

## description

Pick 2:

little coat, pretty, plump, rosy cheeks, youngest, smallest, willful, hair of gold, hair of silver, lovely, clad in leaves, hooded, thick brows, humble, joyful, conceited, curly hair, loveable, blue coat, red shoes, too spoiled, headstrong, polite, frills, patched, little, sometimes good, sometimes bad, fond of good things

## mundane life

Pick 1:

babysitter, paperboy, thief, runaway, foster child, hacker, volunteer, scout, child singer, child star, abductee, skateboarder, busker, dog walker, student, assistant, urchin, bellhop, dish washer, assembly line worker, bagger, caretaker, gardener, juvenile delinquent

## stats

Choose one set:

- ⊕ Courage +1, Brawn 0, Cunning +2, Wisdom -2
- ⊕ Courage 0, Brawn +1, Cunning +2, Wisdom -2
- ⊕ Courage +2, Brawn -2, Cunning +2, Wisdom -1
- ⊕ Courage -1, Brawn -1, Cunning +2, Wisdom +1

## popularity

Everyone tries to name one of your famous deeds.

- ⊕ If no one can name anything, your Popularity is -1.
- ⊕ If one person can name something, your Popularity is 0.
- ⊕ If at least half can name something, your Popularity is +1.
- ⊕ If everyone can name something, your Popularity is +2.

## magic items

Subtract your Popularity from 3 and choose that many magic items from the following:

- ⊕ magic stones (2)
- ⊕ bread crumbs (1)
- ⊕ horn of waking (1)
- ⊕ wooden horse (2)
- ⊕ lamp of seven kingdoms (1)
- ⊕ singing quilt (1)
- ⊕ pan pipes (2)
- ⊕ cursed mirror shards (2)
- ⊕ treasure map (1)
- ⊕ silver knife (1) (magical weapon 1)
- ⊕ little black casket (2)
- ⊕ wooden sword (2) (magical weapon 2)
- ⊕ any wealth 1 trinket

experience ○○○○▶ Improve

## improvements

- Add +1 to your Courage (maximum of +3).
- Add +1 to your Brawn (maximum of +3).
- Add +1 to your Cunning (maximum of +3).
- Add +1 to your Wisdom (maximum of +3).
- Choose a new Child move.
- Choose a new Child move.
- You grow up into an adult. Swap your Eternal Child move with a move from a different storybook.
- Choose a move from a different storybook.
- Choose a move from a different storybook.

## advanced improvements

- Add +1 to any stat (maximum of +3).
- Advance 3 basic moves.
- Advance 3 basic moves.
- Change your fairytale to a different storybook.
- Live happily ever after.
- Create an apprentice and play 2 characters.

# Child

“All children, except one, grow up.”

- Peter Pan and Wendy, James M. Barrie

You are filled with the pure wonder and innocence of childhood, for you are an eternal child. Tricks and tales are your method of living in a grown-up world that wants you in school or cleaning your room. You might never want to grow up, or you might long to be an adult, but either way you are stuck as a child.

## true name

Choose a true name:

Adzanumee, Boy Blue, the Boy Who Cried Wolf, Buttercup, Esben, Fundevogel, Georgie Porgie, Goldilocks, Gerda, Gretel, Hansel, Jack, Jack Horner, Jan, Jean, Jeanette, Jill, John Darling, Hanna, Kay, Mary, Michael Darling, Miss Muffet, Mowgli, Nibs, Peter, Peter Pan, Red Riding Hood, Rowland, Silver Hair, Tommy Grimes, Tommy Tucker, Toomai, Tootles

## aliases

Note any aliases you use.

## child moves

You get 1 move, and choose 1 more.

### ✓ Eternal Child

You never change or grow up. When you should mark experience, you can choose to gain 3 boon tokens instead.

### Borrow Something

When you Borrow Something, roll the dice and add your Cunning. On a 10+, you do it and choose 2 results from the list below. On a 7-9, you do it and choose 1 result from the list below.

- ☼ they don't know you borrowed something
- ☼ you replace the item you borrowed with a substitute
- ☼ no one else knows you borrowed something

### Disobedient

Gain 3 boon tokens when you disobey a direct instruction from an authority figure. Against PCs: Take 3 boon tokens from them instead of gaining 3.

other moves

## fairytale move

Tell a tale of your past with another to bring them into a scene.

### Friends

You have a true friend. Choose one quality for your friend:

- they're a magical fairy
- they're a creature of the wild
- they're another child
- they're monstrous

You may select this move multiple times to gain additional friends.

### Impulsive

Take 1 boon token from each player when you charge headfirst into danger.

### Play Hide and Seek

When you Play Hide and Seek, roll the dice and add your Cunning. On a 10+, you hide so well that no one can find you until you reveal yourself. On a 7-9, you do it, but choose one:

- ☼ you leave something behind
- ☼ you lose 1 boon token
- ☼ you take 1 harm

### Repetitive

Add the following to your Tell a Tall Tale move: On a miss, gain a boon token.

### Stay Out of Harm's Way

When you Stay Out of Harm's Way, or try to avoid harm, roll the dice and add your Cunning. On a 10+, you avoid any harm. On a 7-9, you take 1 less harm.



The Story of \_\_\_\_\_  
True Name

also known as \_\_\_\_\_  
Aliases

the \_\_\_\_\_  
Mundane Life



## heart tokens



stats

moves

Courage



Perform a Feat of Fable

Brawn



Threaten Harm,  
Strike a Blow

Cunning



Tell a Tall Tale

Wisdom



Ponder Fate

Popularity



Live to Tell the Tale,  
Test Fate

Description

Magic Items

Bargains

Boon  
Tokens



## aliases

Note any aliases you use.

## description

Pick 3:

short and stout, jovial, friendly, kind-hearted, aimless, boastful, brown little face, whiskers, mild-mannered, relaxed, pretentious, mischievous, stubborn, gruff, solitary, tough, self-sufficient, twinkling eyes, small neat ears, silky hair, small voice, hoarse voice, pure gold, overconfident, lazy, lean, plump, sleek, grinning from ear to ear

## mundane life

Pick 1:

fisherman, boat captain, inheritor, house cleaner, trailer park resident, hermit, vagabond, mobster, construction worker, attendant, con artist, butler, triathlete, bike messenger, forest ranger, clerk, office worker, farmer, trumpet player, makeup artist

## stats

Choose one set:

- ⊗ Courage +1, Brawn -2, Cunning 0, Wisdom +2
- ⊗ Courage +2, Brawn -2, Cunning +2, Wisdom -1
- ⊗ Courage +1, Brawn +2, Cunning -2, Wisdom 0
- ⊗ Courage 0, Brawn 0, Cunning 0, Wisdom +1

## popularity

Everyone tries to name one of your famous deeds.

- ⊗ If no one can name anything, your Popularity is -1.
- ⊗ If one person can name something, your Popularity is 0.
- ⊗ If at least half can name something, your Popularity is +1.
- ⊗ If everyone can name something, your Popularity is +2.

