

Background:

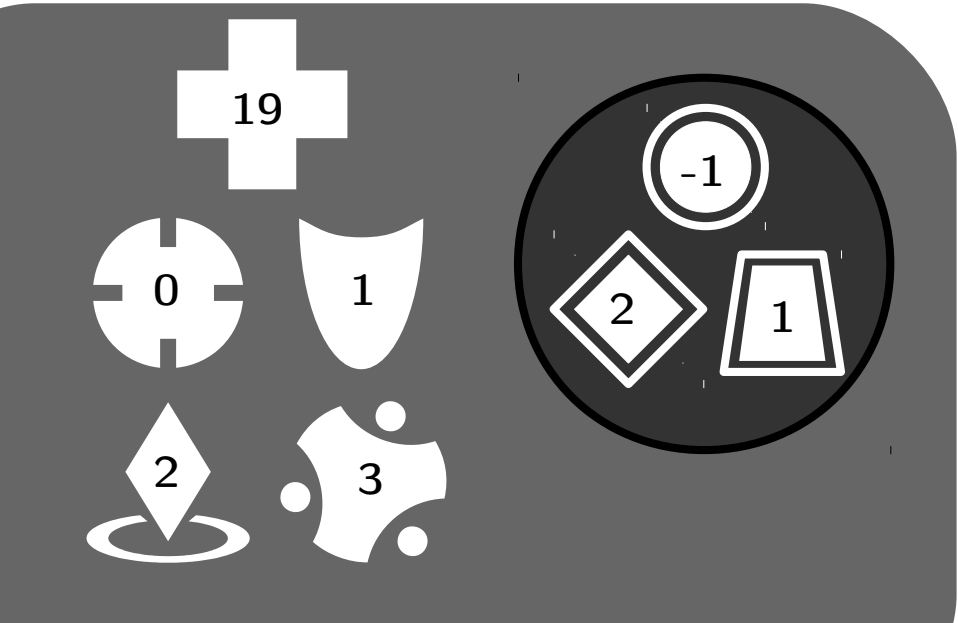
Capricious, attractive, nomadic and social, the fae represent the distant descendants of the Geneticist's first experiments into human alteration. Created to be sold as "entertainment", then later abandoned when the market collapsed, the fae now travel the 'verse like leaves on the wind, following their whims and desires, living fast and dying young.

Description:

Originally created for aesthetic pleasure as much as anything else, fae colouring is diverse and vibrant. Eyes, hair, and skin come in all shades and hues, and some fae affect scales and feathers as a result of self modification and/or traits inherited from the centuries long past, during the Geneticist's early experimentation. Unlike other synthlings, many fae are (intentionally) similar enough to humans in appearance to pass as human. This has proven to be the cause of frequent confusion- both amusing and tragic

Starting Bonuses:

- ☐ Fae begin the game with +3 ranks entertain and two other social skills of your choice.
- ☐ You also start with 2 ranks in dexterity, agility squirm and craft.
- ☐ **Equipment:** A bag of delicious spices (+5 craft bonus when cooking)
- ☐ **Equipment:** Something that doesn't belong to you.



Ethos:

Life is short, especially when you were designed to never outlive your beauty. As such, fae attempt to cram as many experiences as possible into the limited time they have available. Rules and societal expectations are suspect- disturbingly similar to the concept of "ownership". Fae society (such that it is) consists of roaming, ever shuffling tapestry of friend circles - an eternal party, performance or pilgrimage. Given the whimsical and less law abiding nature of the fae, these "cliques" are seldom welcomed when they arrive in settlements controlled by other races.

Naming:

Fae are strong believers in the concepts of choice and rebirth. As such each fae will choose their own name – and re-choose again many times throughout their life. Fae names can hence be described as... eclectic. Examples include Jazrax the fifth, Villanelle, Amelia Longheart, James Sexy, and Madona.

Character details:

Circle and answer one of the following, then use the remaining space as you see fit:

- ☐ Name an old friend you have not seen for far too long. Tell us something about them.
- ☐ What is your current name? Where did it come from? What name did you have before this one? What chapter of your life ended when you abandoned that name?
- ☐ Describe your greatest adventure- in music, science, love or combat.
- ☐ Describe an incident involving the prejudices against your people.
- ☐ How much time do you have left? What do you plan to do with it?

Notespace:
