

Haltija

"Nature is not a place to visit. It is home." – Gary Snyder

Quote: Stand back, you Celtic bastard! These mortals are mine!

A catch-all term for a strange Väki Kith) of the wild places, the Haltija are the most mysterious (and some say most powerful) of all the Hiidet (Finnish Fae). Divided into individual families based on elemental environment, they are similar to the Jotun of the North, the Nymphae far to the South, and distantly related to the Sinippiat (Inanimae). The biggest difference lies in how well the Haltija care for their mortal constituents, even to the detriment of their own number.

There very appellation derives from the Finnish word Hallita- which means to command, and each elemental family masters their inherited environment to meet the needs of mortals in the area. Perhaps this is due to territorial disputes over glamour, or simply because the Haltija truly appreciate the mortal spectrum. Whatever the reason, the Haltija grow unceremoniously protective whenever their territories are threatened.

That being said, should another of the Hiidet prove that they mean no harm, they can win a grand ally in the Haltija. With strange powers as varied as the elements from which they hail, some Fae scholars even surmise that the Väki aren't representations of said elements, but the manifestations of that elements actual power. Of course the Haltija have little to say on the matter. As they so eloquently point out *"Those damned Fae Scholars have no business around these parts..."*

Appearance: Both Kasvot of the Haltija is that of a shortish and unmistakably *other* individual. The Mies Kasvot (Mortal Mien) is rarely over a meter and ½. They have large facial features and a somewhat unkempt appearance. Veden Haltija are always wet, Tulen Haltija always smell like smoke, Vuoren Haltija are muddy or dusty, etc...

The Lumoava Kasvot (Fae Mien) appears much the same save that the Haltija is now made of those elements. The Tulen Haltija are yellowish red and hot to the touch. Kalman Haltija look pale and dead. The Naisen Haltija appear glowing with moonlight and something that may or may not be blood caked on their hands and faces.

Lifestyle: A Haltija spends most of their time around the mortals in their vicinity - whether hiding behind the scene unobtrusive, or up in their mortal business. In the case of dealing with other Hiidet, it takes great patience and understanding (usually from the Otso) to ensure smooth relations.

Pieni Haltija are obnoxious little pissants. They are jealous, self-centered, and loud. But what they really want is something to call their own. From the moment of chrysalis their element manifests itself and they struggle to find a place where they can dwell in it surrounded by people.

Oikukas Haltija have found their own place, with their own people. Anyone not a human coming close better have a damn good reason.

THE VARIED ELEMENTAL TRIBES OF HALTIJA

Metsän – or *Forest Haltijas* – have powers of quiet and stoic resolve. At character creation they gain +2 to Survival while in the forest. While remaining motionless in their natural environment, they can become invisible. As one might surmise, they inhabit wooded areas.

Naisen – or *the Haltijas of a WOMAN'S NATURAL POWER* – have magics older than any men reckoning. All soothsayers rolls for Naisen Haltija are at made at a -2 difficulty, and once a month, under the full moon, a Haltija can lower the mist ratings (down to 4) for one scene. They frequent areas such as all-girl schools, nunneries and the like.

Veden – or *Water Haltija* – have powers of healing (Or sickness to those that displease them) They gain a +2 to medicine (including knowledge of poisons and diseases) at character creation and Can breathe underwater. For one point of Lumoava and while underwater thusly, they can teleport from any body of water to one in which they have already been immersed. They frequent small towns near lakes and seas.

Kalman – or *Death Haltija* – have the ability to see and converse with the Dead. Instead of protecting living mortals, they are care-takers of the departed. They gain a +2 to either awareness of kennings. For one point of Lumoava they can curse a person for the next scene (All 2's on a roll count as botches as well as 1's). They frequent cemeteries and the like.

Tulen – or *Fire Halita* – are the chaotic and maddeningly destructive forces of change. They gain a +2 to athletics and for one point of Lumoava + successful manipulation roll, they can change the emotional atmosphere in a group of people by slow degrees. Angry people become disgruntled then placid then content then jovial. The amount of successes dictate how many rounds the mood can be changed. They frequent bathhouses, hot springs, and even forges.

