP vs. the Target's WP + Faith. In the presence of a religious ritual, they must make a Diff. 6 fearlessness check or flee screaming.

Powers: Glamour, Wrack

Quote: Bastard! I will rip out your heart at my leisure.

The Unseelie follow a darker form of Chivalry. Vengeance is their highest virtue. They believe that gaining personal power is the way to win the game, but they are organized in feudal fashion. They also enjoy exploring pain and the darker emotions in an aesthetic sense.  
Stability is Honor + Fearlessness

Stability loss caused by:

- 10: Mercy to an enemy
- 9: Not torturing an enemy before he dies
- 8: Passing up an opportunity to gain power
- 7: Failing to seek revenge for a broken promise
- 6: Breaking the Spirit of a Promise
- 5: Breaking the word of a promise
- 4: Helping someone without an ulterior motive
- 3: Stopping someone else from committing torture
- 2: Forgiving an enemy
- 1: Acts of Charity without an ulterior motive

**The Dryadic Court:** Victory is to be gained by helping, controlling, and protecting the wilderness from encroachment. We speak for the trees. The virtue of Compassion is stressed. Fire does aggravated damage (And + 2 difficulty to soak) to dryadic Fae. They must make a Diff. 6 fearlessness check or run away from fire.

Powers: Flora, Fauna.

Quote: I speak for the trees. (Dr. Seuss--The Lorax)

The protection of the wilderness is the key to victory. You must protect the wilderness and its inhabitants from unnatural threats, like hunters, urban development, etc. Those who act in attunement with the wilderness are okay; anyone else is unimportant and can be disposed of at will if they threaten the wilderness and its creatures. The dryadic court has strong ties to the Garou and other shifter-kin.

Stability is Compassion + Fearlessness

Stability loss caused by:

- 10: Any failure to defend the wilderness from desecration
- 9: Starting a fire in a forest with wood that wasn't already dead or failure to properly take care to avoid a forest fire
- 8: littering in the wilderness
- 7: Failure to speak in defense of preservation of wilderness
- 6: Hunting an animal for fun or just for a trophy
- 5: Destroying a plant, other than for food or self-preservation
- 4: Cruelty to animals
- 3: Destroying Wilderness to build something
- 2: Plundering the wilderness
- 1: Destroying wilderness for fun

**The Tinker Court:** Victory is to be gained by whoever builds the ultimate machine. If you can think of it, we can make it. The virtue of Fearlessness is stressed. Tinkers are insanely curious. They must make an Intelligence check at Diff. 6 or try something new regardless of danger.

Powers: Tinker, Machine Master

Quote: This is the alarm that goes off if the alarm to tell you it is malfunctioning doesn't go off.

Whoever builds the best/biggest toy wins! The key to the rules for the Tinkers is the invention of new devices, and the improvement of old ones. Tinkers are discouraged from interfering with each other's work...This is just too dangerous when Tinker devices are concerned. What you do with the rest of your life is your own affair...but you should always strive to learn more about machines, and not destroy the machines of others.

Stability is Honor + Fearlessness

Stability loss caused by:

- 10: Failing to spend at least three hours a day working on inventions
- 9: Failing to explain your inventions whenever you demonstrate them
- 8: Failing to take apart at least one of every new machine you find
- 7: Not trying to learn more about new machines you encounter
- 6: refusing to share your knowledge about machines
- 5: Not spending at least 30 hours a week tinkering and experimenting
- 4: Destroying a machine without studying it first
- 3: Solving a problem with brute force where a machine could do it
- 2: Sabotaging anyone's experiments with machines.
- 1: Sabotaging a fellow Tinker's experiments

**The Romany court:** Victory goes to the one with the most toys! Lie, cheat, romance, and steal your way to a bigger pile of stuff. And have fun too. But try to do it without hurting anyone, because violence is no fun. The Romany stresses fearlessness. They are prone to rather kleptomania. They must fail an Honor check (diff. 6) not to take advantage of an opportunity to steal without getting caught if they see something valuable/pretty.

Powers: Persuade, Speed.

Quote: Your eyes shine with the glory of a night sky, my dear.

What's yours is mine, and what's mine is yours, if you can get it away from me...The game is to be won by showing you are the best trickster of all. If you can fool someone, it is your moral duty to do so! But you shouldn't hurt people. Never leave a poor man penniless or steal someone's only food...But if they can afford to lose it, it is okay to take it. The Romany hold very much to the traditional faerie concept of possessions (See Faerie customs section)

Stability is Honor + Fearlessness

Stability loss caused by:

- 10: Failing to prank someone who deserves it, regardless of danger
- 9: Failure to be charming
- 8: Being caught lying, stealing, running off with someone's man/woman.
- 7: Failure to prank someone when it involves no risk
- 6: paying for something you could have stolen without hurting anyone
- 5: losing your temper
- 4: Hurting someone who wasn't trying to hurt someone
- 3: Accidentally killing someone
- 2: Stealing from the poor
- 1: Murder

**The Seeker Court:** Victory goes to whoever knows the most. Through learning we gain wisdom and power. The primary Seeker virtue is Honor. Seekers often become lost in Thought. Seekers suffer + 2 to perception difficulties outside combat situations because they are usually just not paying attention to what is going on.