## magic items

Subtract your Popularity from 2 and choose that many magic items from the following:

- ⊗ conjuring bag (3)
- ⊗ enchanted motor car (2)
- ⊗ large cudgel (2) (magical weapon 2)
- ⊗ antique pistol (2) (magical weapon 2)
- ⊗ magic shears (1)
- ⊗ little fiddle (1)
- ⊗ lordly boots (1)
- ⊗ moon cheese (1)
- ⊗ any wealth 1 trinket

experience ○○○○▶ Improve

## improvements

- Add +1 to your Courage (maximum of +3).
- Add +1 to your Brawn (maximum of +3).
- Add +1 to your Cunning (maximum of +3).
- Add +1 to your Wisdom (maximum of +3).
- Choose a new Domestic Animal move.
- Choose a new Domestic Animal move.
- You grow fat and wealthy.
- Choose a move from a different storybook.
- Choose a move from a different storybook.

## advanced improvements

- Add +1 to any stat (maximum of +3).
- Advance 3 basic moves.
- Advance 3 basic moves.
- Change your fairytale to a different storybook.
- Live happily ever after.
- Create an apprentice and play 2 characters.

# Domestic Animal

“I’m going to make  
an animal of you, my  
boy!”

- The Wind in the Willows, Kenneth Grahame

You have walked hand in hand with humankind for as long as you can remember, sharing their varied tastes and predilections. You might rely on your wits, causing trouble wherever you go, or you might be more fond of comfort and security. Regardless, you find it difficult to live in a world that expects you to live like one of your mundane brethren.

## true name

Choose a true name:

Billina, Billy Goat Gruff, Blacky Pig, Br'er Rabbit, Browny Pig, the Cat and the Fiddle, Cheshire Cat, Chicken Little, Country Mouse, the Cow that Jumped Over the Moon, Golden Goose, Haigha, the Hare, Little Dog, Mr. Toad, Nunda, Old Dog, Peter Cottontail, Puss, Red Hen, the Seventh Kid, the Third Blind Mouse, the Tortoise, Toto, Town Mouse, la Volpe, White Rabbit, Whitey Pig

## domestic animal moves

You get 1 move, and choose 1 more.

Talking Animal

Mark experience whenever the mundane world makes life as a talking animal hard.

Elusive

You can join or leave a scene anytime you like or even be present in multiple scenes at the same time.

Golden

You are capable of producing an item worth 1 wealth up to 3 times per session.

Servant

You are the Servant of a master. Choose one quality for your master:

- they are magical
- they are royalty
- they are the Authority
- they are an organization

You may select this move multiple times to gain additional qualities.

other moves

## fairytale move

Tell a tale of your past with another to gain a wealth 1 item.

Talk in Circles

When you Talk in Circles to confuse others, roll the dice and add your Cunning. On a 10+, choose 2 results from the list below. On a 7-9, choose 1 result from the list below.

- they are removed from the scene
- they must trade places with you
- they cannot harm you this scene
- you steal something from them
- gain 1 boon token

Simple at Heart

You are treated as having magical armor +1 when you avoid danger.

Slow But Steady

Take a boon token when you take extra time on a move.

Strange

You can Cast a Spell once per scene.



The Story of \_\_\_\_\_  
True Name

also known as \_\_\_\_\_  
Aliases

the \_\_\_\_\_  
Mundane Life



## heart tokens



### stats

### moves

Courage



Perform a Feat of Fable

Brawn



Threaten Harm,  
Strike a Blow

Cunning



Tell a Tall Tale

Wisdom



Ponder Fate

Popularity



Live to Tell the Tale,  
Test Fate

Description

### Magic Items

Bargains

Boon  
Tokens



## description

Pick 3:

green, hidden, invisible, wings, tiny, small, menacing, bough of holly, disguised, magnificent, garland of flowers, very handsome, great beauty, radiant, shapely, exquisitely dressed, spun gold, sensitive to cold, half-tamed, woodland, knavish, mischievous, sound of bells, jealous, spoiled, ill-tempered, cryptic, odd colored hair

## mundane life

Pick 1:

spirit medium, recluse, homeless, librarian, nurse, business owner, association president, stage magician, billionaire, government agent, maid, social worker, special effect engineer, concert organizer, daytime television host, house sitter, mechanic, scout leader, backup vocalist, swindler

## stats

Choose one set:

- ⊗ Courage 0, Brawn 0, Cunning +2, Wisdom -1
- ⊗ Courage 0, Brawn -2, Cunning +1, Wisdom +2
- ⊗ Courage +1, Brawn -1, Cunning +2, Wisdom -1
- ⊗ Courage +1, Brawn -2, Cunning +2, Wisdom 0

## popularity

Everyone tries to name one of your famous tricks.

- ⊗ If no one can name anything, your Popularity is -1.
- ⊗ If one person can name something, your Popularity is 0.
- ⊗ If at least half can name something, your Popularity is +1.
- ⊗ If everyone can name something, your Popularity is +2.

## magic items

Subtract your Popularity from 3 and choose that many magic items from the following:

- ⊗ white horse (2)
- ⊗ fairy ointment (1)
- ⊗ fairy armor (2) (magical armor 2)
- ⊗ fairy sword (2) (magical weapon 2)
- ⊗ green axe (2) (magical weapon 3)
- ⊗ fairy wand (2)
- ⊗ ring of beauty (2)
- ⊗ rose of love (2)
- ⊗ sword of stoning (2)
- ⊗ everfull cup (1)
- ⊗ miniature chariot (1)
- ⊗ fairy medicine (1)
- ⊗ cloak of cobwebs (1)
- ⊗ rainbow (2)
- ⊗ fairy crown (1)
- ⊗ any wealth 1 trinket

experience ○○○○▶ Improve

## improvements

- Add +1 to your Courage (maximum of +3).
- Add +1 to your Brawn (maximum of +3).
- Add +1 to your Cunning (maximum of +3).
- Add +1 to your Wisdom (maximum of +3).
- Choose a new Fairy move.
- Choose a new Fairy move.
- You are a member of a Fairy Court.
- Choose a move from a different storybook.
- Choose a move from a different storybook.

## advanced improvements

- Add +1 to any stat (maximum of +3).
- Advance 3 basic moves.
- Advance 3 basic moves.
- Change your fairytale to a different storybook.
- Live happily ever after.
- Create an apprentice and play 2 characters.

# Fairy

“I am that merry  
wanderer of the night.”

- A Midsummer Night's Dream, William

Shakespeare

The twilight green of fairyland is your true home, for you are one of the otherworldly spirits known to mortals as fairies. Your very nature is magical, ephemeral and mysterious. Your words, your lies, have power that binds and the illusions you spin are indistinguishable from truth.

## true name

Choose a true name:

Ariel, Belinda, Blackstick, Bredbeddle, Cobweb, the Fairy Godmother, Gloriana, Halewyn, Iolanthe, Jack in the Green, Kaguya Hime, Mustardseed, Niamh, Oberon, Peasebottom, Polychrome, Puck, Queen Lurline, Queen Mab, Robin Goodfellow, Satyrane, Sugar Plum, Tanaquill, Tinker Bell, Titania, Turquoise, Umbriel

## aliases

Note any aliases you use.

## fairy moves

You get 1 move, and choose 1 more.

