

Defaults:	EP
Superb	12
Great	8
Very Good	4
Good	2
Fair .....Attributes	1
Mediocre	1
Poor ..... Most Skills	1

Most Gifts and some Skills are non-existent unless specified on the character sheet.

**EP** = Raising skills to that level with Experience Points from the previous level

**Character Name: Puck**

**Genre: Faerie**

**Player:**

**Date Created: GenCon, 1994**

**Unspent EP:**

**Fudge Points: 1**

**Character Story:**

You are able to befog people's minds. Unfortunately, you spend most of your time in this same state. While you're extremely intelligent when you focus on something, that doesn't happen very often.

Mischievous, imaginative, lucky, fond of good food, friendly – you are an admirable sort altogether.

**Wounds:**

**1, 2**  
**Scratch**  
☐☐☐

**3, 4**  
**Hurt**  
☐

**5, 6**  
**Very Hurt**  
☐

**7, 8**  
**Incapacitated**  
☐

**9+**  
**Near Death**  
☐

<b>Attributes:</b>		<b>Gifts:</b>	<b>Skills:</b>
Reasoning	Great	Lucky (reroll a bad roll once per session)	Culinary ArtsGreat
Perception	Good		PotteryGood
Willpower	Fair	Night Vision	CombatFair
Agility	Mediocre		AthleticsMediocre
Strength	Fair		Move QuietlyFair
Fitness	Fair		Mimic Animal
		<b>Supernormal Power:</b>	NoisesVery Good
		<b>Confuse:</b> up to 4 targets at once <b>OR</b> 1 <b>very</b> confused target – works best on humans	Herb LoreGood
<b>Equipment:</b>			Knowledge of Faerie PoliticsGreat
A small empty pot with cork stopper		<b>Faults:</b>	PersuadeGood
		Sense of Duty to your Companions	Social SkillsGood
		Loyalty to Seelie Court	
		Scale -5	
		Absent-Minded	

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**Character Name: Hyacinth**

**Genre: Faerie**

**Player:**

**Date Created: GenCon, 1994**

**Unspent EP:**

**Fudge Points: 1**

**Character Story:**

You are big for a fay - very big. Not only that, but on occasion, you can become even bigger than a human! It's not easy remembering this, though, when one is Hyacinth.

Gentle by nature, you will do most anything folk ask. Most folk are amazed to see that such a big Brownie can dance as lightly as a pixie!

**Wounds:**

**1, 2**  
**Scratch**  
☐☐☐

**3, 4**  
**Hurt**  
☐

**5, 6**  
**Very Hurt**  
☐

**7, 8**  
**Incapacitated**  
☐

**9+**  
**Near Death**  
☐

<p><b><u>Attributes:</u></b></p> <p>Reasoning                      Poor  Perception                      Mediocre  Willpower                      Fair</p> <p>Agility                      Good  Strength                      Great  Fitness                      Very Good</p>	<p><b><u>Gifts:</u></b></p> <p>High Pain Threshold  (no penalty at Hurt;  only -1 at Very Hurt)</p> <p>Combat Reflexes  (not easily surprised)</p> <p><b><u>Supernormal Power:</u></b>  <b>Grow/Shrink:</b> +/- 6 Scale  levels; 1 level/round  (humans are Scale 0,  large rat is Scale -11)</p>	<p><b><u>Skills:</u></b></p> <p>Dancing                      Great  Basket Making                      Good  Flower Lore                      Fair</p> <p>Combat                      Great  Acrobatics                      Good  Move Quietly                      Fair</p> <p>Climbing                      Great  Riding                      Good</p> <p>Outdoor Skills                      Good  Social Skills                      Mediocre</p>
<p><b><u>Equipment:</u></b></p> <p>A hand-made basket/backpack  – it grows and shrinks with  you, as do any contents!</p>	<p><b><u>Faults:</u></b></p> <p>Sense of Duty to your  Companions  Loyalty to Seelie Court  Scale -5  Gullible  Stubborn</p>	

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**Character Name: Wolfbane**

**Genre: Faerie**

**Player:**

**Date Created: GenCon, 1994**

**Unspent EP:**

**Fudge Points: 1**

**Character Story:**

Extremely good looking and with a charismatic, outgoing personality, you can be quite charming and can often get people to do things against their will. Unfortunately, a tendency to boast spoils your charm after long acquaintance.

Still, there are few livelier souls at making a good party!

**Wounds:**

1, 2  
Scratch  
☐☐☐

3, 4  
Hurt  
☐

5, 6  
Very Hurt  
☐

7, 8  
Incapacitated  
☐

9+  
Near Death  
☐

<b><u>Attributes:</u></b>	<b><u>Gifts:</u></b>	<b><u>Skills:</u></b>
Reasoning                      Mediocre Perception                      Good Willpower                      Good  Agility                              Great Strength                          Mediocre Fitness                              Fair	Charismatic  Good Looking	Storytelling                      Very Good Weaving                          Fair  Combat                              Good Acrobatics                          Great Athletics                          Very Good Move Quietly                      Very Good
	<b><u>Supernormal Power:</u></b> <b>Shapeshift:</b> takes 3 combat rounds – no change in Scale. Cannot fly	Animal Lore                      Fair Knowledge of Human Customs                      Mediocre
<b><u>Equipment:</u></b>  Ball of very strong yarn	<b><u>Faults:</u></b>  Sense of Duty to your Companions Loyalty to Seelie Court Scale -5 Boaster Compulsive Carouser	Flatter & Con                      Very Good Social Skills                          Good

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**Character Name: Robin**

**Genre: Faerie**

**Player:**

**Date Created: GenCon, 1994**

**Unspent EP:**

**Fudge Points: 1**

**Character Story:**

Mischief is your forte. While this is true for most fay, it's your life blood. Many of the old stories about cobbler fay tricking a human can be traced to you.