Powers: Fae sight, Machine Master

Quote: Hmm. I wonder what that Tremere keeps in this rune covered box...

The seekers see the key to victory in the game as being gaining knowledge. The two most important things are to learn new things and spread the knowledge to others...Do whatever it takes to gain knowledge.... Killing is frowned on, although sometimes necessary.

Stability is Honor + Fearlessness

Stability loss caused by:

10: Failing to take an opportunity to learn

9: Refusing a request for knowledge from an enemy

8: Failing to spend at least an hour a day writing down things you have learned that day

7: Avoiding a learning experience because it is dangerous

6: Concealing Knowledge

5: Refusing to share Knowledge with a friend

4: Murder for Knowledge

3: Murder

2: Hiding Knowledge from fellow seekers

1: Spreading False information (about anything besides yourself)

**The Aesthete Court:** Victory goes to whoever creates the most beauty. They range from those who are beautiful themselves, to singers, painters, and other artists. All focus on the creation of beauty. Their primary virtue is compassion. Like Toreadors, they often become lost in the contemplation of beauty.

Powers: Glamour, Beauty

Quote: A thing of beauty is a joy forever, but this is an agony forever.

It is through the creation of beauty, in yourself and other things that the Game will be won. The more beauty you create, the better. The highest pursuit is the creation of art. Art must be judged for its own sake and on its own merits, not that of the creator of the art.

Stability is Compassion + Honor

Stability loss caused by:

10: Failing to be personally attractive

9: Behaving in an aesthetically displeasing manner (Spitting, throwing up, smearing dirt on yourself, etc)

8: Badmouthing worthy art for personal reasons (such as dislike of the artist)

7: Failure to spend an hour a day in creative pursuits.

6: Destroying Art for a greater good

5: Concealing Art from public view

4: Injuring an artist or Aesthete

3: Destroying Art needlessly

2: Murder

1: Killing an Artist or fellow Aesthete

**The Ascetic court:** Whoever perfects himself wins. They seek to master their body and appetites. Most faeries see them as quite crazy for doing this. They are the tiniest court, for they go the most strongly against innate faerie nature. Their primary virtue is honor. Their flaw is that they are repulsed by excess. They must make a WP diff. 6 roll to avoid fleeing the sight of excess.

Powers: Kensai, Self-Mastery

Quote: Your life is nothing but gluttony. I would be disgusted if I allowed myself to have emotions.

The ascetics are seen as complete weirdoes by other faeries. They try to deny their faery nature by being in control of their bodies and emotions at all time. They stress control of your emotions and bodily desires. It is by winning over temptation that you will win the game.

Stability is honor + Fearlessness

Stability loss caused by:

10: Any display of emotion

9: Eating or sleeping more than is necessary

8: Drinking any liquid with stimulant or depressant effects (Coke, Alcoholic beverages, tea, etc.)

7: Failing to attempt to discourage others from overindulgence

6: Display of anger, hate, greed, jealousy, or confusion

5: Display of love, lust, hunger, fear (and other primal emotions...)

4: Theft

3: Wearing elaborate clothing or owning luxury goods

2: Killing other than in self-defense

1: Indulging in physical pleasures (sex, drunkenness, gluttony, etc.)

**Guardian Court:** Victory comes from helping others. The guardians do things ranging from helping with household chores to fending off supernatural threats to those under their care. Their primary virtue is Compassion. They are very compassionate. They must fail a Compassion check (Diff 6) not to try to help people who are worthy.

Powers: Persuade, Wrack

Quote: Whistle while you work.

The guardian court believes the faeries have a duty to protect and aid those who perform the traditional rites associated with seeking the protection of faerie kind. Typically, this involves leaving some of whatever you produce for the faeries to take, leaving food for them, periodically thanking them for their assistance, and helping them when they need your services. In return, the Guardians will help you in your labors, clean your dwelling, perform various special services, and defend you from supernatural threats. Those who abandon these duties lose the protection of the guardian court. They "earn points" by helping those who are worthy...

Stability is Compassion + Fearlessness

Stability loss caused by:

10: Ignoring a person in need when it would take minimal effort to aid them.

9: Inflicting accidental injury to people, property, or land.

8: Ignoring a worthy person in need when it would take minimal effort to aid them.

7: Failing to aid someone who has performed the traditional duties of those who expect faerie assistance when it would not require much effort.

6: Damage to the property or land of someone who has performed the traditional duties of those who expect faerie assistance.

5: Failure to protect those who have performed the traditional duties of those who expect faerie assistance.

4: Failing to aid someone who has performed the traditional duties of those who expect faerie assistance.

3: Theft from those who have performed the traditional duties of those who expect faerie assistance.

2: Assaulting those who have performed the traditional duties of those who expect faerie assistance.