### ✓ Fairy Geas

Fairy contracts are bound by your power. When someone breaks a bargain with you, choose one result from the list below.

- ☼ they take 5 magical harm
- ☼ they are transformed permanently into a form of your choosing
- ☼ they come under your power
- ☼ they miss on a roll of your choosing
- ☼ you gain 3 boon tokens

### Immaterial

Your form is Immaterial and difficult to harm. You are treated as having magical armor 2.

### Fairy Dust

You can make another fly for a scene by sprinkling your fairy dust on them.

### Fairy Magic

You can Cast a Spell once per scene.

other moves

## fairytale move

Tell a tale of a past bargain with another to place a Fairy Geas on them.

### Nimble

When you Strike a Blow, add your Cunning to the roll instead of Brawn.

### Place a Glamour

You can cast powerful illusion spells. When you Place a Glamour on a person, place or thing, roll the dice and add your Cunning. On a 10+, the glamour is placed and the recipient gains 3 boon tokens. On a 7-9, the glamour is cast and the recipient gains 1 boon token.

### Royal Fairy Magic

When you Cast a Spell, add your Cunning to the roll instead of Wisdom.

### Under a Geas

You have been placed Under a Geas by another. Mark experience when you follow your geas.



*The Story of* \_\_\_\_\_  
True Name

*also known as* \_\_\_\_\_  
Aliases

*the* \_\_\_\_\_  
Mundane Life



## heart tokens



stats

moves

Courage



Perform a Feat of Fable

Brawn



Threaten Harm,  
Strike a Blow

Cunning



Tell a Tall Tale

Wisdom



Ponder Fate

Popularity



Live to Tell the Tale,  
Test Fate

Description

Magic Items

Bargains

Boon  
Tokens



## description

Pick 2:

careless, idle, lazy, young, foolish, poor, little, beautiful, harmless, sweet voice, tall, lank, lean, crooked chin, dirty, ragged clothes, clothed in velvet and silk, clear voice, black-eyed, slim, slightly bearded, smooth-cheeked, ungainly, dashing, disobedient, thief, charming, rude, scoundrel, handsome, cloud-like hair

## mundane life

Pick 1:

layabout, doorman, handyman, marketing rep, salesman, security guard, policeman, fireman, trucker, factory worker, store manager, bartender, intern, farmhand, longshoreman, astronaut, carpenter, fugitive, personal assistant, suit salesman, nanny, sanitation engineer, plumber, emergency medical technician, drummer, soldier, stagehand, MMA fighter

## stats

Choose one set:

- ⊗ Courage +2, Brawn +1, Cunning 0, Wisdom -2
- ⊗ Courage +2, Brawn 0, Cunning +1, Wisdom -2
- ⊗ Courage +2, Brawn 0, Cunning -1, Wisdom 0
- ⊗ Courage -1, Brawn -1, Cunning +1, Wisdom +2

## popularity

Everyone tries to name one of your famous deeds.

- ⊗ If no one can name anything, your Popularity is -1.
- ⊗ If one person can name something, your Popularity is 0.
- ⊗ If at least half can name something, your Popularity is +1.
- ⊗ If everyone can name something, your Popularity is +2.

## magic items

Subtract your Popularity from 3 and choose that many magic items from the following:

- ⊗ jinni lamp (3)
- ⊗ magic carpet (2)
- ⊗ jinni ring (2)
- ⊗ blasting wand (2) (magical weapon 3)
- ⊗ silver shoes (2)
- ⊗ love magnet (2)
- ⊗ excalibur (2) (magical weapon 3)
- ⊗ seven league hat (2)
- ⊗ everfull purse (2)
- ⊗ enchanted wood axe (2) (magical weapon 2)
- ⊗ magic beans (1)
- ⊗ cap of knowledge (2)
- ⊗ shoes of swiftness (2)
- ⊗ cloak of invisibility (2)
- ⊗ golden arrow (1)
- ⊗ roc egg (1)
- ⊗ sack full of gems (1)
- ⊗ belt of bragging (1)
- ⊗ any wealth 1 trinket

# Hero

*“My world, my world... How can such a good little girl like you destroy all of my beautiful wickedness.”*

- The Wonderful Wizard of Oz, L. Frank Baum

You can be found at the center of every nursery rhyme, fairy tale or legend. A sometimes lazy hero who triumphs, not through morals or righteousness, but rather through trickery. Your easily won fame and fortune are often short lived, slipping through your fingers as soon as you loosen your grip.

## true name

Choose a true name:

Aladdin, Ali Baba, Dobrynya Nikitich, Dorothy Gale, Fortunatus, Hans, Hua Mulan, the Huntsman, Huon of Bordeaux, Ichabod Crane, Ivan, Jack, Jack Sprat, Jack Spriggins, Jim Hawkins, Jiraiya, John Little, King Thrushbeard, Kintarō, Lemuel Gulliver, Momotaro, Robin Hood, Sinbad, Trusty John, Urashima Tarō, the Valiant Tailor, Wendy Darling, Will Scarlet

## aliases

Note any aliases you use.

## hero moves

Choose 2 moves.

- Brave Hearted

When you Threaten Harm, add your Courage to the roll instead of Brawn.

- Familiar with Magic

You can Cast a Spell once per session.

- Handy with Trinkets

Each session you receive 3 points of wealth that can be spent on trinkets. Trinkets last for one scene, either because they are temporary or are lost. If the wealth is not spent by the end of the session, it will reset to 3 at the beginning of the next session.

- Leader

You are the Leader of a band. Choose one quality for your band:

- they're sneaky ne'er-do-wells
- they're magical or fairy creatures
- they're plentiful
- they're varied

You may select this move multiple times to gain additional qualities.

other moves

## fairytale move

Tell a tale of your past to gain 3 boon tokens.

- Shield Another

When you want to Shield Another from harm, roll the dice and add your Courage. On a 10+, you both avoid serious harm. On a 7-9, you take the harm instead of them.

- Steadfast

When you Perform a Feat of Fable, add your Wisdom to the roll instead of Courage.

- Superstitious

Mark experience when you succumb to superstition.

- Trust to Luck

At the beginning of each session, roll the dice and add your Courage. On a 10+, gain 3 boon tokens. On a 7-9, gain 1 boon token.

experience ○○○○▶ Improve

## improvements

- Add +1 to your Courage (maximum of +3).
- Add +1 to your Brawn (maximum of +3).
- Add +1 to your Cunning (maximum of +3).
- Add +1 to your Wisdom (maximum of +3).
- Choose a new Hero move.
- Choose a new Hero move.
- One of your magic items is a signature item.
- Choose a move from a different storybook.
- Choose a move from a different storybook.

## advanced improvements

- Add +1 to any stat (maximum of +3).
- Advance 3 basic moves.
- Advance 3 basic moves.
- Change your fairytale to a different storybook.
- Live happily ever after.
- Create an apprentice and play 2 characters.