While not gifted with high intelligence, you are able to concentrate on a task to the exclusion of all else. This has led to some outstanding tricks.

**Wounds:**

**1, 2**  
**Scratch**  
☐☐☐

**3, 4**  
**Hurt**  
☐

**5, 6**  
**Very Hurt**  
☐

**7, 8**  
**Incapacitated**  
☐

**9+**  
**Near Death**  
☐

<b><u>Attributes:</u></b>  Reasoning                      Fair Perception                    Great Willpower                    Mediocre  Agility                        Good Strength                      Fair Fitness                        Fair	<b><u>Gifts:</u></b>  Perfect Timing  Focused (+1 to any long task)	<b><u>Skills:</u></b> Singing                      Great Leatherwork                Great  Combat                      Fair Athletics                    Fair Move Quietly                Fair  Riding                        Good  Sleight of Hand            Fair  Knowledge of Human & Fay Geography            Very Good  Outdoor Skills              Good  Haggle                        Good
<b><u>Equipment:</u></b>  Portable Leatherworking tools	<b><u>Supernormal Power:</u></b> <b>Levitate:</b> target must be within 10 yds (m) and can weigh up to 220 lbs. (100 kg); and can be lifted up to 2 yds (m) high	
	<b><u>Faults:</u></b>  Sense of Duty to your Companions Loyalty to Seelie Court Scale -5 Nosy Practical Joker	

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**Character Name: Peaseblossom**

**Genre: Faerie**

**Player:**

**Date Created: GenCon, 1994**

**Unspent EP:**

**Fudge Points: 1**

**Character Story:**

You were once jumped on by a cat a few centuries ago, and have never forgotten the experience. You act as if cats – or even worse things! – were lurking around most any corner.

You have a kind heart, though, and only enjoy playing tricks on truly nasty people. It's much more enjoyable to help the worthy than bait them.

**Wounds:**

**1, 2**  
**Scratch**  
☐☐☐

**3, 4**  
**Hurt**  
☐

**5, 6**  
**Very Hurt**  
☐

**7, 8**  
**Incapacitated**  
☐

**9+**  
**Near Death**  
☐

<b><u>Attributes:</u></b>	<b><u>Gifts:</u></b>	<b><u>Skills:</u></b>
Reasoning                      Good	Danger Sense	Flute                              Great
Perception                      Fair	Absolute Direction	Flute Making                      Great
Willpower                      Good		Athletics                      Mediocre
Agility                              Fair		Combat                      Mediocre
Strength                      Mediocre	<b><u>Supernormal Powers:</u></b>	Throwing                      Good
Fitness                      Very Good	<b>Heal:</b> 1 level/minute	Move Quietly                      Fair
	<b>Create Elfshot:</b>	Outdoor Skills                      Good
	(5 sec. = minimum damage,	
	1 min. = mid;	Formal Skills                      Great
	5 min. = max)	Fellowship Skills                      Mediocre
<b><u>Equipment:</u></b>	<b><u>Faults:</u></b>	Knowledge of
Flute	Sense of Duty to your	Magic Potions                      Great
	Companions	
	Loyalty to Seelie Court	
	Scale -5	
	Worry Wart	
	Phobia of Cats	

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Poor ..... Most Skills	1
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**Character Name:** Willow Wisp

**Genre:** Faerie

**Player:**

**Date Created:** GenCon, 1994

**Unspent EP:**

**Fudge Points:** 1

**Character Story:**

You are an amiable fay, but too lazy to be of much help in most matters. As an example, you've never bothered to put in the hard work necessary to become an excellent storyteller even though you love to talk for hours.

But let you find a hive of bees, and laziness is forgotten. What joy to conduct them in beautiful dances!

**Wounds:**

1, 2  
Scratch  
☐☐☐

3, 4  
Hurt  
☐

5, 6  
Very Hurt  
☐

7, 8  
Incapacitated  
☐

9+  
Near Death  
☐

<b>Attributes:</b>  Reasoning                      Mediocre Perception                    Mediocre Willpower                      Fair  Agility                              Fair Strength                          Great Fitness                            Very Good	<b>Gifts:</b>  Ambidextrous Combat Reflexes Tough Hide (-1 to damage)	<b>Skills:</b>  Bee Choreography              Superb Bee Herding                      Good Kazoo                              Great Carpentry                        Fair  Combat                            Good Acrobatics                        Fair Move Quietly                      Very Good  Outdoor Skills                    Good Social Skills                      Very Good Manipulative Social Skills              Poor
<b>Equipment:</b>  Kazoo	<b>Supernormal Power:</b> <b>Shape Inanimate Matter:</b> as if it were clay (takes 3 combat rounds). It returns to its own shape one minute after you stop concentrating on it.	
	<b>Faults:</b>  Sense of Duty to your Companions Loyalty to Seelie Court Scale -5 Lazy Garrulous	