

Other Folks

Modular Folks

At the Gamesmaster's discretion, Player Characters can be folks other than human. If you decide to allow this as an option, you'll need to allocate everyone in the group more Background Points, as non-human folks are purchased with Background Points.

Start with 10 Background Points

These can be used to 'build' a non-human Character, or make a human Character who is more impressive. It's up to the Player's choice.

Beforehand

The standard method to use this system is one in which the Gamesmaster creates a number of optional Player Folks before the game starts. These are then presented to the Players as choices. Obviously, a Player and Gamesmaster can negotiate if the Player wishes to play a non-human folk that is not standard in the game.

Characteristics

Each non-human folk is made up of a set of **Characteristics**. Some Characteristics cost one or more Background Points. Some add a Background point. However, the number of Background points you have to work with cannot exceed 10. That is, if you build a creature entirely out of disadvantageous Characteristics, you still are stuck at 10 Background Points. Some Characteristics cost zero, because they carry both advantages and disadvantages. Typically, a 'negative' Characteristic cannot be bought off with more Background Points, though this is something that can be negotiated between a Player and Gamesmaster.

Characteristics

Below are some Characteristics that you can make use of.

Ancient of Days (Costs 1) You are very long lived, so much so that you have already accumulated much lore and skill. You start with 40 Skill Points instead of the usual 20. If you do not take *Arrogance*, then this trait Costs 2. If you do take *Arrogance*, then *Arrogance* Costs 0 instead of granting +1 points.

Aptitude (Costs 1) Pick a Pathway. If you take that Pathway (it must be paid for using other Background Points), then you start at Rank 2 instead of Rank 1.

Arrogance (Gain 1) The folk are arrogant in their dealings with other peoples. They are at Disadvantage when interacting socially with anyone who is not of their own kin.

Astounding Nose (Costs 1) You can smell as well as a dog. This may require a lot of narrative imagination on the part of the Gamesmaster, so be sure to confer with them first.

Blackpowder (Costs 1) Your folk either have access to or can make blackpowder and associated weapons. In the standard setting these weapons include blunderbusses, carbines, flintlock pistols, clay-pot grenades etc.

Blood is Poison (Gain 1) If blood from an animal or person spills on your bare skin, you suffer 3d10(5) damage every round until it is washed off. You cannot eat raw flesh, but cooked flesh is tolerable (if unpleasant).

Burrowers (Costs 1) Your folk naturally live in holes and can move a surprising amount of dirt in a short time. It takes you about 5 min to burrow through 5 m of solid earth. You can excavate a burrow to spend the night in within about an hour. You might usual natural features (such as heavy paws), but if you do not (i.e. if you need a shovel or other digging implement), then this Characteristic costs 0 instead of 1.

Catlike Agility (Costs 1) Although Tests of Manoeuvre may still be required, you can jump, leap and fall much farther than a normal human (typically up to 10m) and can land or balance on surfaces that no human would ever be able to (such as a swaying tree-branch or large running animal).

Considered Inferior (Gain 1) Some other people, or perhaps multiple peoples, consider you to be inferior or primitive in some way. You are might also considered a dying race, or may have lost most of your ancestral lands. You will be met with condescending, mistrustful or patronising attitudes.

Dangerous to kill (Costs 2) Upon death, something happens that is a threat to those nearby. Perhaps your folk are able to inflict a death curse on your killer, or dark magic spills out of you, or you resurrect as a vengeful ghost. In any instance, it is known that your folk are dangerous to murder.

Despised (Gain 1) Someone or something hates you so much that it will hunt and kill your folk on sight.

Dusk Sight (Costs 1) You can see perfectly in low light, but not in complete darkness.

Effortful (Costs 1) Add +3 to Effort.

Fade into Shadows (Costs 1) You can hide in shadows and dim light almost as if they were solid objects. It costs you no Effort to add your Attribute bonus when hiding in dark places.

Fear (Costs 1) Regardless of your actual intents, you give off an aura of fear. Anyone who has not had extensive dealings with your folk before will refuse to come close and may react to you as if you are some sort of monster.

Flight (Costs 1) You have wings and can fly, though this doesn't mean that you are necessarily good at it. Add 'Flight' as a Skill based on Quickness +1. You must take either *Small* or *Very Small* in addition to *Flight*. It costs 1 Effort for every 10 mins of flight past the first 10 mins.

Fortunate (Costs 1) Add +3 to Fate. Unlike everyone else, your Fate regenerates slowly at a rate of 1 point between game sessions. However, you cannot exceed your initial starting pool.