Vuoren – or *Mountain Haltija* – are manifestations of the very earth: all the rocks, hills, mountain and soil. They gain an additional point to Str in addition to the +3 physical points at Character Creation (See other birthright below) For one point of Lumoava spent they can swim through solid earth as easily as if swimming through water. They frequent rocky outcrops, mountain ridges, or even simple dry patches of land without much vegetation.

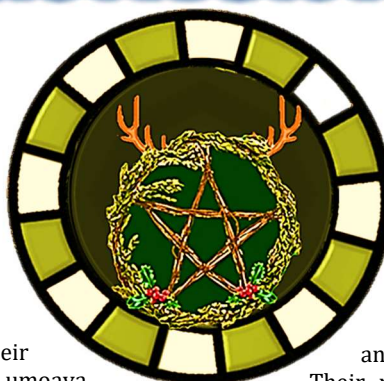
Raudan – or *Iron Haltija* – are the most mysterious of all. They gain a +2 to melee. In addition they can wield the coldest iron with no ill effect. For one point of Lumoava spent, they can heal the aggravated wounds caused by cold iron (relegating damage to simply lethal). Like-wise they can convert a weapon of steel or forged iron into cold iron for the same cost. They frequent dark mountain caves or abandoned mines. Sometimes they may even frequent forges (but never the same as Tulen)

There are a plethora more families tied to even more elements- the sun and storm and lumber and even the home itself. storytellers and players both are encouraged to come up with more.

Järkevä Haltija tend to lose themselves not in their mortal peers, but in the element itself. As their greying years plod on, they grow more and more distant, spending more and more time deep inside their forests or mountains or graveyards. Eventually, as time takes them they dissipate into their surroundings.

Glamour Ways: Haltija are bound by their element, they can only refuel their Lumoava surrounded not just by mortals, but by chosen mortals enjoying the elemental affinity. Metsän have a select group of backpackers enjoying the forest. Veden need a favorite family of picnickers on the beach, Kalman have a village of mourners in the cemetery, Naisen need special women being women in women's places (*as secretive a description as it is nebulous*).

Unleashing: Cantrips cast by the Haltija are accompanied by blasts of their element. Dusty winds filled with debris for the Vuoren, Hot scouring gales that smell of smoke for the Tulen, breezes that smell like night air and blood for the Naisen...etc...



Affinity: Nature

Birthrights:

Born with It (*Syntynyt Sen Kanssa*): Aside from the birthrights gleaned from their chosen elements (element picked at character creation and can never change), each Haltija also has 3 extra points to spend on any and all physical attributes that make sense.

Their rustic nature allows them untold of physical prowess that belies their smaller stature.

Frailties:

My Mortals (*Minun Kuolevaiset*): The Haltija are notoriously protective about the mortals in their life (whether the mortals are aware of such or no). If another Haltija of a different element should ever aid one of a Haltija's mortal constituents, than they are at a +1 difficulty to any roll involving that mortal. Every time aid is given, that difficulty rises by 1. This is especially hard as Haltijas depend on these mortals to refuel their Lumoava. The only way to negate this difficulty is to drive away the other Haltija- often by bloody means.

In addition to this hindrance, as stated above Haltija can only regain that Lumoava when his mortals are enjoying that element. This is good if times don't change too much, and the same faces can be seen over and over again. It is the wise player who invests a few points in the Dreamers background.

Aapeli - Tulen Haltija and firefighter, takes a break from the bar-b-que to answer your questions before you march your ass on out of town,

Otso: They don't crowd in on my people, and they don't talk down to me. I hate them the least.

Pääpiru: A whole Väki of schmoozers? They flirt and dance and steal kisses. They are as worthless as they are pointless. As long as they stay at least 20 yards away from any of my kissable mortals, we'll get along just fine.

Paasselkä: Magnets? Fire-balloons? Aliens? Hell if I know. Just keep them far out there on that lake and won't have to gank them.

Peikko: Speaking of ganking, there are few people I'll gut on principle. Guess which ones I will?

Füchse: Sneaky back-stabbing asshole foxes who should have stayed down in Russia, Germany, or wherever the hell it is that they came from.

Jotnar: They got the right idea. Just move farther and farther away from it all, and just simmer down into your volcano, or mountain, or... Shit if I know.

Nymphae: Creepy ass chicks who you don't even know if they're around or not. Glad they're down there in Greece.

Sinippiat: No relations.

