

NAME

LOOK

Names: Colt, Howard, Henry Masion, Gustavar, Grey, Fredric, Grey, Ena, Wyile, Olivia, Udele, Sybil, Muriel, Kathleen, Jeran Wilona, Udolf, Hublurt, Rayhum, Ardel, Nicholas, Carney, Gillian, Janice Birttanie, Tabitha, Valda, Roz, Autumn, Montana. Ordwald

Insect Eyes, Innocent Eyes, Strange Eyes or Colorful Eyes
Strangely Colored Hair, Perfect Hair or Scraggly Hair
Expensive Clothing, Street Rags or Suspiciously Simple Drab
Short and Lithe Body, Strangely Average Body or Fay-Like Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
☐ WEAK -1	☐ SHAKY -1	☐ SICK -1	☐ STUNNED -1	☐ CONFUSED -1	☐ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE		ARMOR		HP		CURRENT MAX	YOUR MAX HP IS 7+CONSTITUTION
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ALIGNMENT

☐ **GOOD**

Use your fay magics to cheer up the down trodden or unfortunate.

☐ **CHAOTIC**

Use your fay magics to trick someone.

☐ **EVIL**

Use your fay magics to ruin someone's day.

FAY PARENTAGE

☐ **BROWNIE**

You get +2 to Aid rolls.

☐ **BOGGART**

You get +2 to Interfere rolls.

☐ **PIXIES**

You gain insect wings that allow you to fly.

☐ **PUCK**

Whenever you steal something off of a person, you do not make an opening.

☐ **RED CAP**

+1 to all damage rolls with weapons.

☐ **MARROW**

You get +2 to any rolls made involving swimming.

STARTING MOVES

GLAMOROUS DECEIT (CHA)

Your nature as a half-fay mixed with human blood has provided you with fantastical powers of deceit and change. You disguise yourself from the view of mortals by hiding in plain sight. Roll +CHA. *On a 10+, your appearance and clothing magically change to match any humanoid appearance with any mundane clothing without raising the slightest suspicion. *On a 7-9, choose 1:

- Your glamorous transformation goes awry and you turn into a humanoid appearance of the GM's choice.
- You become stuck in this altered appearance till you have an extended rest.
- You draw unwanted gazes at you the moment of your transform.

This effect ends when you will it or cast a Fable.

FABLES (INT OR WIS)

When you create your character, choose INT or WIS to use for this move.

When you have an extended rest of an hour or so, roll 1d4+1 and learn that many Fables, forgetting any previous Fables you had before resting. These captivating songs and stories of the fay world are so powerful that they physically shape the mortal world to fit the tale being told. When you wish to tell a Fable, roll +INT or WIS. *On a 10+, the story being told takes effect and molds the world around you. *On a 7-9, choose 1:

- The Fable is too enrapturing for you to resist hearing it once. The next time you cast a Fable, it must be the same Fable as the one you just casted, unless you rest.
- The story being told has a predictable outcome; both you and reality have become bored with it. You cannot use that Fable again until you have an extended rest.
- The telling of such an epic tale tires you and you get -1 to any other Fables tests until you Make Camp.
- You draw unwelcome attention or put yourself in a spot.

Note that maintaining Fables with ongoing effects will sometimes cause a penalty to your roll to cast a Fable.

BONDS

Fill in the names of your companions in at least one:

_____ still hasn't caught onto my shenanigans yet.

I owe _____ a favor, whether I like it or not.

Nothing quite kills the mood like _____'s presence.

Next time I sneak off, I am going to bring _____.

THE CHANGELING

LEVEL XP

GEAR

Your load is 7+STR. You start with 100 coins (1 weight), dungeon rations (5 uses, 1 weight) and 6 throwing daggers (thrown, near, 0 weight).

Choose your defenses:

☐ Luxurious noble clothes (worn, worth 50 coins, 0 weight)

☐ Leather armor (1 armor, worn, 1 weight)

Choose your weapon:

☐ Fay bow (near, far, +1 damage, 1 weight) and a bundle of arrows (ammo, 3 uses, 1 weight)

☐ Dagger (hand, 1 weight)

☐ Staff (reach, two-handed, 1 weight)

Choose three:

☐ Bag of books (5 uses, 1 weight) and a healing potion

☐ Elven arrows (ammo, 4 uses, 1 weight) and a healing potion

☐ Poultices and herbs (1 weight) and a personal feast (rations, 1 weight)

☐ 6 throwing daggers (thrown, near, 0 weight)

☐ 3 healing potions (0 weight) and dungeon rations (5 uses, 1 weight)

☐ Adventuring gear (5 uses, 1 weight) and a flashy ring worth 50 coins.