1: Murder

## Stability

Stability reflects how far the Faerie has been able to stave off the decline into sheer randomness and pointless behavior that usually claims most faeries eventually. Their link to the Wyld eventually consumes them.

Each Court teaches you to build stability in different ways. They have different "Hierarchies of sins". Faeries who voluntarily breach their Court's code must make a check on the appropriate virtue (Difficulty 6). On a failure, they lose no stability. On successes, they lose a point of stability and of the virtue. If they get a success on all their virtue dice, they get a derangement as well. Given that Faeries are creatures of great passions, they must use their virtues to control those passions. Otherwise they may act on impulse, rather than on common sense. Faeries do not actually frenzy, but go into a state of obsession that is similar in some ways. They will ignore everything but the goal of that obsession until they have accomplished it. They must spend willpower to turn aside from that goal. One Willpower point can be spent to negate a fear obsession, to set aside a revenge obsession for a scene, or to resist an anger obsession for one round. Obsessions last until you achieve your goal or spend five willpower points. You need make no more obsession checks while you are obsessed. At the end of a scene you can make a check again on the virtue to break out of the obsession.

## New Abilities:

**Art:** This reflects your ability to create and appraise art--everything from computer animation to line drawings to sculpture...

\* Novice: You like to doodle.

\*\* Practiced: You took Art classes in High School

\*\*\* Skilled: You have a reputation as an artist among your court.

\*\*\*\* Expert: You could make a living off your art. If you are not a member of the Aesthetic court, they wish you were.

\*\*\*\*\* Master: You will be remembered for your art even after you die. You are already inspiring artists who imitate your style. The Aesthetes love you.

**Faerie Lore:** This reflects overall knowledge of the breeds and history of the faeries. It also reflects one's ability to obey faerie etiquette and experience with the geography and rules of Arcadia.

\* Novice: Can recognize faeries. Well, sometimes.

\*\* Practiced: Knows the traditional faerie weaknesses, breeds, and habits

\*\*\* Competent: Could visit Arcadia without making a fool of herself

\*\*\*\* Expert: Knows more than most faeries

\*\*\*\*\* Master: Oberon comes to you for advice.

Specialties: Breeds, History, Faerie Circles, Arcadia, Faerie Customs

Possessed by: Faeries, half-faeries, Mages, occult scholars, students of Medieval Culture, and Malkavians

**Gambling:** This covers games of chance or partial chance that are typically bet on. Dice, cards, Lotto, Roulette, etc... You know how to calculate the odds, bluff, cheat, and detect cheating.

\* Novice: You know how to play poker...and even win sometimes

\*\* Practiced: You can win a back-alley craps game

\*\*\* Competent: You enjoy your trips to Vegas

\*\*\*\* Expert: The casino owners fear your trips to Vegas

\*\*\*\*\* Master: You'd dice with the Devil, but you've already taken him for all he's worth last week.

Specialties: Casinos, Bluffing, Cheating, Dice, Cards, Machine games

Possessed by: Romany Fae, Gypsies, Con men, Gamblers, and street punks

**Gamesman:** This covers games of skill and strategy. Chess, Go, Wargames, etc... You know how to size up your opponents, deduce their strategies, and find the best strategy to defeat them.

\* Novice: You enjoy an occasional game of Checkers  
\*\* Practiced: You were in the Chess club  
\*\*\* Competent: You win wargame tourneys at Cons  
\*\*\*\* Expert: You are a Go master.  
\*\*\*\*\* Master: --You enjoy playing multiple games of Kriegspiel simultaneously while blindfolded.  
Specialties: Go, Chess, Wargames, Checkers, Blindfolded  
Possessed by: Seekers, Ventrue, Gamers, Chess players

**Court Lore:** This encompasses knowledge of the politics of Arcadia, and the philosophical systems of the Faerie courts.

\* Apprentice: You usually remember your own court's rules  
\*\* Journeyman: You usually remember what the other courts are.  
\*\*\* Master: You know the purposes and powers of all courts and have some knowledge of faerie politics  
\*\*\*\* Scholar: You know the rules of the courts better than most of their practitioners and know most of the intrigues of the courts  
\*\*\*\*\* Sage: Faerie Queens and Kings come to you for counsel.  
Specialties: Court Rules, Court Powers, Intrigue, History, and Philosophy  
Possessed by: Seekers, Faerie leaders, Magi, Malkavians, Seelie, and Unseelie

**Faerie Mechanics:** The rules of Science are different in Arcadia. Some would say Arcadia has no logic, but you know better. You know how to build machines and exploit the physical "laws" of Arcadia.

\* Apprentice: You can operate a Tinker's machine without being guaranteed to die.  
\*\* Journeyman: You can figure out what most Tinker machines do.  
\*\*\* Master: You understand how to build common Faerie machines...like giant ornate spring powered clocks, or steam powered temple door openers.  
\*\*\*\* Specialist: You could build a spring and clockwork powered car.  
\*\*\*\*\* Sage: You could build a clockwork computer.  
Specialties: Vehicles, Chemistry, Arcadian Physics, Clockworks, Steam, and springs\*  
Possessed by: Seekers, Tinkers, Sons of Ether, Malkavians, Kiaysids, and Steamologists.\*

### **Virtues:**

**Compassion:** This represents the degree to which the changeling views the needs, health, and honor of others as important.

