



# Kaley-Anne Wan

Based on the Eastern Asian folk-lore myth Krasue



## KALEY-ANNE WAN

Emerging from the swirling mists of legend, Kalyani (Or Kaley-Anne for the simpler American tongue) found herself disoriented and frightened on the bustling streets of New York. Like many of the Fables, she had inexplicably been transplanted from her ancient, fantastical realm into the concrete reality of the modern world. The sunlit day, the cacophony of traffic, and the sea of unfamiliar faces overwhelmed her senses.

At first, the glaring absence of her body made her panic. All she was—a floating head with organs dangling beneath—was a horrid sight for the urban populace, causing screams of horror and chaos wherever she appeared. Yet, as fate would have it, she stumbled upon an eerily familiar scene in the shadows of an old apartment building.

In a dimly lit bathroom, the lifeless body of a young woman lay in a tub, the aftermath of an overdose evident in the scattered pill bottles. Drawn inexplicably to the body, Kalyani discovered she could merge with it, adopting it as her own during daylight hours. By night, her true form would emerge, but by day, she took on the identity of the deceased woman, later learning she was named “Lila”.

With Lila’s memories faintly echoing in her consciousness, Kalyani found work at a dive bar, using it as a refuge and a place to find purpose. She poured drinks and listened to the tales of mortals and other disguised Fables, all the while yearning to understand her new existence and hoping to find a way back to her ancient realm—or at the very least, reconcile her two conflicting identities.

## HIGH CONCEPT

Cursed Bartender with a Hungering Darkness

## TROUBLE

Insatiable Thirst for Secrets and Sins

## ASPECTS:

Nocturnal Dweller of Dive Bar Shadows  
Terrifying Enigma to the Bar’s Regulars  
Keeper of Forlorn Spirits’ Whispers  
Your body is not your own  
Always ignored and unnoticed

## SKILLS:

Great (+4): Deceive  
Good (+3): Stealth, Intimidation  
Fair (+2): Magic, Provoke, Contacts  
Average (+1): Lore, Resources, Notice, Will

## ABYSSAL CONSUMPTION

Can absorb and feed on the darkness and secrets of drunk people, rejuvenating herself in the process.

## SPECTRAL ALLURE

Despite her terrifying nature, there’s an alluring quality about her. Once per session, she can draw someone into her mysterious allure, making others spill their darkest secrets or do her bidding.

## MORBID SEPERATION

You can separate your head from your torso in a painful procedure. Your body will collapse but your head will be able to float around and have a tentacle attack. You can reconnect through a painful process at the end of the scene.

## THE MYTH OF KRASUE

The Krasue is a well-known supernatural entity in Southeast Asian folklore, particularly in Thailand. Often depicted as a beautiful woman’s floating head with her internal organs trailing below, the Krasue is said to manifest itself at night, hovering above the ground as it seeks sustenance. It is believed to feed on raw food, blood, or even fetuses.

Various legends attempt to explain the origins of the Krasue. One popular story recounts a woman’s affair with a man other than her husband. When the affair was discovered, the woman was brutally killed, her body cut in half as a punishment. Her top half, filled with rage and remorse, took on a life of its own as the Krasue, seeking revenge and forever roaming the nights in its haunting form.

The Krasue is often considered malevolent due to its feeding habits, but not all stories paint it purely as a monster. Some versions of the lore depict it as a tragic figure, once a beautiful woman cursed by fate or dark magic to live as a horrifying apparition.

“By day a stranger’s life, by night a legend’s curse;  
I tread a path between both realms, forever immersed.”





# Aemon G rshaun

Based on "The Fisherman and His Soul" by Oscar Wilde



## AEMON GÖRSHAUN

The rolling waves and vast expanse of the open sea had always been Aemon's realm. When the fateful transition from his old world to the new occurred, he found himself submerged in the icy depths of the North Atlantic, his lungs filled with brine and darkness closing in. However, the ancient bond he held with the sea didn't forsake him. In his most dire moment, a net hoisted him from the abyss, and he was hauled aboard a modern fishing trawler by a crew of stunned sailors.

Drenched and disoriented, Aemon's appearance was puzzling to the sailors; his tattered robes and the shimmering silver net he clutched seemed out of a bygone era. Yet, amidst the bewilderment and myriad questions, the sailors couldn't ignore the uncanny affinity Eamon displayed with the sea—a sixth sense for approaching storms, an ability to predict the best fishing spots, and a peculiar way of communicating with sea creatures.

Seeing this, the ship's captain, a grizzled old man named Captain Harlow, took Eamon under his wing. Recognizing the value of Eamon's inexplicable skills, Harlow introduced him to the world of commercial fishing. They faced the most treacherous conditions, seeking out prized catches like the elusive king crab. The high-risk, high-reward nature of crab fishing appealed to Eamon's adventurous spirit, and the camaraderie he found among the crew filled the void of his lost past.

Eventually, when the ship would dock, Eamon became a familiar figure at the harbors. The stories of the "Mystic Fisherman" traveled through seaside towns. Many sought him out—some out of curiosity, others in hopes of learning the secrets of the sea. Over time, Eamon set up a small shack by the docks, offering wisdom from the ancient maritime tales of his original world and lending his expertise to those willing to brave the unpredictable waters.

Yet, for all the recognition and respect Eamon gained, the vast ocean's horizon always beckoned him, a constant reminder of the mysterious world he once hailed from and the age-old bond he shared with the sea's depths.

## HIGH CONCEPT

Soulless Fisherman Seeking Redemption

### TROUBLE

Haunted by the sensation of drowning

### ASPECTS

Expert Navigator of Both Land and Sea  
Bonded to the Mermaid's Song  
Knowledge of Forbidden Magics  
Embassador to the Merfolk

### SKILLS

Great (+4): Athletics  
Good (+3): Fight, Notice  
Fair (+2): Physique, Investigate, Will  
Average (+1): Drive (boats), Stealth, Craft, Contacts

### CALL OF THE MERMAID

Can communicate with sea creatures and gets +4 on Rapport rolls when dealing with them. He can detect merfolk through glamour. He is unaffected by being under water, and does not breathe.

### SOUL SEARCH

Once per session, can tap into the distant sensations or location of another soul. Will know their location and how they are feeling.

### MAN OVERBOARD

Aemon can not be forcibly pushed, moved or relocated from his current position by force.

### EXPERT NAVIGATOR

Aemon is never lost, and always has a good understanding of his surroundings, both on a city level and within buildings.

"Where waves meet the horizon, there lies a tale older than time itself;  
I've lived it, and every tide that pulls is a whisper of that ancient song."





# Myrtle Kettlesworth

Based on "The Myrtle" from Italian Folktales



## MYRTLE KETTLESWORTH

In the verdant glades of her original world, Myrra, known to many as Myrtle, was the embodiment of remembrance. Her presence offered solace to those in mourning and her touch could breathe life into withered plants, making them flourish once more. She lived in symbiotic harmony with nature, with the whisper of leaves and the caress of petals as her constant companions.

When the shift to the modern world occurred, the bustling chaos of urban life was a jarring contrast to the serene landscapes she knew. Skyscrapers replaced trees, and the cacophony of traffic was a far cry from the harmonious tunes of her forest home. Lost and overwhelmed, Myrra roamed the sprawling cityscape, her once-vibrant connection with nature dwindling amidst the concrete and steel.

But fate, it seems, always has a way of guiding lost souls. One fateful day, Myrra stumbled upon a quaint funeral home, “Elysian Rest,” nestled at the edge of town. The funeral home, with its adjoining garden, seemed almost out of place, a relic from a time gone by. Its owner, Mrs. Abigail Wentworth, an elderly lady with kind eyes and a gentle smile, sensed a unique kinship with Myrra the moment their paths crossed.

Recognizing Myrra’s ethereal connection to plants and her innate ability to provide comfort during times of grief, Mrs. Wentworth offered her a place at Elysian Rest. Myrra found solace tending to the garden, cultivating flowers that would later grace the funeral services—each bloom a testament to life, death, and remembrance.

As the florist for the funeral home, Myrra’s creations were not merely arrangements; they were stories told through petals, leaves, and scents. Each bouquet she crafted became a symbol of solace, offering a tangible connection between the living and the departed.

In the sanctuary of the funeral home and its gardens, Myrra carved out a quiet existence. The mourners who came to Elysian Rest often felt an inexplicable calm around her, as if her very presence was a bridge between worlds. For Myrra, the funeral home became a sanctuary, a place where the rhythms of her old world could find harmony with her new reality, reminding her of the eternal cycle of life, loss, and rebirth.

## HIGH CONCEPT

Human Transformed from a Myrtle Tree

### TROUBLE

Fragile Connection to Humanity  
Disappointed in the subjugation of Nature

### ASPECTS

Photosynthetic Regeneration  
Fluent in the Language of Plants  
Rooted in Ancient Secrets  
Processor of dead Fables

## SKILLS

Great (+4): Rapport (with plants)  
Good (+3): Craft, Will  
Fair (+2): Resources, Empathy, Lore  
Average (+1): Notice, Contacts, Medicine, Physique  
Stunts:

### NATURE’S EMBRACE

Can merge with any tree, camouflaging perfectly. +2 to Stealth rolls when doing so.

### WHISPERS OF THE FOREST

Can communicate with plants to gather information.