Friendly with Beasts (Costs 1) Pick a normal animal species (raven, sparrow, bear, wolf). You can talk with this species, and it may do as you ask if you need help (though a test of social skill, or some negotiation or payment may still be required). This Characteristic costs 3 points if you are friends with *all* beasts, rather than just one species. The

animal is about as intelligent and inclined as you might expect, so that sparrows are flighty and don't remember much other than their last meal, whereas a badger might have a longer memory, but it might be quite focused on where the best earthworms are, and quite difficult to convince to do anything it doesn't want to.

Hold breath (Costs 1) You can safely hold your breath for up to 30 mins.

Hulking (Costs 1) Your **Fortitude** can be increased to 8. Gain a +1 bonus to Fortitude. Quickness cannot be higher than 3. Your **Hale** can be as high as 9, which means that Wound Slots can be more numerous than is standard in a human. Also, your armour slots top out at 4 instead of 3. You will have difficulty entering standard doorways or small buildings. You cannot ride a horse. If you take Hulking you also gain *Inhuman Appearance* (but don't gain any points). If you want to take *Hulking* without *Inhuman Appearance*, then *Hulking* costs 3.

Inhuman Appearance (Gain 1) The folk look animal-like, or are in other ways inhuman in appearance. They are at Disadvantage when interacting socially with humans, unless the humans are already well-acquainted (i.e. villagers local to your lands might not view you as quite so strange).

Iron Guts (Costs 1) You can safely eat more or less anything that resembles food, no matter how rotten or otherwise noxious. Any poison you ingest is also reduced in severity at the Gamesmaster's discretion.

Leaves will do (Costs 1) Although you can eat other more 'typical' food, you can subsist entirely from wild leaves, including grass and shrubs. You can eat anything (more or less) that a goat could. This means that as long as you are in an area of vegetation you don't have to carry food with you.

Loose sense of possessions (Costs 0) Your folk have a very loose idea of the concept of possessions. If something is not obviously a possession, you assume it to have been discarded. This extends to your own possession too. This means that you don't tend to accumulate possessions beyond what you can carry and are inclined to spend coins on what others might consider frivolous things.

Magical (Costs 1) Gain +5 Anma.

Meat eater (Gain 1) Your folk are carnivorous, or at least, in as much as matters. You might be able to choke down the odd piece of bread, or swallow herbs for medicine, but if you don't get a meal of flesh each day, you will sicken.

Natural armour (Costs 1) Add three slots of natural armour anywhere you like to armour slots. If these are 'damaged' they heal naturally at a rate of one slot per week. Individuals of the same folk always have the same natural armour slots.

Naturally blessed (Costs 1) Pick an Attribute. Add +1 to the Attribute. The Attribute can exceed 4. All Characters of the same Folk will be blessed in the name Attribute. That is, all Elves might be blessed in Quickness, whereas all Dwarves might be blessed in Fortitude.

Natural Poison (Costs 1) You must also have *Natural Weapon* to take *Natural Poison*. On a successful wound inflicted with your Natural Weapon, of at least Deep or greater, you inflict a poison with a final effect specific to your folk (death, blindness, sleep) and a Threat Level of your Fortitude+1. It is a 'fast acting poison' (tested every 5 mins).

Natural Weapon (Costs 1) The folk have a natural weapon of some sort (claws, teeth, spiked tail) that can be used to attack using Brawling. It has 3d10(Fortitude+2) Menace.

Natural Talent for Illusions (Costs 1) You can conjure small (hand-held sized) illusions that last about 10 min if they leave your person, and/or they can be maintained by concentration, including conjuring light to see by. It costs 1 Effort to add any one of these features: appearance, touch (including heaviness), smell, taste, sound. It costs 2 less Effort to lay the illusion on something already in existence. So, it would cost 4 Effort to create a convincing meat pie out of nothing (appearance, touch, taste, smell), but it would cost 2 Effort to make a toadstool *look, taste and feel* like a meat pie.

Not dangerous to look at (Costs 1) You give the appearance of not being very dangerous. Perhaps you are small, or perhaps even just 'cute' in appearance. Other folks will not treat you as a physical threat, and will likely leave you until last in a fight. You can take this Characteristic for free if you are also *Small* or *Very Small*.

Once enslaved (Gain 1) Someone or something considers your folk to be their rightful property and will take actions to return you to their service, forcibly if needed.

