

The Fae



Moves for all Fae:

Choose three from this playbook and/or a subtype below:

- Fae Contract -x-

The first time in a scene someone makes you a promise, take a Fate point. You get +1 to any rolls against someone who owes you. If someone breaks a promise or contract made to you, you can spend 1 fate point to cause them to take an automatic total of 6 on a roll when in your presence.

- Elementalist

Natures' elements are subject to your whim, for a fate point you can exert basic control over one element for the remainder of the scene.

- Heart

Your ethereal empathy allows you to feel the emotions of all living things, and express your emotions to them.

- Unashamed

You are extremely comfortable in your own skin, when naked or scantily clad, this confidence can influence others. The PCs in your presence get +2 for any Empathy or Provoke rolls.

Playing Fae:

At the edges of this world, just beyond the veil, there are colors that few mortals even dream of. Beauty enough to shatter any heart. The Fae live and breathe at the edges of this world. They keep a dusting of that magic tucked behind their ears, just in case.

And the Fae are willing to share. They're nothing if not generous, asking for only one thing in return. A promise. Keep it, and the true beauty of the world will be revealed. Break it, and feel the wrath of faery vengeance..

Darkest Self:

As a last resort to being taken out, (when you are out of stress and consequences) you can become your darkest self. Lose yourself in your monstrous urges and temporarily double your consequence caps.

Everything you say seems to be a promise. Everything you hear seems like a promise. If a promise is broken, justice must be wrought in trickery or blood. You aren't subject to the human rules of mercy. To escape your Darkest Self, you must in some way re-balance the scales of justice.

The Fairy



Moves only for Fairies:

- Beyond The Veil -x-

To seek an audience with the Fairy King, roll Will.
10+ You are told of someone new. Create a connection with any PC based on this little message.
7-9 He tells you of the new person but also makes a request.

- The Wild Hunt -x-

When you draw upon your most feral manner, you take on animalistic mannerisms, echoing the lithe movements of a cat or the voracity of a wolf, add +1 to any physical rolls for the rest of the scene.

- Guide

If you spend a Fate Point with someone willing, you can bring them across the veil, into the fairy realm. The spell lasts only a short time, before you're both returned to the mundane world.

- Half-Truth

You don't 'lie' per say, but telling incomplete truths can be just as deceptive. The first time in a scene that you can convince people of a lie by telling half-truths and manipulate them in your favor, receive a Fate Point.

This is a subtype. Subtypes are mutually exclusive.

You can choose a subtype without picking a move.

When listing your playbook on your character sheet, list the subtype, if chosen.

Playing a Fairy:

As a Fairy, you live in a world of knights and courts with royalty and princes each owed their own level of respect. You speak carefully as, being nearly ageless, you remember the full consequences of one wrong word. The Fairy kingdoms are through half real scenery, a lake, a big tree but inside are like palaces made from pure magic. You have an opinion of yourself that is in line with your rank in fairie society, and tend to dress and act accordingly.

The Dryad



Moves only for Dryads:

- Tree Stepper -x-

You can meld into any tree whose trunk is as big or bigger than you and travel through the roots as fast as you can run, invisible, invulnerable.

- Talking To Myself

You can always hear what the plants are talking about and you're particularly invested in local gossip, you must occasionally take the time to have good chats with plant life but sometimes find great info.

- Solar Powered

You don't need to eat food, just being in sunshine slowly recovers your energy and invigoration and even speeds up healing of injuries. Plus, it feels great.

- Activist

For the first time in a scene you catch someone, a group or an individual, harming nature in any way and convince them it was wrong, you gain a Fate Point.

This is a subtype. Subtypes are mutually exclusive.

You can choose a subtype without picking a move.

When listing your playbook on your character sheet, list the subtype, if chosen.

Playing a Dryad:

Dryads are the spirits of the forest, each one is born when a tree is and doesn't reach maturity until the tree does. They are very long lived and seem almost important. They sport many subtle colors of skin tones and are one with the forest and its inhabitants. Humans are just the latest fad in Mother Earth's game, though they do seem awfully destructive. You feel the forest's pain and the plants tell you their stories. You get where you need to be and know how to stay out when it's not your problem.

The Pan



Moves only for Pan:

- **Bouncy! -x-**

Like all youngsters you're never hardened all the way, so you can take impact trauma rather well, as well as supernatural healing, yes you do! The first time in a scene you would take physical damage you take none.

- **I Can Fly! -x-a**

Just by imagining yourself to fly you of course can fly, not only are you amazingly talented but you can maneuver in, out, and through spaces quickly or even into your dream realm and back

- **Skillz!**

There is a martial art that you love and you've watched every movie ever about it so that makes you a legend at it, of course. What are you amazing at? Dance? Swordplay? Pistols? Karate? Maybe some exotic weapon? You can choose to roll Athletics instead of Physique for defensive rolls.

- **My Shadow!**

Your shadow is sentient and has its own opinions. While it can't talk it can usually get its point across to you. Your shadow can leave your presence to sneak through door cracks or look through high windows.

This is a subtype. Subtypes are mutually exclusive.

You can choose a subtype without picking a move.

When listing your playbook on your character sheet, list the subtype, if chosen.

Playing a Pan:

As a Pan you are a never aging child of wonder, you reign over your own pocket dimension created by your dreams. Though you cannot directly influence them, these lands slowly change depending on your dreams, coming up with new exciting things to do. Flying, dancing, acrobatics, climbing, whatever it is, you always excel but you won't ever stop to look at it from another's "perspective".