☐ Bewitched robes of a fay court (1 armor, occasionally unlucky, 1 weight)

☐ Cruel Cleaver (hand, gain a hold when you Hack and Slash, 3 weight)

☐ Trickster's cap (worn, +1 to all Glamorous Deceit rolls, 1 weight)

☐ 2 Halfling pipeleaves (6 uses, 1 weight)

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

☐ CROWN OF ROSES

When using +CHA rolls for Defy Danger, a result of 9 also counts as a 10.

☐ FIENDISH ILLUSION

You can use Glamorous Deceit to create an illusionary monster that does your bidding. Treat the creature as a character, but with access to only the basic moves. It has a +1 modifier to two stats and +0 for the rest for its stats, has 1 HP and uses 1d6 for its damage dice. This illusionary monster lasts till you dismiss it or you have an extended rest. As long as your servant lasts, you cannot use Glamorous Deceit.

☐ FORTISSIMO OF FABLES

You learn an extra Fable after you rest.

☐ DREAMLIKE PARTY

You get +2 to all Carouse rolls.

☐ I KNOW THAT STORY!

You may expend a use from a Bag of Books to gain +1 forward to your next Fables roll.

☐ GREAT INSPIRATION

Choose 1:

- Add 1d6 spells from other classes that are Level 1 or Routes/Cantrips and add them to your list of Fables
- Choose one Level 1 or Route/Cantrip from another class. You permanently know this spells as a Fable and do not have to learn it when you Make Camp to use it.

☐ FOREST DWELLER

You can talk to animals. Also, if you Spout Lore involving nature, animals, or events that have occurred where animals might have witnessed it, you gain +1 to the roll.

☐ KINDRED SOULS

Whenever you make Discern Realities roll, in addition to any questions you ask, you automatically know of any other Changelings, Fairies or Fay Magic at work.

☐ RONDO OF LIES

You add +1 to your Glamorous Deceit rolls.

☐ NATURE SPRITE

Requirements: Forest Dweller

You can use Glamorous Deceit to disguise yourself as a woodland creature.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

☐ CROWN OF THORNS

If an enemy damages you with melee attack they take 1 damage that ignores armor.

☐ ENCHANTING SERVANTS

You can use Glamorous Deceit to cause three mundane objects to become alive and do your bidding. Treat these servants as a character, but with access to only the basic moves. They have a +1 modifier for all stats and 1 HP.

☐ EMPOWERED TALES

You count your level as one higher for the purpose of Fable effects.

☐ DEVOUR ENCHANTMENT

You can spend uninterrupted time (an hour or so) in quiet contemplation with a magic item that you can hold. You permanently remove any magic properties from this item. For every item you have done this to, you will always learn an extra Fable when you make camp.

☐ REKNIT FORM

Whenever you roll 12+ on Glamorous Deceit, heal 1d10 damage.

☐ MAGIC FLOWS LIKE BLOOD IN MY VEINS

Pick a Level 3 Spell from another class. You permanently know this spell as a Fable and do not have to learn it when you rest to use it.

☐ A FAIRYTALE EVENING

Requires: Dreamlike Party

You can use Glamorous Deceit for Carouse rolls.

☐ TOUCH OF SEASONS

You can use Glamorous Deceit rolls to instead change an area to have the likeness of another season.

☐ UNSEEN TRICKSTER

On a Glamorous Deceit of 12+ you turn invisible. Your form will become visible if you attack someone or use a Fable.

☐ LORD OF STORIES

Requirements: Charisma of 17 or more

You may use CHA for Fables instead of INT or WIS.

FABLES

❑ AGITATED ALLEGRO

FABLE

A number of listeners up to your level that hear this irritating song immediately lose all composure and attack the closest person to them.