### MORBID REGROWTH

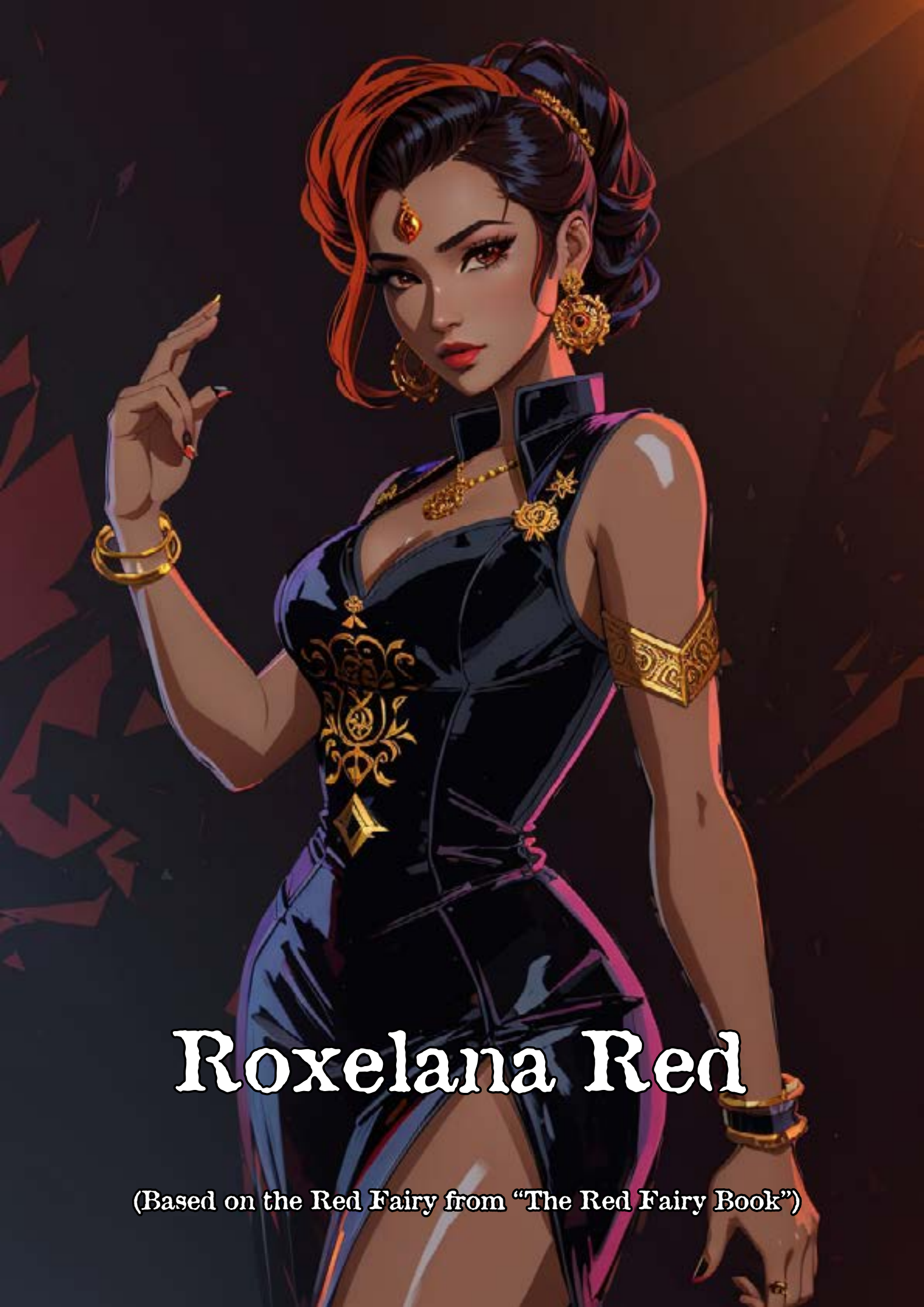
Murtle will recover from most bruises and wounds over a couple of hours while standing in sunlight.

### ROOTED IN TRUTH

At every roll, Myrtle can reroll one negative die.

“In each petal’s embrace lies a memory;  
in every fragrance, a whisper of both farewell and forever.”





# Roxelana Red

(Based on the Red Fairy from "The Red Fairy Book")



## ROXELANA RED

Roxelana, once a revered figure of unmatched allure and cunning in her old world, found herself amidst the gleaming skyscrapers and unending pulse of New York. In her original realm, she wielded influence that shaped the fates of kingdoms. Her beauty was the stuff of legends, and her intelligence made her an indispensable advisor to sultans and kings.

In this modern world, her regal bearing and timeless beauty made her stand out. Initially, the noise, the fast pace, and the sheer magnitude of the city were overwhelming. However, Roxelana's innate knack for seizing opportunities and her uncanny ability to read and manipulate people's desires quickly found a fitting avenue. New York's underground scene, a world where luxury, power, and secrets converged, beckoned.

Roxelana redefined herself as a luxury escort, but she was more than just a companion for an evening. To her elite clientele, she was an experience—a blend of old-world charm, razor-sharp wit, and the allure of mysteries untold. The city's most influential figures, from business magnates to underground kingpins, found themselves enchanted by her tales of ancient kingdoms, battles, and intrigues, even as they reveled in her company. Many sought her not just for her beauty, but for her wisdom and the enigmatic aura she radiated.

Operating under the pseudonym "Lana," she collaborated with Madam Isolde, the shrewd proprietress of "Mystique," an exclusive and clandestine establishment catering to New York's elite. Within Mystique's velvet-draped chambers, Roxelana held court. She was both a coveted gem and a confidante, her services sought after by those willing to pay a premium for a taste of the extraordinary.

But as Roxelana's star rose in New York's underworld, so too did a series of mysterious fires across the city. Landmarks, businesses, and homes were engulfed in flames, the culprits never found. Whispers in the underground circles always circled back to Lana. Every time she was suspected, every time her name came up in hushed conversations with the authorities, the charges were inexplicably dropped. Some said she had connections in high places; others murmured about ancient powers she might wield. Whatever the reason, the flames of intrigue around Roxelana only grew brighter with each passing event.

## HIGH CONCEPT

Enigmatic Fire-Wielding Fairy

### TROUBLE

Flammatory temperament and a hunger for flames

### ASPECTS

Connected to the high-end escort underworld  
Master of Illusions and Mirages  
A Soft Spot for Lost Children  
No need for Glamour

### SKILLS

Great (+4): Will  
Good (+3): Athletics, Fight  
Fair (+2): Rapport, Notice, Resources  
Average (+1): Lore, Stealth, Craft, Investigate

### FIRE MANIPULATION

Can conjure and control fire. +2 to Attack when using fire-based attacks. Can not be burned.

### MIRAGE MASTER

Once per session, can create a realistic illusion of herself to deceive foes.

### DISTRACTING ALLURE

When walking near others, spectators get -3 on Notice checks, and mortals will have a hard time detecting Fables, even in their True form.

### TOOLS OF THE TRADE

Roxelana has perfect appraisal when it comes to gemstones and investigation when it comes to arson.

"In the dance of shadows and light, I am the flame that never falters;  
always desired, but never truly tamed."





# Kayland Black

Based on the Inkstone Spirits from Suzuri no tamashii



## KAYLAND BLACK

In the ageless tapestry of legends, Kayland Black stands as an enigma. In the realm from which he hailed, he was known as the Master of the Quill, the protector of the art of writing. Born amidst a celestial storm of spilled ink from the heavens, Kayland's destiny was sealed with the very essence of creation and magic.

From a young age, he exhibited a unique affinity for ink. Every stroke he made, every letter he penned, danced with a life of its own. This talent, however, was as much a blessing as it was a curse. As Kayland honed his skill, he became obsessed with perfecting his penmanship. He'd often be found in his study, practicing for hours, days, losing track of time, his fingers stained permanently with the inky blackness.

But there was an unforeseen consequence to his unparalleled skill. Sometimes, when engrossed in his writing, his words took on a tangible form. A scribbled bird might flutter off the page; a sketched raincloud might drench his study. These manifestations were mostly harmless, quaint even, but as his power grew, so did the potency of his inadvertent creations.

A hastily written note about a storm led to a week-long tempest. A frustrated sketch of a fire resulted in an uncontrollable blaze. The village where he resided began to whisper of his abilities, a mix of awe and fear coloring their tones. Realizing the magnitude of his gift, Kayland started to record everything, believing that by putting thoughts to paper, he could control the unpredictable nature of his talent.

But one fateful night, deep in despair over a lost love, he penned a dark tale of a shadowy creature. By morning, the creature had taken form and wreaked havoc, casting a gloom over the land. Devastated and guilt-ridden, Kayland decided to seclude himself, away from those he might inadvertently harm.

When he emerged in the Fable universe, disoriented and lost, Kayland hoped for a new beginning. New York, with its unending bustle and myriad stories, seemed the perfect place to lose oneself. Here, he found a niche as a calligrapher, his works sought after for their impeccable beauty. However, the haunting memory of his past mistakes lingered, making him wary of every word, every stroke.

Despite his best efforts to live discreetly, every so often, something he pens manifests into reality, a constant reminder of the power he holds and the responsibility that comes with it. The balance he seeks – between creation and chaos – remains ever elusive.

## HIGH CONCEPT

Ancient Brush Spirit of Ink and Artistry

### TROUBLE

Cursed by the Ebb and Flow of Creativity

### OTHER ASPECTS

Guardian of Lost Art Forms

The Written Word is always Mightier

Bleeds Ink, both metaphorically and literally

Official notary and archivist for the High Table

## SKILLS

Great (+4): Crafts (Writing, Calligraphy and Art)

Good (+3): Will, Lore (especially from books)

Fair (+2): Fight, Rapport, Notice

Average (+1): Deceive, Athletics, Stealth, Physique

### INK MANIFESTATION

Kayland can summon objects by drawing them with his brush. These objects last for a scene or until he dismisses them. Kayland is drained by the process, much like giving blood.

### SCRIPTED REALITY

Once per session, Kayland can alter a small detail in his surroundings by drawing or writing it.

### CALLIGRAPHIC MEMORY

Kayland always takes notes, and can ask the gamemaster to recap a previously given information for free, without any skillcheck required.

### SCRIBE'S SIGNATURE

Kayland always knows the author of any written work, from post-it notes to newspaper articles. He is never fooled by forged documents.

"Every stroke, every line, holds the power of millennia;  
with the brush, I paint the past, present, and futures yet unseen."





# Sigurd Ragnarsson

Based on the Nordic myth of Sigurd and the Dragon



## SIGURD "SIG" RAGNARRSON

The world knew Sigurd Ragnarsson, not as the modern rock icon "Sig", but as the legendary hero who bested the mighty dragon and claimed the heart of the beautiful princess. But in the world of Fables, legends don't always translate to lifelong happiness. Sigurd's tale was one of triumph, love, and unmeasurable glory, but it was also the pinnacle of his existence.

Upon arriving in New York City, the hero found that skyscrapers were not as challenging as dragons, and that winning the heart of a modern audience was far trickier than that of a princess. The bright lights of fame he once knew dimmed, replaced by the neon glow of billboards and concert stages.

Desperate to reclaim his former glory, Sigurd reinvented himself as "Sig", the provocative activist and lead singer of the rock band "Fafnirs Roar". His powerful voice, reminiscent of ancient war cries, echoed through concert halls, drawing crowds by the thousands. But even as he belted out anthems of rebellion and tales of yesteryears, a nagging emptiness remained. The applause and adoration were fleeting, the roaring crowds a mere shadow of the hero's welcome he once received. Sharing the attention with the rest of his band, however, is not something he is keen to share, and members enter and leave his band like a revolving door.