The Story of \_\_\_\_\_  
True Name

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Mundane Life



### heart tokens



stats



moves

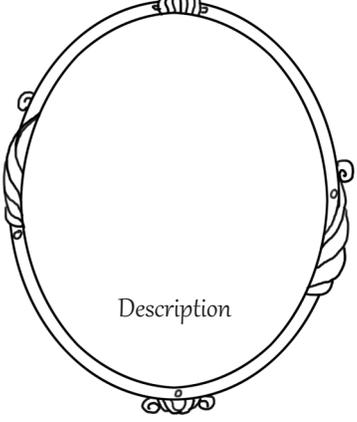
Courage  Perform a Feat of Fable

Brawn  Threaten Harm, Strike a Blow

Cunning  Tell a Tall Tale

Wisdom  Ponder Fate

Popularity  Live to Tell the Tale, Test Fate



Description

experience ○○○○▶ Improve

### improvements

- Add +1 to your Courage (maximum of +3).
- Add +1 to your Brawn (maximum of +3).
- Add +1 to your Cunning (maximum of +3).
- Add +1 to your Wisdom (maximum of +3).
- Choose a new Hero move.
- Choose a new Hero move.
- One of your magic items is a signature item.
- Choose a move from a different storybook.
- Choose a move from a different storybook.

### advanced improvements

- Add +1 to any stat (maximum of +3).
- Advance 3 basic moves.
- Advance 3 basic moves.
- Change your fairytale to a different storybook.
- Live happily ever after.
- Create an apprentice and play 2 characters.



Magic Items

Bargains

Boon Tokens 



# MIDSUMMER

Fairytales in the Mundane World  
©MMXIII by Robert Burson.

## description

Pick 2:

handsome, young, kindly, sad eyes, loveliest, industrious, prudent, little, dark, weak, jovial, hot-headed, beautiful, dapper, corn yellow, ageless, seemingly young, rich red, flowing ringlets, bald, wrinkled face, old, potent, white beard, beggar's garb, white silk, checkered, striped

## mundane life

Pick 1:

deadbeat, infomercial salesman, pharmacist, fashion designer, junior designer, surgeon, researcher, panhandler, professor, stage performer, fortune teller, archaeologist, historian, painter, author, sculptor, widow, beautician, stage manager, psychologist, wizard for hire, therapist, lawyer, farmer

## stats

Choose one set:

- ☉ Courage -1, Brawn -2, Cunning +2, Wisdom +2
- ☉ Courage +2, Brawn -2, Cunning -1, Wisdom +2
- ☉ Courage +1, Brawn 0, Cunning -2, Wisdom +2
- ☉ Courage -1, Brawn -1, Cunning +1, Wisdom +2

## popularity

Everyone tries to name one of your famous curses, spells or enchantments.

- ☉ If no one can name anything, your Popularity is -1.
- ☉ If one person can name something, your Popularity is 0.
- ☉ If at least half can name something, your Popularity is +1.
- ☉ If everyone can name something, your Popularity is +2.

## magic items

Subtract your Popularity from 3 and choose that many magic items from the following:

- ☉ wand of transformation (2)
- ☉ swine potion (1)
- ☉ golden cap (2)
- ☉ enchanted forest wood (1)
- ☉ wishing well water (1)
- ☉ great book of records (3)
- ☉ mad hat (2)
- ☉ conjuring bag (3)
- ☉ wizard's staff (2) (magical weapon 3)
- ☉ magic garments (2) (magical armor 2)
- ☉ bone kantele (1)
- ☉ sampo (3)
- ☉ any wealth 1 trinket

experience ○○○○▶ Improve

## improvements

- Add +1 to your Courage (maximum of +3).
- Add +1 to your Brawn (maximum of +3).
- Add +1 to your Cunning (maximum of +3).
- Add +1 to your Wisdom (maximum of +3).
- Choose a new Magician move.
- Choose a new Magician move.
- You build a wizard's tower.
- Choose a move from a different storybook.
- Choose a move from a different storybook.

## advanced improvements

- Add +1 to any stat (maximum of +3).
- Advance 3 basic moves.
- Advance 3 basic moves.
- Change your fairytale to a different storybook.
- Live happily ever after.
- Create an apprentice and play 2 characters.

# Magician

“Old Mother Goose,  
when she wanted to  
wander, would ride  
through the air on a  
very fine gander.”

- Old Mother Goose, The Real Mother Goose

You are well known as a conjurer of magic, whether due to trickery or through something genuinely magical in your blood. You may be called a witch, a sorceress, a wizard, or simply a magician by those who value your power and wise counsel. The mysteries of the world lie at your fingertips.

## true name

Choose a true name:

Bensiabel, Circe, Dionigi, Doctor Faustus, Droselmeyer, Farmer Weathersky, Fitcher, Gayelette, Geppetto, Glinda the Good Witch, Gwydion, Hatta, the Hatter, Jafar, Maestro Lattantio, Merlin, Mother Goose, Nimue, Oscar Diggs, the Pied Piper, Prospero, Sycorax, Tsunade, Väinämöinen, the Wizard King

## aliases

Note any aliases you use.

## magician moves

Choose 2 moves.

Charlatan

Gain 1 boon token when you pretend to use magic with Tell a Tall Tale.

Force a Bargain

When you Bargain, add your Wisdom to the roll instead of the value of your offer.

Magical Blood

You can Cast a Spell once per scene.

Powerful

When you Threaten Harm, add your Wisdom to the roll instead of Brawn.

Summoner

Once per session, you can summon a magical servant for aid. Choose one quality for your servant:

they're an elemental spirit

they're a magical fairy

they're a monstrous demon

they're an inhuman golem

## other moves

## fairytale move

Tell a tale of your magical past to Cast a Spell as if you had rolled 12+.

Transform into an Animal

When you Transform into an Animal, either transforming yourself or another, roll the dice and add your Wisdom. On a 10+, you get all the results from the list below. On a 7-9, choose 1 of the results from the list below.

You decide the animal transformed into

You decide if the transformation will be permanent

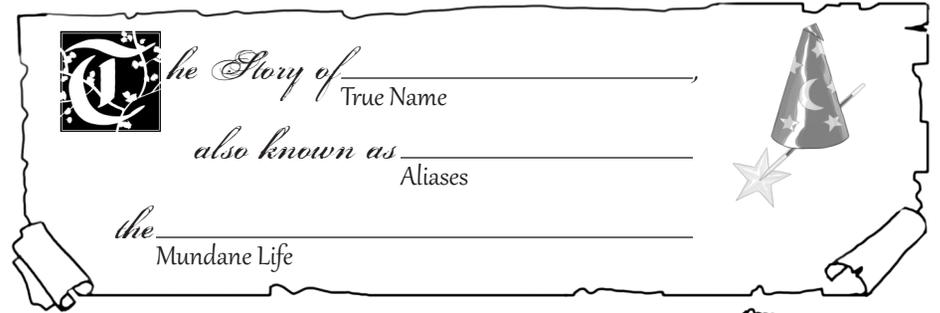
You decide if the transformed can speak

Wise

When you Tell a Tall Tale, add your Wisdom to the roll instead of Cunning.

Wonderworker

Each session you receive 1 point of wealth that can be spent on a magic item. Record the item in your storybook. If the wealth is not spent by the end of the session, it will reset to 1 at the beginning of the next session.



