



# Bloodlines Appearance and Make-up Guide

*This document is a reference for some examples of how the various bloodlines are represented, and will include tips and tricks for getting some of the displayed effects. As always, you can always reach out to your fellow players and game staff for additional guidance, but it's good to have a starting point. Enjoy!*

*Note, this document is currently a work in progress!*

## A Note on Make-up Requirements

It is relatively easy in this game to get access to what is called glamor magic. If you're ever not feeling your make-up, you can always track down a way to get a glamor to pass as human. There are some negatives to glamoring, but it is always an option.

We want this game to be as immersive as possible, and there are very few costuming requirements. You can go all-out in full regency dress, or you can show up in jeans and a t-shirt. Both are technically in-genre. However, we deeply want to encourage players to go all-out in physically representing the bloodlines of their characters. With that in mind, we encourage you to use make-up and prosthetics that will work for you in all kinds of weather.

All that being said - if it's above 85 degrees fahrenheit out, we're on summer make-up rules. What 'summer make-up rules' means is that we're just going to ask you to do your best within reason on your make-up. Do your best to make it clear what character you're playing. If you can stand it, wear your prosthetics. But if your face paint melts, then it melts. Don't bother with your arms and torso. It's alright - sometimes the air is soup and life is hard.

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# Undead

## Make-up Requirements

If an Undead is using Ambrosia to sate their Need to Feed, then they should look...well, undead. Depending on their Kin group, players should use a combination of make-up and/or prosthetics to make it clear that their characters are not human.

If they are not using Ambrosia to sate their need to feed and are instead murdering and consuming the Unbound, then members of the Undead Bloodline look...completely normal. They look just like humans, although some members of the Bound can easily tell the difference.

## Kin Groups

Kin groups of the Undead Bloodline are Zombies, Banshees, and Ghouls.

## Zombies

Zombies are among the most common and widespread of the Undead. When they choose to subsist on Ambrosia rather than killing, they appear to literally be walking corpses. Commonly, zombies feel drawn to feed on the brains of their victims because in doing so they are able to reawaken feelings and memories of their own, which are otherwise usually deadened.

When Zombies feed on the Unbound, they appear to be human, though members of The Bound with appropriate skills can still tell the difference. However, when they use Ambrosia they truly look like the walking dead. They will sport the wounds that they suffered when they were originally attacked. The site where they were first bitten never heals, even in their human form. Additionally, some of them have rotting flesh, exposed bones and/or milky white eyes.



## Banshees

Banshees are a less common form of Undead that are typically found throughout Western Europe. Banshees tend to feel drawn towards music, which they say helps them to feel more alive. Like all Undead, if they choose to kill rather than live on Ambrosia, they will appear to be entirely human. However, even in their more human forms they tend to have black or dark brown hair, as their hair darkens after being turned.

When a Banshee chooses to satiate their Need to Feed using Ambrosia, they tend to turn corpse-pale or ashy, and appear unnaturally thin and waifish. Banshee cheekbones look like they could cut glass. Additionally, their extremities (i.e. their hands and feet) tend to turn black as if from frostbite, and their fingernails become long and claw-like. Banshees also frequently leak a black, viscous substance from their eyes, nose, mouth and ears. Their eyes will sometimes become white like corpse eyes.



## Ghouls

Ghouls are a less common form of Undead found worldwide but are more common in areas with large graveyards. In the United States, they're particularly common in Louisiana due to the preponderance of above-ground graves. Ghouls are drawn towards graveyards because they reportedly feel comforted by the presence of the truly dead. Like all Undead, if they choose to kill rather than live on Ambrosia, they will appear to be entirely human. However, even in their human form, Ghouls sometimes have large, pointed teeth.

When a Ghoul chooses to satiate their Need to Feed using Ambrosia, their muscles swell to show their unnatural strength, and this splits their skin such that you can see the exposed muscles underneath. Though not painful, these permanent wounds do continue to bleed. Ghouls have long, pointed teeth and claw-tipped hands that are often streaked with red and black up to the elbow. Ghouls will sometimes have red eyes that reflect like a cat's in the right lighting.