Behind the leather jackets, electric guitars, and rebellious façade, Sig's heart yearned for a genuine connection, a purpose beyond the stage. His activism, though often seen as provocative, was his attempt to make a tangible difference, to be more than just a performer. Yet, the weight of his legendary past, the memories of a time when he stood tall as a hero, constantly overshadowed his present.

In the city that never sleeps, Sig continues his quest, battling his inner demons and chasing echoes of a time when he was the story every bard sang about. He yearns to find a cause as noble as the ones he once fought for, hoping to once again feel the genuine thrill of victory and not just the fleeting cheers of a passing crowd.

## HIGH CONCEPT

Sigurd "Sig" Ragnarsson

### HIGH CONCEPT

Fallen Hero Turned Rock Frontman

### TROUBLE

Chasing Fame, Attention, Glory

### ASPECTS

Voice of Rebellion, Heart of Despair  
From Dragon's Breath to Stage Fireworks  
Reliving Legends in Electric Chords  
Fafnir as an electric guitar  
Rock is worship

### SKILLS

Great (+4): Provoke  
Good (+3): Performance, Rapport  
Fair (+2): Fight, Contacts, Lore (Knowledge of ancient tales)  
Average (+1): Athletics, Deceive, Empathy, Will

### LEGENDARY PERFORMANCE

Sig can inspire a crowd with his powerful voice, gaining a +2 to Performance when riling up an audience.

### CHANT OF THE GODS

Sig's voice can always be heard, through walls, sirens, crowd and storm, as there was nothing between the listener and him.

### DRAGON'S BANE

Harnessing memories of his legendary battles, Sig gains a +2 to Fight when facing seemingly insurmountable odds.

### CHARISMATIC ACTIVIST

Sig can sway a crowd or individual to his cause, giving him a +2 to Rapport when rallying people to a cause.

"In the roar of the crowd, I chase the dragon's shadow;  
in the silence of the night, it devours me."





# Raynard

Based on "Reynard the Fox" folktales



## RAYNARD, JUST RAYNARD

Raynard, in the stories of old, was a cunning and clever fox, always a step ahead, always outwitting foes with his quick thinking and smooth talking. In a world where strength often dominated, Raynard's guile and intelligence made him legendary. His tales were of mischief and wit, and though he might've treaded the line of morality, he always managed to escape unscathed.

However, when Raynard emerged, dazed and disoriented, into the human realm, he found himself in the sprawling maze of New York City. Fortunately, his true form—a mere fox—drew little attention amidst the city's oddities. But he was no ordinary fox, and soon, he found himself adapting, using a glamour that suited the concrete jungle. This glamour was as fluid as his identity, sometimes a charming man with sharp features, other times a beguiling woman with a mischievous glint in her eyes. The city, with its secrets and opportunities, was a new game, and Raynard was all set to play.

As days turned into weeks, he found his niche as a street hustler. Whether it was a game of cards, a quick scam, or peddling 'magical' artifacts to those who believed in the legends, Raynard was always on top. The city's alleyways and rooftops became his new hunting grounds, and just as he had in his previous world, he danced on the edges of right and wrong.

Yet, with time, a shadow began to creep over Raynard's heart. The tales of his past, the stories of his trickery, had somehow found their way into this world. People began to whisper, to exchange knowing looks when he passed by. Even when he genuinely tried to help or when he pulled off a scam to assist someone in need, his actions were viewed with skepticism. Every good deed was seen through a lens of mistrust.

The weight of always being the suspect, always being the one doubted, began to wear on him. For all his cunning and adaptability, the one thing Raynard couldn't escape was his reputation. In a city of millions, he felt truly alone, yearning for a connection, for someone to see past the legends and into the heart of the fox who just wanted to belong.

## HIGH CONCEPT

Cunning Trickster Fox

### TROUBLE

Can't Resist a Good Prank

Can't be trusted but will trust others

### ASPECTS

Master of Disguise and Deception

Always Has a Plan

Friendship ends in either betrayal or at the Farm

Wanted in Multiple Kingdoms

### SKILLS

Great (+4): Deceive

Good (+3): Stealth, Burglary

Fair (+2): Provoke, Drive, Athletics

Average (+1): Contacts, Resources, Craft, Investigate

### SLY ESCAPE

Once per session, can automatically escape from a seemingly inescapable situation.

### TRICKSTER'S TRADE

+2 to Deceive rolls when impersonating someone else. +4 if its only auditory.

### GRAND SCHEME

Enrolling in one of Raynard's plans grants all players +2 to Deceive when nearby.

### LOST FRIENDS

Numerous past friends of Raynard has been deported to the Farm. Raynard has +3 to any check when this topic is involved.

"In a world of endless masks, I wear mine with flair,  
but yearn for the day someone sees the soul beneath the guise."





# Circe Lysandra

Based on ancient greek mythology



## CIRCE LYSANDRA

The timeless enchantress, Circe, once sequestered on the island of Aeaea, brewing her potions and spells, found herself unexpectedly thrust into the blaring maze of New York City. The transition was anything but smooth; the world had shifted drastically from her isolated shores, and she found herself grappling to understand the rapid tempo of modern life.

Every device seemed to challenge her; smartphones with their incessant notifications, computers with their mystifying interfaces, and even the seemingly simple task of catching a subway proved a herculean task. The enchantress who once turned men into swine was now often reduced to feeling lost in a world that moved at breakneck speed.

Yet, where her magic met the modern, an interesting fusion began to form. Using the moniker Lysandra, she found employment at “Nocturna Apothecary,” a 24-hour pharmacy that catered to the city’s insomniacs, night owls, and those seeking relief in the quiet of the night. It was here she secretly infused her ancient remedies into modern medicine, providing relief beyond what any mere pill could offer.

However, it was her unique, almost mystical ability to discern truth from deceit, to understand the very nature of substances and compounds, that drew the attention of certain sectors of law enforcement. Freelancing as a criminal forensics expert, Circe’s arcane knowledge proved invaluable in solving cases that left others baffled. But every foray into this field was a struggle; modern forensic tools and techniques were foreign, confusing, and at times, overwhelming.

The whispers of her past occasionally reached her ears. Stories of a powerful enchantress, both feared and revered, clashed with her current reality, where she often felt adrift. Yet, amidst the challenges, Circe was determined. She sought to weave her ancient magic into the fabric of this new world, striving to find a place where she could once again be in harmony with the world around her.

In the mortal eyes, she might be overworked and clutching her seventh cup of coffee on her night shift. But in her mind rages memories of eternal gardens and godlike worship from ages long past.

## HIGH CONCEPT

Enchantress of Ancient Lore, having trouble adapting to Modern Magic

### TROUBLE

Shadows of Past Misdeeds Haunt Every Potion

### ASPECTS

Alchemy in a Digital Age  
Seeking Redemption Through Modern Means  
Strengthen the weak  
Beauty is Fleeting, Magic is Forever

## SKILLS

Great (+4): Lore (Ancient Magic and Potions)  
Good (+3): Rapport, Crafts (Potion-making)  
Fair (+2): Deceive, Will, Notice  
Average (+1): Athletics, Fight, Provoke, Empathy

### MODERN ENCHANTRESS

Circe can brew a potion or cast a spell that influences human emotions, granting a +2 to the next Rapport or Deceive roll.

### AGELESS WISDOM

Once per session, Circe can recall an obscure piece of arcane knowledge that provides a crucial clue or insight. She also receives a +1 to all Lore checks for every 500 years ago the topic is (max 6).

### SHAPESHIFTER’S TOUCH

Circe can temporarily transform a willing subject (or herself) into a different appearance or creature. The transformation lasts for a scene.

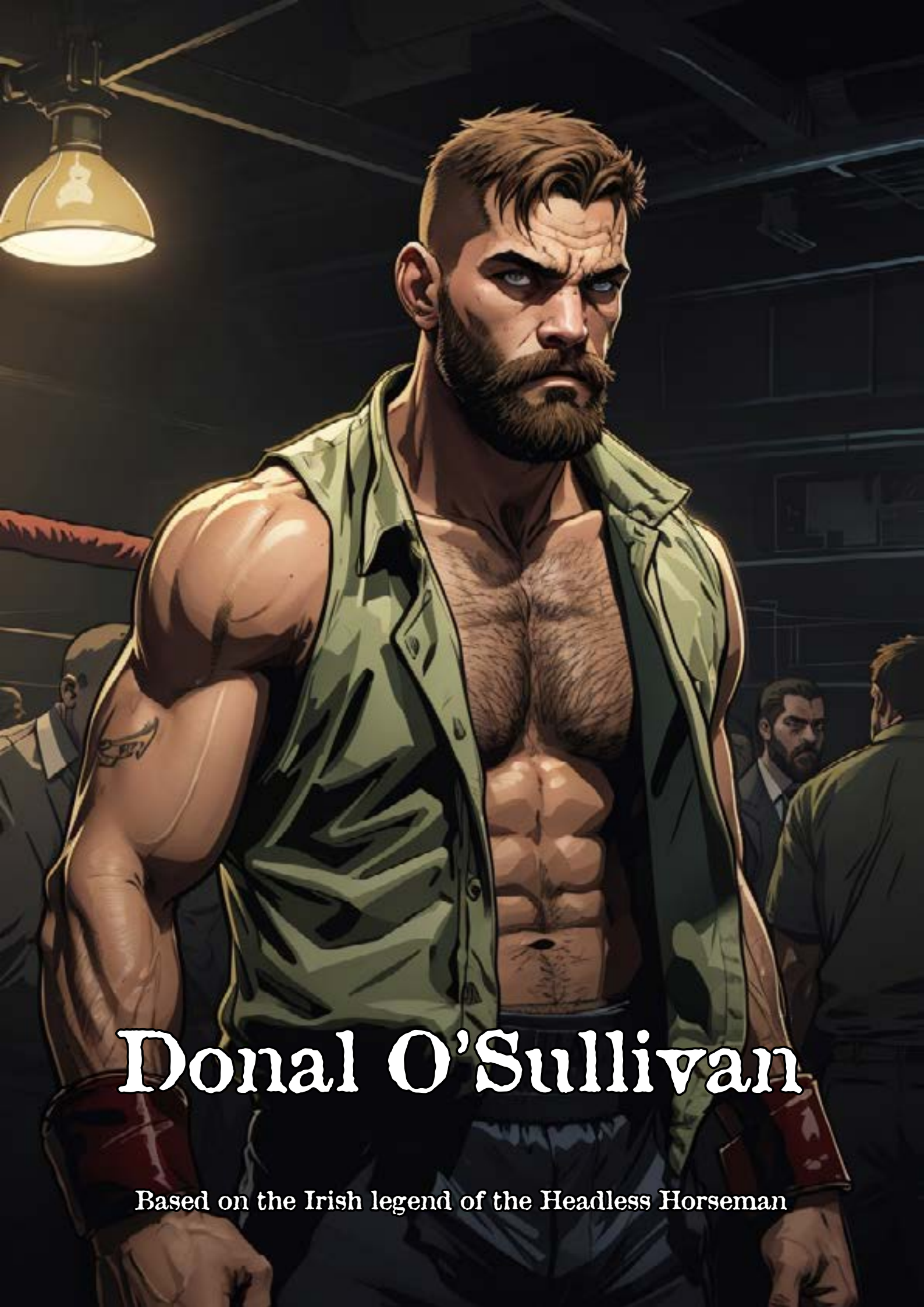
### ETERNAL VISION

Circe can detect illusions and has +2 to detect Fables through Glamour.