**The Story of** \_\_\_\_\_  
True Name

*also known as* \_\_\_\_\_  
Aliases

*the* \_\_\_\_\_  
Mundane Life

## heart tokens



stats

moves

Courage



Perform a Feat of Fable

Brawn



Threaten Harm,  
Strike a Blow

Cunning



Tell a Tall Tale

Wisdom



Ponder Fate

Popularity



Live to Tell the Tale,  
Test Fate

Description

Magic Items

Bargains

Boon  
Tokens



## aliases

Note any aliases you use.

## description

Pick 1 or 2:

handsome, young, coal-black, green coat, unwashed, fine gentleman, revolting, tusks and horns, fiery eyes, lovely, romantic, long nose, youngest of three, large mouth, wide head, cotton beard, polite, comely, proud, too clever, foolish, gallant

## mundane life

Pick 1:

press secretary, wealthy heir, reporter, soldier, gourmet chef, investor, actor, basketball player, dancing instructor, doctor, fraternity president, hair stylist, marathon runner, lifeguard, pool cleaner, photographer, charter pilot, pizza deliveryman, guitar player, ski instructor, tennis pro, slacker

## stats

Choose one set:

- ⊗ Courage +2, Brawn +1, Cunning -1, Wisdom -1
- ⊗ Courage +1, Brawn +2, Cunning 0, Wisdom -2
- ⊗ Courage +2, Brawn 0, Cunning +1, Wisdom -2
- ⊗ Courage +2, Brawn 0, Cunning -2, Wisdom +1

## popularity

Everyone tries to name one of your famous deeds.

- ⊗ If no one can name anything, your Popularity is -1.
- ⊗ If one person can name something, your Popularity is 0.
- ⊗ If at least half can name something, your Popularity is +1.
- ⊗ If everyone can name something, your Popularity is +2.

## magic items

Subtract your Popularity from 3 and choose that many magic items from the following:

- ⊗ pocket full of gold (2)
- ⊗ fish flute (1)
- ⊗ enchanted horse (1)
- ⊗ feather of aid (1)
- ⊗ knight's sword (2) (magical weapon 2)
- ⊗ knight's shield (2) (magical armor 1)
- ⊗ magic dowsing wand (1)
- ⊗ the sword Kladenets (2) (magical weapon 3)
- ⊗ flower of transformation (1)
- ⊗ seven league boots (2)
- ⊗ cap of darkness (2)
- ⊗ wishing cap (3)
- ⊗ magic carpet (2)
- ⊗ magic spyglass (1)
- ⊗ silver wand of transformation (2)
- ⊗ any wealth 1 trinket

experience ○○○○▶ Improve

## improvements

- Add +1 to your Courage (maximum of +3).
- Add +1 to your Brawn (maximum of +3).
- Add +1 to your Cunning (maximum of +3).
- Add +1 to your Wisdom (maximum of +3).
- Choose a new Prince move.
- Choose a new Prince move.
- The kingdom is yours.
- Choose a move from a different storybook.
- Choose a move from a different storybook.

## advanced improvements

- Add +1 to any stat (maximum of +3).
- Advance 3 basic moves.
- Advance 3 basic moves.
- Change your fairytale to a different storybook.
- Live happily ever after.
- Create an apprentice and play 2 characters.

# Prince

“‘Yes, yes,’ said the Beast, ‘my heart is good, but still I am a monster.’”

- Beauty and the Beast, Jeanne-Marie LePrince de Beaumont

Damsels in distress are your bread and butter. As a young, handsome suitor whom others swoon over, your very name is used to refer to an ideal paramour. Though you may be cursed into a less appealing form, or beset by misfortune or disaster, you always come through, whether through sheer luck or determination.



## true name

Choose a true name:

Avenant, Bearskin, Beast, Brother Deer, the Canary Prince, Charming, the Donkey Prince, Ferdinand, Finist, the Frog Prince, Georgic, the Green Knight, Gvidon, Hyacinth, Ian, Ivan Tsarevich, Jean, Joringel, Nix Nought Nothing, Nutcracker, the Pig Prince, Prigio, Ring, Roland, Roswall, Tittone

## prince moves

You get 1 move, and choose 2 more.

### ✓ Royalty

You are true Royalty, with lands and titles (that you might have access to).

### Brave Danger

When you Brave Danger to avoid harm, roll the dice and add your Courage. On a 10+, you do it. On a 7-9, you do it, but the narrator chooses one cost:

- ☼ you leave something behind
- ☼ you are cursed
- ☼ you lose 1 boon token

### Charm Another

When you Charm Another with your presence, roll the dice and add your Popularity. On a 10+, they choose 3 tributes from the list below. On a 7-9, they choose 2 tributes from the list below. They can choose from the following tributes:

- ☼ serve you until something specific happens
- ☼ give you something you want
- ☼ defend you from harm
- ☼ do something you want them to do

### other moves

## fairytale move

Tell a tale of your past with another to grant them 3 boon tokens.

### Break the Spell

When you want to Break the Spell that a magician has placed permanently on another, roll the dice and add your Courage. On a hit, perform a deed and the spell is broken. On a 10+, choose one of the following easy deeds:

- ☼ perform an arduous labor for the magician
- ☼ steal something unique from the magician
- ☼ reveal a hidden truth about the magician
- ☼ defend the afflicted from the magician

On a 7-9, choose one of the following difficult deeds:

- ☼ give one of your children to the magician
- ☼ murder the magician
- ☼ marry the afflicted
- ☼ trade your freedom to the magician

### Cursed Form

You are cursed with the form of something else, such as a monstrous beast or a giant dog. Mark experience whenever the curse makes life difficult.

### Foolish

Gain 3 boon tokens when you do something foolish.

### Grant True Love's First Kiss

You fall deeply in love with others when you first meet. When you Grant True Love's First Kiss to another, roll the dice and add your Courage. On a 10+, choose 2 results from the list below. On a 7-9, choose 1 result. The possible results are:

- ☼ heal all their heart tokens
- ☼ break any curses afflicting them
- ☼ grant them 3 boon tokens

You normally can't use this move more than once on another.

### Wise Through Others

When you Ponder Fate by seeking advice, add your Courage to the roll instead of Wisdom.



*The Story of* \_\_\_\_\_  
True Name



*also known as* \_\_\_\_\_  
Aliases

*the* \_\_\_\_\_  
Mundane Life

## heart tokens



### stats

### moves

Courage



Perform a Feat of Fable

Brawn



Threaten Harm,  
Strike a Blow

Cunning



Tell a Tall Tale

Wisdom



Ponder Fate

Popularity



Live to Tell the Tale,  
Test Fate

Description

### Magic Items

### Bargains

Boon  
Tokens



## description

Pick 4:

fairest, quaint, pedantic, loving, gentle, courteous, ribbons, most beautiful, witty, enchanting grace, delightful dancer, voice of a nightingale, red as blood, white as snow, black as ebony, innocent, pure of heart, maiden, veiled, beautiful raiment, unparalleled goodness, sweet temper, entrancing, soft and tender, blue as the deep blue sea, eyes like diamonds, tresses of ruddy gold

## mundane life

Pick 1:

administrator, waitress, shoe salesman, model, actress, shopkeeper, stock trader, college student, trust fund kid, hostess, small business owner, travel writer, novelist, representative, bridal consultant, teacher, daycare worker, hairdresser, flight attendant, zookeeper, heiress, lead singer

## stats

Choose one set:

- ⊗ Courage +2, Brawn 0, Cunning -1, Wisdom 0
- ⊗ Courage 0, Brawn -2, Cunning +2, Wisdom +1
- ⊗ Courage +1, Brawn -1, Cunning -1, Wisdom +2
- ⊗ Courage +2, Brawn +1, Cunning -1, Wisdom -1

## popularity

Everyone tries to name something about your fairytale.

