

Scairy Tales Sampler

The following is a small sampler of the new things to be found in Scairy Tales. The full text contains much more!

Playing Renegade Villains

Sometimes it's good to be bad. Players may opt to play renegade villains; those who have decided to take up the fight against the Nightmare. Some fight for Wonderment out of self-preservation, some fight because they don't like sharing the role of villain with the Nightmare, and others fight because it is the right thing to do.

The renegade villain's fairy tale story must be clear that this hero was formerly a villain and not merely some misunderstood individual. Creating a renegade villain within the rules remains unchanged with two exceptions:

- To play a renegade villain, the hero must take the Outsider Hindrance.
- Only renegade villains can take Arcane Background (Vile Magic).

Examples of proper villains include big bad wolves, dragons, giants, trolls, witches and even the Devil. Wicked humans and other folk (such as Rumpelstiltskin) are good choices too.

Natural Weapons

Requirements: Novice

Your folk comes naturally with claws, fangs, spikes or other such weapons. You may pick one natural weapon that does Str+3 damage, or two natural weapons that do Str+2 damage, or three natural weapons that do Str+1 damage. This Edge can be taken multiple times, but the effects cannot stack (your hero can have three attacks that do Str+3, but he cannot have one attack which does Str+9, for example).

Bad Dreams (Major)

Your hero is particularly weak when it comes to believing in the Dream. Having Bad Dreams means the hero has a -2 to rolls to resist the

Nightmare, and suffers an extra +2 damage from Nightmare creatures and Nightmare powers.

Blessing

Rank: Veteran

Power Points: 6

Range: Smarts x2

Duration: 3 (1/Round)

Trappings: Waving hands, whispered words, sprinkling with powders.

Blessing allows the caster to bestow upon another being a great magical gift. This gift is how a wish might seemingly come true, but sadly is only temporary. Before the Nightmare, the gift could be permanent, but now it lasts mere seconds. Sometimes a few seconds is all it takes to make a dream come true, however.

The caster rolls his belief and on a success the target may be given any Novice level Edge (except Arcane Backgrounds) for the duration of the power. On a raise, the Edge may be of Seasoned level, and on two raises the Edge may be of Veteran rank and so on. The target does not have to meet any requirements for the Edge.

Sin Soldier

Corrupted tin soldiers, nutcrackers, and similar toys come in all sizes and are marked by corrosion of metal and wood. They act in cohesive groups to bring massed fire power from ambush before engaging enemies with bayonets.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d8, Guts d10, Notice d6, Shooting d8, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 7

Gear: Musket (Range 10/20/40, 2d8 Damage) with bayonet (Str+2)

Special Abilities:

- **Construct:** +2 to recover from Shaken. Called shots do no extra damage. Immune to disease and poison.
- **Hardy:** Second Shaken result does not cause a wound.