Proclivity (Gain 1) You have a fondness and weakness for a particular thing. This might be physical, like gold, or gems, or good food, books, or a narcotic (such as pipe-weed), or less tangential, such as a story, a clever riddle, or song or a bit of lore you don't know. If you are bribed with the proclivity, or are offered payment with the proclivity, you find it hard to say no, even if it is a bad deal. Merchants and traders know this about your folk and may try to take advantage (test of Volition to resist, usually at normal). You also find it hard to resist taking the item, even if it is obviously part of a trap (such as food sitting inside an obvious net, or a single gold coin sitting on a table in an otherwise empty tomb) (test of Volition to resist, usually at normal). You can have more than one proclivity, but you cannot gain more than 2 points from combined proclivities total (i.e. if you have a fondness for good food, and song, and pipe-weed, you still only gain 2 points).

Shifting Appearance (Costs 1) Your folk can shift their appearance to look like someone else. Treat this as a skill based on Wits (i.e. write the Skill 'Shifting Appearance' under your Skills list at Wits +1).

Skilled Craftfolk (Costs 1) You can take as many starting Sundry items as you want, 9 Common Items and 3 Expensive items. You can nominate one item to be *masterfully crafted* (always roll at advantage for Skill Tests when using it).

Small (Costs 0) Your Fortitude is limited to 2. You cannot wear more than 5 slots of armour. You cannot use a normal weapon with more than 6 Menace. Your Quickness can exceed 4. Add +1 to Quickness. Cannot be taken together with *Naturally Blessed*.

Swimmer (Cost 1) You can move effortlessly through the water, as quick and easily as an otter. Gain the Swim Skill at Fortitude +4. You may still need to test the 'Swim' skill, but only for extremely usual situations, such as swimming against a whirlpool or avoiding being pulled over a waterfall. Otherwise, you can swim just as easily as walking.

Quiet (Costs 1) You are naturally silent when moving and leave few traces behind. It costs you no Effort to add an

Attribute bonus when either attempting to move silently or cover your tracks.

Quite good at it (Costs 1) Pick a non-fighting / non-social Skill. You always test this Skill at Advantage. If you wish to pick a Fighting or Social skill, then this costs 3 points instead.

Repute for Dishonesty (Gain 1) Your folk are widely considered to be dishonest, cheats and thieves, regardless of whether you actually are any of these things.

Resistant (Cost 1) Pick one: Fire/heat, cold, concussion (blunt shock), electricity, poison, laceration (cutting), piercing (arrows/spears), or disease. If you would normally take a wound from this source, test your Strength (normal). If you succeed. the wound is reduced to Shallow. If the Wound was already Shallow, then you take no wound.

Transmutability (Costs 1) The folk can shift their form very slightly. This allows them to take a point from Fortitude or Quickness and temporarily swap it to Fortitude or Quickness. The change takes about 30 seconds and reverts after a few minutes.

Wise in the Wilds (Costs 1) Pick one: Caves, Deserts, Hills Seas and Coastlines, Snowy lands, Swamps, Rivers, Mountains, or Woods. When you are in the chosen environment you can opt to make any relevant outdoor related Skill test at Advantage once per game session. You may need to explain why a given skill test is relevant to your background.

Unnatural Beauty (Costs 1) You are unnaturally and eerily beautiful. However, this can work both to your advantage and disadvantage. Strangers will stop and stare, and may react positively. Or, they may find you unearthly and frightening. It will depend on the stranger.

Unworldly (Gain 1) You are an isolated folk with little knowledge about the world. Whenever using *Lore* to check for knowledge about the world, you test at Disadvantage.

Valuable (Gain 1) Something about your folk is valuable, but you need to be killed to obtain the thing in question: it might be that you have a gemstone for a heart, or that your horns are remedies against poison. You may have to work to hide your true identity.

Vanishing (Costs 1) You can hide quickly and remarkably well as long as there is cover. It costs you no Effort to add your Attribute bonus when hiding as long as you actually have somewhere to hide.

Very Small (Gain 1) Your Fortitude is limited to 1. You cannot wear more than 3 slots of armour. You cannot use a normal weapon with more than 3 Menace. Your Quickness can exceed 4. Add +2 to Quickness. Cannot be taken together with *Naturally Blessed*.

Violent Repute (Gain 1) Either because of appearance (perhaps unfairly) or prior experience, you have a reputation for being dangerous to deal with. Presence cannot exceed 2. No Social Skill you have can exceed 6.

Well Known to be Goodly (Costs 0) Other folks will respond positively. However, if you do not act in a way that matches your folk's reputation, then other folks will react extremely negatively out of a sense of being betrayed.

Whiskers (Costs 1) You have whiskers, and can use them to feel air currents and move about in complete darkness, much like a cat.

Without Homeland (Gain 1) For whatever reason, your homeland has been lost and you are a wandering folk.

Without Talent or Interest (Gain 1) Pick three skills. You cannot learn these skills. They are always tested at *Unskilled* (i.e. with rank equal to the relevant Attribute).