

Füchse

"Why don't people like me? Is it because I'm a magic user? Or is my beard too shaggy? I try so hard to be a good husband to girls. What's wrong with me?"

"Hoot! You're a sociopath."

Cosmic Owl to the Ice King- *Adventure Time*

Quote: Come on baby, You know I'm the good guy. I'm your husband, right? All I need is your credit card number, and I swear I'll take you away from all of this. All you have to do is trust me.

Reynard the Fox was a medieval allegorical figure depicting the hazards of greed, pride, sloth, lust, and every other sin that they could lay at his foxy feet. His exploits were as legendary as his appetite, and his punishments were severe. His tales were told all across Europe, in particular England, France, Germany and up into the Scandinavian kingdoms. It was in the Kingdom of Magicians, however, that he was finally able to make peace. (As the Otso didn't automatically drive him out of the realm).

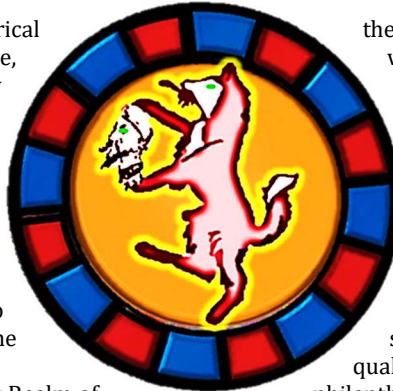
Here, however, in the fabulous Dreaming Realm of Finland, did karma finally catch up to this fabled figure of a fox. Karma in this case, manifested in a whole brood of bastard children, all just as lascivious as their erstwhile Father. The Väki of Füchse is Fox-Fae, any of those strange Dreaming creatures that are born as foxes but decide they are Changelings. In the case of this Finnish family, they all claim descent from the legendary Reynard of antiquity. They are also horribly, unambiguously Thallain.

The Füchse inherited many vices from their Father-God, but one thing they never quite inherited was empathy. Each one of these callous beings thinks themselves the very epicenter of the fabric of the universe. Every other entity, from other Fae to mortals, to Gods and beyond- exist only to ensure that this singular Füchse gets what he wants. Of course it should be mentioned that the Füchse are not the direct children of the Trickster icon Reynard. They are simply liars and cheats and swindling monsters with no regard for anything other than their own carnal desires. Or perhaps they are lying about that too.

Change: It cost no Lumoava to change from Fox to human, but one point of Lumoava must be spent to adopt the appearance of another.

Appearance: The Füchse' Kavot (Mien), all of them, are painfully attractive. The Mies Kasvot (Mortal Mien), - both fox and human- is a tall and lithe figure with a shock of red hair, bright green eyes, and a mouth full of straight (if sharp) teeth. They simply ooze charisma and, when human at least, always dress in the heights of fashion.

The Lumoava Kasvot (Fae Mien), is that of either a sharp elfin figure, sharp, eyes, sharp ears, sharp toothed, and sharp dressed. They can also sport their vulpid head, or simply adopt



their natural form, that of a handsome red fox with bright green intelligent eyes.

It should also be noted, that the Füchse can adopt the guise of anyone they want. Though the adopted form will always be much more attractive than they usually are; a tell-tale sign that the victim has been replaced.

Lifestyle: Lifestyle? What they want, when they want, how they want. The lying, schmoozing, transmogrifying Väki has no qualms about taking over the life of a millionaire philanthropist if they want money. Or perhaps they fancy a girl, so they take over the life of her lover. There is a whole world out there, just ready for the taking. If the pesky mortals want their life back? Well, you could always eat them, right?

It is also important, something that the Dreaming demands, that every single one of the Füchse has a name beginning with the letter R: Reginald, Renaldo, Rico, Rooporti, Rusty, or they could be obvious and name themselves after their Father. Sometimes this even extends to their false lives, forging their stolen identities names to better suit their own ego. *"Stop calling me daddy, From now on I am to be called "Radhegast the Father!"*

It is also a question of whether or not there are any females of the Family. With the Füchses' ability to shed personas and forms like some others shed socks, is it any wonder that no answers are forthcoming. Perhaps there are ladies in this family, but if they are, they are every bit as conniving and lecherous as their male counterparts.

Childer (Perturbed) Füchse are slow in learning how to use their charms. That takes time. As of now, it is better to scream and bite and slash to get your hungers met.

Wilder (Prowler) Füchse have learned how to schmooze. They have a handful of identities by this point, and twice as many broken families are still seeking vengeance against them.

Grumps (Miser) Füchse are just like their Dad. All stories are generational, yes?

Glamour Ways: The Füchse regain Lumoava in the chaotic sprawl left over when they reveal their true identities. This is doubly so if they reveal that the real reason Daddy isn't coming back is because his face was bitten off.

Unleashing: The Unleashings (Called Shenanigans in the tongues of Fox-Fae) cast by the Fühse carry with them an odd tang on the tongue that is one-part smarminess and one-part sharp whisky. Onlookers feel a certain pride and cleverness, and even enemies can't help but smirk the shit-eating grin of a proverbial smart-ass. This only lasts as long as the ruse is upheld, however, as when the Fühse's true form is revealed, all the jests and tricks are replaced by horror and revulsion.

Affinity: Actor

Birthrights:

Charming (*Hurmaava*): The Fühse inherit a certain charisma upon their Chrysalis. They are attractive, charismatic, and wonderfully capable of handling others. At character creation, all Fühse begin with 4 free points of Social Attributes to allocate in any way that makes sense.

Face Lifting (*Kasvojen Varastaminen*): The Fühse's extravagant livelihood is maintained by assuming the identities of others. There are a couple of ways to pursue this. The first is to watch a potential victim slowly. Usually over the course of week, but only 3 nights are needed. During this time, voice, mannerisms, likes and dislikes, and all pertinent information is captured. The Fühse then spends one point of Lumoava and rolls Wits + Crafts difficulty 8. Over the next 3 turns, the Fühse's appearance shifts to match their victims -save that the mask is a more attractive version (at least +1, but any 10's on the Wits + Crafts roll will raise it higher on a 1 for 10 basis). The Fühse must decide how to best infiltrate the victim's life.

-or-

Or the Fühse can just kill the person and eat their face - they don't have to spend anything, and the change is instantaneous. Though the Form remains identical to the victim's, with no chance of raising appearance.

Frailties:

Sociopath (*Ei Tunteita*): The Fühse are not capable of understanding the human spectrum. At all. They can never have Empathy, at any level. Any rolls that even attempt something that may be considered Empathy instantly botch. Do not pass Go, do not collect 200 dollars, and may God have mercy on your soul.

Rodolfo, aka, Rodolfo the founder of a hot new software developer company, you should totally invest and get in on the ground floor, looks at you with a smile just this side of sincere and answers your question.

Haltijas: I'll take two Kalman, and one Raudan, and then they can fight over me.

Pääpiru: We only have enough room for one suave and debonaire dashing figure in a cool jacket.

Peikko: Devils? Sure. Why not.

Otso: I am thankful for them? No. What is it? I am grateful *TO* them. Yes, for their kindness. Yes?

Paasselkä: I don't get out to the lake enough, and thus I don't care about them.

Ihmissusi: Ysengrimus didn't stop Dad, and these oafs won't stop me.

