

Dustin Evermore's

*Fantasy Bestiary:
The Fey*

For FUZION

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Bean Sidhe [ban she]

This Fey creature has no particular capacity for combat or threat. However, a Game Master might use this creature as a Harbinger of Doom. The Bean Sidhe most often appears as a beautiful, weeping woman dressed all in white. Some tales say that a Bean Sidhe can also appear as a horrible old hag also dressed in white. When she is seen, onlookers may notice her eyes have become fiery red from weeping. Sometimes, a group of Bean Sidhe may weep together, foretelling the death of an important noble or hero. It is also a sign of high station if a Bean Sidhe gives a particular family attention consistently.

INT	3	RES	18
WILL	6	SPD	2
PRE	8	SD	10
TECH	4	ED	10
REF	4	END	50
DEX	4	REC	12
CON	5	STUN	50
STR	7	HITS	50
BODY	10	RUN	8
MOVE	4	SPRINT	12
OffX	11	SWIM	4
DefX	16	LEAP	4

Cost Powers

END

8	Cannot be Harmed by Physical Attack - Desolid Reduced END: No Cost, +4, Always On -2	0
2	Flight, 10 m/yds	1
9	Invisibility to All Sight, +2 Reduced END: No Cost, +4; Visible to Other Fey, -1	0
20	Foresees the Death of an Individual - Clairsentience, Range: 1,638,400 m/yds (>1000 miles) See in Future, +4; Increased Range, +12	10

Complications

Cost

Distinctive Features -*see description above* (Freq, Not Conc, Ext) 25

CHA 55 Power 39 Skills 0 Comp 25

Boggart

These creatures of English legends are hairy little fellows. They tend to the mischievous side and can make quite a nuisance of themselves, especially when they work together.

				SKILLS	AV
INT	3	RES	9		
WILL	3	SPD	2	Native Language: 3 (INT)	6
PRE	3	SD	2	Language - Goblin:	
				2 (INT)	5
TECH	3	ED	2	Hand to Hand: 3 (REF)	7
REF	4	END	10	Melee Weapon: 3 (REF)	7
DEX	4	REC	4	Melee Evade: 3 (DEX)	7
CON	1	STUN	15	Ranged Evade: 3 (DEX)	7
STR	3	HITS	15		
BODY	3	RUN	6		
MOVE	3	SPRINT	9		
OffX	10	SWIM	3		
DefX	11	LEAP	3		

Cost Powers

END

1 Infrared Vision

Cost Equipment

3 Partial Leather Armor (KD 4, COV: -3, STR Min: 1, PEN: 0)

CHA 30 Power 1 Skills 10 Comp 0

Brownie

These little fellows, who are no longer that a human's fore arm, can make devilish tricksters. Just as easily, however, they can become amazingly useful allies! These hairy little folk come to us straight from British legend.

				SKILLS	AV
INT	5	RES	15		
WILL	5	SPD	1	Perception: 10 (INT)	15
PRE	3	SD	4	Concealment: 10 (INT)	15
TECH	4	ED	4	Small Blades: 3 (REF)	5
REF	2	END	20	Melee Evade: 3 (DEX)	10
DEX	7	REC	4	Ranged Evade: 3 (DEX)	10
CON	2	STUN	10	Brownie Magic: 5 (TECH)	9
STR	2	HITS	10		
BODY	2	RUN	8		
MOVE	4	SPRINT	12		
OffX	12	SWIM	4		
DefX	13	LEAP	4		

Cost Powers END

4	Shrinking: 2 (Size 1/4, Mass 1/16) Height: 45 cm; Knockback +6; Reduced END: No Cost, +4; Always On, -2.	0
10	Brownie Magic Multipower	
2(6)	Protection Spell: +2 DEX & REC Useable on (1) Other: +2	3
2(10)	10D6 Mental Illusions	5
2(10)	Light Spheres - Change Environment (Radius 512 m/yds) Vary Environment: No	5
2(10)	Teleport: 20 m/yds (Long Range: 80 m/yds, Mass: x4) Memorized Locations: 5, Useable Against Others (no range): +1	5
2(7)	Otherworld Gate: Teleport to Land of Legends - Extra-Dimensional Movement (Dimension: Single Point, Mass: x4)	3
2(10)	Brownie Bow: 6D6 Ranged Killing Attack Reduced END: Half Cost, +2	2

CHA 36 Power 26 Skills 25 Comp 0

Cu Sith [pronounced Coo She]

This fey creature bears a forest green coat and has startling yellow eyes. Prized for their intelligence, these huge hounds are the prized pets of fey lords and royalty. These imposing animals are the size of a calf and much quicker! Incidentally, the Scottish word Sith [pronounced 'she'] is their word for 'Fey'. The Sith might be good... or they can be very, very bad...