# Shapeshifters

## Make-up Requirements

Shifters can take up to three forms: human (where they appear indistinguishable from the Unbound), half-animal, and full-animal. During the full moon, they must be in either half- or full-animal form. They cannot take human form. While at a Conflux or in Bound-only communities, most shifters will take the opportunity to be in their half- or full-animal form, as they say that these forms feel more natural to them. Shifters only ever transform into natural-looking animals, so the pattern and coloration of their half-animal and animal forms should follow that of the real animal they shift into (i.e. no blue or rainbow wolves).

In half-animal form, shifters have some human and some animal traits. Shifters must display **at least two animal traits** in this form. Most commonly, these are ears and a tail. However, some shifters will have ears and fangs, a tail and claws, or some other combination. Ultimately, the exact two animal features that they have will depend on the shifter.

In full-animal form, shifters do not look human whatsoever. They appear to be fully animalistic. Some shifters will grow or shrink size in this form. There are two ways that players can represent being in their full animal form:

1. Players can choose to completely cover their exposed skin using make-up, clothing and/or prosthetics and wear a **purple headband** to indicate that they have fully shifted.
2. Players can wear a **purple headband and tabard** to indicate that they have fully shifted and must carry a phys-rep (such as a stuffed animal) to show what they “look like” in their animal form. Ideally, this stuffed animal will have the same markings as their shifted form would have (i.e. same color, etc...). They must keep this phys-rep on them at all times while in this form. If using this option, players must take any damage or effects that hit either their physical body or the phys-rep they are using to represent themselves.

All shifters share personality traits with their animal halves. The personality traits that they share do depend from person to person. However, shifters tend to group themselves into same-animal groups, especially so for social species.

## Kin Groups

There are many kin-groups for shifters. The most common in the continental United States are Werewolves, Werecats and Werebears. (If you want to play a different type of animal shifter, please see the Submitting a New Kin Group for Approval section of the main rule book.)

## Werecats

Werecats are also fairly common both worldwide and in the United States. Like mundane felines, werecats come in two basic forms: Big Cats and Small Cats. Big Cats include shifters whose animal forms are things like jaguars, mountain lions, lions and tigers. Small Cats have animal forms like bobcats, ocelots, cheetahs and even house cats. In the States, the most common cat shifters tend to have animal forms in-line with the natural fauna. For example, shifter mountain lions and bobcats are more common than tigers or lions.

Cat shifters tend to be much more aloof than their werewolf brethren. Some cat shifters will form colonies or prides, but this seems to depend on the natural behaviors of their animal counterparts. Even cat shifters that hail from more communal cultures take time to warm up to strangers, and often do not react well to sudden changes. Furthermore, they are incredibly prideful and stubborn. However, once someone has made it into the good graces of a cat shifter, they'll find that they have a friend for life...whether they want one or not.



## **Werewolves**

Werewolves are among the most common of the shifter kin groups, and not without reason. Werewolves all tend to be friendly extroverts who are deeply loyal to their families - both chosen and by blood. There are almost no 'lone wolves' as werewolves cannot stand to be packless. Werewolves are also almost all polyamorous. Werewolves form extended packs and will often take over neighborhoods or trailer parks so that they can all live and raise families in close proximity to one another. The sheer amount of social energy that werewolves have can be both impressive and exhausting.

## **Werebears**

Werebears are rarer than Werecats or Werewolves, but do have a reasonably sized population in the United States. Werebears are usually solitary in nature, although they're not necessarily mean or incapable of sustaining relationships. Werebears are usually chill and laid back, right up until you piss them off. Grizzly shifters in particular have a tendency to react to provocation with violent aggression. Black Bear shifters just have an unfortunate habit of eating food that doesn't belong to them, and then feeling bad about it when you call them on it. Unlike their natural counterparts, werebears don't go into hibernation in the winter. However, they do tend to slow down in colder months and can often be found taking naps. Do not wake up a sleeping bear shifter. Do. Not. They'll wake up when they want to.

