

8-Bit Dress



Illustration by Sasha Gallagher

Pixel Power

Two-Dimensional

Sprite Flicker: You gain +1 edge against anyone who's using Moxie or Focus.

111

Admiral's Coat

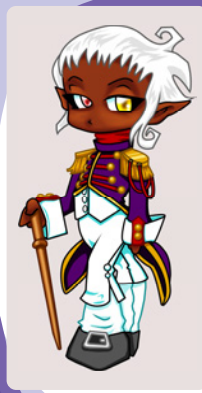


Illustration by Miranda Harrell

Covets Glory

Sea Lady

Duty Is the Great Business of a Fairy: You may suffer 1d6 ☹️ to add the Temporary Quirk "The Enemy" to an NPC or Hazard. A fairy tagging this Quirk in a contest inflicts +1 ☹️.

112

Alchemist's Frock

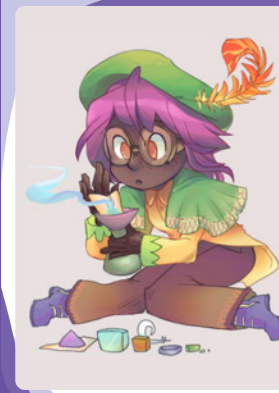


Illustration by Louise Leung

Master of Alchemy

Knows When to Duck

Synthesis: You may spend 1 ☹️ to craft a potion that restores 1d6 ☹️ and grants a beneficial Temporary Quirk (chosen when the potion is created). A potion can be given away or saved for later. When a potion is consumed, roll 1d6; on a 1, the potion is flawed, and the GM chooses the Temporary Quirk instead!

113

Angelic Dress



Illustration by Hollie Williams

Good Intentions

The Power of Love!

Aura of Innocence: While wearing this Costume, you can't be blamed for anything. No NPC will believe that you're responsible for any misfortune, and any roll to cast blame on you automatically fails.

114

Artist's Smock



Illustration by Hollie Williams

Creative Genius

Temperamental

Life Drawing: You receive a 1 ☹️ discount when using Wishful Thinking to conjure a Hazard or NPC. (No combination of discounts can reduce the cost of Wishful Thinking below 1 ☹️.)

115

Aviator Jacket

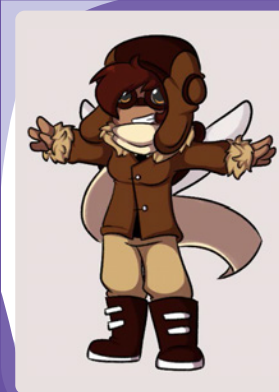


Illustration by Hollie Williams

Smirk & Swagger

Disrespecting Gravity

Devil's Own Luck: When doing something ridiculously dangerous, you may roll an extra die for free (i.e., without spending ☹️). Add 1 ☹️ to the Trouble Pool after rolling.

116

Ball Gown

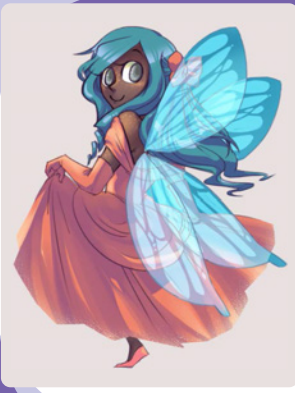


Illustration by Louise Leung

Refined Manners

Musical Talent

Musical Number: Contests that you take part in are never treated as scuffles.

121

Bandages

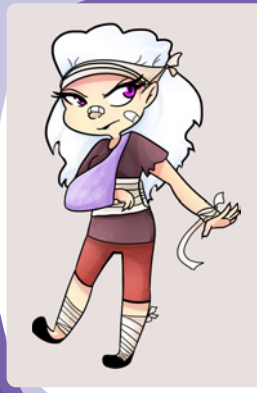


Illustration by Marie Torres

Sympathy Magnet

Delicate Condition

First Aid: When you Stress Out, you may instead Quick Change into this Costume at no cost and clear your ☹️. You can only use this Power while you're not wearing this Costume.

Convalescence: When you change out of this Costume, discard it.

122

Battle Kilt



Illustration by Louise Kay Uy

Boisterous Brawler

Authority Issues

Caber Toss: Larger-than-fairy-size opponents do not gain edge against you in contests of strength. You do not suffer increased ☹️ or inflict reduced ☹️ when scuffling with such opponents.

123

Bee Suit



Illustration by Marie Torres

Hard Worker
Flower Addict

For the Swarm!: You may spend 1 ♡ to summon a swarm of duplicates of yourself for one roll. This allows you to accomplish things that require a large group, or inflict +3 ♡ in a scuffle.

124

Black Sweater

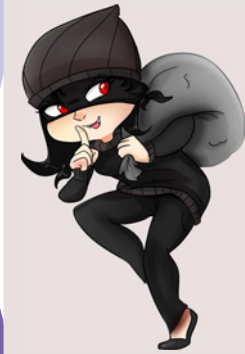


Illustration by Marie Torres

Sneaky
Kleptomaniac

Bag of Holding: You can fit anything that's not nailed down into your sack of loot. You drop all of your stashed objects when you Stress Out or change out of this Costume; otherwise, they can't be located or stolen by any effect. If you have many stashed objects, the GM may require a test to pull out the correct one.

125

Bow Tie

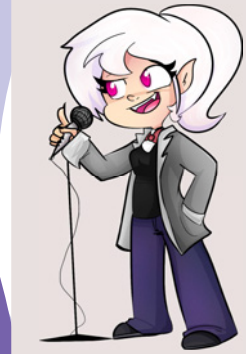


Illustration by Marie Torres

Loveable Jerk
Weaponised Sarcasm

Right Back at You: When someone inflicts ♡ on you, you may make a joke or pun to automatically inflict 2 ♡ on your attacker. You have to come up with the joke yourself.

126

Bunny Hat



Illustration by Marie Torres

Adorable
Quick like a Bunny

Just a Harmless Little Rabbit: When you tag one of your Quirks in a contest, you may remove one die from your opponent's pool rather than adding one to your own. This can reduce her to zero dice.

131

Camo Fatigues

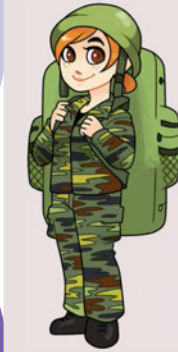


Illustration by Lis Razo

In This Fairy's Army
Ground Pounder

March on Your Stomach: When you recover ♡ from eating food, you also gain the Temporary Quirk "Superior Morale". While it remains, your Stress Limit is increased by 3.

Esprit de Corps: When a friend in the same Location as you suffers ♡, you may suffer one point of that ♡ in her place.

132

Cape & Tights

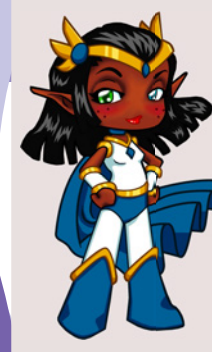


Illustration by Miranda Harrell

Faster than a Speeding Bullet
More Powerful than a Locomotive

The Strongest!: You can lift 100 times your weight. You inflict +2 ♡ in a scuffle, suffer -2 ♡ from physical threats, and gain +2 edge in contests of strength.

Disaster Magnet: The GM receives a 2 ♡ discount to Unleash Disaster, to a minimum cost of 1 ♡.

133

Cardboard Robot

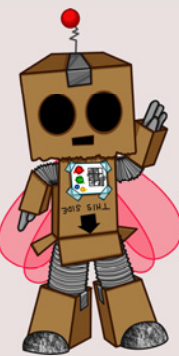


Illustration by Miranda Harrell

Precise
Glitchy

Filled with Useful Devices: When you spend ♡ on a roll, you may add two dice (rather than one) if you describe how the strange devices built into your body help out. You have to describe a new device each time.

134

Cat Hoodie



Illustration by Marie Torres

Agile
Lazy

I Meant to Do That: You may spend 1 ♡ on a roll after you've seen the Result. If you do, roll one additional die, and count it as though it was part of the original roll. You can't use this Power if you've already spent ♡ on that roll.

135

Chef's Smock



Illustration by Esme Baran

Genius of Cookery
Handy with a Frying Pan

Comfort Food: You may spend 1 ♡ to instantly prepare a serving of food, even if you have no tools or ingredients. Eating this food recovers ♡ normally.

Gourmand: You recover +2 ♡ from eating food.

136

Clockwork Couture



Dapper

Stick a Gear on It!

Like Clockwork: You gain two dice (rather than one) when you tag a Temporary Quirk you created yourself.

Illustration by Sasha Gallagher
Concept by Christine Davidson

141

Clown Suit



Acrobatic

Comical

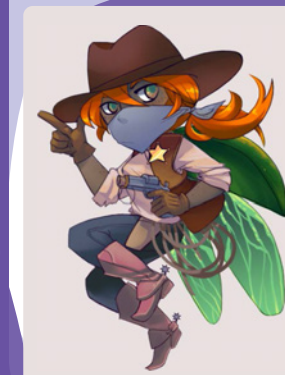
Pratfall: You suffer -1 ☹ from all sources.

Can't Keep down the Clown: If any effect would cause you to discard this Costume, you may discard a different Costume instead.

Illustration by Istefany Macedo

142

Cowgirl Outfit



Rough and Tumble

Quick on the Draw

Showdown: You may declare that any one-on-one contest you participate in is a showdown. The loser of a showdown Stresses Out regardless of her current ☹. On a tie, you both Stress Out!

Illustration by Louise Leung

143

Crinoline Dress



Genteel

Wicked Wit

The Kindness of Strangers: Whenever you inflict ☹ on someone in a contest using wit or charm, recover the same amount of ☹. This Power does not function in scuffles.

Illustration by Miranda Harrell
Concept by Joshua Graham

144

Cunning Disguise



Trustworthy

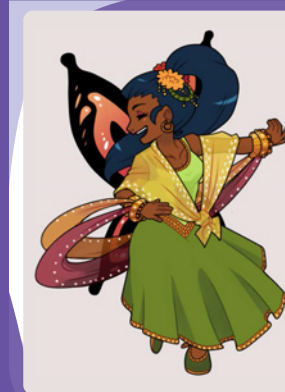
Vaguely Familiar

Incognito: No-one can connect your identity while you're wearing this Costume with your identity when you're not wearing it, not even if you change into it right in front of them!