**Honor:** This represents how well the changeling sticks to the Rules of the Game Eternal.

**Fearlessness:** This represents the ability of the Changeling to stare death in the face and poke him in the eye.

See the section on Stability for the description of how these virtues work.

All Faeries get three points of Willpower for free. The rest must be purchased with Freebie points.

### **Faerie Merits and Flaws**

Most Merits and flaws can be drawn from the mage, Werewolf and Vampire player's guide. Only Merits and flaws that need modified for these rules or that are unique to faeries are listed.

#### **PYSCHOLOGICAL:**

**Honorable (one point merit):** You are a faerie who is honorable almost beyond belief. Add three extra dice to any attempt to resist supernatural persuasion to break your code of honor (your Court path)

**Brave Heart (two point merit):** This merit adds two to the difficulty of any effort to inspire fear in the faerie, and subtracts two from the difficulty of any Fearlessness Check to resist fear.

**Phobias:** Faeries resist Phobias with Fearlessness...

## **MENTAL:**

**Artistic Inclination (one point merit):** You have a knack for art. Reduce all art-related difficulties by two.

## **APTITUDES:**

**Seeker trained (three point merit):** You have been well educated by Seekers. Gain -1 to the difficulty of using any knowledge you possess. (This can be combined with Jack-of-all-trades to get -1 to the diff. of any knowledge or skill.)

**Romany "trained" (three point merit):** You have lived with the Romany and learned what they can teach. Gain -2 to difficulty of pick pocketing, picking locks, stealth, and seduction.

**Arcadian navigator (three point merit):** You understand how Arcadia is interconnected better than most. You have a -2 to any attempt to find your way about Arcadia. You are immune to the ritual Shroud the ways.

**Anachronism** is a common flaw of humans raised in Arcadia....

## **SUPERNATURAL:**

**Immunity to Faerie Food (two point merit):** This is a half-faerie merit only. It renders the half-faerie immune to the strange effects that Faerie food has on non-Arcadians.

**Second Sight (three point merit):** You can learn the Fae Sight power even if you are not from the appropriate court.

**Strong Breed (three point merit):** You have a knack for your breed power. -2 to all difficulties with it.

**Powerful breed (five point merit):** You have a -2 difficulty with any breed power you learn. You can learn breed powers without needing a teacher who knows the power. A half-faerie with this merit can learn other breed powers, but gains no reduced difficulties with them, unless she buys the power twice.

**Iron Tolerance (five to seven point merit):** Some faeries have less vulnerability to Iron than others. As a 5 point merit, you no longer fear the sight of it, and can touch it without taking damage...but a blow is still aggravated. With the six point merit, even a blow inspires no fear, but the damage is still aggravated. With the seven point merit, Iron does no worse damage than any other weapon.

**Banished by Church bells (one point flaw):** You must make a fearlessness check at difficulty 6 whenever you hear church bells, or flee.

**Unable to Enter Holy Ground (two point flaw):** You are unable to enter consecrated ground. You must make a fearlessness check to do so. You must check every round you are on the consecrated ground. If confronted by someone with True Faith on consecrated ground, you must flee. (You can spend a WP to get a fearlessness check.)

**Bound By Iron (five point flaw):** You suffer from the curse of being vulnerable to being controlled by someone who touches or binds you with iron. If they know to take advantage of it, they can attempt to command you while touching you with Iron. They roll WP vs. Your WP (Difficulty 6). If they get more successes, you have to obey the first command they give you. After a number of days equal to their successes, you can roll again to shake off the command. If they botch, they can never attempt to command you again. If you botch, you must obey them until someone else successes fully binds you with Iron. This flaw does however give you the benefit that you do not suffer damage from touching Iron. However, you still fear it, and it still does aggravated damage to you.

**Powerless on Consecrated Ground (five point flaw):** On Consecrated ground; you cannot use any faerie powers or sorcery. You still heal as normal.

**Night Faerie (seven point flaw):** You are a faerie of the night. Daylight is painful to you and possibly fatal. Exposure to sunlight for you is like being on fire for other people. (Use normal fire damage rules.)

**Compassion:** Faeries are noted for vengeful rages when they have been tricked or robbed. They don't appreciate such things. A failed compassion check results in an obsession with getting revenge on that person, to the exclusion of all else.

Difficulties:

- 3--Someone accidentally thwarts part of your plan.
- 5--Someone deliberately thwarts part of your scheme.
- 6--Someone robs you.
- 7--Someone goes out of their way to wreck your life.
- 8--They destroy something important to you

**Honor:** Faeries respond poorly to provocation and insults against their honor. But the more secure a faerie is in his honor, the more he can bear with such insults if it is necessary. A faerie who fails an Honor check falls into a vengeful rage.... similar to a vampire or werewolf frenzy. She no longer suffers from wound penalties until she comes out of the obsession. The obsession ends automatically if the target is rendered unconscious or killed.