“The world may change, but the essence of magic remains.

In every whispered incantation or brewed elixir, the ancient dances with the new.”





# Donal O'Sullivan

Based on the Irish legend of the Headless Horseman



## DONAL O'SULLIVAN

Donal "Dullahan" O'Sullivan, once the feared Headless Horseman of Irish legends, found himself thrust into the glittering and grimy labyrinth of New York City. Stripped of the dark landscapes he once roamed, and the reverence and dread he commanded, he sought a place in this bustling world that often seemed immune to his former terrifying allure.

A chance, or perhaps fate, led him to "Mystique," an elite nightclub known for its exclusive clientele and shrouded in enigma. Under its neon glow and pulsating beats, Donal found employment as the bouncer. With his imposing stature and innate ability to instill fear, he was perfect for the job. No one dared cause a ruckus under his watchful, fiery gaze.

The nightclub was owned by the enigmatic Madame Isolde, a figure of power and grace. She saw potential in Donal, and thus, he quickly became one of her trusted enforcers. Under her guidance, he learned the delicate dance of power politics in the city, understanding that sometimes brute force was less effective than a well-placed word or a strategic nudge.

But Mystique was not his only employer. The shadows whispered of the High Table, an organization that maintained order among the Fables in the city. They recognized Donal's capacity for chaos and disruption and employed him for some of their darker tasks. Be it intimidating a Fable who stepped out of line or turning a peaceful gathering into a chaotic riot, Donal had become an expert in sowing discord.

As the nights bled into days, a dichotomy grew within him. At Mystique, he was the gatekeeper, ensuring harmony. For the High Table, he was the stormbringer, conjuring chaos. Torn between these roles, and haunted by whispers of his past, Donal continued his dance on the tightrope of loyalty and power, seeking a purpose in a world that seemed both familiar and yet so foreign.

To pay the rent, he also partakes in highly illegal fightclub turnaments, but he will punch your lights out for free if you keep asking if he has spelled his name right.

## HIGH CONCEPT

Headless Horseman Turned Furious Pugilist

### TROUBLE

Short Fuse in a Long Fight

### OTHER ASPECTS:

Irish Grit and Ghostly Gripes  
Hunting Nightmares in Daylight  
Strength in Silence, Rage in Roaring  
Bouncer at Mystique

## SKILLS

Great (+4): Fight (Pugilism)  
Good (+3): Physique, Provoke  
Fair (+2): Athletics, Intimidation, Drive (riding his spectral horse)  
Average (+1): Notice, Stealth, Will, Contacts

### SPECTRAL STEED

Donal can summon his ethereal horse, that using glamour has taken form as a motorcycle, granting him superior speed and agility in chase scenarios. The motorcycle is sentient but can not act when observed by humans.

### HEADLESS HORROR

Once per session, Donal can channel his true headless form to terrify foes, automatically succeeding at a Provoke/Intimidate attempt.

### IRISH UPPERCUT

Donal can use his pugilistic skills to land a powerful punch, giving him a +2 to Fight when in close combat.

### IT'S MERELY THERE FOR SHOW

Donal's head and skull does not feel pain, and he will not lose health when injured, even if decapitated.

"Ye might know me tale, but ye haven't felt me fist!"





# Ursula Van Marina

Based on the Hans Christian Andersen  
fairytale the Little Mermaid



## URSULA VAN MARINA

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Ursula VanMarine is a force to be reckoned with in the glamorous world of fashion. With her origins tracing back to the fabled sea witch of yore, she has traded the deep waters for the shimmering catwalks. Ursula's razor-sharp critiques and astute observations have made her the most sought-after (and feared) fashion reporter and critic.

Her pen is mightier than a trident, and with it, she has sunk careers or skyrocketed fresh faces to stardom. Her column, "Ursula's Undertow", is a must-read in fashion circles, dissecting the latest trends with an almost supernatural insight. Many wonder how Ursula is always a step ahead, predicting fashion trends with uncanny accuracy. The secret lies in her other skill set: drafting magical contracts.

With a talent for spotting potential, she often offers contracts to budding designers and models. These contracts boost their careers overnight, but they always come with a catch. Be it a voice, a talent, or some abstract essence, Ursula always takes her price, weaving her clients into her intricate web of power.

She writes for the fashion magazine "Glass" and her articles have as much bite as a deadly sea serpent. But it has also led to adoring fans secretly salivating when she tears down someone who's standing have been ficticiously erected.

Off the page, Ursula is a master of "negging", subtly undermining others to elevate herself. This makes her both an influential figure and a divisive one, with as many enemies as admirers. Still, most would agree: crossing Ursula VanMarine is a dangerous game. In the cutthroat world of fashion, she's the apex predator, always watching, always waiting, and always ready to strike.

## HIGH CONCEPT

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Enchanting Fashion Critic with a Dark Edge

### TROUBLE

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Tangled in Her Own Web of Contracts

### ASPECTS

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The Runway's Sea Witch  
Voice Thief: Stealing the Spotlight with Words  
Magical Contracts, Mortal Ambitions  
As written, Must be Obayed  
Appearances is everything

### SKILLS

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Great (+4): Deceive  
Good (+3): Rapport, Lore (Knowledge of magical contracts)  
Fair (+2): Provoke, Resources (Connections in the fashion world), Craft (Drafting contracts)  
Average (+1): Notice, Empathy, Will, Contacts

### CUTTING CRITIQUE

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When Ursula uses Provoke to undermine someone's confidence on the runway or in public, she gains +2.

### BREAKING GLAMOUR

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Conversing with Ursula can be erosive for Fables, and their Glamour will fade ten times faster than normally.

### CONTRACTUAL MASTERY

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Ursula gains a +2 to Lore when drafting a magical contract or understanding a clause in one.

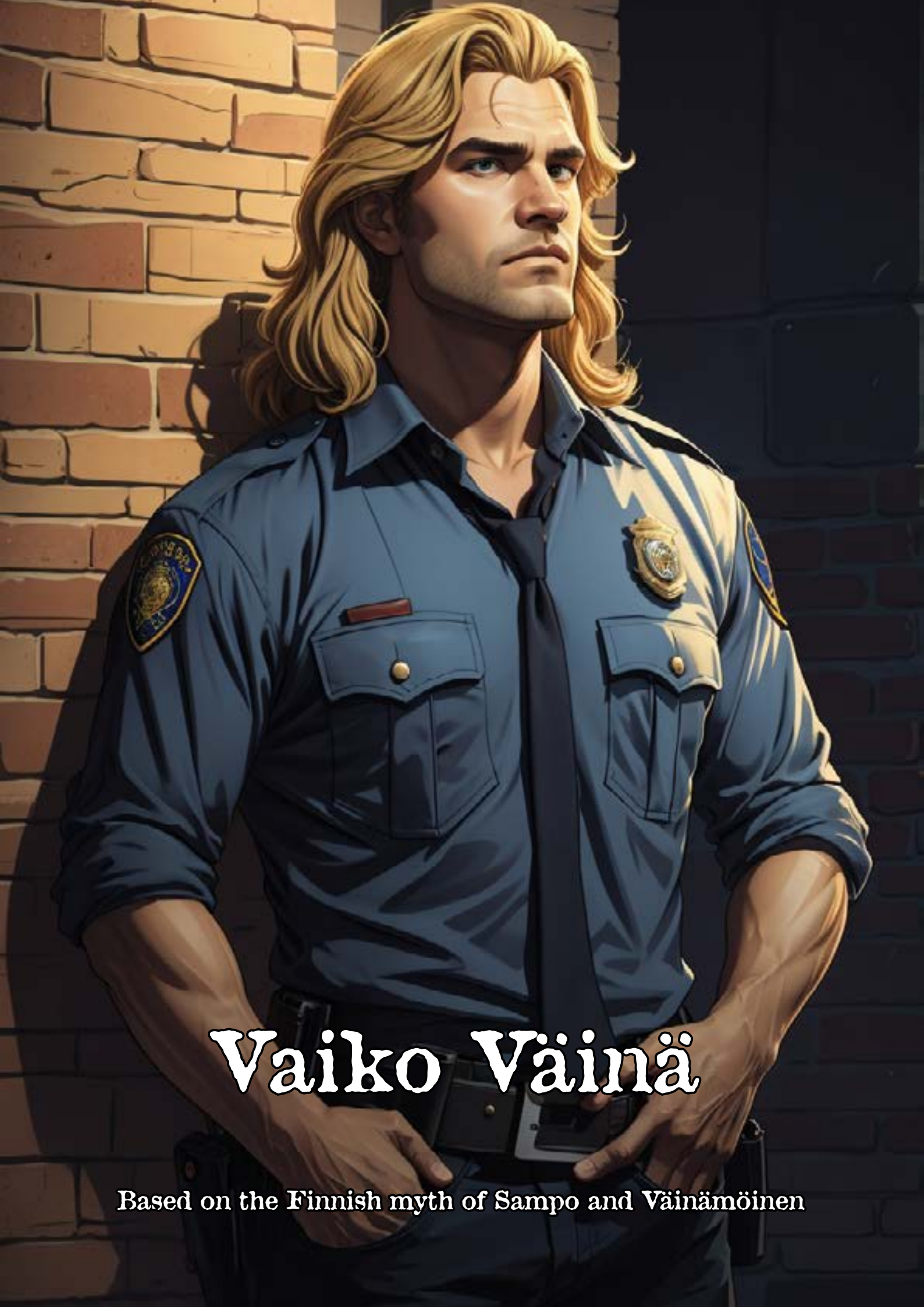
### SILVER TONGUE

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Once per session, Ursula can make a particularly scathing remark or observation that draws everyone's attention, allowing her to create an advantage with Rapport. The victim will remember the criticism till the day they die.