## **Wereraccoons**

Wereraccoons were a species originally native to North America, who have more recently begun spreading into Europe. They tend to be nocturnal and typically prefer spending a lot of time in cluster groups of the same sex. Wereraccoons have a reputation for being too clever for their own good, having a very loose definition of personal property, and an insatiable sense of curiosity. They are very adaptable and often dextrous, able to pay attention to fine details.

## **Wereopossums**

Wereopossums tend to be shy, wary of others, and will play dead when threatened. They are usually solitary, although sometimes established family groups will live together. They are mostly nocturnal and nomadic, although they'll stay in one place as long as they feel they are safe. For all their shyness, wereopossums are typically very chill and easy to accommodate - as long as you don't make sudden movements. They will eat damn near anything even vaguely edible. They are common in the southern, south-eastern, and north eastern parts of the United States.

## Wererats

Wererats are among the smallest species of Shapeshifters. Much like their natural counterparts, they tend to be curious, intelligent and very social, but prone to anxiety. They can be aggressive towards outsiders, and usually are suspicious of newcomers. Each group has a territory and generally is led by a dominant. Like werewolves, they will usually have multiple mates. Wererats are as good at getting into trouble as they are at scurrying out of it.



## Were-Others

There is no single exhaustive list of Shifters, as they can come in so many shapes, sizes, and in a range of animal and partially animal forms.



# Drainers

## Make-up Requirements

Drainers have a great degree of variation between kin groups. Though they do not appear as inhuman as some other Bloodlines, they cannot pass as one of the Unbound without using glamor magic. Drainers who are diurnal will usually sparkle softly in the sunlight and glow dimly at night. Drainers who are nocturnal typically appear very pale or ashy, even if they have melanated skin tones. Nocturnal drainers will cover up their skin using cloth, sunscreen and/or parasols during the day to avoid burning. Diurnal drainers must 'charge' themselves using blacklights at night at least once an hour to keep their energy levels up.

## Kin Groups

Drainer kin groups include Vampires, Sun Chasers, Shallows Mermaids, and Abyssal Mermaids.

## Vampires

Vampires are the most well-known of the Drainers. They are nocturnal by nature, though with proper precautions they can be up and about during the day. Many Vampires will choose to live in milder climates so that they can more comfortably cover their skin throughout the year. Since the publication of *Dracula* in 1897 and the proliferation of Vampire myths in popular media, Vampires keep the locations of their covens a closely-guarded secret. Like the myths suggest, Vampires who choose to hunt feed on their victims by draining their blood.



Vampires have pale or ashy skin and fangs. Some have pointed ears and long, claw-like nails. In order to avoid taking damage and other ill effects during the daylight hours, Vampires must cover at least 70% of their exposed skin, wear sunscreen (most tend towards caking it on at high SPF), and sunglasses. Most will also wear some kind of hat or visor. Many carry around parasols to block out the sun. Unfortunately for Vampires, cloud cover does not diminish the sun's effects as the UV radiation does penetrate the clouds.

## Sunchasers

Sunchasers are a less well known but fairly well-established Drainer kin group. Sunchasers are diurnal, and so get benefits during the day and negatives at night. For this reason, historically Sunchasers have either congregated in covens around the equator or have formed small covens of 5-10 individuals who live a migratory lifestyle, constantly moving to maximize daylight. In the US, many Sunchasers choose to live in coastal areas and have adopted the “surfer bro” culture. Despite this laissez faire attitude, Sunchasers who feed on the Unbound do so in a particularly brutal manner: by cracking open their victim’s bones to eat the marrow.