Difficulties:

- 4--Insulted by someone you consider above you
- 5--Being provoked to violence by someone
- 6--Insulted by an equal; target of Prolonged Taunting
- 7--Insulted by an inferior

**Fearlessness:** Faeries fear two things...Iron and the Power of True Faith. Holy items empowered with True Faith can force faeries to flee, as can the presence of Iron. (Although not Steel...) A faerie who fails the check will flee until he can no longer sense what has caused his flight.

Difficulties:

- 4--Know that the substance is nearby, but unable to see/hear/smell it.
  - 5--Sense Iron/True Faith within 100 yards
  - 6--Sense Iron/True Faith within 10 yds.
  - 7--Touched by a person/Item with True Faith
  - 8--Touched by Iron
  - 9--Injured by Iron/An Item blessed by True Faith/A person with true faith
- A faerie with Stability of 6 or less makes mortals, most Garou (except Fianna), Mages, and Vampires uncomfortable. He loses one die off social interaction for every point of stability under 7.

Stability itself is used to resist Arcadian time distortion, to create or maintain Arcadian realms, and certain other purposes.

## Fae Magic

### Beauty

\* **Divine Visage:** Add Beauty to your Appearance score

\*\* **Beautiful Creation:** Add Beauty rating to your dice pool for any use of an Artistic skill (Performance, Expression, Sculpting, Painting, etc.)

\*\*\* **Aura of Beauty:** This ability is the same as Awe (Presence)

\*\*\*\* **Beautiful Vista:** You can imbue an area with Beauty for one hour per successes on an App + Beauty check (d. 6) All in area are calmed and Awed (spend WP to resist).

\*\*\*\*\* **Inspire Beauty:** You can give a person a bonus to Appearance equal to the number of successes received from a Per + Beauty roll (d.6) for a number of days = your beauty rank. Their Appearance can't rise above your Beauty rank

## Elemental--Air/Aqua/Earth/Fire

\* **Sense Element:** Per + Alert (d.6) to detect and analyze the nearest quantity of your element

\*\* **Shape Element:** On a roll of Int. + Elemental Power (d.6), the character may reshape an amount of available element--1 successes: 1 pound, 2 successes: 10 pounds, 3 successes: 100 pounds, 4 successes: 1000 pounds, etc.

\*\*\* **Move Element:** Character can move existing elements or use them as a weapon (Use appropriate skill as if character was physically lifting/moving it)

\*\*\*\* **Conjure Element:** On an Int + Elemental power (D.8), the character can conjure an amount of the appropriate element (as per shape element--or (fire/air) 1 successes: a tiny amount, 2 successes: 1 cubic foot, 3 successes: 1 cubic meter, 4 successes: 10 cubic meters, 5 Successes: 100 cubic meters...

\*\*\*\*\* **Elemental Resistance:** Add your elemental power rating to stamina for soaking the elemental type.

## Fade

\* **Hide:** Add level of Fade to Stealth Rolls

\*\* **Disappear:** Turn invisible when no one is observing you. You can't move while anyone is looking and stay invisible, but if you don't move, they can't see you.

\*\*\* **Vanish:** Move while invisible, and even attack invisibly at a cost of 1 WP/Round

\*\*\*\* **Invisibility:** Vanish even while being watched.

\*\*\*\*\* **Out of Sight, Out of Mind:** Vanish from recent memory of people (Stealth + App, vs. Int + Alertness)

## Fae Sight

\* **Magic Sight:** Per + Alert (diff. 6) to sense magic.

1 success--Know it is there,

2 success--Know where the magic is,

3 success--Know what kind it is (Disc, Gift, Fae, True Magick, etc),

4 success Know what effect,

5 success-- Know best way to break it.

\*\* **Pierce Glamour:** See through any lower level illusion, gift, Obfuscate, or Glamour

\*\*\* **Detect Deception:** Empathy + Perception (D.6) vs. Man + Subt. (D.9) To detect lies and half-truths

\*\*\*\* **Aura Perception:** Same as Auspex 2, but the difficulty is only 6

\*\*\*\*\* **See Weakness:** Per + Approp. Skill (d.6) to find the weak points in anything. Each success lets you do one extra damage die to that thing.

## Fauna

\* **Fauna Knowledge:** Identify any animal and its abilities/habits/etc. on a successful Intelligence + Fauna + Animal Ken roll.

\*\* **Fauna Speech:** On Charisma + Fauna (D.7) you can talk to animals. One roll to establish contact with a particular animal.

\*\*\* **Animal Sentinel:** Roll Per + Fauna (D. by visibility) to sense if a predetermined event takes place within 50' (per successes) of that animal.

\*\*\*\* **Animal Allies:** On a Charisma + Animal Ken (D. 4-8, depending on friendliness of animal) to get animals to do what you want (one animal per successes)

\*\*\*\*\* **Call Animals:** Summon one kind of animal from a one mile radius per successes on Charisma + Animal Ken

## Flora

\* **Flora Knowledge:** Identify any plant and its properties on a successful Intelligence + Flora + Animal Ken roll.

