

Background:

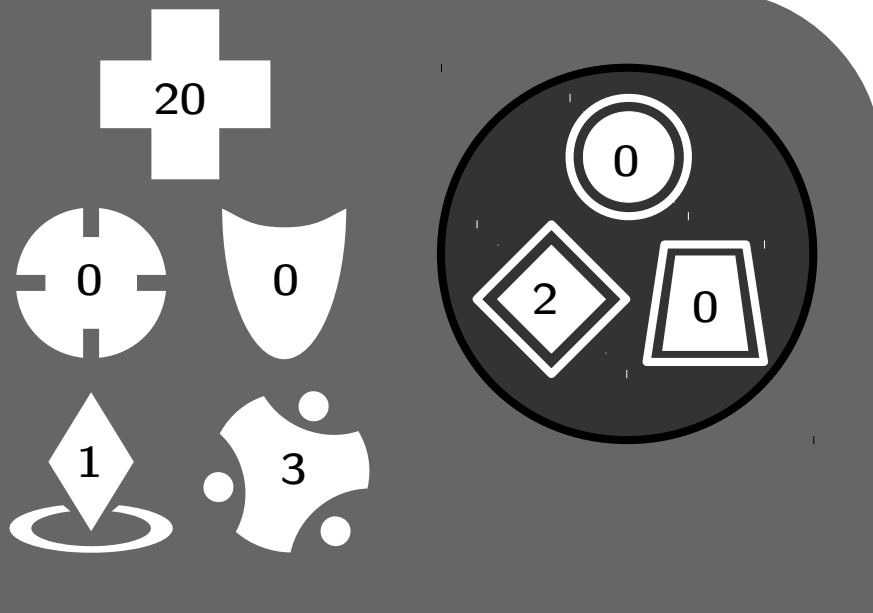
Mongrels, mules and cross breeds, half-fae are a mix of human and fae. Entirely sterile, and with no culture or civilization of their own, they live on the outskirts, the boundaries, putting their unique talents to use where they can, and (occasionally) finding a place to call home.

Description:

Physically many half-fae can pass as human- particularly vibrant, striking humans, but human none-the-less. Even those with unusual eye or hair color can disguise this well enough if inclined. Given the prejudice against the fae, many do make the effort.

Starting Bonuses:

- ☐ +2 ranks in entertain and two other social skills of your choice.
- ☐ +2 ranks in dexterity, agility and squirm.
- ☐ +2 ranks in three randomly chosen skills that would otherwise have no ranks (draw from a hat after class skill points are added).
- ☐ **Dilettante:** Whenever you would gain access to a 'checkbox' ability (Research notes, experience pilot, scorch together, etc.) you may immediately check one extra box.
- ☐ **Equipment:** A musical instrument of your choice.
- ☐ **Equipment:** Sturdy pocket knife 1d6 damage; +2 on relevant skill checks.



Ethos:

The philosophy of any given half-fae will vary wildly depending on the exact conditions of their birth and upbringing. Some are born into loving households with both parents, others are the result of illicit affairs, marital infidelity rendering the family unit toxic. Some are raised purely by their human parent, often oblivious to their true nature. Others grow up feral amongst the fae.

Regardless of their origin, it is inevitable that half-fae will feel out of place, having a peculiar mindset, and uneven maturation compared to friends and siblings on either side of the divide (faster than humans, slower than fae). Half-fae have no set role presented to them at birth, are forced to seek their own path, juggling the strengths and weaknesses of both parents, for better, or more commonly, for worse.

Naming:

This will depend on your parentage- follow either fae conventions (see fae sheet), or human conventions (pick a regular name)

Character details:

Consider the following questions, answer any that take your fancy below.

- ☐ Do you know both of your parents? Name and describe the ones you do know. How do you relate to them? Are they still alive?
- ☐ How much do you know about the conditions of your conception? What was your upbringing?
- ☐ What do you think of humans? What do you think of fae? How do you feel about your mixed heritage?
- ☐ What path have you set yourself? What world have you built?
- ☐ Are you lonely? Who do you look up to? Who do you trust?

Notespace:
