

Fastachee

(Little Givers)

Region: Southeast - Gilosa-quohi of the Miccosukee Tribe

I know my corn plants intimately, and I find it a great pleasure to know them. – Barbara McClintock

Quote: Don't know if you're aware, but in Bible times, the first two rows of corn in a field were for strangers and travelers. You're looking a little hungry. Here. Have an ear and tell me about your troubles...

While the other Inanimae may come in two flavors, the Gladelings (those not bound to man-made objects), and Krofted (those bound to man-made areas) the Fastachee are simply both; born of the corn and the fields - whether mortals work the field or not. They are ancient, arisen from when agriculture became a staple and aren't bound by such a delineating dichotomy as Husks. They are literal embodiments of both corn fields and the corn itself and can't be bothered with the modern distinctions of the newer Inanimae. (Whether this is true or not is up for debate)

One of the oldest of the Gilosa-quohi (Outsider; Adhene, Inanimae, etc.) Families and one of the most reclusive, the Fastachee are also one of the most approachable. Honest and kind in a way that few Dreaming Born are, there are some that whisper the term *Marcra*, a Celtic term meaning the most Seelie of Seelie. It also easy to see how they easily fall into the Summer Camp. The Fastachee don't have time for such appellations. The Gundohgi prefers actions to words.

The Little Givers care little of Inanimae origins, camps, or even building relationships with other Dreaming Born Creatures. Their purpose is to help those in need of help. The Fastachee are out and about aiding mortals, often well behind the scene, and ensuring that the crops survive for future generations. If that entails adventuring with a small group of Nunnehi? Well than the Fastachee are eager to be a part of it.

Anchor: The Fastachee's own cornfields are their anchors, Neither Gladed nor Krofted, they simply are.

Appearance/ Husks: Regardless of Husks, the Dunkadv (Mien) do appear in certain ways to certain eyes. The Mortal Dunakadv is a short and squat first World figure, with unusually light streaks in their dark hair, some might say blonde, others yellow.

Their Fae Dunakadv is even shorter, rarely over 3 feet, and unusually stout with thick, strong arms and legs. Their hair may be blonde now, or red and brown, or blue, or any other color that maize can be, with bright eyes of light cornflower blue. There is a wisdom to their serene faces that speaks to ages long past, but a wry smile that promises mischief to the unsuspecting.

Lifestyle: The Fastachee prefer to keep their world as quiet and calm as possible. While they do like adventure, it is always a fun adventure; to fetch a lost object or to heal a wounded

spirit and the like. Never revenge or combat, as those distressing affairs rarely end well for anyone.

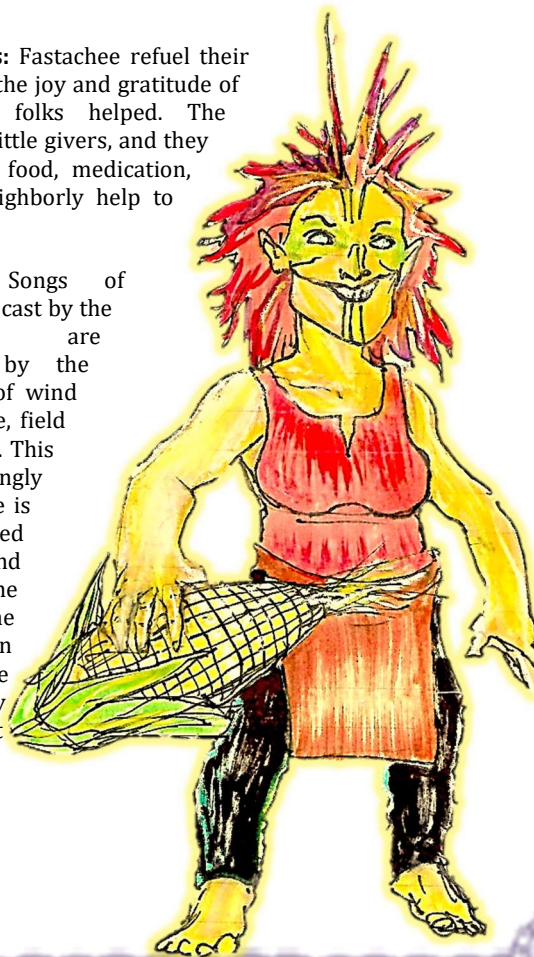
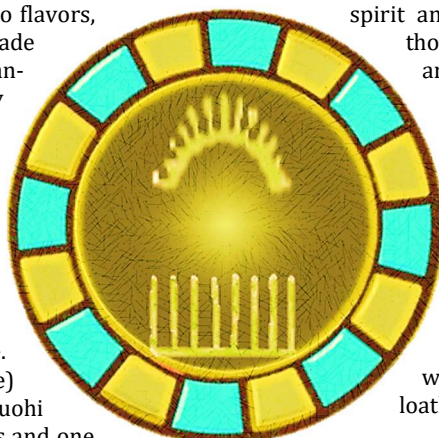
Youngling Fastachee, if such can be said of so ancient a family, seem eager to help any and every one they come across. They are the most adventurous and more gregarious than their fellows.