"In the world of fashion,  
one must have the allure of the sea and the ruthlessness of its depths."





# Vaiko Väinä

Based on the Finnish myth of Sampo and Väinämöinen



## VAIKO VÄINÄ

The streets of New York have witnessed countless tales, both human and fable, but few are as storied as the legend of Vaiko Väinä. An ancient spirit pulled from the verses of the Finnish “Kalevala,” he embodies the very essence of determination. Yet, as a beat cop in the bustling city, Vaiko’s path is one of bittersweet duty.

Vaiko has cracked numerous cases involving the fable community, most notably those that involved the murders of Fables. His reputation as a relentless detective is only surpassed by the deep-rooted respect (and fear) the Fable community has for him. He’s the one they turn to when shadows threaten their kind.

But behind his stoic demeanor lies a growing bitterness. Vaiko has seen how the High Table prioritizes the safety of fables over the mortal residents of New York. Killers have run rampant, claiming human victims in droves, often overlooked by the High Table until a fable falls prey. The stark inequality weighs heavily on Vaiko’s soul, igniting an inner conflict that tests even his legendary determination.

Time and again, Vaiko has had to grapple with the harsh realities of the two worlds he protects. He’s been torn between the High Table’s mandates and the cries for justice from the human community. This struggle has left him jaded but resolute in his mission. While the ancient songs that once celebrated his tales of heroism have faded, Vaiko’s drive for justice remains undiminished.

In the heart of the city, amidst its alleyways and towering buildings, Vaiko Väinä stands as a beacon of hope and a grim reminder of the sacrifices made in the name of balance. But as the days wear on, one can’t help but wonder: how long can determination alone hold back the tide of disillusionment?

## HIGH CONCEPT

The Embodiment of Determination as a Fable Beat Cop

### TROUBLE

Can’t Leave a Case Unresolved, No Matter the Cost

### ASPECTS

Steeled by Ancient Songs of Perseverance  
“Justice, for Both Mortals and Fables”  
Bridging the Gap: Keeper of Two Worlds  
Used to work directly for The High Table

## SKILLS

Great (+4): Will (His determination is unparalleled)  
Good (+3): Investigate, Physique (Years on the beat have kept him fit)  
Fair (+2): Empathy (Understanding both human and fable), Athletics, Notice  
Average (+1): Fight, Rapport, Drive, Contacts

### UNYIELDING RESOLVE

When faced with challenges or situations that test his determination, Vaiko gets a +2 to his Will.

### FRIEND TO ALL

Due to his understanding of both humans and fables, Vaiko gains a +2 to Rapport when trying to mediate between the two worlds.

### AGELESS INTUITION

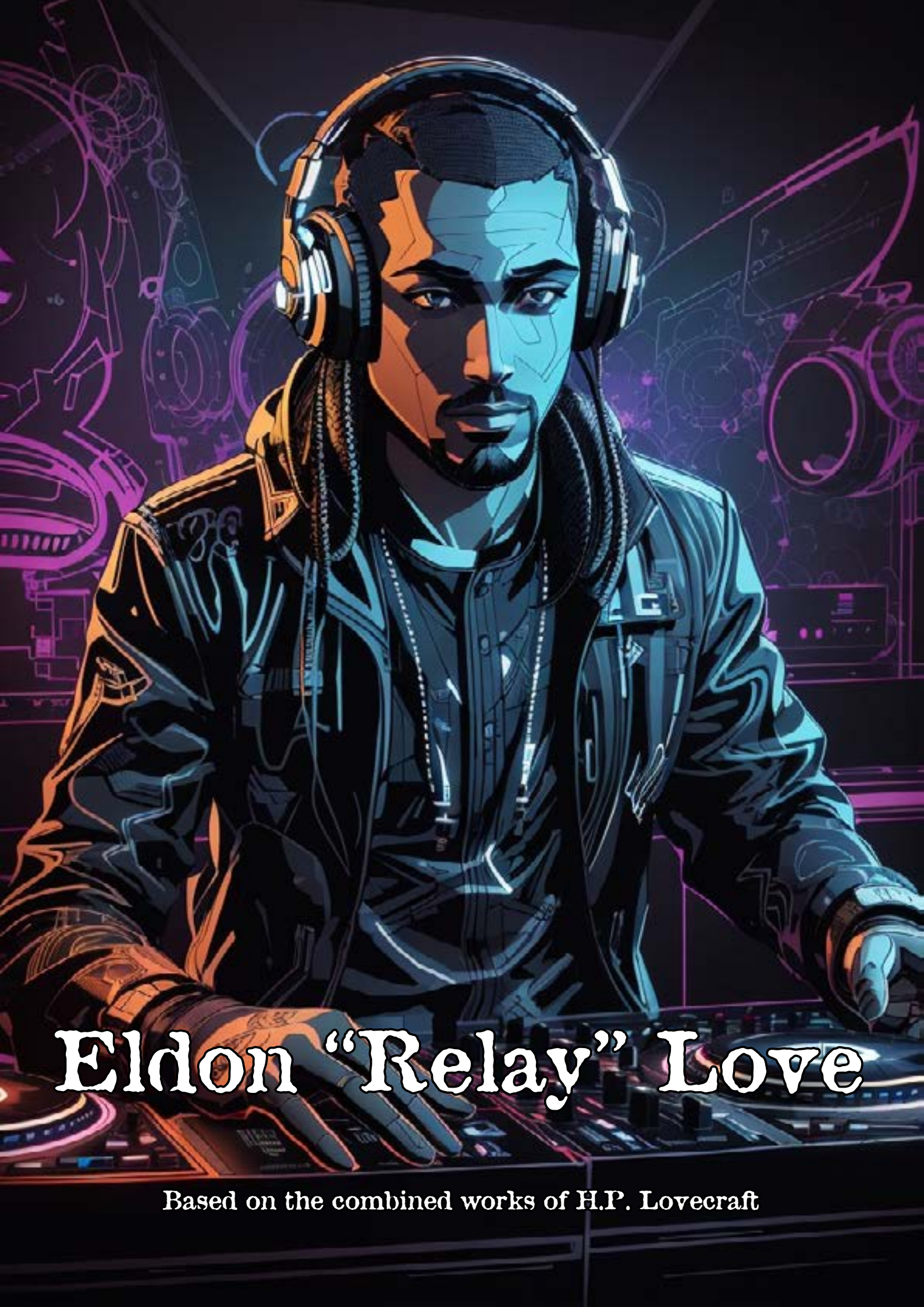
Once per session, Vaiko can draw upon his ancient wisdom to gain an important clue or insight about a case.

### LEGAL ACCESS

Vaiko has access to both the real world criminal records and the Fable’s book of crimes, kept by the High Table.

“Determination is the flame that never falters, even in the darkest storm.”





# Eldon "Relay" Love

Based on the combined works of H.P. Lovecraft



## ELDON “DJ RELAY” LOVE

Eldon Love’s story is a tale not of Earth, but from the unfathomable stretches of the Lovecraftian cosmos. As an ancient entity in his original domain, he was revered, if not outright feared. Eldon was used to cults worshipping him, echoing chants and rituals dedicated to his might.

When the arcane currents of the universe unexpectedly cast him into the bustling heart of modern-day Manhattan, Eldon faced a world far removed from the worship and ritualistic reverence he was accustomed to. The city, with its flashing lights and relentless noise, was initially jarring, but Eldon soon recognized an opportunity.

Taking on the DJ alias “Relay,” Eldon opened a club in New York that quickly became the stuff of legends. From the outside, it was an epicenter of modern music, but in truth, it was the closest thing Eldon had found to the cultist worship of his past. With his deep knowledge of cosmic harmonies and earthly rhythms, DJ Relay crafted tracks that hypnotized his audience. And as the beats took hold, the clubgoers would unknowingly participate in ancient Lovecraftian rituals - their dance moves mimicking rites of old, their collective energy channeling powers from beyond the stars.

Whispers began to spread about the unique experiences at DJ Relay’s club. Some would say they felt transported to another realm, their souls connecting to a power beyond comprehension. Others mentioned waking up with no memory of the night before, only an eerie sense of fulfillment and unity. And while some suspected there was more to Relay and his music, no one could deny the otherworldly pull of his beats.

In this bustling city, DJ Relay had crafted a modern temple. While New York offered him refuge from the vast cosmic loneliness of his former existence, the club became his conduit to draw on the reverence and energy he missed. And every night, as the base dropped and the crowd swayed, Eldon Love felt the power of the cosmos merging seamlessly with the pulse of the city.

## HIGH CONCEPT

Lovecraftian Entity Turned New York DJ

### TROUBLE

Lost in the beat, haunted by the deep

### OTHER ASPECTS

Eldritch vibes only

From cosmic horror to cosmic beats

The city never sleeps, and neither do I

Drawing ancient mysteries into the modern world

Fat beats keeps the monsters at bay

### SKILLS

Great (+4): Performance

Good (+3): Lore, Will

Fair (+2): Provoke, Craft, Provoke

Average (+1): Deceive, Contacts, Notice, Athletics

### INHUMAN RESONANCE

When in an area playing his music, Eldon can use his Provoke skill with a +2 bonus to captivate and entrance his audience with otherworldly beats.

### DEEP SEA SYNTH

Eldon has a unique synthesizer that replicates the sounds of the deep, giving him a +2 to Performance when trying to create haunting or atmospheric tracks.