				SKILLS	AV
INT	2	RES	6	Stealth: 8 (DEX)	14
WILL	2	SPD	4	Perception: 11 (INT)	13
PRE	6	SD	4	Hand to Hand: 3 (REF)	11
TECH	3	ED	4	Melee Evade: 3 (DEX)	9
REF	8	END	20	Ranged Evade: 3 (DEX)	9
DEX	6	REC	7		
CON	2	STUN	50		
STR	5	HITS	50		
BODY	10	RUN	14		
MOVE	7	SPRINT	21		
OffX	16	SWIM	7		
DefX	20	LEAP	7		

Cost Powers			END
3	Bite: 1D6 Hand to Hand Killing Attack (Total 2D6)		2
1	Ultraviolet Vision		
2	Tracking Scent		
1	Enhanced Sense (Smell): +3		

CHA 51 Power 7 Skills 20 Comp 0

Elf - Half Elf

Born of a mating between humans and elves, the Half Elf is a being caught between two worlds. Often, the character must choose between the mystical reality of his elven parent and the grittier life of his human parent.

INT	4	RES	12	SKILLS	AV
WILL	4	SPD	3	Stealth: 3 (DEX)	8
PRE	4	SD	4	Profession - current	
				occupation: 3 (TECH)	8
TECH	5	ED	4	Survival: 3 (TECH)	8
REF	5	END	20	Tracking: 3 (TECH)	8
DEX	5	REC	6	Native Language: 3 (INT)	7
CON	2	STUN	25	Animal Handler: 1 (INT)	5
STR	4	HITS	25	Hand to Hand: 3 (REF)	8
BODY	5	RUN	10	Melee Evade: 3 (DEX)	8
MOVE	5	SPRINT	15		
OffX	12	SWIM	5		
DefX	14	LEAP	5		

Cost Perks & Talents

3	Light Sleeper	
3	Acute Vision - only to offset Darkness (+2 on Perception rolls)	
3	Handsome/Beautiful: 1	

AV

Complications

Distinctive Features (Freq, Con, Major)

Pts

10

CHA 43 Power 0 Skills 23 Comp 10

Elf - High Elf

In fantasy games, High Elves are those elves which have embraced civilization and created their own. This is typically radically different from human civilization, however, and magic usually has a strong presence among these people.

INT	4	RES	12	SKILLS	AV
WILL	4	SPD	3	Stealth: 3 (DEX)	9
PRE	6	SD	4	Interaction: 3 (PRE)	9
TECH	5	ED	4	Artist: 3 (TECH)	8
REF	6	END	20	Profession - current occupation: 3 (TECH)	8
DEX	6	REC	5	Native Language: 3 (INT)	7
CON	2	STUN	20	Swords: 4 (REF)	10
STR	3	HITS	20	Hand to Hand: 3 (REF)	9
BODY	4	RUN	10	Melee Evade: 4 (DEX)	10
MOVE	5	SPRINT	15		
OffX	12	SWIM	5		
DefX	15	LEAP	5		

Cost Powers

- 1 Ultraviolet Vision
- 1 Immune to Aging

END

Cost Perks & Talents

- 3 Light Sleeper
- 1 Literacy
- 3 Handsome/Beautiful

AV

Complications

- Arrogant & Aloof (Cons, Sev, Maj)
- Distinctive Features (Freq, Conc, Maj)

Pts

15

10

CHA 45 Power 2 Skills 24 Comp 25

Elf - Wood Elf

These woodland beings are your classic forest dwelling Elf, common to most fantasy worlds. If your setting follows actual legend closely, you may wish to give each Elf a special set of abilities or magical item.