\*\* **Flora Speech:** On Charisma + Flora (D.7) you can talk to plants. One roll to establish contact with a particular plants.

\*\*\* **Plant Sentinel:** Roll Per + Flora (D. by visibility) to sense if a predetermined event takes place within 50' (per successes) of that plant.

\*\*\*\* **Plant Guardian:** On a successful Char. + Flora Roll (d. 8) you can animate and control plants

\*\*\*\*\* **Plant Walk:** Step into a plant and step out of any plant of the same species you have ever seen.

## Glamour

\* **Mask:** Roll Per + Glamour (d.6) to cloak yourself in the guise of another type (farmer, vampire, woman, accountant, etc). 1 success is enough for that. Impersonating a specific person takes three successes.

\*\* **Shadow Creature:** Create 1 illusory object or creature per successes on Per + Glamour vs. Per + Alertness (D.6)

- 1 Success: Visual only
- 2 successes: Sound included
- 3 successes: smells added
- 4 successes: thermal added
- 5 successes: taste added
- 6 successes: You can touch it.

Each round not spent concentrating on it causes it to lose one successes level.

\*\*\* **Faescape:** The Fae may alter his surroundings. Roll per + Glamour vs. Pervs. Alertness (Target is  $5 + x$  where  $10^X$  is the radius area of effect in feet) The level of sensory alteration is the same as for Shadow creature.

\*\*\*\* **Massmorph:** As Mask, but one person per successes.

\*\*\*\*\* **Masquerade:** As Mask, but it shields your aura also and your mind (Mentally, you seem to be that person if someone tries to read your mind.)

## Kensai

\* **Defense:** By Forfeiting all attacks, the character can defend against one attacker per point of Kensai with his entire dice pool.

\*\* **Weapon Break:** On a successful hit (using Str + Kensai + Melee), the opponent's weapon is broken (no damage to target unless weapon was part of his body--natural weaponry unaffected by this, but cyber-weapons, or the classic pirate hook, etc. are)

\*\*\* **Mighty Blow:** The character adds his rating in Kensai to his damage dice pool with melee weapons for one attack a round.

\*\*\*\* **Defensive Wall:** The character no longer need forfeit all attacks to use Defense.

\*\*\*\*\* **Missile Deflect:** On a successful Melee + Dex (d.6) roll, the character can deflect ranged attacks (each successes reduces the attacker's successes by one)

## Luck

\* **Predict Chance:** This power can predict any random event's outcome on a Per + Luck roll (difficulty varies by complexity of event--3 to predict a coin flip, 6-roulette or poker hands, 8-lottery, 10 for putting every name of a living human in a hat and picking one)

\*\* **Control Chance:** Roll Man + luck to control simple random events.

\*\*\* **Jinx:** Give a person bad luck for a scene on Man + luck (diff.6). Power lasts until target accumulates botches=# of successes). The victim rolls a number of extra dice on every action = your successes in using Jinx. These dice only count towards Ones, not towards successes.

\*\*\*\* **Wreck Machine:** Make machines malfunction (Man + Technology/science/security or repair). Diff 6 usually. Haywire for hours=your successes.

\*\*\*\*\* **Curse:** Roll Man + Luck vs. WP. For a number of days = your successes, the target is plagued with ill occurrences for a number of days equal to the number of successes. (ammo runs out at wrong time, you step on the CEO's foot in the elevator--five times, etc.)

## Machine Master

### Duration Table

Success	Duration
1:	1 round
2:	1 minute
3:	1 hour
4:	1 day
5:	1 week
6:	1 month

\* **Control Simple Machines:** Control Simple Machines (mechanical, non-self powered) with a touch (roll Man + Machine Master diff 6)

\*\* **Control Electric Machines:** Control simple electronic devices (Calculators, digital watches, remote controls, TVs) with a touch (Man + Machine Master, diff 6)

\*\*\* **Control Complex Machines:** Control complex Mechanical and electronic devices with a touch (Man + Machine Master d. 7)

\*\*\*\* **Remote Control:** On Manipulation + MM (diff 8), you can control simple machines within your sight range.

\*\*\*\*\* **Complex Remote Control:** On Man + MM (diff 9) control any machine you see

## Mana Manipulation

\* **Sense Mana:** The Fae can sense the presence of Mana and its use (Roll Per + Mana Manipulation vs. opp. skill being used or a difficulty if just the presence is being sensed).

\*\* **Tap Mana:** The Faerie learns to absorb Mana at Faerie Rings and Wells. They must roll their Mana Manipulation at difficulty 6. They get one point per successes. It takes one hour to tap a Faerie Ring or well.

\*\*\* **Channel Mana:** The Faerie learns to channel Mana into Sorcery or other faerie powers. Each point lowers the difficulty of a power/spell by one when spent, or adds one success to a spell for the purposes of preventing counter-magic/dispelling/or deflection.