- ⊗ If no one can name anything, your Popularity is -1.
- ⊗ If one person can name something, your Popularity is 0.
- ⊗ If at least half can name something, your Popularity is +1.
- ⊗ If everyone can name something, your Popularity is +2.

## magic items

Subtract your Popularity from 3 and choose that many magic items from the following:

- ⊗ eat me cake (1)
- ⊗ drink me potion (1)
- ⊗ seven league ring (2)
- ⊗ mirror of gazing (1)
- ⊗ glass slippers (1)
- ⊗ pumpkin coach (1)
- ⊗ magic picture (1)
- ⊗ enchanted harp (1)
- ⊗ rose-gilded slippers (1)
- ⊗ golden egg (1)
- ⊗ golden key (1)
- ⊗ golden slippers (1)
- ⊗ enchanted tiara (2) (magical armor 1)
- ⊗ vorpal sword (2) (magical weapon 4)
- ⊗ ring of need (1)
- ⊗ any wealth 1 trinket

experience ○○○○▶ Improve

## improvements

- Add +1 to your Courage (maximum of +3).
- Add +1 to your Brawn (maximum of +3).
- Add +1 to your Cunning (maximum of +3).
- Add +1 to your Wisdom (maximum of +3).
- Choose a new Princess move.
- Choose a new Princess move.
- You have a True Love.
- Choose a move from a different storybook.
- Choose a move from a different storybook.

## advanced improvements

- Add +1 to any stat (maximum of +3).
- Advance 3 basic moves.
- Advance 3 basic moves.
- Change your fairytale to a different storybook.
- Live happily ever after.
- Create an apprentice and play 2 characters.

# Princess

“Would that I had a child as white as snow, as red as blood, and as black as the wood of the window-frame.”

- Little Snow-white, Brothers Grimm

You are every inch the royal princess, and everyone knows it. Sure you may be cursed or bewitched, poor or be-draggled, but there's just something about you that inspires others. Your strong heart and tenacity usually carry you through any adversity, even through death itself.



## true name

Choose a true name:

Alice, Aurora, Badroulboudour, Belle, Briar Rose, Cinderella, Desirée, Dunyazad, Jorinde, Lillian Goose, the Little Mermaid, Maid Marian, Miranda, Nausicaa, the One Handed Girl, Ozma, Pea, Rapunzel, Rhodopis, Rose Red, Sara Crewe, Scheherazade, Snowdrop, Snow White, Tiger Lily, Udea, Vasilisa Frog, Ye Xian, Zumurrud

## aliases

Note any aliases you use.



## description

Pick 2:

ugly, old, cannibal, aristocrat, deformed, bestial, wild, golden teeth, golden hair, blind, unnatural blood, hook hand, pet parrot, pegleg, tall and plain, wide, long black beard, eyes of red fire, black as ink, hag, seductive, bushy haired, powerful, imposter, pipe ringed with smoke, white fur, proud, haughty, one eye

## mundane life

Pick 1:

dilettante, landlord, butcher, pensioner, retiree, detective, butler, pawnshop owner, factory owner, executive, politician, prison director, financial advisor, psychic, real estate tycoon, homeless, airline pilot, movie director, trophy wife, insurance salesman, talk show host, foster parent, band manager

## stats

Choose one set:

- ⊗ Courage -1, Brawn -2, Cunning +2, Wisdom +2
- ⊗ Courage -1, Brawn +2, Cunning +2, Wisdom -2
- ⊗ Courage -2, Brawn +1, Cunning +2, Wisdom 0
- ⊗ Courage -1, Brawn 0, Cunning +2, Wisdom 0

## popularity

Everyone tries to name one of your nefarious deeds.

- ⊗ If no one can name anything, your Popularity is -1.
- ⊗ If one person can name something, your Popularity is 0.
- ⊗ If at least half can name something, your Popularity is +1.
- ⊗ If everyone can name something, your Popularity is +2.

## magic items

Subtract your Popularity from 3 and choose that many magic items from the following:

- ⊗ magic belt (3)
- ⊗ powder of life (2)
- ⊗ golden cap (2)
- ⊗ magic glass eye (1)
- ⊗ flying mortar (1)
- ⊗ blue rose tea (2)
- ⊗ bloody key (1)
- ⊗ poisoned comb (1)
- ⊗ poisoned apple (1)
- ⊗ whip of fox and snake tails (1) (magical weapon 1)
- ⊗ golden fiddle (1)
- ⊗ snow sleigh (1)
- ⊗ sharp sword (2) (magical weapon 2)
- ⊗ any wealth 1 or 2 trinket

experience ○○○○▶ Improve

## improvements

- Add +1 to your Courage (maximum of +3).
- Add +1 to your Brawn (maximum of +3).
- Add +1 to your Cunning (maximum of +3).
- Add +1 to your Wisdom (maximum of +3).
- Choose a new Villain move.
- Choose a new Villain move.
- You join the Enemy.
- Choose a move from a different storybook.
- Choose a move from a different storybook.

## advanced improvements

- Add +1 to any stat (maximum of +3).
- Advance 3 basic moves.
- Advance 3 basic moves.
- Change your fairytale to a different storybook.
- Live happily ever after.
- Create an apprentice and play 2 characters.

# Villain

*“The old fairy now stepped forward and said, ‘The princess shall pierce her hand with a spindle, and die of the wound.’”*

- Sleeping Beauty in the Woods, Charles Perrault

Your dark heart desires always more than what you have. Others are merely pawns or annoyances that stand in the way of your plans. Though you might appear trustworthy at times, or even noble, you can always be counted on to leave your dagger plunged into someone’s back before the tale is done.

## true name

Choose a true name:

Archimago, Baba Yaga, Barba, Bluebeard, Caliban, Carabosse, the Evil Queen, Fioravante, the Forest Witch, Frau Trude, Koschei, James Hook, Jun Li, Mangiafuoco, Mombi, Morgan le Fay, the Mouse King, Old Scratch, Orochimaru, the Queen of Hearts, the Red Queen, Roquat, the Snow Queen, the Sorcerer, Uglyane, the Wicked Stepmother, the Wicked Witch of the West

## aliases

Note any aliases you use.

## villain moves

You get 1 move, and choose 1 more.

Deceitful and Backstabbing

Mark experience when you betray someone.

Curse

When you Curse another, roll the dice and add your Wisdom. On a 10+, they are cursed and you gain 3 boon tokens. On a 7-9, they are cursed and you gain 1 boon token. On a miss, you grant them 1 boon token.

Fearsome

When you Threaten Harm, add your Cunning to the roll instead of Brawn.

Hard to Kill

Gain 1 additional heart token.