Illustration by Esme Baran

145

Dancer's Shawl



Awesome Moves

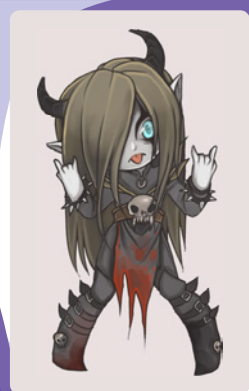
Drama Queen

Entrancing Elegance: When you use this Costume's Quirks to assist a friend's roll in a contest, you may subtract one die from her opponent's roll instead of adding one to hers. This can reduce her opponent to zero dice. You must roleplay your performance.

Illustration by Esme Baran

146

Death Metal Regalia



A Fighter, Not a Lover

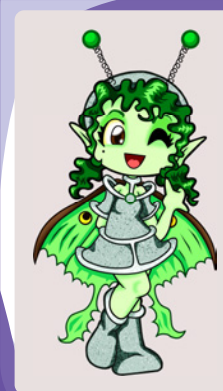
Anthem of Destruction

Musical Brutality: When you assist a friend with "Anthem of Destruction" in a contest, she inflicts +2 ☹.

Illustration by Kiyu

151

Deely-Boppers



Technobabble Solves Everything

Not from Around Here

It's Not Stupid, It's Advanced!: When wielding your amazing alien technology, you may roll an extra die for free (i.e., without spending ☹). Add 1 ☹ to the Trouble Pool after rolling.

Illustration by Miranda Harrell

152

Deerstalker Cap



Low Boredom Threshold

Elementary!

No Such Thing as Coincidence: You may roll Focus in place of Shine, or vice versa, whichever is higher.

Illustration by Sasha Gallagher

153

Devil Corset



Troublemaker
Silver Tongue

Devil's Deal: You may spend 1 ⚡ to offer someone a deal. If she accepts, she gains a helpful Temporary Quirk of your choice.

Ironic Twist: Whenever someone uses a Quirk granted by "Devil's Deal", you may set her Result to 0 after rolling.

Illustration by Marie Torres

154

Doctor's Coat



Impressive Credentials
Do No Harm

Treatment: You may spend a Break providing medical care. When you do so, your patient recovers 2d6 ⚡ and may remove one unwanted Temporary Quirk of her choice. You can't Scrounge during the same Break that you use this Power.

Illustration by Hollie Williams

155

Equestrian Outfit



Refined Manners
The Sport of Queens

Tally Ho!: When you're riding something, your mount gains the benefit of your Kind Powers.

And They're Off!: You gain two dice (rather than one) when tagging one of your mount's Quirks.

Illustration by Louise Leung

156

Evil Overlord Armour



Ruthless
Insane

Rise, My Servants!: The first time you change into this Costume, you get three Minions. They're NPCs with Moxie 3, Stress Limit 0, and no Quirks. You may recruit new Minions for 1 ⚡ apiece, to a maximum of three total Minions.

Delegation: On any roll, you may have a Minion act in your place.

Illustration by Miranda Harrell

161

Feather Robe



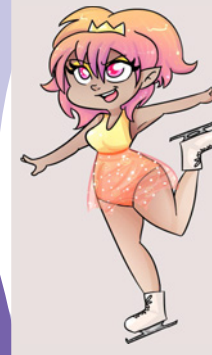
Cryptic Wisdom
Survival Skills

Geomancy: You gain two dice (rather than one) when you tag a Location Quirk.

Illustration by Louise Kay Uy

162

Figure Skates



Superb Balance
At Home on the Ice

A 1 from the Gnomish Judge: You may spend 1 ⚡ to put the Temporary Quirk "Biased" on an NPC. While it remains, all other NPCs ignore anything she says about you.

Perfect 6: After rolling, if you rolled at least one 6, you may spend 1 ⚡ to increase your Result by 1, to a maximum Result equal to your Grace.

Illustration by Marie Torres

163

Firefighter's Uniform



Rescue Specialist
Grace under Pressure

Fireproof Coat: You suffer -3 ⚡ from Hazards that represent dangerous objects or environments, and never suffer Temporary Quirks from losing a contest with such a Hazard.

Illustration by Esme Baran

164

Flower Suit



Sunny Disposition
Down to Earth

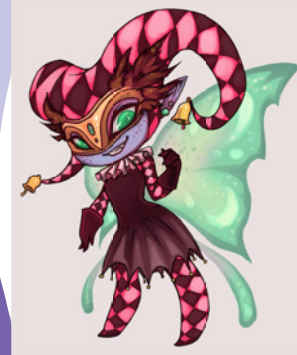
Speak for the Trees: You may communicate with plants. There's no guarantee they have anything interesting to say, though!

Photosynthesis: Whenever an effect would allow you to recover ⚡, you may choose to gain 1 ⚡ instead.

Illustration by Esme Baran

165

Fool's Motley



Madcap
Disquieting

Vicious Mockery: When you inflict ⚡ on someone, you may spend 1 ⚡ to add 1d6 to the total ⚡ inflicted. This must be roleplayed with a rhyme, a pun or an insult based on one of the target's Quirks.

Illustration by Kiyo

166

Football Uniform



Illustration by Louise Leung

Protective Padding
Sophisticated Strategy

End Run: You have +1 edge in contests involving moving an object from one place to another.