\*\*\*\* **Transfer Mana:** The Faerie learns to transfer Mana to other Faeries. (They can hold Mana=their Willpower)

\*\*\*\*\* **Destroy Mana Use:** The Fae can spend his own Mana to block Mana use by others on a point for point basis--but must successes in a sensing roll.

## Might

Might counts as automatic successes on any strength check = your might.

## Persuasion

\* **Glib:** Add + 1 to your Manipulation

\*\* **Sly:** Add + 2 to Manipulation

\*\*\* **Oratory:** Sway mobs with this power (100 X 2^Persuasion people). Roll Man + Subterfuge (Diff=Wits + 3 of person with most wits to be affected). Five minutes per level of persuasion needed to affect whole mob must be spent.

1 success gets crowd to do what its inclinations call it to.

2 successes: overcome mild scruples (get a mob of people to swear repeatedly in unison or wear ugly clothing).

3 successes: Crowd will break the law or face mild threat to their safety (go on a looting spree or rush a few well armed men)

4 successes: Crowd will be willing to face high threats and take big risks (Burn down the town, rush a line of national guardsmen)

5 successes: Crowd will do anything not obviously suicidal (attack the white house, rape, murder, burn, pillage, strip naked and run around in circles, etc)

\*\*\*\* **Eloquent:** Add + 3 to Manipulation

\*\*\*\*\* **Command:** Make someone do something on Man + Leadership (diff= their WP). (as oratory)

## Self Mastery:

\* **Endurance:** Add your rating in self-mastery to your stamina for resisting long term fatigue.

\*\* **Trance:** Go into a trance at will. In the trance you need no food/water/air for a period =Sta + Self-mastery in days.

\*\*\* **Self-Control:** Add Self-Mastery to any effort to resist mind-affecting powers and abilities

\*\*\*\* **Body Weaponry:** Add Self-mastery to your damage dice pool for unarmed combat

\*\*\*\*\* **Self-healing:** Purge toxins and heal damage to self by spending one hour in a trance. Roll Int + Medicine (Diff. 6) Each successes heals three wounds or purges one toxin or chemical from the body.

## Shifting

\* **Face Lift:** Alter your facial features. (Man + Disguise. diff 6)

\*\* **Disguise:** Alter skin, hair and eye color. Change your clothing. (Man + Disguise diff 6)

\*\*\* **Body Warp:** Rearrange your body mass (Diff 6-- Man + Disguise)--height, sex, limb length, etc.

\*\*\*\* **Mass Warp:** Rearrange your body Mass (diff 7-- Man + Disguise). Become any animal or look like any human/humanoid). (The less human, the more successes--human 1, Mammal--2, Bird 3, Insect/reptile/amphibian 4, Aquatic critter/invertebrate-5)

\*\*\*\*\* **Plant Warp:** On Man + Disguise (Diff 7) become any plant

\*\*\*\*\* **Object Shape:** On Man + Disguise (Diff 8) become an inanimate object (Change your height by 50% per successes)

## Tinker

\* **Improve:** You can build simple machines with inadequate parts

\*\* **Repair:** Add Tinker to any skill use to fix a machine

\*\*\* **Improve:** Improve any machine's performance by 10% per successes on an Int + Tinker roll

\*\*\*\* **Imbue:** The character can imbue machines with up to his own skill (1 pip per successes on Int + Faerie Mechanics diff.6). The machines can then be used by other people in place of their own skill with something. On a botch, the machine operates okay for 1-10 uses, then botches horribly on the next use. It takes one day per successes needed. (you can halve the time by adding + 1 to difficulty. This can be repeated as necessary)

Example: Fineous the Brownie Tinker is trying to build a Machine to help his friend Gina the Selkie Romany play chess. Fineous has Gamesman skill of 4, Intelligence of 5 and Tinker at 4. He gets 3 successes. The machine now has skill 3 of Gamesman, which Gina can use with her Int of 2 to play chess, instead of her Gamesman skill of one.

\*\*\*\*\* **Endow:** The character can imbue a device with one of his own powers up to his rating in it. (He must get a number of successes= the level of the power chosen on Int + Faerie Mechanics (diff. 8). On a botch, the machine operates okay for 1-10 uses, then botches horribly on the next use. It takes one day per successes needed. (you can halve the time by adding + 1 to difficulty. This can be repeated as necessary)

Example: Fineous the Brownie Tinker has been practicing his powers, and now has Tinker 5, Earth 4, Machine Master 4, Aqua 2, Air 3, Shifting 2. He has been hired by Lord Alexander of the Seelie court to dig a moat. He decides to build a digging machine with the Earth 3 power that his apprentice can run for him while he works on more interesting projects. He has Int. of 5 and Tinker 5 now. He needs three successes to build the digging machine with Earth 3 (and will roll ten dice at difficulty 8.)

## Wrack

\* **Irritate:** With a mere touch, the character may trigger an irritating rash. The victim loses one die from all actions per successes on Sta + Wrack vs. Stamina (lasts 5 rounds per successes)

\*\* **Pain:** on a touch, make target writhe in agony for 1 round per successes on Sta + Wrack vs. Stamina. Target also takes one wound.