INT	4	RES	12	SKILLS	AV
WILL	4	SPD	3	Survival: 3 (TECH)	8
PRE	4	SD	4	Tracking: 3 (TECH)	8
TECH	5	ED	4	Stealth: 3 (DEX)	9
REF	6	END	20	Profession — current occupation: 3 (TECH)	8
DEX	6	REC	6	Local Expert [Home] Forests: 3 (INT)	7
CON	2	STUN	25	Animal Handler: 1 (INT)	5
STR	4	HITS	25	Native Language: 3 (INT)	7
BODY	5	RUN	10	Archery: 4 (REF)	10
MOVE	5	SPRINT	15	Hand to Hand: 3 (REF)	9
OffX	13	SWIM	5	Melee Evade: 4 (DEX)	10
DefX	16	LEAP	5		

Cost Powers

1 Ultraviolet Vision

END

Cost Perks & Talents

3 Light Sleeper

3 Handsome/Beautiful

AV

Complications

Distinctive Features (Freq, Conc, Maj)

Pts

Intolerance - Orcs & other racial enemies of Woodlands
(Freq, Rude & Verbally Abusive, Maj)

10

Protective of Nature (Freq, Strong, Maj)

10

CHA 45 Power 1 Skills 27 Comp 30

Faerie - Large

Large is a relative term, but this group covers faeries the size of leprechauns.

INT	4	RES	15	SKILLS	AV
WILL	5	SPD	3	Concealment: 3 (INT)	7
PRE	3	SD	4	Hand to Hand: 3 (REF)	9
TECH	5	ED	4	Melee Evade: 3 (DEX)	9
REF	6	END	20		
DEX	6	REC	5		
CON	2	STUN	20		
STR	3	HITS	20		
BODY	4	RUN	6		
MOVE	3	SPRINT	9		
OffX	12	SWIM	3		
DefX	14	LEAP	3		

Cost Powers		END
4	Shrinking: 2 (Size 1/4, Mass 1/16) Height: 45 cm; Knockback: +6; Reduced END: No Cost, +4; Always On, -2	0
1	Immune to Aging	
1	Immune to Disease	

OPTIONAL POWERS

3	Change Environment (Radius 4 m/yds) effects depends on race	1
4	Flight: 20 m/yds (NC: 20)	2
3	Images: Normal Sight & Normal Hearing	2
4	Invisibility Sense: Normal Sight; Visibility: Fringe Effect, +0	1
4	Shape Shift - Usually Animals (Limited Group)	2
6	Telekinesis (4 STR) Damage: 4D6; Lift: 144 kg	3
4	4D6 Telepathy	2
4	Teleport: 20 m/yds (Mass: x1)	2

Complications		Pts
	Distinctive Features (Freq, Conc, Maj)	10

CHA 41 Power 39 Skills 5 Comp 10

Faerie - Medium

This entry description covers the wee folk who are no bigger than the size of the palm of your hand!

INT	4	RES	15	SKILLS	AV
WILL	5	SPD	3	Hand to Hand: 3 (REF)	9
PRE	2	SD	4	Melee Evade: 3 (DEX)	9
TECH	5	ED	4		
REF	6	END	20		
DEX	6	REC	4		
CON	2	STUN	15		
STR	2	HITS	15		
BODY	3	RUN	4		
MOVE	2	SPRINT	6		
OffX	11	SWIM	2		
DefX	16	LEAP	2		

Cost Powers END

6	Shrinking: 4 (Size 1/16, Mass 1/64) Height: 11 cm; Knockback +12; Reduced End: No Cost, +4; Always On, -2	0
1	Immune to Aging	
1	Immune to Disease	

OPTIONAL POWERS

3	Change Environment (Radius 4 m/yds) effects depends on race	1
6	Flight: 20 m/yds (NC: 20) Reduced END: Half Cost, +2	2
3	Images: Normal Sight & Normal Hearing	2
4	Invisibility Sense: Normal Sight	1
4	Shape Shift - Usually Animals (Limited Group)	2
6	Telekinesis (4 STR) Damage: 4D6; Lift: 144 kg	3
4	4D6 Telepathy	2
4	Teleport: 20 m/yds (Mass: x1)	2

Complications Pts

Distinctive Features (Freq, Conc, Maj)	10
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CHA 37 Power 38 Skills 2 Comp 10

Faerie - Small

This covers all kinds of small faeries one might encounter, that isn't detailed elsewhere. These are no bigger than your thumb!