Owner of an Infamous Weapon

You own a signature magical weapon that deals 3 harm.

Scheming

When you Perform a Feat of Fable, add your Cunning to the roll instead of Courage.

### other moves

## fairytale move

Tell a tale of your past with another to take 3 of their boon tokens.

Master

You are the Master of one or more followers. Choose one quality for your followers:

- they're monsters such as goblins, giants or trolls
- they're magical or fairy creatures
- they're plentiful
- they're brutal or murderous

You may select this move multiple times to gain additional qualities.

Possessed of a Magical Workshop

Choose 3 features of your workshop: a hidden entrance, a dungeon, a hunchback assistant, a graveyard, a cauldron, beakers and vials, a tesla coil, a trap door, it's alive, it can move on it's own, a cavern, a pool of mysterious liquid, a cabin, it's built of candy, an oven, strange crystals, fierce guardians, a tall tower, a forge, a workbench, a goblin servant.

When you disappear into to your workshop to perform evil labors, cast spells, brew poisons and potions, craft deadly traps, or otherwise perform dark deeds, decide what and inform the narrator. The narrator will offer you an easy bargain for what you want. They may request up to 4 of the following from you:

- a bargain of wealth
- your valuable time
- a special ingredient
- a special assistant
- a flaw in your result
- danger of harm
- an upgrade to your workshop

They may allow you to pick from several choices.

Once the deed is done, the narrator will devise any required stats or details. You may Cast a Spell using your workshop.



*The Story of* \_\_\_\_\_  
True Name



*also known as* \_\_\_\_\_  
Aliases

*the* \_\_\_\_\_  
Mundane Life

### heart tokens






*stats*

Courage 

Brawn 

Cunning 

Wisdom 

Popularity 

*moves*

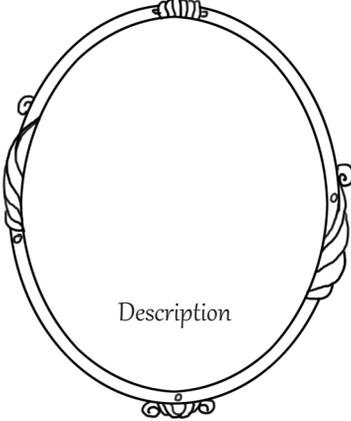
Perform a Feat of Fable

Threaten Harm,  
Strike a Blow

Tell a Tall Tale

Ponder Fate

Live to Tell the Tale,  
Test Fate



Description

Magic Items

Bargains

Boon Tokens





# MIDSUMMER

*Fairytales in the Mundane World*  
©MMXIII by Robert Burson.

## description

Pick 2:

big as a finger, smaller than an inch, no taller than a thumb, pointed hat, white beard, long silver hair, purple coat, short, shy, clothed in red, youngest of seven, impish, dainty, fair, softest voice, wise and nimble, handmade clothes, wizened, yard-long, fiery eyes, ashen gray, yellow complexion

## mundane life

Pick 1:

oil executive, attendant, valet, gambler, physician, mailman, comedian, coal miner, jeweler, marine, homemaker, slumlord, bank manager, recording engineer, drifter, shut-in, lodger, negotiator, spy, housebreaker, custodian, location scout, assembly line worker, world traveller

## stats

Choose one set:

- ⊗ Courage +2, Brawn -2, Cunning +1, Wisdom 0
- ⊗ Courage +1, Brawn -2, Cunning +2, Wisdom 0
- ⊗ Courage +1, Brawn -2, Cunning 0, Wisdom +2
- ⊗ Courage -2, Brawn -1, Cunning +2, Wisdom +2

## popularity

Everyone tries to name one famous thing about your size.

- ⊗ If no one can name anything, your Popularity is -1.
- ⊗ If one person can name something, your Popularity is 0.
- ⊗ If at least half can name something, your Popularity is +1.
- ⊗ If everyone can name something, your Popularity is +2.

## magic items

Subtract your Popularity from 3 and choose that many magic items from the following:

- ⊗ dwarf crown (1)
- ⊗ seven league boots (2)
- ⊗ needle sword (1) (magical weapon 1)
- ⊗ walnut shield (1) (magical armor 1)
- ⊗ miracle mallet (3)
- ⊗ silver fly wings (1)
- ⊗ cap of knowledge (2)
- ⊗ ring of invisibility (2)
- ⊗ shape-changing belt (2)
- ⊗ supply of eat me cakes and drink me potions (2)
- ⊗ any wealth 1 trinket

experience ○○○○▶ Improve

## improvements

- Add +1 to your Courage (maximum of +3).
- Add +1 to your Brawn (maximum of +3).
- Add +1 to your Cunning (maximum of +3).
- Add +1 to your Wisdom (maximum of +3).
- Choose a new Wee One move.
- Choose a new Wee One move.
- You become the leader of Wee Town.
- Choose a move from a different storybook.
- Choose a move from a different storybook.

## advanced improvements

- Add +1 to any stat (maximum of +3).
- Advance 3 basic moves.
- Advance 3 basic moves.
- Change your fairytale to a different storybook.
- Live happily ever after.
- Create an apprentice and play 2 characters.

# Wee One

*“She was dainty and fair to see, but she was no taller than your thumb.”*

- Thumbelina, Hans Christian Andersen

The world is a very large place, particularly for someone as tiny as you.

You might be a few feet tall or smaller than an inch, but your ambition has always been bigger than a mountain. You dream of the jewels of the earth, great adventures, companionship, or a place to fit in that's just your size.

## true name

Choose a true name:

Alberich, Billy Blind, Blick, Brambilla, Fingerling, Gerana, Goldemar, the Hazel-nut Child, Heinzelmann, Hop-o'-My-Thumb, Issun-bōshi, Kaliko, Maia, Mamesuke, Patyfét, Reldresal, Roarie, Rumpelstiltskin, the Seventh Dwarf, Thumbelina, Thumbling, Tom Thumb, the Ungrateful Dwarf, the Yellow Dwarf

## aliases

Note any aliases you use.

## wee one moves

You get 1 move, and choose 1 more.

### ✓ Tiny

Normally you are tiny. If you somehow grow to normal size, add your Courage to Brawn moves instead of Brawn.

### Affinity with Earth

When you spend a scene beneath the ground, gain 3 boon tokens.

### Hide in Plain Sight

When you Hide in Plain Sight, roll the dice and add your Courage. On a 10+, you hide so well that no one can find you until you reveal yourself. On a 7-9, you do it, but choose one:

- ☼ your hiding spot moves (such as an animal or pocket)
- ☼ you leave something behind
- ☼ you take 1 harm from being stepped on

### Magical Birth

You can Cast a Spell once per scene.

### other moves


## fairytale move

Tell a tale of your past to force another to accept an unequal bargain.

### Mount

You have a special mount. Choose one quality for your mount:

- they're a flying insect
- they're a bird
- they're a rodent
- they're a mundane marvel

### Mundane Marvels

In your hands, everyday items can be put to strange and unintended uses. Up to 3 times per session, you are capable of producing an item that acts for you as a magical item worth 1 wealth.

### Small Troubles

Being tiny is often a hardship for you. Mark experience whenever being small causes you trouble.