### MADDENING PRESENCE

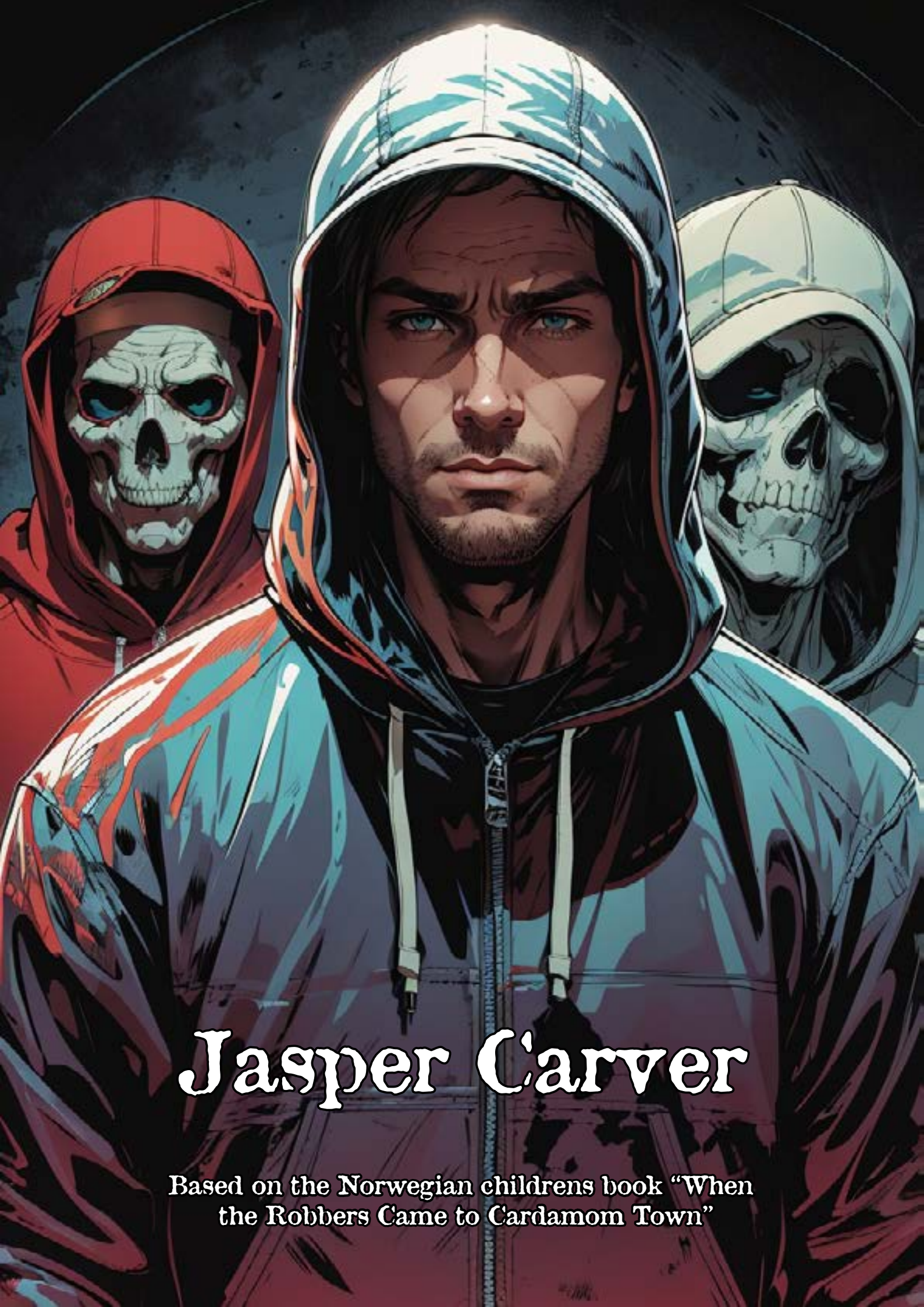
Once per session, Eldon can tap into his Lovecraftian origins, unsettling everyone in the vicinity with a sense of intense existential dread or absolute euphoria.

### ECHOES OF MADNESS

If Eldon ever performs a roll with all dice showing identical symbols (or all blank) treat the roll as an absolute success.

“There’s a cosmic dance in every heartbeat, and my job is to amplify it.”





# Jasper Carver

Based on the Norwegian childrens book "When  
the Robbers Came to Cardamom Town"



## JASPER “CARDAMOM” CARVER

In the city’s underworld, Jasper “Cardamom” Carver is a legend, not only for his skill but for his unique “partners.” Once part of a trio known as “The Cardamom Crooks,” Jasper, with his comrades Kasper and Jonathan, made a name for themselves by pulling off some of the most audacious heists.

However, on a job that promised to be their biggest score yet, things went terribly wrong. A double-cross from their informant led to a deadly confrontation. Jasper barely escaped with his life, but Kasper and Jonathan weren’t so lucky. What should’ve been a clean getaway turned into a night of tragedy.

In the following days, as Jasper mourned his friends and contemplated leaving the life of crime, he began to notice strange occurrences. Objects moving on their own, whispered voices in the wind. It wasn’t long before the spectral forms of Kasper and Jonathan appeared to him. Bound by their unfinished business and deep camaraderie, the duo had returned to help Benny, visible and audible only to him.

With his ghostly partners in crime, Jasper embarked on a dual mission: to bring their betrayer to justice and to pull off heists to secure funds for the families of his deceased friends. Kasper and Jonathan, through their ethereal forms, could pass through walls, scout locations, and offer insights that Benny could never access on his own.

As the trio continues their operations, they face not only the challenges of their heists but also the emotional struggles that come with their unique bond. Jasper, while grateful for the second chance with his friends, is also constantly reminded of that fateful night and the cost of their life choices. Together, they navigate the world of crime, blending the physical and the supernatural in their quest for redemption.

## HIGH CONCEPT

Burglar Guided by Ghostly Comrades

### TROUBLE

Haunted by the Choices of the Past

### ASPECTS

Three’s Company, Even in Death  
Stealing for Redemption  
Unseen Eyes, Everywhere  
Lucky survivor or abandoning coward

## SKILLS

Great (+4): Stealth  
Good (+3): Notice, Burglary  
Fair (+2): Athletics, Investigate, Will  
Average (+1): Rapport, Contacts, Deceive, Fight

### GHOSTLY RECON

Once per session, Jasper can ask his ghostly comrades to scout an area or building in advance, granting him a +2 to his Burglary and Notice roll there.

### SPECTRAL DISTRACTION

When attempting to escape or hide, Jasper can use his comrades to create distractions, giving him a +2 to Stealth rolls.

### ETHEREAL INSIGHT

Jasper’s bond with his ghostly comrades allows him a +2 to Notice when trying to detect traps or hidden devices.

### GHOSTLY SENSE

Jasper can detect other ghosts. Kasper and Jonathan will also notice and inform him if they encounter other characters that can detect ghosts.

“They might be gone, but trust me, they’re more present than ever.”





# Conrad Snipp

Based on the German nursery rhyme Little Suck-a-Thumb



## CONRAD SNIPP

Before the city's skyscrapers shadowed its streets, before the tales of old found their way into the bustling urban life of New York, Conrad Snipp was the proud owner of a quaint tailoring shop tucked in an alley off Brooklyn. As a young apprentice in Europe, he was recognized for his unparalleled craftsmanship. The Snipp lineage, after all, had been tailors for generations. When he moved to New York in his twenties, he hoped to continue this legacy.

His shop, "Snipp's Fine Garments," was initially the talk of the town, dressing New York's elite with the finest fabrics. However, the glamour faded when mass-produced clothing became the trend. It was during this decline that Conrad, desperate to reclaim his family's lost honor, stumbled upon a pair of ancient scissors tucked away in an old heirloom chest from his ancestors.

With every snip, Conrad realized he wasn't just cutting fabric. These scissors had the power to sever the intangible – the very essence that made Fables who they were. Word spread in the underworld that Conrad, the once-respected tailor, now had a darker service to offer.

As Fables began to visit, some sought freedom from their burdens, while others were dragged in against their will. His once cozy store transformed into a place of transactional nightmares. Fables' essences, once snipped, were stored in crystal vials, lining the walls of his private chamber, each glowing with residual magic.

While his power grew, so did his madness. The tale of him ruthlessly snipping the thumbs of an unruly child wasn't an isolated incident but a glimpse into his deteriorating psyche. He became obsessed with the idea of 'perfecting' Fables by cutting away their flaws, which, in his eyes, were often their magical abilities.

But it wasn't just power or perfection that drove him. Conrad, despite his growing sociopathy, was tormented. Whispers among the Fables spoke of a lost love, a Fable whom he tried to "perfect," leading to her tragic end. This event spiraled him further into darkness, turning him from a mere tailor to a force to be reckoned with.

The underbelly of New York's Fable society knew one thing for certain: while many secrets lurked in the city's shadowed corners, few were as chilling as the tale of Conrad Snipp, the tailor who could snip away your very soul.

## HIGH CONCEPT

Sociopathic Tailor with the Power to Sever Fable Bonds

### TROUBLE

An Uncontrollable Obsession with Perfection

### ASPECTS

Threads of Deceit: Manipulator of Fates  
Scissors Whisperer: Intimately Knows Each Fable's Weakness  
Haunted by the Thumbs: Remnants of a Dark Past  
Unsavory appetite

### SKILLS

Great (+4): Craft (Tailoring)  
Good (+3): Deceive, Lore (Knowledge of Fable bonds)  
Fair (+2): Provoke, Fight (Primarily using scissors as weapons), Notice  
Average (+1): Stealth, Empathy (To detect lies, not out of compassion), Athletics, Contacts

### SNIP THE BOND

Once per session, Conrad can sever a Fable's connection to their supernatural power, rendering them as mere mortals. This effect lasts for a scene.

