

Dark Ages FAE

RULES

SYSTEMS

Some of the more important and commonly used systems of **Dark Ages: Fae** are collected here for easy reference. Permission is granted to photocopy these pages for personal use only.

CHANGING FORMS

Inanimae switch between faerie mien and human shape with a Weaving roll (diff. 6); this takes 8 hours as the inanimae breaks down and reforms her body (this process heals *all* damage to the inanimae). A changeling brings forth his faerie mien with a Mists roll (diff. 6), and a Weaving roll (diff. 6) is needed to switch back to his human shape; either change takes 1 full turn. A firstborn has only her faerie mien and has to rely on the Day Dominion and the Mists to hide. Sometimes, however, it is easier for changelings and inanimae to simply make use of the Mists to hide as well. Botching any roll to switch forms locks the fae in her current form for a number of hours equal to her Weaving rating.

ECHOES AND OATHS

When a fae encounters an Echo, the Storyteller (or player) rolls the mortal's Willpower or five dice if the Echo isn't being wielded directly by a human being (diff. 7). The player rolls a number of dice equal to the character's Oaths rating (diff. 7) in an opposed roll against the Echo roll. If the character has the Sprites Background, the player may choose to add these dice to the Oaths pool (but may only use each Sprites die once per session). If the fae wins, the repellent fails to work on the fae and the character is free to do as she pleases, and is not affected by that Echo for the remainder of the scene. If, however, the Echo roll came up with more successes, the fae suffers an effect equal to the number of net successes. These effects are rated one to five and are listed on p. 111. Firstborn add one success to the Echo roll, and changelings subtract one (before applying the successes from the oath roll).

GAINING NEW ECHOES

Roll to gain a new Echo whenever a mortal sees the fae in her fae mien or the character is revealed as a faerie. The player rolls 10 dice, subject to the modifiers on p. 114. If the roll fails, the character gains a new Echo. If it botches, she gains two.

DAMAGE AND SOAK

Fae may soak lethal damage while in their fae miens.

Weapons made of iron inflict aggravated damage to fae in all forms (they may soak this damage, however). Worse yet, whenever a fae is damaged by a weapon of pure iron, she loses 1 temporary Mists point. Only pure iron causes aggravated damage and the magic-sapping effect; iron that has been mixed with other metals has no special power against the fae.

MISTS AND WEAVING

• Imbalance occurs if either Mists or Weaving is 3 or more points higher than the opposing trait.

• Spend 1 Mists point to: Bestow Kenning on a mortal (2 for a supernatural being), cloak a cantrip. Spend 2 Mists points to raise a Lesser Feature to a Greater Feature for one scene. Roll Mists (diff. 7) to cloak fae mien from mortals; this is *not* invisibility, it just makes the fae look human and is broken by any use of Dominions.

• Regain Mists by: Resting in fae realm (1 per day; see Holdings Background); casting Unleashings (regain 1 point per two successes); siphoning from Sprites (see Sprites Background).

• Spend Weaving to: Reduce Unleashing dice (1 point = one die), reduce Echoes (every 2 points lowers the effect level by one), control Unleashing (2 points reduces the severity of a botch by one).

• Regain Weaving by: Resting in a fae realm (1 point per day), fulfilling oaths (roll Oaths [diff. 6], each success restores 1 Weaving point).

DOMINIONS

Casting Cantrips: Roll is Dominion + [Attribute or Ability listed in cantrip entry]. Base difficulty is usually 6; check specific cantrip entry. Storyteller can modify difficulties as she sees fit. The difficulty is reduced by -1 if the fae is using her favored Dominion, if the cantrip is being cast at the appropriate juncture (e.g. the half hour before and after midnight for Night), and/or on the appropriate equinox (e.g. Winter Solstice for Night). All bonuses are cumulative but the difficulty cannot fall below 4. Most cantrips only require one success to take effect, but check specific cantrip entries.

Unleashing Dominions: Roll is Mists + Dominion. Base difficulty is 6, modified as for cantrips. Also, player rolls five Unleashing dice (3 for firstborn); this pool can be reduced with Weaving points. Strange visual effects happen no matter what the dice read. If the Mists + Dominion pool comes up with as many or more successes, the Unleashing happens as intended. If the Unleashing pool comes up with more successes, the Unleashing spins out of control. If both rolls fail, nothing happens except the strange visual effects. If the either roll botches, destructive, harmful effects happen.

Countering Cantrips:

• Absorbing the cantrip: Defender must have at least 1 dot of the Dominion being used and must win initiative. Defender rolls Dominion + Weaving (diff. 7) in an opposed roll against the cantrip. If the defender wins, the cantrip fails. If defender wins by 3 successes or more, defender gains a point of Mists.

• Scattering the cantrip: Defender rolls Mists (diff. 7) in an opposed roll against the cantrip. If the defender wins, the cantrip fails. Defender may spend a Mists point for one automatic success.

Countering Unleashings: Roll Mists (diff. 8) in an opposed roll against opponent's Mists + Dominion roll. If the defender wins, the Unleashing is considered a *botch*, not a failure. Defender may spend a Mists point for one automatic success.