Touchdown: When you cause a Hazard or NPC to Stress Out, you may perform a short dance to recover 2 ☹.

❁ 211

Fur Loincloth



Illustration by Lis Razo

Ugh!
Gruh?

Brute Force and Ignorance: You gain +1 edge against anyone who's using Craft or Grace.

❁ 212

Gambler's Duds

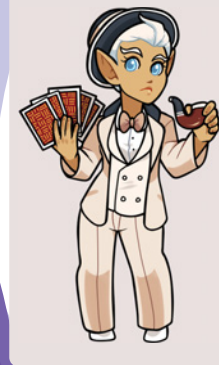


Illustration by Esme Baran

Con Artist
Better Lucky than Good

Double or Nothing: Whenever you suffer or inflict ☹, you may flip a coin (or, if you don't have one, roll a die). Heads (odd): you suffer or inflict no ☹. Tails (even): you suffer or inflict double ☹!

❁ 213

Ghost Sheet



Illustration by Marie Torres

Intangible
Spooky Voice

Rise Again: When you Stress Out, you may instead Quick Change into this Costume at no cost and clear your Stress. You can only use this Power while you're not wearing this Costume.

Pass On: When you change out of this Costume, discard it.

❁ 214

Gothic Dress



Illustration by Miranda Harrell

Elegant
Creepy

Dry Wit: When someone you can see suffers ☹, you may make a cutting remark to increase the ☹ suffered by +1. You have to come up with the remark yourself.

❁ 215

Greasy Coveralls



Illustration by Miranda Harrell

Grease Monkey
Perpetually Grubby

Just Bang It with a Wrench: You may spend 1 ☹ to remove 1d6 ☹ from an inanimate object or machine.

Scrap It!: You inflict +2 ☹ on inanimate objects and machines.

❁ 216

Green Tunic



Illustration by Lis Razo

Courageous
Push Blocks, Smash Pots

Inventory Screen: You may spend 1 ☹ to grant yourself a Temporary Quirk representing an enchanted weapon or tool you've picked up in one of your many adventures. If you use this Power again, the new Quirk replaces the old one.

❁ 221

Grim Reaper Robe



Illustration by Miranda Harrell

Creepy Smile
Looks Good in Black

Reap the Fallen: Gain 1 ☹ whenever a living creature in the same Location as you Stresses Out.

❁ 222

Hockey Mask



Illustration by Louise Leung

Taciturn
Unstoppable

Damage Sponge: Increase your Stress Limit by 5. If changing out of this Costume drops your Stress Limit below your current Stress, you immediately Stress Out!

Back for the Sequel: If any effect would cause you to discard this Costume, you may discard a different Costume instead.

❁ 223

Holy Robes



Illustration by Louise Leung

Resolute
Naïve

Healing Touch: You may spend 1 ♣ to remove 1d6 ♣ from one living creature.

Divine Favour: You get a 1 ♣ discount on Wishful Thinking when you phrase your wish as a prayer. The GM describes the effect no matter the test's outcome! (She has to be nice if you succeed.)

224

Horned Cowl



Illustration by Louise Leung

Terror and Vengeance
The Hero You Deserve

A Cowardly and Superstitious Lot: You gain two dice (rather than one) when you tag an opponent's Quirk in a contest.

225

Judge's Robes

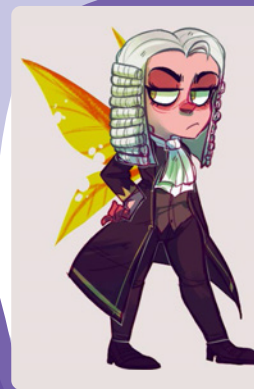


Illustration by Ami Guillén

Voice of the Law
Gavel-Pounder

One Million Years Dungeon: If you cause someone to Stress Out, you may sentence them to a punishment of your choice rather than allowing them to leave play. PCs automatically escape or receive parole after the span of a normal Break has elapsed; NPCs get out at the GM's discretion.

226

Karate Gi



Illustration by Lis Razo

Black Belt
Hero Without a Cause

Dragon Punch! You inflict +2 ♣ when scuffling with flying opponents.

Continue?: When you Stress Out, you may spend 1 ♣ to recover half your ♣. If this puts you below your Stress Limit, you do not Stress Out.

231

Kung Fu Jacket



Illustration by Nicole Sexton

Master of Martial Arts
Badly Dubbed

Mantis Style: Larger-than-fairy-size opponents do not gain edge against you in contests of strength. You do not suffer increased ♣ or inflict reduced ♣ when scuffling with such opponents.

232

Lab Coat



Illustration by Hollie Williams

Scientific Genius
Dubious Ethics

Jekyll & Hyde: You may spend 1 ♣ to deploy a transforming elixir, mutation ray, etc. The target (which can be yourself) draws a random Costume and Quick Changes into it at no cost. You have to win a contest to use this Power on an unwilling target. Targets who can't normally wear Costumes (e.g., humans) tend to take on the personality of their new role.

233

Leather Jerkin



Illustration by Esme Baran

Vicious
Low Cunning

Backstab: When you make a successful Surprise Attack, you may cause your target to instantly Stress Out, regardless of the amount of ♣ inflicted. This Power doesn't just apply in scuffles – it works with emotional backstabbing, too.

