

Dormadd

[dɔr:mað]



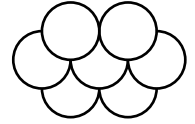
Kismet

Backgrounds & Circumstances

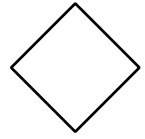
Also known as 'Dromath', 'Dormarch', 'Fair-Hound', or 'Garm' — you are a Fae Servant of Arianhod, the Moon, Queen of Cycles, also known as the 'Silver Wheel'.

You are a beast formed from wishes and molten silver. Once thought of only as a myth to a handful of anarchists, you awoke in blinding light and galloped across the starry void to meet your charge. That's all you remember anyway. The first person you met was Branwen, lost in the mountains, and you've been friends ever since. The Moon's words bounce around your head, but they're hard to remember sometimes. *This place is warm, at least.*

Lots:



Ego:



Principles

▸ My duty is to ensure that the King ascends with my help. *I think.*

▸ I must recover my memories... Surely I'm missing something?

Goals

When a Goal is advanced, you earn a Lot. If it's *completed*, you regain Ego.

▸ If anything tries to harm Branwen, I'll bite them!

▸ When I'm in doubt, I look to the Moon for guidance. I know not why...

Habits

When a Habit gets you in trouble, or creates interesting drama, you regain Ego.

▸ The worlds of the Giants and the Fae can never truly coexist.

▸ I may have been summoned by a prophesy, but I'm just as real as any dog.

Creeds

When a Creed is adhered to, after being questioned or doubted, you gain a Lot.

Abilities

Rank

APPEAL ≥ **4**

BRAINS ≥ **4**

FINESSE ≥ **5**

BRAWN ≥ **3**

ITEM FABLE, P.H.V.S.E.C.A.H.

Jobs

ADVOCATE 4

DECEIVER 3

LEADER 3

Appeal Dice

INQUISITOR 5

STEWARD 1

PHILOSOPHER 2

Brains Dice

CRAFTER 1

HUNTER 6

THIEF 5

Finesse Dice

GUARD 6

NURSE 2

WARRIOR 4

Brawn Dice

Assets

+ *Crushing Jaws*

+ *Resistant to Mundane Arms*

+ *The Moon's Favor*

+ *Thick Fur Coat*

Add a +1D bonus to any and all rolls for which an asset seems useful.

Gambit

Used: ☐

Hush, Rush, Eclipse

Dormadd is a being of many mysteries and unsettling auras. Envisage an open mouth baring too many fangs and a dark light. It could cause all sorts of upsets.

During another character's roll, between the initial dice roll and the declaration of any KISSES, you may to remove one of their dice from the pool. This die is lost and can't be rerolled.

Your gambit can be used *once per day*. Durations are instantaneous, and can be used out of turn.

Specialties

☐ Acute Sense of Smell

☐ Attention Seeking

☐ Hauling

☐ Stealth

☐ Survival

☐ Zealotry

Each specialty can be used to reroll a die once per session, counting as a KISS.

Quirks

☐ Fae Beast

☐ Fiercely Loyal

☐ Greedy

☐ Literally a Dog

Use a Quirk after roleplaying appropriately to first inflict a -1D penalty on yourself.

Afterwards, on a different roll, you may use the Quirk again to gain a +2D bonus instead.

