

Chuhaister

"Power without compassion is like a giant that blocks the sunlight." Healology— Criss Jami

Quote: No, please, continue your music. Don't mind me, I'm just here to shake my groove-thing...

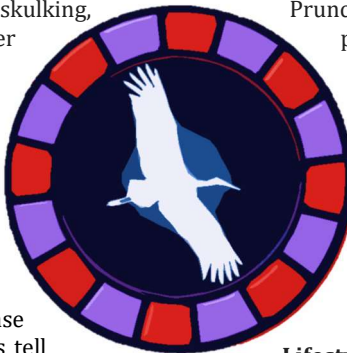
Others will unjustly expect the Chuhaister to be a skulking, malevolent forest-giant: chaotic, evil, and the ringleader of a gang of goblins. Perhaps the twigs on their giant head looks like a wooden cage to hold tiny fae, or they bear too many wild similarities to their evil Leshiye cousins in the North. They certainly play enough pranks, usually on the overly violent Vălvă (Kith) that they share the realm with. Perhaps it those violent types that have reinforced the stereotypes. It is hard for a thug to like anyone who refuses to give a good fight – or any fight really.

One of the most Sanziene (Seelie) of Vântoase (Changelings) in the Lands Beyond the Forest, stories tell of a time when giants roamed in a wild wood far removed from the safe world of mortals. The Old-World Chuhaister are a hold-over from ancient times, and still play the part, venturing into human settlements rarely. Only good drink, and beloved music can coax a Chuhaister out of their forest.

Protective of humans in a way that few Fae are, the Chuhaister remember what their existence was before their chrysalis. They still remember how great it was to live amongst their kinain families. If their life wasn't that great beforehand, then how great is it now?

Living out there in the woods with the cool and the mist and the green and the quiet. Plus, whenever they need, there is a whole village of music and drink and friends nearby. If some angry little folks see this life as chaotic or evil, so be it. It's not the Chuhaister's obligation to change minds.

Appearance: Tall, long legged, and somewhat goofy looking, the Chuhaister aren't anyone's idea of true beauty. In Om Scoartă (Mortal Mien) they have long beaky noses, messy white hair (even the



Prunc's hair grows grey and white (prematurely) and legs that seem too lengthy for the torso. Their Feeric Scoartă (Fae Mien) gains another meter and ½ in height, easily topping 3 meters. Their hair once simply white, is now a mismatch of pale white and grey barked twigs and sticks, they have long elfin ears, and a huge sharp nose that curves down over thin knowing smiles.

Lifestyles: The life of the Chuhaister is a happy one. They enjoy their solitude deep in the wild places, but also enjoy interacting with mortals. Monthly trips into the nearest small village ensure that they remain in good standing, and every villager knows about the "happy old hermit who lives out the way." With their fellow Vântoase, they are just as amiable, if not too keen to be caught up in the politicking. If needed, however, to ensure that the Iarnă (Unseelie) or Baubau (Thallain) don't take over, they'll join the fray (not the fighting part however). If not needed, they enjoy the good life that they are known for.

