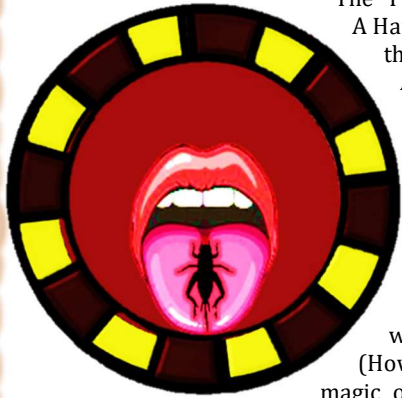


# Pelesit ผ่านหัวไป

A servant sometimes need to be served - Rza

Quote: ....



The Pelesit are an unhappy lot. A Hantu (Kith) that exist solely at the beck and call of witches. Athurakal (Fairy) familiars that can transform into tiny insects, their life is a miserable one. Prior to their Chrysalis, the budding Hantu knew a wise-woman, hedge-wife, or other magic-user. Upon Chrysalis, that witch or wizard will come calling. (How did they know? They're magic of course!). From that point

on, the Pelesit is a mute- buggy, scrawny, personal slave.

Not that it is all bad, mind, the Pelesit is an individual after all. They each have their own wants, needs, loves and hates (especially hatred of cats, see *side-bar*). Depending on their keeper, they may even get a few days off every week to go amongst the other Athurakal. And despite their creepy insectoid-nature, not all of the Pelesit are Suanggi (Unseelie)-perhaps some few of them may even want to do good for mortals, the Fae courts, or even their Witch-keeper.

The true testament of their condition is dependent on their keeper. If a good witch, the Pelesit may have more leeway and lend themselves to Yetkhat (Seelie) pursuits. If the Sone (Witch, usually malevolent) is bad, the Pelesit may become bogged down by dark errands and unsavory acts that propel them ever further in to a Suanggi nature. The saddest of the Pelesit are those rare souls who wish to do good but work for the worst Sone. "If I could just show her how the power of love is enough" they think "perhaps I could change their black hearts and bring them into the light!" This rarely works.

**Appearance:** The Pelesits are short, gawky, and unpleasant looking. The Bumi Hyang (Mortal Mien) has long twitchy limbs, a short torso, and an oversized head. Their faces come with big buggy eyes that don't blink enough, yellowed mismatched teeth, and thin scraggly hair. Their Hantu Hyang (Fae Mien) isn't much better. Their limbs grow even thinner and longer, their eyes bigger, and their mouth smaller. Sweeping spiky antennae peek out from that scraggly hair, and their flesh is colored greyish green, black, or dirty reddish brown. In no form will the Pelesit win any beauty contests.

**Lifestyle:** The life of the Pelesit is a pretty sad one. They are forever at the beck and all of a magic user, whether for bad or good. Sometimes they are lovers, sometimes go-fers, always servants. Whatever their role, however, they do it well. The majority of their time is spent either running dark errands or performing menial chores for their masters. If there is any free-time to be had, they usually spend it chasing cats or watching the Athurakal courts from a distance (secretly wishing they were part of them).

## PELESITS & CATS

For some strange Dreaming-given reason, Cats instinctively know a Pelesit or even when another is possessed by a Pelesit. They also hate them with the burning passion of a thousand suns. They will howl and screech and attack the Pelesit in mortal form, and try to eat them in insect form. The Pelesit likewise despise these foul-smelling, piss-spraying, roach-eating, flea-bitten bastards with equal enmity (Unsurprisingly the only Hantu that doesn't revere the Harimau Akuan). One sure-fire clue that a mortal is possessed by a Pelesit is to ask that person how they feel about cats. The string of nasty expletives streaming out of the mouth is proof enough of possession, no matter how much they try to say otherwise. Hopefully, the Pelesit's Sone keeper doesn't have any other Familiars of the Feline type.

*Muda Pelesit* are the worst of the lot, they are scrawny little urchins, many orphans (whether or not the Pelesit's witch master had something to do with it or not is up to conjecture). They are sad, angry, and rarely comprehend the meaning of escape.