234

Magical Girl Dress

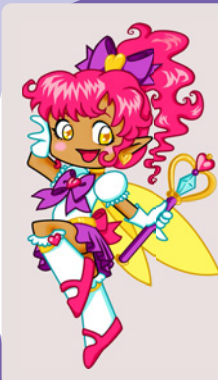


Illustration by Miranda Harrell

Fabulous
For Great Justice!

Transformation Sequence: Any time you're not wearing this Costume, you may Quick Change into it at no cost. You may spend 1 ♣ while doing so in order to recover 1d6 ♣.

Final Strike: When you win a scuffle, you may spend 1 ♣ to inflict double ♣. You must roleplay calling your special attack.

235

Maid's Uniform

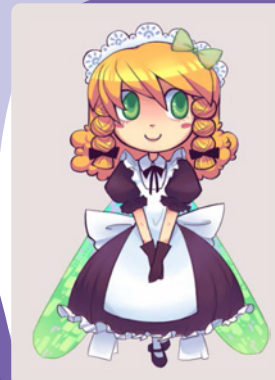


Illustration by Louise Leung

Unflappable
Neat Freak

Quick Clean-Up: You may spend 1 ♣ to instantly clean your current Location. This Power can remove messiness-related Quirks or add cleanliness-related ones to that Location.

236

Marching Band Uniform



Jaunty

Louder Is Better

Band of Bothers: You may spend 1 ♣ to summon your bandmates for one roll. This allows you to accomplish things that require a large group, or inflict +3 ☹ in a scuffle.

Illustration by Sasha Gallagher

241

Mascot Suit



Energetic

Distraction

Go Team!: When you use this Costume's Quirks to assist a friend's roll in a contest, you may subtract one die from her opponent's roll instead of adding one to hers. This can reduce her opponent to zero dice. You must roleplay your cheer or routine.

Illustration by Lis Razo

242

MIB Suit



Authority Figure

Knows the Score

Flashy Thing: If you cause someone to Stress Out, you may make her forget the last ten minutes of play (or an equivalent number of posts in forum or email games).

Illustration by Louise Leung

243

Mushroom Hat



Trufflemaker

People's Champignon

Spore Corps: The first time you change into this Costume, you get three Minions. They're NPCs with Shine 3, Stress Limit 0, and no Quirks. You may spawn new Minions for 1 ♣ apiece, to a maximum of three total Minions.

Mycellium, Yourcellium: On any roll, you may have a Minion act in your place.

Illustration by Louise Leung and Ami Guillén

244

Mysterious Cloak



Dark and Brooding

Terribly Mysterious

Dramatic Reveal: While you're wearing this Costume, you may discard it at any time. When you do so, Quick Change into any other Costume in your possession at no cost and clear your ☹. You receive +1 edge on your next contest.

Illustration by Esme Baran

245

Nun's Habit



Serene

Mysterious Ways

Holier than Thou: You gain +1 edge against anyone who's using Grace or Shine.

Illustration by Louise Leung

246

Old Fedora



Hard Boiled

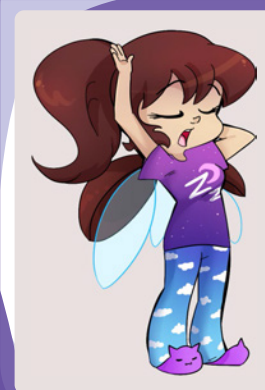
Narration-Prone

Gut Feeling: You always know when you're being lied to. If used on another player, she must admit whether she lied, but doesn't have to reveal the truth.

Illustration by Louise Leung

251

Pajamas



Sleepy

Adorable

Power Nap: You may spend 1 ♣ to recover 1d6 ☹.

Illustration by Marie Torres

252

Pirate Costume



Dashing Rogue

Bad Influence

Swagger: When you tag an opponent's Quirk in a contest, you may remove one die from her pool rather than adding one to your own. This can reduce her to zero dice.

Illustration by Marie Torres

253

Plate Mail



Illustration by Esme Baran

Weapon Master

Scary Scowl

Meat Shield: You and all of your friends who are in the same Location as you suffer -1 ☹ from physical threats.

254

Platypus Suit



Illustration by Ami Guillén
Concept by ? The Platypus

Cute

Perplexing

Evolutionary Enigma: You may spend 1 ☹ to grant yourself a Temporary Quirk representing some trait or talent of the platypus. (This doesn't need to be a real trait or talent of the platypus – you just have to be willing to claim with a straight face that it is.) If you use this Power again, the new Quirk replaces the old one.

255

Polyester Suit



Illustration by Lis Razo

Smooth Moves

Questionable Fashion Choices

Greasy Sweet: You may roll Moxie in place of Grace, or vice versa, whichever is higher.

256

Pop Idol Outfit



Illustration by Louise Leung

Manufactured

Incredible Work Ethic

Handshake Event: You may spend 1 ☹ to add the Temporary Quirk "Idol Show!" to your current Location. While it remains, NPCs in that Location can't leave or initiate scuffles. The Quirk lasts until you leave, you Stress Out, or the GM pays ☹ equal to your Shine.

261

Pot Lid Armour



Illustration by Esme Baran

Impervious

Clumsy

Heavy Metal: You suffer -1 ☹ from physical threats.

Ablation: If a physical threat would cause you to Stress Out while wearing this Costume, you may instead discard it and negate all ☹ and other effects from that threat.