### TAILOR'S PRECISION

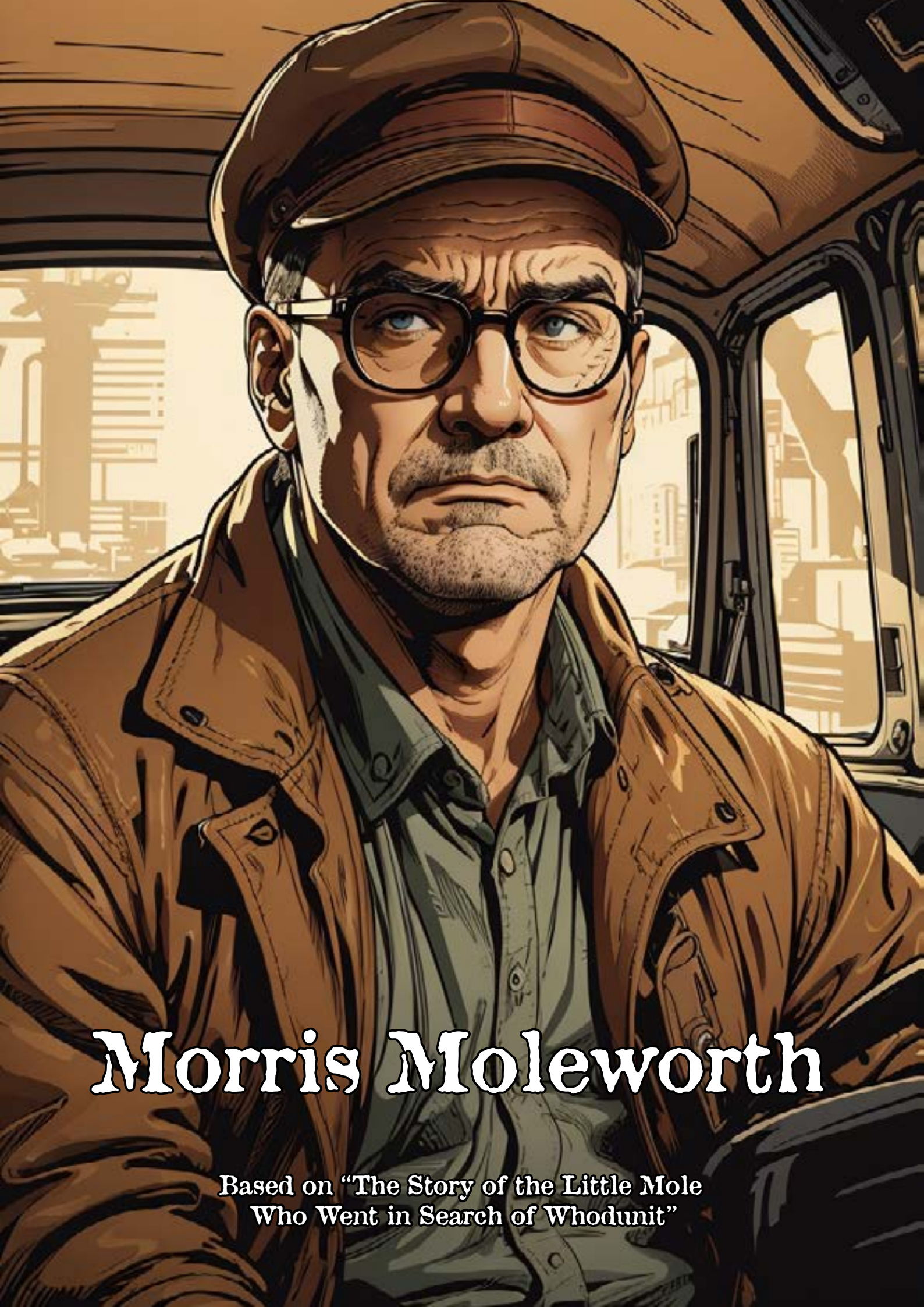
When using his scissors as a weapon, Conrad gains a +2 to Fight.

### MASTER OF DECEPTION

Conrad can craft clothing that grants the wearer a +2 to Deceive, allowing them to impersonate someone else.

"Every thread has its end. It's just a matter of knowing where to snip."





# Morris Moleworth

Based on "The Story of the Little Mole  
Who Went in Search of Whodunit"



## MORRIS “MORRY” MOLEWORTH

The winding streets of New York, lined with its towering skyscrapers and echoing with the relentless cacophony of urban life, have always been Morry's sanctum. It's where he felt most at home, with the steady hum of his cab engine beneath him and the city unfolding around him like an ever-changing tapestry of tales.

Over the years, the backseat of his cab became a sanctuary for many of its passengers. Some sought a temporary escape, some a listening ear, and some just the quiet comfort of being driven to their destination without judgment. It was during these drives that Morry's ability to perceive deceit was honed. He'd often play a game with himself, trying to guess a passenger's story before they shared it, and more often than not, he was eerily accurate.

One fateful evening, as rain pelted the city streets and the neon lights reflected in slick, shimmering patterns, a woman entered his cab. As they drove, she began to unravel a tale of betrayal, a story strikingly similar to Morry's own past. Her inheritance had been stolen by a deceitful partner, masked behind layers of legal jargon and falsified documents.

It was this story, resonating deeply with Morry's memories of being wronged, that drew him into his most challenging journey yet. Using his connections, insights, and uncanny ability to discern lies, Morry began tracing the web of deceit that entrapped the woman. It led him through the city's underbelly, from the luminous penthouses of the elites to the dimly lit bars where secrets were traded like currency.

As Morry delved deeper, he realized the corruption extended beyond a mere theft. It was a conspiracy that threatened to upheave the delicate balance between Fables and humans. His investigation angered some powerful figures, leading to several perilous encounters, including a high-speed chase through Central Park, where the very trees seemed to come alive, manipulated by a Fable with control over nature.

The climax saw Morry confronting the mastermind, not in a battle of fists, but in a battle of wits and truths. Using his power of “Stain of Truth,” he compelled the antagonist to admit to the wrongdoing, bringing justice to the woman and exposing the corruption plaguing the city.

As dawn broke, Morry found himself back in his cab, driving through the now-silent streets, the city's frenzied heartbeat having calmed. The adventure had been a detour from his usual routes, but it reinforced what he always believed: Every journey, no matter how short or long, had a story waiting to be told. And as the sun's first rays hit the skyscrapers, Morry, New York's most insightful cab driver, was ready for the next tale to unfold in the backseat of his cab.

## HIGH CONCEPT

Cab Driver with Accusatory Insight from Past Abuse

### TROUBLE

Burdened by a History of Being Overlooked and Wronged

### OTHER ASPECTS

Behind the Wheel, Ahead in Intuition  
From every stain, a story emerges  
Shadowed in the Tunnels, Illuminated in Truth  
Personal driver for many important Fables

### SKILLS

Great (+4): Drive (Especially his own cab)  
Good (+3): Investigate, Notice  
Fair (+2): Empathy, Will, Deceive  
Average (+1): Rapport, Lore, Stealth, Contacts

### ECHOES OF THE PAST

When someone tries to deceive or lie to Morry, he gains a +2 to Empathy to see through their deceit, drawing on his own experiences of being deceived.

### DRIVER'S SIXTH SENSE

If someone in his cab is trying to hide something, Morris gains a +2 to Notice to pick up on their subtle cues.

### STAIN OF TRUTH

Once per session, after recalling a past event where he was wronged, Morris can ask a direct question to someone, and they feel compelled to answer truthfully. This power is refreshed if Morris witnesses a NPC treating him or someone else shitty.

### HANDY CAB

Once per session, Morris' can change the story and have his car parked right around the next corner.

“Everyone leaves a mark, whether they know it or not.  
Some people forget it right away. I do not.”





# Barry "Baba" Dooke

Based on the Australian children horror novel "Mister Babadook"



## BARRY “BABA” DOOKE

Barry, known more infamously as “Baba” Dooke, had always existed in the peripheries of childhood fears. In the old world, he was a legend, a whispered cautionary tale meant to keep children in line. Yet, his emergence into the real world offered him something he never anticipated: a second chance.

The unique hustle and bustle of New York resonated with Barry’s restless spirit. Here, anonymity was possible. Unlike the confines of his stories, where he was perpetually cast as a monster, the city gave him a fresh slate. While some Fables grumbled about the modern era and yearned for their fairy tale worlds, Barry embraced it wholeheartedly. The skyscrapers, the 24-hour diners, the vast tapestry of diverse people — it was all so invigorating.

Seeing an opportunity, Barry leveraged his innate ability to lurk in the shadows, mastering the real estate game of the city’s less-lit corners. He acquired a dilapidated apartment complex in the slums, dubbing it “Dooke’s Residences.” And while the world might have seen a grim, rundown building, Barry saw potential — a haven for Fables like him, those who faced constant judgment or struggled to fit in.

However, ownership wasn’t a smooth sail. The day-to-day grind of keeping the apartments afloat was relentless. Plumbing issues, unpaid rents, skirmishes between magical tenants, and the ever-looming threat of exposure to the mundane world. Every day presented a new challenge. But Barry was tenacious. He believed in the power of community. In his complex, he worked tirelessly to foster unity among his tenants, encouraging them to band together against the harsh, unforgiving city outside. Weekly community meals, monthly talent shows (where Fables could flaunt their unique abilities), and even a makeshift Glamour library to help those who couldn’t afford it, became the norm.

Yet, for all his efforts within his apartment realm, the outside world wasn’t as forgiving. Barry’s tale preceded him, and many couldn’t look past the ‘monster’ from the storybooks. He was often heckled on the streets, rejected from Fabletown council meetings, and treated with disdain in social circles. The whispers, the sidelong glances, the outright hostility — it all weighed on him.

But Barry’s spirit was indefatigable. No matter the adversity, he returned to “Dooke’s Residences” every evening, finding solace in the close-knit community he’d cultivated. For them, he wasn’t a monster; he was their landlord, their friend, their pillar of strength.

In the heart of the city’s chaos, Barry found his purpose. Not as a lurking shadow of fear, but as a beacon of hope and unity for Fables who had none. Through sweat and sheer determination, he redefined his narrative, proving that even the most infamous tales could find redemption.

## HIGH CONCEPT

Connected Landlord of the Slum Apartments

### TROUBLE

Haunted by his own legend

### OTHER ASPECTS

Best version of the worst profession

Breaking the tropes daily

The darkness is my ally

Keep your friends close but your tenants closer

Home is safe, home is good

## SKILLS

Great (+4): Contacts

Good (+3): Rapport, Resources

Fair (+2): Stealth, Intimidation, Notice

Average (+1): Will, Burglary, Investigate, Lore

### LOOMING PRESENCE

Use Provoke instead of Intimidate to instill fear into someone within his vicinity.

### SHADOW’S CLOAK

Once per session, Baba can blend seamlessly into the shadows, becoming nearly invisible and inaudible for a short duration.

### TIGHT LEASE

When in his own apartment complex, Baba gets +2 to any Resources check related to utilizing or manipulating the property to his advantage.

### FAVOR ECONOMY

Barry can always trade 3 fate points for a solid contact that owes Barry a favor (or rent, interchangeably).

## BABADOOK MYTHOS

The Babadook is a shadowy, menacing figure often depicted in a top hat and long coat. Originating from modern folklore, this entity is the embodiment of overwhelming grief and suppressed emotions.

