

# NISSER

Gnomes live ten times faster than humans. They're harder to see than a high-speed mouse. That's one reason why most humans hardly ever see them. The other is that humans are very good at not seeing things they know aren't there. And, since sensible humans know that there are no such things as people four inches high, a gnome who doesn't want to be seen probably won't be seen... Terry Pratchett

**Quote:** Perhaps you didn't hear me; I said.... *YOU'RE WELCOME!* Now, what are you are supposed to say before I say that?



While not necessarily a dark Abstammung by any means, the Nisser are serious when it comes to their own world. For every dark-primeval forest that has stories of strange-goings on, the Nisser are their providing maintenance. They are found in every Scandinavian country, every Balkan country, and every German settlement in the world.

South America boasts a large community, as does Canada, and all through the American Midwest. All those varied region's inhabitants have one rule concerning the Nissen: "*Watch your back.*"

A Nisser is also called a *Nisse, Niðsi, Tomte, Tomtenisse, Tonttu, Jultomte, Julenisse, Tomtarna, Vetter, Tusser, Haugkall, Haugebonde, Trädgårdstomte, Havenisse, Hagenisse*, or even *Garden Gnomes* in the modern parlance. Although to do so to their faces requires more cajones than anything. One sees a Nisser's bright red and conical cap and conjures happy images of jovial woodland creatures that maintain little gardens and aid tiny woodland creatures from deep within their wooden burrow-homestead. Such suppositions will get you hurt.

While it is true that they do protect dark-forests, aid wooden critters, and, yes, keep gardens, it is also true that they use guile, guerilla tactics, and violence as tools to maintain their way of life. This isn't the usual candor or straight-forwardness that is recognized amongst the other Wechselbalg (Changelings), but then again, the Nisser aren't your average Wechselbalg.

**Appearance:** Even in Mensch- Pelz, (Mortal Mien) the Nissen are small -rarely over 5'5". They are short, stumpy, and have thin, pinched faces and cold but bright-colored eyes. Men and women alike among the Nisse wear red scarves, a symbolism lost to antiquity same among their own. Males in Mensch- Pelz have beards that turn grey early, often in their Überspannt years, and even the women amongst them have side-burns (much to their chagrin), but this does little to distract from their beauty. In Elfe-Pelz (Fae Mien) the Nissen are even shorter, rarely over 4, and those stumpy limbs tighten into short cords of steel-tough sinewy muscle. Their faces remain thin, but the smiles grow larger, and eerily full of large teeth. Their eyes glow the same bright color, but their pinched nose and ears sharpen considerably. The beards of men grow longer, and great care is taken to braid it and twist it into interesting shapes.

## ROTE HÜTE

All Nissen, regardless of court, gender, or seeming, have somewhere near-by their red-caps. Conical and red, and sturdy and warm, there are few ways easier to a quick end than to say something ill about the Rote Hüte

Upon their saining, along with the forest homes and blessings, a Nisser is gifted with their signature hats. It is a source of pride akin to the red-caps of a certain Celtic persuasion. The ramifications are just the same if someone were to insult it.

If an individual were ever able to garner the hard-to-earn-trust of a Nisser, and if said person was as true and honest and brave as the Nisser themselves, then he might warrant a hat of his very own. Such person has the undying of loyalty of any other Nisser he meets, and those same Nisser will aid him in whatever means they can provide, and are even exempt from the Gratitude frailty, (although it would behoove them to do so anyway).

**Lifestyle:** They aren't all bad, despite the fear that they provoke in others. They can be kind, and gentle, and enjoy the finer simple things that the quiet rural lifestyle can provide. Brewing, baking, music making, arts and crafts are integral to their way of life. A well-made Nisser shawl can rival a Boggan's for quality or comfort. That same Shawl could also be twisted into a tight noose and used to strangle an especially errant mortal who despoiled one of their glades. You should see their Christmases.

*Unreif Nisser* are bright eyed and eager to explore the world around them. As soon as their saining, they implore their Vernünftigs to take them on pilgrimages to see the world. Many accept tutorships or become apprentices to other Abstammung (Kith) to learn all they can. This is also the point in their lives when their ugly little temper first raises its head.

*Überspannt Nisser* have started to cultivate their beards and see this as a sign that they are ready to take on the world around them. Even if they haven't advanced beyond their apprenticeships yet, they still are on the look-out for a little dark forest to call their own.