INT	4	RES	15	SKILLS	AV
WILL	5	SPD	3	Hand to Hand: 3 (REF)	9
PRE	2	SD	4	Melee Evade: 3 (DEX)	15
TECH	5	ED	4		
REF	6	END	20		
DEX	12	REC	3		
CON	2	STUN	10		
STR	1	HITS	10		
BODY	2	RUN	2		
MOVE	1	SPRINT	3		
OffX	10	SWIM	1		
DefX	18	LEAP	1		

Cost Powers		END
8	Shrinking: 6 (Size 1/64, Mass 1/256) Height: 3 cm; Knockback +18; Reduced END: No Cost, +4; Always On, -2	0
1	Immune to Aging	
1	Immune to Disease	

OPTIONAL POWERS

3	Change Environment (Radius 4 m/yds) effects depends on race	1
8	Flight: 20 m/yds (NC: 20) Reduced END: No Cost, +4	0
3	Images: Normal Sight & Normal Hearing	2
4	Invisibility Sense: Normal Sight; Visibility: Fringe Effect, +0	1
4	Shape Shift - Usually Animals (Limited Group)	2
6	Telekinesis (4 STR) Damage: 4D6; Lift: 144kg	3
4	4D6 Telepathy	2
4	Teleport: 20 m/yds (Mass: x1)	2

Complications		Pts
	Distinctive Features (Freq, Conc, Maj)	10

CHA 40 Power 43 Skills 2 Comp 10

Faerie - Undead

The Undead Faerie is a terrifying creature who has survived its own death due to its sheer strength of purpose. The unearthly beauty and seeming perfection of these creatures is sometimes enough to unhinge a mortal and reduce even brave warriors to quivering, fearful children. These Fey have been commissioned with a special task in life and will strive to complete their commission forever — or until utterly destroyed. Due to their great age and experience, Heroes who manage to gain the Undead Faeries confidence could learn much in terms of magical knowledge.

INT	7	RES	21	SKILLS	AV
WILL	7	SPD	4	Spellcasting: 10 (TECH)	18
PRE	9	SD	14	Hand-to-Hand: 3 (REF)	11
TECH	8	ED	14	Melee Evade: 3 (DEX)	11
REF	8	END	70	Ranged Evade: 3 (DEX)	11
DEX	8	REC	12	Thaumaturgy: 7 (INT)	14
CON	7	STUN	35	Alchemy: 7 (INT)	14
STR	5	HITS	35	Archery: 7 (REF)	15
BODY	7	RUN	12	Research: 7 (INT)	14
MOVE	6	SPRINT	18	Relicology: 7 (INT)	14
OffX	16	SWIM	6		
DefX	22	LEAP	6		

Cost Powers

END

- 5 Entangle (4d6 SDP, 0 KD, 0 EKD, 10 SD, 0 ED)
Transparent to attack: +2; No Range: -2;
Linked to Hand to Hand Attack: -1
- 9 Armor - Mystic Elven Chain (18 KD, 18 EKD)
Hardened: +2; Focus: Attached, -2
- 14 Immune to Aging, Disease, Charm (Mental) Spells,
Death Spells (Transform), Disintegrate (Transform),
Sleep Spells (Mental), Electricity Special Effect
- 28 Variable Power Pool (20 pts): Spells
- Control Cost; Gestures: -1; Incantations, -1

4

Cost Perks & Talents

AV

- 3 Night Vision
- 3 Beautiful: 1
- 3 Light Sleeper
- 1 Resistance to Mental (Fey Only): 1;
+1 to WILL vs. all Mental spells per level
- 3 Move unimpeded in any terrain

Complications

Pts

Must guard special place or item. (Cons, Sev, Ext)

30

CHA 72 Power 56 Skills 73 Comp 30

Faerie - Water Faerie

This is a general description for those wondrous faeries associated with water and the sea. Sometimes these creatures are referred to as nymphs (fresh water) or Nixies (salt water). See the separate entry on Nereids for details on these special Water Faeries.