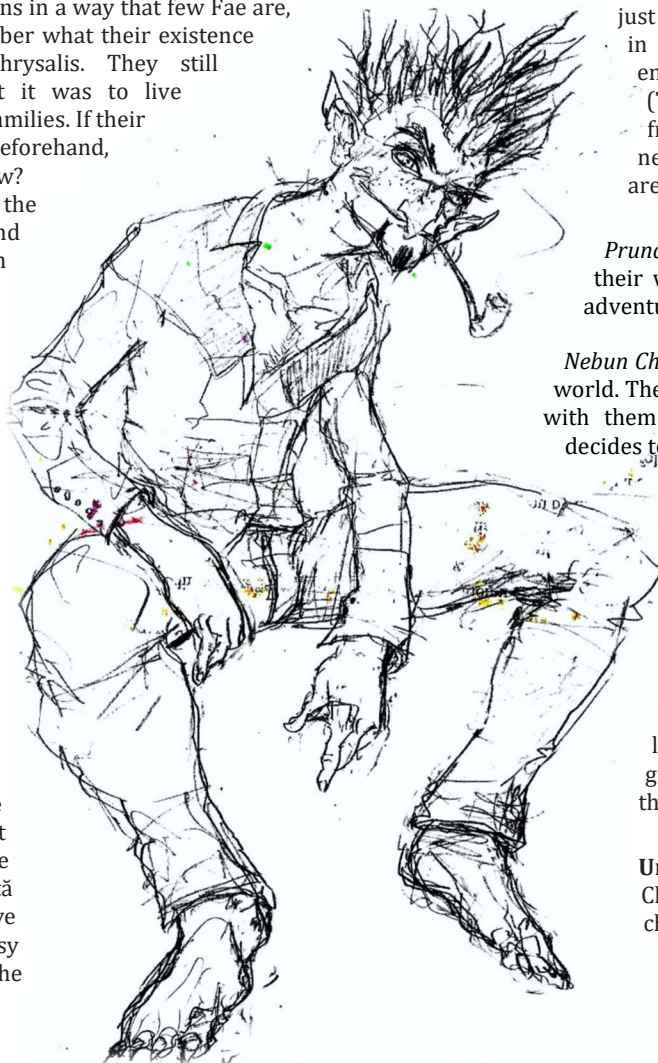
Prunc Chuhaister are precocious and curious, their world is huge and mysterious and full of adventure.

Nebun Chuhaister lose none of their curiosity of the world. They may grow in size, but their world grows with them... If a motley of good enough friends decides to go adventuring, these are first to join up.

Bătrân Chuhaister have had plenty of adventures, and are now content to sit, smoke, and listen to the world around them.

Glamour Ways: The Chuhaister regain De Basm whenever immersed in the celebrations of mortals, if there is music, laughter, good food, and a general spirit of good-will, then the Chuhaister can refuel their magic.

Unleashing: Cantrips cast by the Chuhaister are odd affairs. The air gets chillier, shadows lengthen, the light grows



dimmer, and a whole flock of chimerical storks appears and circle the scene.

Affinity: Nature

Birthrights:

Storm Giants (*Gigant-ski Buri*): The Chuhaister have the strength of most giants, gaining 3 free dots of strength at character creation, even if above 5. However, mythology also holds that they were as fleet and fast as the wind. They also gain 2 extra dots of dexterity for free, again even if above 5. In addition, with a point of De Basm spent, the Chuhaister can also gain an additional 3 actions per turn.

Frailties

Dancing Fools (*Tantsuvashti Glupatsi*): Not that the average Chuhaister ever wants to engage in so base an activity as brawling or wrestling, but sometimes it is called upon. A Chuhaister can usually engage in violence if need be if they feel it justified. However, it takes a successful willpower roll, difficulty 7 to do so. This difficulty rises even more if there is ever music playing, being a difficulty 9. If they fail this roll, they will begin to dance instead. (Any player wishing to learn Break-Dance-Fighting must provide a reasonable story why and sell it to the storyteller...good luck).

Radimir, enjoying his pipe, his beer and the music coming from the village, happily answers your questions.

Căpcăun: It is a shame that they always wish for a darker general to lead their army. If they had a nice one, it would be a nice change for them.

Dinsele: They are always hurrying, traveling this way and that, running errands for their ladies. It is hard to set down with one and talk. I would enjoy more quiet time with them, they are nice to talk to. Of course, it is easy to keep pace with them, I simply don't want to.

Fext: They had an unhappy death, they have new unhappy half-lives, and then they will have another unhappy death. It is unhappy to watch.

Illyes: I suppose that they are our queens, if you listen to half of our tribes that is. I see them as simply another type of blood-drinker, we have a lot of them in Transylvania, no?

Keshalyi: If they had more involvement with our whole Kingdom, I could see them as our queens. Good thing that they don't involve themselves.

Loçolico: Villains? No more than any of us.

Sărkány: There are dragons and there are mounts. I feel sorry for them when they are mounts.

Zburator: There are demons, and there are demons, and it is a mistake to confuse the two. Guess which ones the Zburator are?

Leshiye: Perhaps we may have some blood-relations to them, there are many similarities. We both like the forest, and we both have sticks in our hair. But we have even more differences...

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