262

Princess Dress

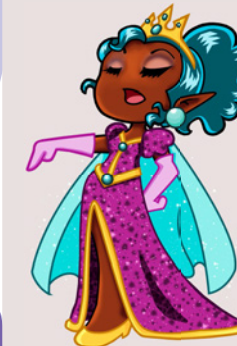


Illustration by Miranda Harrell

Glamorous

Bossy

Self-Rescuing: You gain two dice (rather than one) when you tag a Temporary Quirk that's been inflicted upon you.

263

Protagonist's Garb



Illustration by Louise Leung

Hero

Complicated Backstory

Over-Leveled: You inflict +2 ☹ in all contests.

High Random Encounter Rate: The GM receives a 1 ☹ discount to Summon Opposition, to a minimum cost of 1 ☹.

264

Reporter's Outfit



Illustration by Sasha Gallagher

Stop the Presses

Intrepid

Muckraking: Your opponent in any contest takes 1 ☹ for each 6 she rolls, even if she wins. Increase the total by +1 ☹ if you tagged one of her Quirks. (She still has to roll at least one 6 to trigger this Power.)

265

Robe & Wizard Hat

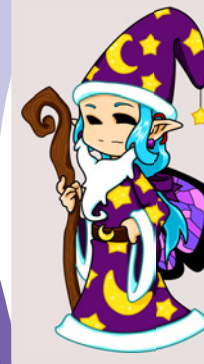


Illustration by Miranda Harrell

Subtle

Quick to Anger

Fireball! You may spend 1 ☹ to blow everything up. Every fairy, NPC and Hazard in your current Location – including you! – must test Grace or Shine (whichever is higher) or suffer 1d6 ☹.

Linear Fairy, Quadratic Wizard: You may discard any Costume in your possession to use its Powers for one roll without changing into it.

266

Ruffled Tunic



Illustration by Esme Baran

Inspiring Songs
A Lover, Not a Fighter

Bardic Music: When you assist a friend's roll with "Inspiring Songs", she gains two dice (rather than one). You must roleplay your performance.

311

School Uniform



Illustration by Lis Razo

Studious
School Spirit

Book Learning: You may roll Craft in place of Focus, or vice versa, whichever is higher.

312

Seamstress Outfit



Illustration by Esme Baran

Fashion Sense
Handy with a Needle

Fashion Montage: When you help someone Scrounge for a new Costume, she draws two cards (rather than one). She may Quick Change into one of the newly drawn Costumes at no cost.

313

Shinobi Shozoku



Illustration by Esme Baran

Stealthy
Honourable

Art of Invisibility: When you suffer ☹, you may spend 1 ☹ to become invisible. While you're hidden, you count as being on Break, and no-one can target you with any rolls or effects until you reveal yourself by making a roll.

314

Shopkeeper's Apron

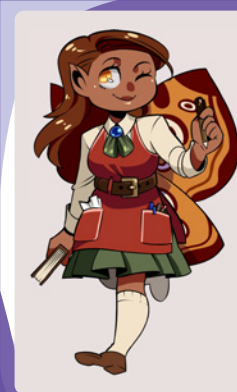


Illustration by Lis Razo

Capitalism, Yay!
Gotta Make Quota

Medium of Exchange: You may convert ☹ into coins and use them to buy stuff. This can include other fairies' Costumes, as well as things that aren't normally tradeable, like Temporary Quirks. You may also accept payment from other fairies in this way, but you can't swap ☹ between fairies at will – it has to be part of a sale. If an NPC ends up with a ☹ coin, the GM gets 1 ☹.

315

Silk Topper

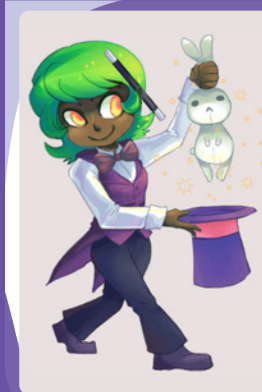


Illustration by Louise Leung

Stage Presence
The Art of Misdirection

Hat Magic: You may conjure any object or NPC you've seen during this session, as long as the target is human-size or smaller. Spend 1 ☹ and test Craft or Shine (whichever is higher). On a success, you get the intended target. On a failure, you get something dangerous (a wild animal, a bomb, etc.) and suffer 1d6 ☹ instead!

316

Skateboard



Illustration by Esme Baran

Radical
In Your Face

Sick Tricks: You may roll Grace in place of Shine, or vice versa, whichever is higher.

321

Sorceress' Gown



Illustration by Louise Leung

Enchantress
Stark Raving Bonkers

Bad Magic: You may use Wishful Thinking to apply Temporary Quirks to unwilling targets. Living targets can test Moxie or Shine (whichever is higher) to resist.

322

Space-Age Armour

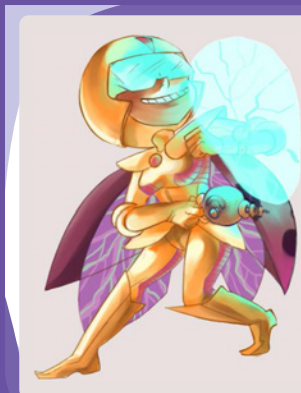


Illustration by Louise Leung

Trigger-Happy
Patriotic

Ray Gun: You inflict +1 ☹ in a scuffle.
Personal Force Shield: You suffer -1 ☹ from physical threats.

