

Gun-Face

I have a very strict gun control policy: if there's a gun around, I want to be in control of it.
-Clint Eastwood

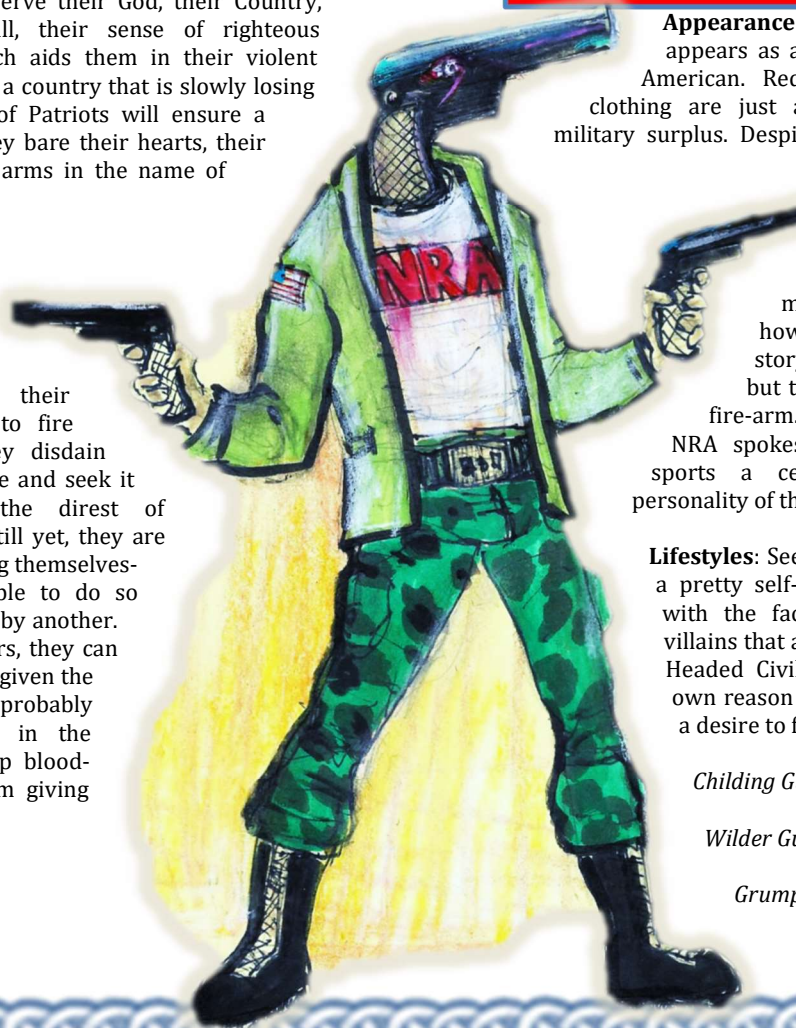
Quote: Please, just leave me out here. It's quiet, and smells like cordite, just like Eden. Let that be enough.



No one is quite sure from where this Kith sprang forth. Yet as long as there has been the spirit of independence in these great United States, a strange motley of Kith with faces of firearms have been seen in the Shadows. From Blunderbuss headed patriots capping red coats left and right, to six-shooter faced lawmen upholding the law of the west, even modern conspiracy laden survival nuts with the visages of M-16's, the United States has had no few protectors over the centuries.

While not quite as secret as they were in days long past, the Kith still maintains an air of mystery. They keep to themselves, emerging only when needed. Usually accompanied by the screech of a bald eagle behind them for effect. The Gun-Faces serve their God, their Country, and most of all, their sense of righteous indignation which aids them in their violent ways so well. In a country that is slowly losing itself, one Kith of Patriots will ensure a future where they bare their hearts, their souls, and their arms in the name of Justice.

However, there is a caveat, as there always is. No Gun-Face, regardless of their passion, wants to fire their faces. They disdain violence as a rule and seek it out only in the direst of circumstances. Still yet, they are incapable of firing themselves- and are only able to do so when compelled by another. Like good soldiers, they can only shoot when given the order. This is probably why they hide in the shadows, to keep blood-thirsty folks from giving the order...



WHERE DO THE GUN FACES COME FROM?

While their genesis is certainly lost to antiquity, a fair number of Fae Scholars have searched for clues. For one thing, only America boasts them (as of yet). Another clue is their secretive ways, xenophobia that separates them from even the most gregarious of Boggans. Although no answer has been discovered there remain a few rumors milling around the States concerning the origins of the Firearmed family of Fae.

- ❖ **Chu-ih-yu:** While the Asian Dukes of the Metal element are well.... Asian, there quite a bit of stunning similarities between the two Kiths that some find intriguing.
- ❖ **Inanimae:** Like the Krofted Kin of the Elemental Courts, the Gun-Faces seem bound to a decidedly man-made object. Could there be some truth to this rumor?
- ❖ **Denizens:** Their relatively recent birth (Seen only since the Revolutionary War) seems to suggest a family of Adhene, recently escaped from the Deep Dreaming.
- ❖ **Nocker/Goblin/Gremlin:** Some posit that the Gun-Faces are a failed experiment of a more technically inclined Family of Fae.
- ❖ **Because:** As one particularly patriotic Pooka posited, "MURICA".