### Speak Loudly

When you Speak Loudly to others, roll the dice and add your Courage. On a 10+, choose 2 results from the list below. On a 7-9, choose 1 result from the list below.

- ☼ they don't know where the voice is coming from
- ☼ they don't realize you are a Wee One
- ☼ they are startled



## The Story of \_\_\_\_\_

True Name

also known as \_\_\_\_\_

Aliases

the \_\_\_\_\_

Mundane Life





## heart tokens



### stats

Courage



Brawn



Cunning



Wisdom



Popularity



### moves

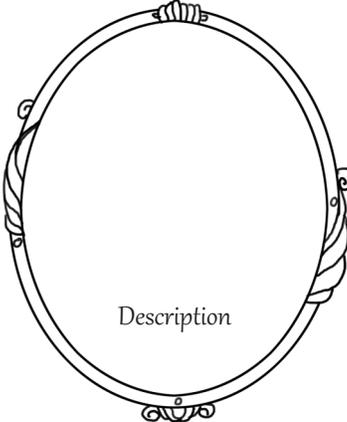
Perform a Feat of Fable

Threaten Harm,  
Strike a Blow

Tell a Tall Tale

Ponder Fate

Live to Tell the Tale,  
Test Fate



Description

### Magic Items

Bargains

Boon  
Tokens



## description

Pick 2:

great, huge, small, twinkling eyes, red eyes, cautious, rough jacket, gruff, wee, deep voice, shrill, tidy, bold, reckless, soft as wild honey, softer than down, sleepy, ravenous, poor, sharp claws, missing paw, exceptionally long, polite, impulsive, foppish, well-dressed, good-natured, pink nose, loyal, blazing eyes, waistcoat, muttering, timid

## mundane life

Pick 1:

cab driver, bailiff, sheriff, gardener, repairman, burglar, delivery driver, administrative assistant, con artist, boxer, millionaire, auto mechanic, recluse, restaurant critic, cook, security guard, restaurant owner, handyman, priest, serial killer, prisoner, homeless, veterinarian, keyboard player, animal trainer

## stats

Choose one set:

- ⊗ Courage +1, Brawn +2, Cunning -1, Wisdom -1
- ⊗ Courage +1, Brawn -1, Cunning +2, Wisdom -1
- ⊗ Courage -1, Brawn +1, Cunning 0, Wisdom +1
- ⊗ Courage +1, Brawn -1, Cunning -1, Wisdom +2

## popularity

Everyone tries to name one of your famous escapades.

- ⊗ If no one can name anything, your Popularity is -1.
- ⊗ If one person can name something, your Popularity is 0.
- ⊗ If at least half can name something, your Popularity is +1.
- ⊗ If everyone can name something, your Popularity is +2.

## magic items

Subtract your Popularity from 2 and choose that many magic items from the following:

- ⊗ courage flask (1)
- ⊗ pocket watch (2)
- ⊗ magic tar (1)
- ⊗ royal chariot (2)
- ⊗ timeless tea set (2)
- ⊗ disguise skin (1)
- ⊗ enchanted motor car (2)
- ⊗ protective amulet (2) (magical armor 1)
- ⊗ magic healing herb (1)
- ⊗ magic quills (1) (magical weapon 1)
- ⊗ jungle crown (1)
- ⊗ any wealth 1 trinket

experience ○○○○▶ Improve

## improvements

- Add +1 to your Courage (maximum of +3).
- Add +1 to your Brawn (maximum of +3).
- Add +1 to your Cunning (maximum of +3).
- Add +1 to your Wisdom (maximum of +3).
- Choose a new Wild Animal move.
- Choose a new Wild Animal move.
- You are made leader of a Band of the Wild.
- Choose a move from a different storybook.
- Choose a move from a different storybook.

## advanced improvements

- Add +1 to any stat (maximum of +3).
- Advance 3 basic moves.
- Advance 3 basic moves.
- Change your fairytale to a different storybook.
- Live happily ever after.
- Create an apprentice and play 2 characters.

# Wild Animal

“Then I’ll huff, and I’ll puff, and I’ll blow your house in.”

- The Nursery Rhymes of England, James Orchard Halliwell



You were born as a natural member of the Kingdom of the Wild. You might slither on the ground, walk on all fours, or fly through the air, but however you are formed, it’s the Wild that sings to your heart. As you may imagine, this can cause no end of problems in the mundane world - particularly when you decide to speak.

## true name

Choose a true name:

Anansi, Baby Bear, Bagheera, Baloo, Big Bad Wolf, Bill Lizard, Br’er Bear, Br’er Fox, Chiss, Cowardly Lion, Coyote, Darzee, Father Bear, Hungry Tiger, Isengrim, Jenny Wren, Kaa, King Noble, Leo, Mother Bear, Mr. Badger, Mr. Mole, Nagaina, Raksha, Reynard Fox, Rikki-Tikki-Tavi, Shere Khan, the Wolf

## aliases

Note any aliases you use.

## wild animal moves

You get 1 move, and choose 1 more.

### ✓ Wild at Heart

You are a true animal and often have trouble fitting into the mundane world. Choose one benefit:

- Bestial senses: gain 1 boon token when using your animal senses
- Natural weapons: you are treated as having magical weapon 2 when unarmed
- Tough hide: you are treated as having magical armor 1 when unarmored
- Large and strong: gain 1 boon token when throwing your weight around
- Tiny: gain 1 boon token when staying out of sight
- Wings: gain 1 boon token when flying would be a benefit

You may select this move multiple times to gain additional benefits.

### Animal Royalty

You are an animal noble, such as a King or Queen, and are respected by other animals. When you Tell a Tall Tale or Threaten Harm to other animals, add

other moves

### fairytale move

Tell a tale of your past to gain 3 boon tokens.

your Popularity to the roll instead of Cunning or Brawn.

### Glamoured

You have a powerful glamour placed on you that makes you appear human. Using Wild at Heart may reveal your true form. Mark experience whenever being an animal causes you a problem.

### Maneater

Gain 3 boon tokens when you harm someone.

### The Mold

You are The Mold from which all other animals of your kind are based. Add +1 to your Popularity (maximum of +3).

### Poisonous

You are possessed of a deadly natural poison. Treat your poison as a magical weapon that deals 4 harm.

### Roar

When you Roar at others, roll the dice and add your Brawn. On a 10+, they run away and you gain 3 boon tokens. On a 7-9, they run away and you gain 1 boon token. On any hit against PCs, they mark experience.

### Speak Intentions

When you Speak Intentions to others, roll the dice and add your Courage. On a 10+, you gain 1 boon token and may immediately move again if you want. On a 7-9, you gain 1 boon token.



The Story of \_\_\_\_\_  
True Name

also known as \_\_\_\_\_  
Aliases

the \_\_\_\_\_  
Mundane Life



## heart tokens



stats

moves

Courage



Perform a Feat of Fable

Brawn



Threaten Harm,  
Strike a Blow

Cunning



Tell a Tall Tale

Wisdom



Ponder Fate

Popularity



Live to Tell the Tale,  
Test Fate

Description

Magic Items

Bargains

Boon  
Tokens