323

Space Suit



Enviro-Sealed
The Space Race

One Giant Leap: You may spend 1 ⚡ to add the Temporary Quirk "Low Gravity" to your current Location. You may tag this Quirk in physical contests against anyone who isn't wearing a space-related Costume, and it can't be tagged against you as long as you're wearing this Costume.

Illustration by Miranda Harrell

❄️ 324

Spirit of Fall Dress



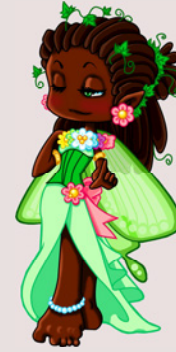
Festively Frightful
Autumn Enchantment

Harvest Season: You receive a 1 ⚡ discount when using Wishful Thinking to conjure food or create seasonally appropriate Location Quirks. (No combination of discounts can reduce the cost of Wishful Thinking below 1 ⚡.)

Illustration by Miranda Harrell

❄️ 325

Spirit of Spring Dress



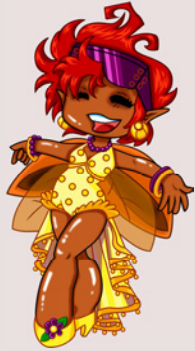
Full of Life
Spring Sorcery

New Beginnings: You receive a 1 ⚡ discount when using Wishful Thinking to summon animal NPCs or create seasonally appropriate Location Quirks. (No combination of discounts can reduce the cost of Wishful Thinking below 1 ⚡.)

Illustration by Miranda Harrell

❄️ 326

Spirit of Summer Dress



Carefree
Summer Sorcery

Fun in the Sun: You receive a 1 ⚡ discount when using Wishful Thinking to grant beneficial Temporary Quirks to willing recipients or create seasonally appropriate Location Quirks. (No combination of discounts can reduce the cost of Wishful Thinking below 1 ⚡.)

Illustration by Miranda Harrell

❄️ 331

Spirit of Winter Dress



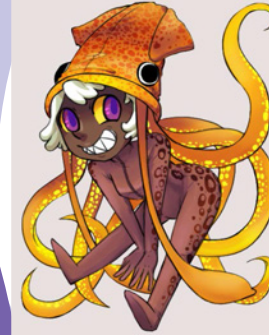
Cold-Hearted
Winter Wizardry

Let It Snow: You receive a 1 ⚡ discount when using Wishful Thinking to create seasonally appropriate Hazards or Location Quirks. (No combination of discounts can reduce the cost of Wishful Thinking below 1 ⚡.)

Illustration by Miranda Harrell

❄️ 332

Squid Hat



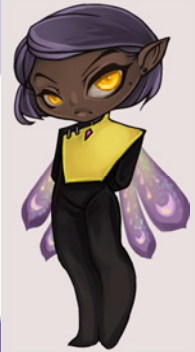
Multi-Armed Menace
Compulsive Fish Puns

You Gotta Be Squiddin' Me! When you suffer ⚡, you may spend 1 ⚡ to deploy a concealing ink cloud! While you're hidden, you count as being on Break, and no-one can target you with any rolls or effects until you reveal yourself by making a roll.

Illustration by Louise Leung

❄️ 333

Star Captain's Uniform



To Boldly Go
Two-Fisted Diplomacy

No Such Thing as a No-Win Scenario: You may roll Moxie in place of Craft, or vice versa, whichever is higher.

Illustration by Kiyo

❄️ 334

Star Soldier's Suit



Enhanced Agility
Armed & Dangerous

Low-G Physics: You gain +1 edge versus Hazards.

Charged Shot: You may inflict +2 ⚡ in a scuffle. If you miss, a random friend or bystander (chosen by the GM) suffers 1d6 ⚡. You must choose whether to use this Power before rolling.

Illustration by Louise Leung

❄️ 335

Straw Hat & Overalls



Rough & Tumble
Folksy Wisdom

Work Ethic: When another character assists you on a roll, you gain two dice (rather than one). You can only use this Power once per roll. (e.g., two assistants grant three dice, not four.)

Illustration by Lis Razo

❄️ 336

Stripey Scarf



Illustration by Louise Leung

Indomitable
Perfect Timing

Stellar Screwdriver: You gain two dice (rather than one) when you tag a Location Quirk.

Regeneration: When you Stress Out, you may return to play without taking a Break. You still have to discard this Costume.

341

Stylish Tux



Illustration by Esme Baran

Espionage Specialist
Licence to Prank

Sleeper Agent: You may tag this Costume's Quirks even when you're not wearing it. If you do, you must Quick Change into this Costume at no cost immediately after rolling.

Special Training: While you're wearing this Costume, you may tag the Quirks of other Costumes in your possession. This doesn't give you access to an unworn Costume's Powers.

342

Survival Gear



Illustration by Kiyo

Spirit of Exploration
Dressed for Anything

Because It's There: You inflict +2 in contests against anyone or anything that has at least +1 edge against you.

343

Swashbuckler's Coat



Illustration by Miranda Harrell

Flamboyant Charm
Thrust! Parry! Ha!

Derring-Do: You gain +1 edge versus Hazards.