Appearance: In Mortal Mien, the Gun-Face appears as a normal functioning red-blooded American. Red-White-and-Blue motifs on the clothing are just as common as camouflage and military surplus. Despite a strange look in the eyes, a predilection for soap-boxing, and a hint of sadness in the current state of affairs, there is relatively little difference between them and most Patriots. In Fae-Mien, however, is a shockingly different story. Their bodies remain the same but the head and face is now that of a fire-arm. From gun-nuts with howitzers, to NRA spokes-men with Desert eagles, each sports a certain gun that matches the personality of the Kithain himself.

Lifestyles: Seelie or Unseelie, the Gun-Faces are a pretty self-evident lot. They are Americans with the faces of Guns. Grim 4-color pulp villains that are bane of Dick-Tracy, to Cannon-Headed Civil-War reenactors, each has their own reason why they are a gun, and each has a desire to fix the worlds with said guns.

Childing Gun-Faces are little guns.

Wilder Gun-Faces are bigger guns.

Grump Gun-Faces are olden-guns.

It should be mentioned that the Guns don't change as the Kith grows through seemings, but they do appear more worn with time, just as all things eventually do. The age of their Chrysalis usually corresponds with personality, and the firearms.

Glamour Ways: Gun-Faces gain Glamour when surrounded by patriots and patriotism. When a child waves a tiny flag at a 4th of July picnic, or when an Army Vet takes off his cap during the parade.... Even during the Star-Spangled Banner at a ball-game, this all-inclusive sense of pride and nationalism that accompanies such events unleashes a surge of patriotic Glamour.

Unleashing: Cantrips cast by the Gun-Faces are accompanied by the smell of cordite and a strong sense of moral ambiguity. Even the staunchest of pacifistic Gun-Faces who ultimately believe that violence is never the answer nature, share this concern. Yes-they are proud to be gun-faces, but no, that doesn't mean that violence is the best way to fix the world. This wavering of ideologies can be felt in the Gun-Faces magics. Bear in mind however, that no Gun-Face will shirk from blood-shed if they know they must.

Affinity: Prop

Birthrights:

Sideways means Killshot: A Gun-Face is naturally skilled at marksmanship, a testament to their spiritual make-up. All rolls involving firearms is automatically at a -2 difficulty to a minimum of 4. This includes called shots and trick shorts). And lastly, for some reason that is known only in the darkest annals of the dreaming, the Gun-Faces are immune to the searing touch of Cold Iron that affects other denizens of the Changeling world.

Head-Shot: Consider Glamour to be rounds, and that is how a Gun-Face views the world. HE can use his Glamour pool as ammunition and with a roll of Perception + Firearms, (insuring that the target is in his sights) the Gun-Face can cause lethal damage to a target. The number of successes garnered on the roll are equal to the number of lethal levels of damage that the target receives While this may seem a bit extreme, make sure to read the Birthright below.

Frailties:

IF Looks could Kill: With their faces and heads as they are there has got to be some flak when dealing with others. Even unenchanted mortals, not realizing that the person that they are looking at is secretly a walking Desert-eagle pointed directly at their mug feel the effects. The fact that they can handle cold iron only adds to this. All social rolls dealing with mortals is at a +2 difficulty, and all rolls involving Fae or enchanted is at a +3.

Guns Don't Kill: Despite their ability to cause massive amounts of damage, and overlooking their skills with guns in general, a Gun-Face can't hurt anyone without being given express permission from another. This other person cannot be another

Gun-Face (which makes you wonder who really pulls the trigger in the Gun-Face's rumored hidden militia). This is also the reason why the Gun-Faces are so secretive and try to remain distant from courtly affairs. To accidentally, or purposefully, cause damage to another creature, Fae or Otherwise, without permission is to accrue a point of permanent banality. To take a life... this has been the undoing of many a Gun-Face.

Arsenal Bob polishes his other piece, and fills you in on the truth that the government is hiding.

Cheabler Sith: We hurt people, they make nutty-butters. There is something a little cosmically unjust about all that.

Eagle-Knights: Despite what they say, we don't work for them.

Fortuni: Drop dead-Gorgeous, hella nice to the underdogs, and they can make me Rich? Hell yeah, I'm going to Vegas.

Junk-Tooths: Poor trailer-park white trash pissy-beer swilling Americans Heroes. Just like us.

Ra-Men: Atheist intellectual snobs. I hope they rot in that same hell that they don't believe in.

Swag-Demons: Mari-whu-hana medallions, gold teeth, and ball-caps with the sticker still on it? This is the American Dream?

Wacky Waving Inflatable Arm-Flailing Tube-Man: You gotta be shitting me.

Star Children: What the hell just happened?

Slender Men: They feed on feelings? Then I'll get an Eagle Knight to give me the word, and I'll fill their bellies full of lead and see how they feel about that.

Nunnehi: You won't find me say nothing ill of the wild ones. They were here long before we were and God willing will be here long after we're gone.

FROM THE OFFICE...

Many of us here at Khoyot Bleu are Vets. Many of us are from Military Families. We won't tell you how to play, or to be sensitive. That's for you and your gang of players to figure out. However, some care and discretion should be had when playing a Gun-Face. They are a heavy subject, with heavy implications, and should be understood as such. We have tried to keep it as light as possible, but that proved difficult. We won't tell you what patriotism means. It means a lot to us. We won't tell you what gun or gun-violence means. It means a helluva lot to us. Go with whatever Gods you pray to...

and may Our God here Bless America.

Sincerely....