INT	4	RES	15	SKILLS	AV
WILL	5	SPD	3	Concealment: 6 (INT)	10
PRE	6	SD	4	Local Expert [Home]:	
				5 (INT)	9
TECH	5	ED	4	Expert - Singing: 3 (PRE)	9
REF	6	END	20	Dance: 3 (DEX)	9
DEX	6	REC	5	Expert - Healing: 3 (INT)	7
CON	2	STUN	25	Native Language: 3 (INT)	7
STR	3	HITS	25	Language - Merfolk:	
				3 (INT)	7
BODY	5	RUN	8	Language - Local	
				Tongue: 3 (INT)	7
MOVE	4	SPRINT	12	Bind Wounds: 3 (TECH)	8
OffX	12	SWIM	24	Expert - Current Hobby:	
				3 (INT)	7
DefX	15	LEAP	4	Seduction: 6 (PRE)	12
				Stealth: 5 (DEX)	11
				Climbing: 2 (STR)	5
				Interaction: 2 (PRE)	8
				Hand to Hand: 3 (REF)	9
				Spears: 3 (REF)	9
				Swords: 3 (REF)	9
				Melee Evade: 3 (DEX)	9

Cost Powers

		END
1	Breathe in Water	
1	Immune to Aging	
1	Immune to Disease	
1	Mind Control - 4D6, Non verbal	
	Only on Water animals: -3	2
4	Otherworld Gate - Extradimensional Movement (Single, Mass x2)	
	Focus: Inaccessible, -1	2
1	Telepathy - 4D6	
	Only with Water Animals: -3	2
10	Invisibility vs. All Sight, +2; No Fringe, +2; Reduced END: No Cost, +4; Not vs. Other Faeries, -2	0
3	Clairsentience - Sight and Sound (Range 150 m/yds)	
	See into Past, +4; Takes 5 Minutes, -4, Concentrate - 1/2 Defensive Value, -1	4

- 1 Prophecy: Clairsentience - Sight and Sound
(Range 50 m/yds)
See into Future, +4; Takes 5 Minutes, -4;
Concentrate - 0 Defensive Value, -2; No Conscious
Control, -8 4
- 1 Healing: 1D6 Aid to HITS (only up to maximum
normal HITS)
Concentrate - 1/2 Defensive Value, -1; Gestures, -1 1
- 3 Multiform - One Familiar Non-Magical Water Animal 0
- 2 Swimming: 20 m/yds (Swim: 24, NC: 24) 2
- 1 Ultraviolet Vision
- 1 Enhanced Perception: +4Only in Water, -1

Complications	Pts
Protective of Home Waters (Infreq, Sev, Extreme)	20
Vulnerability, 2x Damage from Iron Weapons (Freq, Unc, Ext)	15
Mischievous (Freq, Mild, Maj)	8

CHA 46 Power 31 Skills 49 Comp 43

Faerie - Wood Faerie

This group of faeries includes faeries which inhabit mountains, forests, and trees (such as dryads for instance). Generally, these appear as females. Sometimes, they may entice a mortal man to be their lover for a time. Usually, it ends in heartbreak or ill luck for the hapless man...

INT	4	RES	15	SKILLS	AV
WILL	5	SPD	3	Concealment: 6 (INT)	10
PRE	6	SD	4	Local Expert [Home]: 5 (INT)	9
TECH	5	ED	4	Expert - Singing: 3 (PRE)	9
REF	6	END	20	Dance: 3 (DEX)	9
DEX	6	REC	5	Expert - Healing: 3 (INT)	7
CON	2	STUN	25	Native Language: 3 (INT)	7
STR	3	HITS	25	Interaction: 2 (PRE)	8
BODY	5	RUN	12	Language - Local Tongue: 3 (INT)	7
MOVE	6	SPRINT	18	Bind Wounds: 3 (TECH)	8
OffX	12	SWIM	6	Expert - Current Hobby: 3 (INT)	7
DefX	15	LEAP	6	Seduction: 6 (PRE)	12
				Stealth: 5 (DEX)	11
				Climbing: 2 (STR)	5
				Archery: 3 (REF)	9
				Hand to Hand: 3 (REF)	9
				Spears: 3 (REF)	9
				Swords: 3 (REF)	9
				Melee Evade: 3 (DEX)	9