As a presence, the Babadook is both persistent and suffocating, serving as a reminder that certain feelings, particularly sorrow, cannot be easily banished but must instead be acknowledged and managed.

Over time, this dark figure has evolved to represent the universal struggle with inner demons and the importance of confronting one’s darkest emotions.

“In the shadows of stories past, I’ve found a light in the present’s hustle.”





# Lys Midway

Based on "Lady with the Lamp" from the nursery rhyme about Florence Nightingale



## Lys Midway

When Lys Midway found herself in Fabletown, she carried with her the echoes of her past— the weight of being the “Lady with the Lamp,” a beacon of solace in times of darkness. However, she felt a pull toward the modern world, toward the lights that shone all night and never dimmed. This pull led her to the heart of the city, to a 24-hour retro diner called “Midnight Diner.”

At the diner, Lys found a place where time seemed to blur, where night merged into day, and the patrons came from all walks of life, seeking refuge from the urban hustle. Many were fables like her, while others were mortals, oblivious to the magical world that coexisted with their own. To these weary souls, Lys became a confidant and advisor, listening to their tales of woe and offering words of wisdom, just as she had in her previous life. The neon lights outside cast a soft, ambient glow, reminiscent of her lantern, and she felt oddly at home amidst the checkered floors and chrome-edged tables.

Lys quickly became a fixture at Midnight Diner, known for her calming aura and sage advice. However, one fateful night would cement her reputation in Fabletown’s annals. A crazed mortal, pushed to the brink by the weight of his burdens, stormed into the diner with a gun, threatening to harm the patrons. The atmosphere turned tense, the quiet murmur of conversations replaced by the fearful silence of anticipation.

Amidst the panic, Lys rose from her seat, her demeanor calm and composed. She approached the gunman, speaking softly, her voice carrying the weight of centuries of experience. As she spoke, the tension in the room dissipated. The man’s grip on the gun loosened, and for a moment, it seemed as if peace had been restored.

However, Lys’s words, while soothing, also made the man confront the hollowness and meaninglessness he felt in his life. Overwhelmed by a wave of nihilism, he took a tragic decision and ended his life with his own weapon. The room was enveloped in shock and grief.

The incident left a deep scar on Lys. While she had prevented a potential massacre, the cost had been high. Her ability to bring light also meant facing the shadows that came with it. The Fable community was divided. Some hailed her as a hero, while others whispered that she had delved too deep into the man’s psyche.

Lys continued to work at Midnight Diner, finding solace in the regulars who came to her for guidance. However, that night changed her. She became more cautious, always aware of the fragile balance she held— the power to illuminate, but also the potential to cast long shadows.

## High Concept

Keeper of the Everburning Lantern

### Trouble

Haunted by his own legend

### Other Aspects

Neither here nor there, but somewhere in between

Guided by the unseen glow

Silence is the loudest statement

Cool heads will prevail

Good friend and a shoulder to cry on for many Fables

## Skills

Great (+4): Empathy

Good (+3): Lore, Will

Fair (+2): Investigate, Rapport, Medicine

Average (+1): Athletics, Notice, Crafts, Contacts

### Illuminated Path

Once per session, Lys can reveal the truth behind a situation, shining her lantern to dispel illusions or deceit.

### Eyes of Ambiguity

Lys gets +2 to any Empathy check when trying to understand the motivations or feelings of others.

### Steady Glow

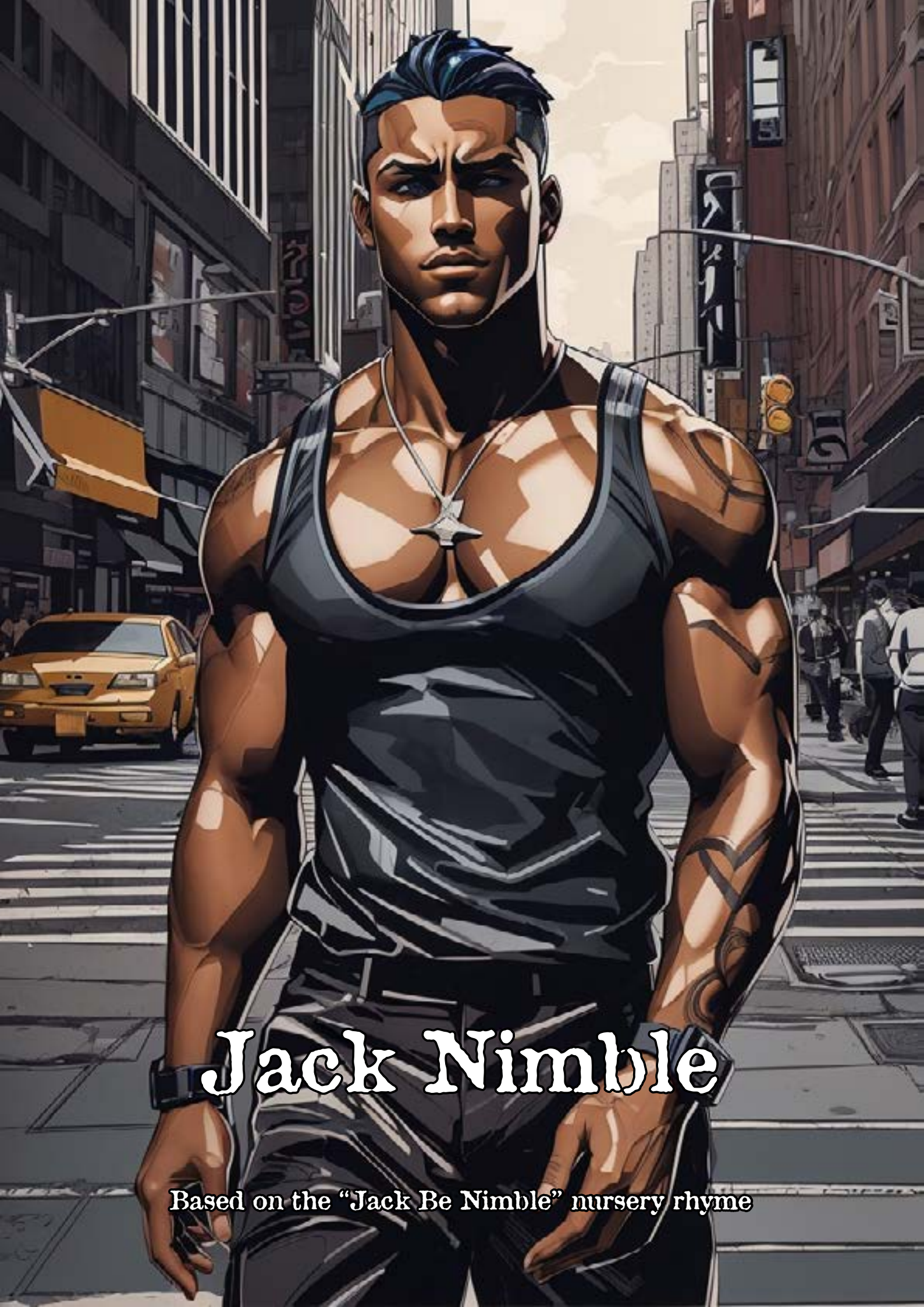
Lys can resist any emotional manipulation, getting a +2 to her Will when someone tries to sway her from her neutral stance.

### It’s Okay, Love...

If a player character near Lys rolls a zero with their dice, give that character and Lys a Fate point.

“Every soul carries its own light, sometimes it just needs a nudge to shine brighter.”





# Jack Nimble

Based on the "Jack Be Nimble" nursery rhyme



## JACK NIMBLE

In the neon-lit world of Fabletown's nightlife, where every character from legend and lore sought a fresh start, Jack Nimble found his own unique stage. No longer the innocent boy from the nursery rhyme, Jack used his nimble agility to master the art of dance, drawing crowds with a blend of charisma and raw talent.

Jack's transition to the world of erotic dancing wasn't a straight path. Initially, he tried to stay true to his origins, performing street acrobatics and playful routines in the heart of Fabletown. But with the city's ever-changing tastes and the pressure to pay bills, Jack realized he had to adapt.

Enter "The Enchanted Lounge" – a place where Fabletown's elite mingled, and where fantasy met reality. Jack, with his chiseled physique and an inherent knack for rhythm, quickly became a sensation. His performances combined strength, grace, and a touch of the risqué, making him the most sought-after dancer in the club.

But the life of an erotic dancer wasn't always glamorous. Jack faced his fair share of challenges: the judgment from more conservative fables, the occasional unruly patron, and the pressure to always be at his best. Yet, his indomitable spirit and desire to redefine himself kept him going. He would treat his carnal activities as a competition, focusing mostly on strong impressions and milestones, and ignoring both compassion and romance.

Off-stage, Jack was a complex character. Some nights, he'd drown his sorrows, haunted by the stark difference between his innocent past and his present. Other nights, he'd bask in the adulation, cherishing the freedom that Fabletown offered.

Whispers of Jack's performances reached every corner of the city. Some saw him as an embodiment of liberation, while others gossiped about the "fall" of the once-innocent Jack. But amidst the chatter, one thing was undeniable: Jack Nimble had carved a niche for himself, using his past as a stepping stone rather than a shackle.

As the lights dimmed and the music pulsed, Jack would take center stage, reminding everyone that in Fabletown, reinvention was not just possible – it was celebrated.

## HIGH CONCEPT

Daredevil Acrobat of Fortune

### TROUBLE

The higher the stakes, the better the thrill

### OTHER ASPECTS

Where there's risk, there's reward  
Luck favors the bold  
Always one jump ahead  
The world's a stage, and I'm the star  
Dominant personality, on and off the sheets

## SKILLS

Great (+4): Athletics (Dance and carnal acts)  
Good (+3): Physique, Deceive  
Fair (+2): Provoke, Resources, Rapport  
Average (+1): Stealth, Burglary, Will, Drive

### LIVE LARGE, ROLL BIG

Jack uses six dice instead of four when rolling any check.

### LEAP OF FAITH

Jack can use his Athletics skill with a +2 bonus when making jumps or leaps that seem nearly impossible.

### EYES ON THE PRIZE

When trying to spot or obtain something of value (like a rare artifact or a large sum of money), Jack gets a +2 to his Notice.

### CHARM OF THE RISK-TAKER

Jack gets a +2 to Rapport when trying to impress or persuade someone with tales of his daring feats.

"If you're not living on the edge, you're taking up too much space."