*Sembrono Pelesit* begin to enjoy themselves. While the disgust and hatred they provoke from the others (both mortal and Athurakal) may be disheartening, they take great comfort in their own skills at possession. Taking over the body of a beautiful person (Even an Orung Bunian perchance) is a great way to either feel loved, or even better- to get some revenge.

*Kawakan Pelesit* perhaps have it the worst. If their witch master is still alive, then they have had a life-time of indentured servitude with no end in sight. If that Sone has long since passed, then the Pelesit has no idea what to do with the rest of their life. They have no friends, no family, and little else.

**Glamour Ways:** Pelesit regain Weth from the creeping fear and disgust many mortals feel from bugs. Many Pelesit go to great lengths to play up their buggy grossness - eating garbage, crawling across food, letting other insects crawl across their face, in hopes of inciting those feelings, They can also gain Weth from blood drawn from the ring-finger of the witch who commands them. Every drop is worth one point of Weth, and most Pelesit are dependent on this to refuel their magic.

**Unleashing:** Cantrips cast by the Peleset are subtle. There is a slight scratchy feeling in the back of the throat and a delicate bitter flavor on the tongue. Most overlook it.

**Affinity:** Actor

**Birthrights:**

**Cricket Form (*Tubuh Belalang*):** Mythology remembers the Pelesit as the familiar of witches taking the form of insects, and

mythology remembers correctly. With a point of Weth spent, the Pelesit can transform into a small cricket or grasshopper, no larger than 2.5 centimeters or so (about 1 in). Whilst in this form, they lose all Str and Sta, but have an effective Dexterity rating of +5 as far as movement goes. In addition, they also gain the Possession ability below.

**Possession (Memperoleh):** The Sone would use Pelesit to enforce their nefarious will on an unsuspecting populace. Many a leaders, chieftains, and even rival sorcerers would change their minds and words at last minutes, wholeheartedly agreeing with the witches edicts, The reason for this wasn't that the Sone overly charismatic, but that the Pelesit would possess those who opposed the Witches desires.

In insect form (it would be messy to try in default Hantu form) the Pelesit would sneak into an opponent's mouth and simply take over. It takes a successful willpower roll (read a contested willpower roll) to begin, with the amount of successes over the opponents being the number of hours the possession is maintained. For an additional point of Weth spent, the Pelesit can hold on for one more day. The best part of this, at least to the Pelesit, is that they are able to utilize whatever faculties the possessed can use, especially a voice. Being able to easily articulate one's opinion with a tongue is always a welcome boon.

**Frailties:**

**Mute (Kelu):** The old stories claim that the Pelesit are insects born from the tongue of a dead

child. In some small way this is true. The Pelesit, from moment of Chrysalis, are struck mute. If lucky, the Pelesit's Sone keeper might teach them sign language, or give them a clipboard to write or such. If not, they will have to communicate with gestures or pantomime, but can only use verbal communication if possessing another.

**Witch Slave (Budak Penyihir):** Every Pelesit has a master, a Sone of some type. The majority of these masters are the Suanggi Sone, but a few lucky Pelesit souls get to serve as a retainer to a kindly Zawgyi (Good Sorcerer) who while beneficial, is still the Pelesit's master in all things. With this in mind, the player and storyteller should discuss what this means. The Pelesit is forever at the beck and call of an ultra-powerful figure (whether a true-mage of the Ascension war or a nebulous hedge-wizard) who will have a daily list of tasks for the Pelesit as well as sending them on numerous errands. Regardless of how nice or not the Pelesit's Sone keeper, the Pelesit is still a servant at the end of the day.

Some storyteller's will request that the Pelesit spend mandatory Freebie points to purchase a background to reflect this. Mentor, Allies, Contact, or some other such background that works.

**Vikal, on a break from His Sone's assignment, gawks at you while you ask about every one of his fellow Hantu.**

- Chinthe:**
- Gerasi:**
- Jenglot:**
- Mambang Air:**
- Mariamman**
- Nang Tani:**
- Orang Bunian:**
- Sone: \*Glares and stomps off angrily...**