Cost Powers

		END
1	Immune to Aging	
1	Immune to Disease	
1	Mind Control - 4D6, Non verbal Only on Land Animals, -3	2
1	Telepathy - 4D6 Only on Land Animals, -3	2
4	Otherworld Gate - Extradimensional Movement (Single, Mass x2) Focus: Inaccessible, -1 (tree, rock, etc.)	2
10	Invisibility vs. All Sight, +2; No Fringe, +2; Reduced END: No Cost, +4; Not vs. Other Faeries, -2	0
3	Hindsight: Clairsentience - Sight and Sound (Range 150 m/yds) See into Past, +4; Takes 5 Minutes, -4, Concentrate - 1/2 Defensive Value, -1	4
1	Prophecy: Clairsentience - Sight and Sound	

(Range 50 m/yds)

See into Future, +4; Takes 5 Minutes, -4;

Concentrate - 0 Defensive Value, -2;

No Conscious Control, -8 4

1 Healing: 1D6 Aid to HITS (only up to maximum normal HITS)

Concentrate - 1/2 Defensive Value, -1; Gestures, -1 1

3 Multiform - One Familiar Non-Magical Water Animal 0

1 Ultraviolet Vision

1 Enhanced Perception: +4

Only in Woods (or Mountains, depending on faerie), -1

Complications	Pts
Protective of Home Waters (Infreq, Sev, Extreme)	20
Vulnerability, 2x Damage from Iron Weapons (Freq, Unc, Ext)	15
Mischievous (Freq, Mild, Maj)	8

CHA 48 Power 28 Skills 52 Comp 43

Halfling

Although some people might consider a halfling only barely of Fey stock, they nonetheless remain a direct (if somewhat mundane) offshoot of the more mystical little folk. Plus, on the whole, they tend to be much less difficult to deal with.

INT	4	RES	12	SKILLS	AV
WILL	4	SPD	3	Stealth: 3 (DEX)	8
PRE	3	SD	4	Concealment: 3 (INT)	7
TECH	5	ED	4	Profession - Current	
				Occupation: 3 (TECH)	8
REF	5	END	20	Expert - Current Hobby:	
				3 (TECH)	8
DEX	5	REC	5	Native Language (Halfling	
				or Local): 3	7
CON	2	STUN	22	Sleight of Hand: 1 (REF)	6
STR	3	HITS	18		
BODY	4	RUN	6		
MOVE	3	SPRINT	9		
OffX	10	SWIM	3		
DefX	12	LEAP	3		

Cost Powers

1 Enhanced Perception: +2

END

Cost Perks & Talents

3 Halfling Ability: +1 on any Ranged Attacks

AV

Complications

Distinctive Features (Freq, Conc, Maj)

Pts

10

Psych Lim: Lives Only for the Day

10

CHA 38 Power 1 Skills 16 Comp 20

Kelpie

These dangerous water or sea horses have one thing on their mind: murder! This seductive horse will attempt to entice its victims into riding it. It will even behave like a normal horse — until it catches sight of open water! It will then charge at once to the water intent on drowning and then eating its victim. It is said that all save the human liver is devoured by these horrid mounts.

				SKILLS	AV
INT	3	RES	9		
WILL	3	SPD	4	Concealment: 6 (INT)	9
PRE	3	SD	6	Horsemanship: 5 (REF)	12
TECH	5	ED	6	Stealth: 3 (DEX)	8
REF	7	END	30	Climbing: 2 (STR)	10
DEX	5	REC	9	Hand to Hand: 4 (REF)	9
CON	3	STUN	32	Melee Evade: 3 (DEX)	8
STR	8	HITS	32		
BODY	6	RUN	18		
MOVE	9	SPRINT	27		
OffX	19	SWIM	9		
DefX	16	LEAP	9		

Cost Powers		END
4	Growth: 2 (STR 8, Mass 300 kg, x1.6 Size) Height: 2.8 m; Knockback: -2; DEX 5 (figured); Opponent AV Bonus +1; Reduced END: No Cost, +4; Always On, -2	0
3	Bite - 1D6 Hand to Hand Killing Attack (Total 2D6)	2
2	Kick +3D6 (11D6 Normal Attack) Reduced Penetration, -1	6
2	Armor (6 KD, 2 EKD)	
1	Breathe Under Water	
3	Entangle (3D6 SDP, 6 KD, 6 EKD) Reduced END: No Cost, +4; Focus - Bridle: Attached, -2; Kelpie Takes Damage Done to Entangle, -4	0
2	Shape Shift to Shaggy Humanoid (Single Form) Has a featureless faces, except for black eyes.	1
1	Enhanced Sense (Hearing): +3	
1	Enhanced Sense (Smell): +3	

