

# Fairy

## Virtue:

Gain a fairy point when:

- You role-play your Strength or your Weakness in a scene. One for each.
- You move your love card or someone else gives you theirs.
- You are exiled.

Gain 2 when:

- Another player exiles you and you have none (take two of theirs).

Your virtue is the opposite of the weakness of the mortal to your left.

## Fairy Power Menu:

-Do Over - 1 point

The target immediately replaces what they just said or did with something new.

-Twists - 1 point

-Swap

Change one word in something the target just said or did.

-Redirect

Same as Swap, except you change the subject or predicate instead of a single word.

-Addition

Same as Swap, except you simply add a new word somewhere in the sentence.

-Forswear - 1 point

You may make a single word or subject impossible to speak of for a particular mortal, making animal sounds in its place, until you decide to stop it.

-Enchantment - 1-2 points

You may make an illusion that persists until the end of the scene or you decide to remove it. Pick 1 sense, or pay 2 to affect them all.

-Muddle - 1 point

You may have your fairy invisibly rearrange objects in the scene.

-Create - 1 point

Introduce a new object into the scene.

-Love Potion - 3 points

After a lead player has picked who is in their scene, their mortal falls in love with the first mortal they see in that scene until their next turn as lead.

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