Brave Fastachee are still eager and helpful if not a bit reserved. They will go adventuring with a few certain individuals with whom they have built trust but are loathe to fully commit to random strangers.

Elder Fastachee are the most taciturn and reserved of their Family. They rarely go adventuring any more. While they will help and aid those that need help, they do so from the depths of their cornfields, rarely venturing beyond those borders.

Glamour ways: Fastachee refuel their Medicine with the joy and gratitude of those mortal folks helped. The Fastachee are little givers, and they give plenty of food, medication, and simple neighborly help to those in need.

Unleashing: Songs of Power that are cast by the Fastachee are accompanied by the soft susurrus of wind through a large, field ripe with grain. This breeze, seemingly out of nowhere is warm, and filled with pollen and rich with the heady perfume of fresh corn flower. Some sneezing may be had if not just tickled noses.



Affinity: Scene *-Or-* **Sliver Affinity:** Verdage

Birthrights

Blessings and Bounties: The ever patient Fastachee have a veritable slew of powers at their disposal. At character creation, all Fastachee begin with 7 free dots to allocate between the Empathy, Survival, and Medicine abilities, and can ignore the usual Ability cap of 3. Whenever in a planted field, the Fastachee gains a +3 to Dexterity, even if above 5. If the Planted Field is their own Corn-Crop, all rolls are forever at a -1 difficulty. Lastly, and the most powerful of all, at Character Creation, the Fastachee can begin with the first level of any one of the following Arts for Free. *-Spring, Summer, Spirit Links, or Wayfare.*

Frailties:

Softhearted: More so than any other Kith or Tribe across any of the Dreaming Kingdoms, the Fastachee are benevolent and loving. However, this kindness often proves dangerous. They will not, cannot, raise a fist in anger. They cannot act out of spite and will never intentionally harm another. To do so

inflicts a permanent point of Banality, and a +2 difficulty to all rolls until they can find some sort of peace with themselves. The most any Fastachee might do is to allow another to harm the bad guy. Even this requires a successful willpower roll, difficulty 8. They would much rather jump in and try to heal the harmed villain.

Ruth Yellow-Bird peeks out from her Summer crops, eyes shining in the sun. She allows some small words of judgement, but nothing too hurtful...

Kwahn: Wow, that's a very clever trick, but I don't see how it's useful.

Raven Mockers: Never met one. Or if I did, I didn't know. That in itself is a dangerous situation.

Seitadd: Not much they can do out here, I reckon. Too many roots, seizing up the topsoil

Skadegamutc: I met a bear once. He was a good friend. Turned into a dude and drove a truck. I don't think that he was a bear-witch. He was nice is why.

Wechuge: Luckily, my corn needs the summer sun, and the summer sun keeps them away. I'm good as long as my corn is doing good.