Complications		Pts
No Fine Manipulation (Con, Sev, Maj)		15
Temporary Steed (Freq, Str, Maj)		10
Wails Before Storms (Infreq, Str, Ext)		15
Bad Rep (Infreq Recognized, Mild, Ext)		10

CHA 51 Power 21 Skills 15 Comp 50

Knocker

These are underground faeries of which miners often speak. Their tapping, echoing through the long, dark underground tunnels, sometimes lead human and dwarf miners to rich metal deposits. Other times, they may assist miners trapped by a cave in by showing them another way out. They are quite shy, however, and rarely seen.

INT	3	RES	9	SKILLS	AV
WILL	3	SPD	2	Concealment: 5 (INT)	8
PRE	3	SD	4	Expert - Demolition (sapping): 5 (INT)	8
TECH	4	ED	4	Local Expert [Home]: 3 (INT)	6
REF	4	END	20	Expert - Tunnels & Underground: 3 (INT)	6
DEX	7	REC	7	Expert - Mining/Minerals: 4 (INT)	7
CON	2	STUN	30	Stealth: 3 (DEX)	10
STR	5	HITS	30	Axes: 3 (REF)	7
BODY	6	RUN	8	Hammers/Maces: 3 (REF)	7
MOVE	4	SPRINT	12	Interaction - knocking: 2 (PRE)	5
OffX	11	SWIM	4	Climbing: 3 (STR)	8
DefX	16	LEAP	4		

Cost Powers

END

5	Shrinking: 3 (Size 1/8, Mass 1/32) Height: 23 cm; DEX: +3 (figured); Knockback: +9; Reduced END: No Cost, +4; Always On, -2	0
1	Breathe in Unusual Environment - Underground	
4	Invisibility - All Sight; Only Underground, -2	1
1	N-Ray Vision - Only through Earth and Stone, -4	
3	Detect Minerals at Range Discriminatory, +1; Ranged, +1	
1	Enhanced Sense - for Detect: +3	
11	Tunneling: 10 m/yds (DEF 16) Only Through Earth and Stone: -1	6

Cost Perks & Talents

AV

3	Direction Sense	
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Complications

Pts

	Distinctive Features (Const, Not Conc, Maj)	15
	Reclusive (Freq, Str, Ext)	20
	Susceptibility - 1D6 Stun/minute When Not Underground (Inf, Unc, Maj)	5

Nereid

This a special type of Water Faerie which makes its home in the sea, and other salt water. It is described as having a little different abilities, and so it has its own special entry here.

INT	3	RES	9	SKILLS	AV
WILL	3	SPD	3	Survival: 3 (TECH)	7
PRE	4	SD	6	Expert - Marine Life:	
				3 (INT)	6
TECH	4	ED	6	Expert - Friends: 3 (INT)	6
REF	5	END	30	Hand to Hand: 3 (REF)	8
DEX	5	REC	6	Melee Evade: 3 (DEX)	8
CON	3	STUN	25		
STR	3	HITS	25		
BODY	5	RUN	8		
MOVE	4	SPRINT	12		
OffX	13	SWIM	14		
DefX	21	LEAP	4		

Cost Powers END

1	Breathe in Water	
2	Enhanced Perception Under Water: +4	
1	Swimming: 10 m/yds (Swim: 14, NC: 14)	
6	Change Environment (Radius 64 m/yds)	
	Vary Environment, 2; Only In or Near Water, -4	3
4	Whirlpool - Telekinesis (8 STR)	
	Damage: 8D6; Lift, 575kg; Only to Pull Downward, -4;	
	Only In or Near Water, -4	6
6	Wave - 6D6 Physical Blast	
	Area Effect (Line), +4, 24 m/yds Long;	
	Only In or Near Water, -4	5
5	Drowning - 3D6 No Normal Defense Attack	
	Does Killing, +2; Only In or Near Water; -4	4
12	Damage Reduction (75% Physical)	
4	Damage Reduction (50% Energy) Not vs Fire, -2	

Cost Perks & Talents AV

3	Beautiful: 1	
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Complications Pts

Vulnerability - x2 Damage from Fire (Infreq, Unc, Ext)	10
Must Reach Water Once Per Day or Die Slowly (Freq, Com, Maj)	10
Distinctive Features (Infreq, Easy Conc, Maj)	5
Arrogant (Freq, Mild, Maj)	8
Overconfident (Freq, Mild, Maj)	8
Trickster (Freq, Str, Maj)	10

Siren

These female mythical creatures are also strongly associated with the group known as Fey creatures. From Greece to Britain, Sirens have been reported to exist. Some stories have sailors lured to their doom upon rocks in the sea. Other stories tell of fateful unions between sailors and these sea-spirits which often end in tragedy for the sailor or the Siren...