\*\*\* **Agony:** As Pain, but five rounds per successes.

\*\*\*\* **Torture:** Like Pain, but in Line of Sight

\*\*\*\* **Wrack:** Like Agony, but Line of Sight

## Locales

### Faerie Circles

A Faerie Circle is a place where the faeries maintain contact with the physical world. It's manifestation is always circular in some manner.... a circular cloud, a spiral current, a round pond, a ring of toadstools or monoliths...maybe even a road that is a circle. Within the circle, it is easier for Faeries to travel back and forth between the mortal and Arcadian realms. On the two equinoxes, the two solstices, and on the four sabbats (Walpurgis, Samhain, Beltane, and Imbolc) some sort of pathway to Arcadia will open at the site when the sun goes down and last until the sun rises again. This path can be used by both man and faerie. On these days, the faerie revel and flood forth to harass the mortal world. The local gauntlet drops by 4 within ten miles of the circle. (Or by 2 needed successes for Magi...) Faerie circles are normally hidden away in secluded places to remove them from prying eyes.

### Faerie Regios

Some faerie circles are powerful enough to generate regios...areas where the gauntlet thins and unwary travelers can cross over into the Umbra. This is easiest around the sabbats, equinoxes, and solstices. This usually happens when the circle is old and powerful and faeries have moved into the umbral area corresponding to the circle and its environs. To enter, or leave a regio, each person who enters the area in the physical world rolls a certain number of dice--determined as shown below:

Ordinary Human--1 die  
Vampire, Ghoul, or Hunter with Numina --2 dice  
Garou, Mage without the Spirit Sphere-3 dice  
Mage with Spirit Sphere: 3 + Spirit.  
Faerie: Five dice

The Difficulty is 9 in the day, and 8 at night normally. On Sabbats, it drops to 6/5. On Equinoxes and Solstices, it drops to 5/4. Botch the entrance roll and you can't enter the regio until the next equinox or sabbat. Botch the exit roll and you are trapped for that long. You can try once an hour to enter/exit the regio.

The regio resembles an enchanted version of the area in the physical world. Everything is more perfect and magical enchantments abound. Many Circles with Regios have a permanent gate to Arcadia...which is the most common cause of a regio.

Areas with Regio have an effective gauntlet/shroud of three for Garou and other shifters and wraiths, or a 1 successes gauntlet for mage purposes. Technomagic is always vulgar in a faerie regio unless it resembles a tinker device....

### Drinking Faerie blood:

#### Vampires

Faerie blood is more potent than mortal blood. It has several effects.

1. A Vampire can't get out of Arcadia (if in it) until the faerie releases him or he spends the point of blood.
2. A vampire with Faerie blood in him can astral project with Auspex 5 into Arcadia at a Faerie circle.
3. All self-control checks are at + 2 to difficulty.
4. Prolonged drinking of faerie blood on a regular basis has mutagenic affects.
5. It frequently causes hallucinations or uncontrollable discipline usage.

## Garou

1. Fae Sight can pierce gifts that disguise or hide the user. It only works against gifts of a lower level than the level of Fae Sight possessed. Roll Fae Sight vs. the Gnosis of the user of the gift, Difficulty 6. If the Fae gets more successes than the Garou, the difference between them is subtracted from the number of successes the Garou got on that gift with regard to the Faerie.
2. A Garou using Faerie Blood is vulnerable to Mana Manipulation. Any use of his powers triggers Mana Sense. Mana theft (Level 7) can rob him of Gnosis. Roll Mana Manip. vs. Gnosis. Each success drains one point of Gnosis and converts it into Mana. Mana Manip. Normally has no effect on Garou.
3. Magic sense does not detect the use of Garou gifts, but it will detect the use of rites.

## Mages

1. Mages cannot directly counter magic faerie powers. They can however use magick to protect themselves from powers or negate their effects.
2. Mind 1 (or 4 for others) can be used to shield yourself (or others) from Persuasion, Beauty and Glamour. Each success on the Magick roll takes one away from any attempt by a faerie to influence you using those powers.
3. Life 4 can screw up the powers of someone using Self-Mastery.
4. Forces and Matter are required to block or dispel Machine Master effects.
5. Life for Flora and Fauna.
6. Wrack requires life and mind to counter (Usually Life 4, mind 4).
7. Fade is countered with Mind 3. Level 7 and up may require forces 2 as well.
8. Luck is countered with Entropy.

**Mana vs. Prime:** Mana is not quite equivalent to Quintessence. It is a filtered form of Quintessence. Mages with Prime 1 can sense the presence of Mana in a faerie circle or in a Faerie. Prime 2 can disrupt a faerie's efforts to recharge himself with Mana. Prime 3 can drain Mana out of a faerie or transfer it between faeries. At Prime 4, the mage can filter the Mana and convert it back into Quintessence, storing it in himself or a Talisman. He can also convert Quintessence into Mana and transfer that Mana into a faerie. At Prime 5, a mage could block a Faerie Circle from providing a source of Mana for faeries, or prevent a faerie from absorbing Mana long-term.