❑ CAUSTIC CRESCENDO

FABLE

A number of mundane objects up to your level that you can see begin to rapidly corrode and by the end of your dramatic story, are destroyed.

❑ DISEASED DIMINUENDO

FABLE

A number of addressees up to your level of your grotesque song become violently ill with a conjured fairy pox and cannot claim attacks when you make an opening for them. In addition, the affected subject gets -1 armor for rest of the fight and takes 1d4 damage that ignores armor.

❑ EVOKED ESTINTO

FABLE

ONGOING

You tell this story with the words of another, robbing another person of their voice. For long as the Fable is ongoing, a number of people up to your level cannot speak or cast spells.

While this fable is ongoing you take -2 to cast a fable.

❑ FASCINATED FALSETTO

FABLE

ONGOING

Your delightful song of fay worlds enraptures your audience. An amount of listeners equal to your level +1 stop what they are doing and listen to your story. They will continue to listen until you end the Fable or they are physically touched.

While this fable is ongoing you take -1 to cast a fable.

❑ FRIGHTFUL FUGUE

FABLE

Your soft words quickly become a scream-invoking horror story. All animals and a number of people up to your level flee from you in cries of terror.

❑ GRACEFUL GRAZIOS

FABLE

ONGOING

A nimble tune grants a +2 ongoing to any +DEX rolls of you or a companion. If you are level 6 or higher, this becomes a +3 ongoing.

While this fable is ongoing you take -2 to cast a fable.

❑ HEALING HARMONIES

FABLE

A kind story with a happy ending mends wounds and heals an ally within earshot of 1d4 damage + your level.

❑ INSTANT IMPROVVISANDO

FABLE

ONGOING

Your words quickly lend you the prop you need by turning a number of mundane objects up to your level into other mundane objects for as long as you will it.

While this fable is ongoing you take -1 to cast a fable.

❑ LACKLUSTER LARGO

FABLE

A number of victims up to your level of your song become uncannily slow and unable to move or defend themselves, providing an opening to anyone who can attack it.

❑ MORTAL MEDLEY

FABLE

Your tune causes fresh wounds to grow deep and scars to split open. Anyone around you who has taken damage today immediately takes damage equal to your level that ignore armor

❑ NIGHTMARISH NOCTURNE

FABLE

ONGOING

An unsettling melody that you whisper has an unnatural night left in its wake. Immediately the area you are in becomes dark, complete with a haunting moon above. Sinister shadows and distorted night time dreams bless you and your allies with a +1 ongoing to all rolls as long as you are in the nighttime area and choose to continue this spell.

While this fable is ongoing you take -1 to cast a fable.

❑ OBLITERATING ORCHESTRA

FABLE

Harsh ear splitting streaks leave your mouth instead of words, somehow causing enemies to be torn apart. You deal 1d6 damage + your level to single target. If you are physically playing a stringed instrument while casting this spell, you add an additional point of damage to the roll.

❑ PROVOKED PESANTE

FABLE

Your hefty words cause the weight of one person's equipment, no matter how little they carry, to instantly drag them to the ground with an undeniable and sudden weight. The target can't use a number of weapons and/or armor it has on its person up to your level till you leave the area.

❑ PURCHASED PIACEVOLE

FABLE

You give a token of peace and kindness to a person by offering them a valuable item. Should they accept it, they will automatically befriend you and treasure the pleasant bond they have formed for you. As your friend they are not hostile and offer any simple help they can, without becoming suicidal or ignoring common sense. This effect will last till you do something to harm them, otherwise the friendship takes a natural course from here on out.

❑ RENTED RITORNELLO

FABLE

You improvise and mimic your story to play off of a dazzling display of magic you just saw. This Fable allows you to cast the last spell you saw without complication, copying it's effects and allowing you to choose the target of it.

❑ VIOLENT VIOLINS

FABLE

Harsh and hateful music leaves your mouth instead of a majestic song. A number of opponents up to your level within earshot take damage equal to your level that ignores armor.

❑ SORROWFUL SYMPHONY

FABLE

A soul crushing eulogy reduces a number of opponents up to your level to a sober wreck, missing their next opportunity to attack.

❑ TRUTHFUL TOCCATA

FABLE

A single person of your choice starts spouting truthful answers to a number of questions up to your level that you sing out.

CHANGELING FABLES