INT	6	RES	12	SKILLS	AV
WILL	4	SPD	3	Survival: 3 (TECH)	9
PRE	7	SD	4	Singing: 3 (PRE)	10
TECH	6	ED	4	Seduction: 3 (PRE)	10
REF	6	END	40	Persuasion: 3 (PRE)	10
DEX	8	REC	5	Interaction: 3 (PRE)	10
CON	4	STUN	20	Sleight of Hand: 3 (REF)	9
STR	3	HITS	20	Stealth: 3 (DEX)	11
BODY	4	RUN	8	Concealment: 3 (INT)	9
MOVE	4	SPRINT	12		
OffX	11	SWIM	14		
DefX	15	LEAP	4		

Cost Powers

1	Breathe in Water	END
2	Enhanced Perception Under Water: +4	
1	Swimming: 10 m/yds (Swim: 14, NC: 14)	1
12	Siren Multipower	
1 (12)	Siren's Song: 12D6 Mind Control	
	Only vs. Males: -1	6
2(11)	Scream - 5D6 No Normal Defense Attack	
	Sonic Explosion, +2	5
2(11)	Splash - Flash (Normal Sight, 6 Phases)	
	Explosion, +2	5

Cost Perks & Talents

3	Perfect Pitch	AV
6	Beautiful: 2	

Complications

Vulnerability - x2 Damage From Fire (Infreq, Unc, Ext)	Pts
Must Reach Water Once Per Day or Die Slowly (Freq, Com, Maj)	10
Distinctive Features (Infreq, Easy Conc, Maj)	10
Likes to Toy with Prey (Freq, Mild, Ext)	5
Arrogant (Freq, Mild, Maj)	15
Overconfident (Freq, Mild, Maj)	8
Trickster (Freq, Str, Maj)	8
	10

CHA 52 Power 21 Skills 27 Comp 66

Unicorn

These mystical creatures almost need no introduction. They appear in mythology in a number of guises, but the creature described below is of a powerfully built horse with nearly the strength and power of a war horse. Yet it is fleet beyond the speed of the fastest riding horse. These creatures are very intelligent. Some say they are capable even of appearing as a beautiful maiden, although this would be possible only for female Unicorns.

INT	5	RES	21	SKILLS	AV
WILL	7	SPD	4	Hand to Hand: 4 (REF)	11
PRE	7	SD	8	Perception: 2 (INT)	7
TECH	6	ED	8	Hand to Hand - Move By and Move Thru: 9 (REF)	16
REF	7	END	40	Melee Evade: 4 (DEX)	9
DEX	5	REC	9		
CON	4	STUN	43		
STR	8	HITS	43		
BODY	8	RUN	28		
MOVE	14	SPRINT	42		
OffX	19	SWIM	14		
DefX	23	LEAP	14		

Cost Powers END

5	Growth: 3 (STR 8, Mass 600 kg, x2 Size) Height: 3.6 m; Knockback: -3, Dex: 5; Reduced END: No Cost, +4; Always On, -2	0
5	Armor (13 KD, 7 EKD)	
7	5D6 Suppress vs. All Hostile Magic Reduced END: No Cost, +4; Always On, -2	0
8	Horn - 3D6 Hand to Hand Killing Attack (Total 6D6) Armor Piercing, +3	7
8	Bite - 2D6 Hand to Hand Killing Attack (Total 4D6) Reduced Penetration, -1	4

OPTIONAL POWERS

6	Shapeshift to Female Human Reduced END: No Cost, +4	0
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Cost Perks & Talents AV

6	Acute Hearing x2 +4 On Related Perception Rolls	
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Complications Pts

No Fine Manipulation (Freq, Mild, Ext)	15
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CHA 70 Power 28 Skills 17 Comp 15