Rapier Wit: When you scuffle, Powers that reduce from physical threats don't work against you.

344

Tacky Business Suit



Illustration by Esme Baran

Winning Smile
Let's Make a Deal

Flim-Flam: You gain +1 edge against anyone who's using Focus or Craft.

345

Tattered Cloak



Illustration by Miranda Harrell

Dark Power
Tortured Past

Vendetta: You may spend 1 to place the Temporary Quirk "Creature of Darkness" on any target you can see. You may claim a die from this Quirk whenever you're working to fight or oppose the target. Inanimate objects are valid targets for this Power.

346

Teacher's Outfit

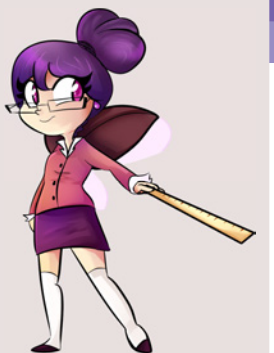


Illustration by Marie Torres

Highly Educated
Has Her Eye on You

Disciplinarian: You gain +1 edge against anyone who's using Moxie or Shine.

351

Tie-Dyed Shirt



Illustration by Louise Leung

Laid Back
Arts-and-Crafts

Pacifism: Contests that you take part in are never treated as scuffles.

352

Tin Soldier Outfit



Illustration by Louise Kay Uy

Fae Imperialism
Her Majesty's Service

Queen and Country: If you tag one of this Costume's Quirks in a contest and win, you inflict +2. However, if you lose, you suffer +2.

353

Tramp's Rags



Shabby Dignity

Street Smarts

Good Eatin': Whenever you Scrounge, recover 1d6 ☹.

Gladly Pay You on Tuesday: When you have 0 ☹, you may take 1 ☹ from the fairy with the most ☹. The next time you earn ☹ while wearing this Costume, she gains 1 ☹ instead. You may not use this Power while you still "owe" ☹.

Illustration by Sasha Gallagher

354

Trenchcoat & Katana



Behold the Awesomeness

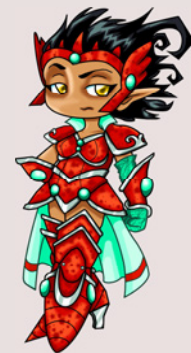
No, Seriously, Behold It

Cut Through Anything: A katana can cut through anything. ANYTHING. You inflict double ☹ to inanimate objects.

Illustration by Miranda Harrell

355

Valkyrie Armour



Battle Goddess

Seen It All

Divine Aegis: You suffer -1 ☹ from all sources.

Gather the Fallen: When you Scrounge for a Costume, you may search the discard pile and take a Costume of your choice rather than drawing.

Illustration by Miranda Harrell

356

Vampire Makeup



Creature of the Night

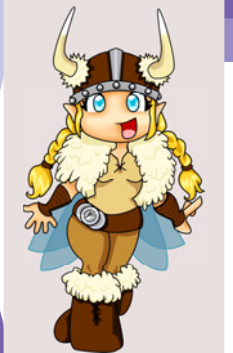
Thirst for Blood

Bluh!: Whenever you inflict ☹ on a living creature in a scuffle, recover the same amount of ☹.

Illustration by Miranda Harrell

361

Viking Hat



Life of the Party

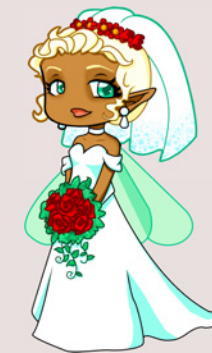
Breathtaking Anger Issues

AAAAA: You may gain +1 edge on any roll. After resolving the roll, you suffer 1d6 ☹. This ☹ cannot be reduced or prevented by any other Power.

Illustration by Miranda Harrell

362

Wedding Dress



Bridezilla

Most Important Day

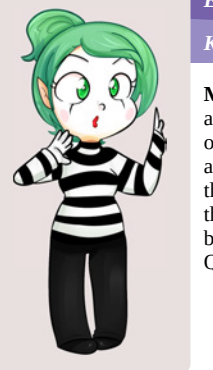
In Sickness and in Health: When you change into this Costume, choose another fairy. While you are in the same Location, you both take -1 ☹ from all sources.

Throw the Bouquet: When you discard this Costume, you may choose another player. She immediately gains this Costume.

Illustration by Miranda Harrell

363

White Greasepaint



Expressive

Kinda Creepy

Mime: You may spend 1 ☹ to mimic another character. Until you change out of this Costume or use this Power again, you may tag her Quirks as though they were your own. If you use this Power on another fairy, you copy both her Personal Quirks and Costume Quirks.

Illustration by Marie Torres

364

Witch's Hat



Forbidden Lore

Friend to All Things Creepy-Crawly

Polymorph: You may spend 1 ☹ to turn something into a frog. Living targets can test Focus or Shine (whichever is higher) to resist. If you frog another fairy, her Costume is replaced with "Frog (Slippery, Jumpy)", and she can't change Costumes until she Stresses Out or gets someone to kiss her.

Illustration by Marie Torres

365

Zombie Rags



Mindless

Hungry

Om Nom Nom: You recover double ☹ from eating food. You can also eat things that aren't normally classified as food, subject to the GM's veto.

Illustration by Marie Torres

366