*Vernünftig Nisser* have long had a place to call their own. Their underground homes are Epicurean masterpieces of comfort. They remain close to friends and families until the very end, leaving the murder and destruction to those younger up and comers.

**Revelry:** Nissen gain Zauberkunst (Glamour) by maintaining their unspoiled domiciles and enjoying their quiet comforts with others. Friends that come over to partake in fresh baked bread and butter, allowing the chosen few to sip this seasons dandelion-wine, gifting children with home-made wooden toys that will last a life-time, as long as the receiver of the Nisser's good graces is respectful and sincere about such a lifestyle, then the Nisser can refuel his magic.

**Unleashing:** Cantrips cast by the Nisser are accompanied by waves green and black shadows that weave around the scene in a dizzying array. There is the smell of sawdust and leather, and an uncomfortable feeling of judgement that sits in the gut.

**Affinity Actor**

**Birthrights**

**Size-Shifting (*Größenverlagerung*):** While already short in stature, the Nisser have the ability to change their heights to even smaller proportions. The size is based on seeming, with Vernünftig Nisser able to shrink down to the size of a small rabbit, the Überspannt to shrink down to the size of a mouse, and the Unreifs to dissolve until nothing but a little red-capped thing the size of a cricket. No changes are made to stats, (strength is the same as it is while big), although it may take longer to cross a room. It costs but one Zauberkunst for this birthright.



**Of dark Forests Born (*Von dunklen Wäldern Geboren*):** The Nisser are blessed with unbreakable ties to their wooded homes. As such, as long as they maintain and protect them, they have enhanced abilities. Each Nisser gains a +1 to strength at Character Creation (regardless of things like age, or size) even if this takes them above 5. They also gain certain criteria based on seeming. Vernünftig gain +2 to dots to survival, crafts, and animal ken for free at Character Creation, up to 5. Überspannt +2 to dots to crafts and animal ken for free at Character Creation, up to 5. Unreifs gain +2 to animal ken for free at Character Creation, up to 5.

**Frailties:**

**Of dark Forests Born (*Von dunklen Wäldern Geboren*):** The Nisser are territorial about their realms and wish to keep their woodland worlds as wild and dark and despoiled as possible. At the moment of Saining, each Nisser is brought into an area that is now effectively his new home and is privy to the birthrights that the being born of the forest brings. However, if something should happen to upset this natural balance, then all rolls are at a +2 difficulty until things can be rectified. Such upsetting in balances are up to storyteller but might include a cabal of dark-mages sapping Zauberkunst from the node, dumping of pollutants into a near-bye stream, deforestation, or other such threats to home and hearth.

**Gratitude (*Dankbarkeit*):** Some Kiths (like the Nisser's Celtic cousins the Brunnies) don't like to be thanked for services rendered. F\*\*\* THAT. The Nissers need to be thanked and need to be thanked right. While not looking for money, or other more tangible rewards of gratitude; eye-contact, a firm hand-shake, and a loud and clear "Thank You" are required. Animals do it with eye contact, the trees do it with their wood and oxygen, mortals and other Wechselbalg better damn well do it too. If someone who has received aid from a Nisser doesn't observe proper protocol when expressing gratitude (like, hand-shake, eye-contact, etc...) then the Nisser must roll willpower difficulty 8, to not begin plotting that person's eventual downfall.

**Bamey, Nisser wood-carver near Breitnau, eyes you suspiciously before embarking on a lecture about the Wechselbalg**

**Alb:** eh, I won't say anything bad about them. I won't say nothing good neither. Best to leave them to their own ways.

**Gummi-Bären:** I don't dance. I especially don't do it all night.

**Haferbocke:** Not the darkest of us, not the oldest, but there is something Grande about their elders.

**Haule Mannerchen:** Why is everybody scared of the Good-scissor-boys? Are they afraid to hear the truth? I'm not afraid.

**Kobolds:** They sniff iron and think it fine beer, and got their heads stuck as deep in their caves as they do up their asses.

**Moswyfjes:** Few things assault my wee sense of virtue like their tongues do... they can peel the paint of the walls with their word.

**Waltschrott:** Annoying ass pretend kings of absolutely nothing.

**Kender-Trow:** .... You mention their name again, and I'll be asking you to leave quickly