Sunchasers have fangs like Vampires. However, they tend to have bronzed, glowing complexions - literally. They sparkle when in direct sunlight. During the day, they will often try to have as much skin showing as possible to directly absorb sunlight, though they do keep it street legal when outside of their covens. At night, in order to avoid the worst of any ill effects, Sunchasers must regularly (once per hour for a minimum of 1 minute) charge themselves with a blacklight. This hit of extra UV light is enough to keep them going. When a Sunchaser is charged, they will literally glow in the dark. They have patterns on their faces, necks, chests and arms. These glow in the dark patterns are often invisible during the day, but become obvious at night.



## Mermaids (Shallows vs. Abyssal)

Though Mermaids are well-known in myths, the fact that they are part of the same Bloodline as Vampires is something that the Unbound have somehow never put together. Shallows Mermaids are diurnal, whereas Abyssal Mermaids are nocturnal. Though both types of Mermaids are able to breathe underwater and can come on land at will (their tails will automatically transform into legs once out of the water), Shallows Mermaids tend to have many more interactions with the Unbound. Abyssal Mermaids usually only come on land once or twice a month to hunt or to attend a Conflux to acquire Ambrosia. Some Shallows Mermaids choose to live on land in coastal towns, whereas almost all Abyssal Mermaids live in villages hidden deep in the oceans.



Like Sunchasers, Shallows Mermaids must charge themselves with a blacklight (once an hour for a minimum of five minutes) at night if they want to avoid any penalties, and will have some glowing patterns in their scales. Like Vampires, Abyssal Mermaids must cover most of their exposed skin and use sunscreen, hats and parasols to avoid being damaged while the sun is up.

Regardless of their variety, all types of Mermaids have some scales across their cheeks, arms, hands, and/or legs while on land. Additionally, all Mermaids will have gills on their necks. Some may have oddly shaped ears or webbed hands even on land, though this depends on the Mermaid. Shallows Mermaids tend towards bright neon colors, whereas Abyssal Mermaids often have darker and more muted tones.



# Half-Born

## Make-up Requirements

Half-born are among some of the least human-looking and most easily recognizable of The Bound. Each Half-Born will have at least three obvious non-human characteristics. These characteristics may include: wings, tails, talons for hands or feet, horns, a glowing halo, eyes of an inhuman color, too many eyes, scales on their face, neck and hands, feathers that grow from their skin, and/or an inhuman skin or hair color. It should be immediately obvious from looking at any Half-Born which plane they can trace their metaphysical heritage back to.

**Note:** When choosing to create a new Half-Born character, please ensure you submit a short description of your metaphysical ancestor's name and appearance. Alternatively, staff can assign you an existing NPC to be your metaphysical ancestor.

## Kin Groups

Half-Born kin groups include Angel-born, Demon-born, and Dragon-born.

## Angel-born

Angel-Born tend to be rule-followers by nature and get uncomfortable breaking social taboos. They have a reputation for following through on their promises even without contracts. However, there's nothing forcing them to follow these standards outside of their own conscience and a desire not to piss off their metaphysical ancestors.

Like all Half-Born, Angel-Born will have a minimum of three non-human characteristics. Typically, they tend towards fluffy white angel wings, glowing halos, and golden eyes. However, their heritage has been known to express itself in interesting ways.



## Demon-born

Demon-Born have a penchant for being class-clowns, tricksters and troublemakers. While they're not usually explicitly evil, they do often seem to have an innate disrespect of authority and a love of small chaos. They usually know when not to push things too far, but they do love pushing. Demon-Born know to be suspicious of requests that they get from their metaphysical ancestors, as Demons are known to be wily.

Demon-Born always have at least three non-human characteristics. They tend towards small, dark-colored horns, red skin and eyes, bat-like wings and talons.



## Dragon-born

Dragon-Born tend to be calm introverts who - for the most part - just want to exist in peace. They have a 'live and let live' attitude. Dragon-Born often become somewhat obsessive about a particular field of study or interest and will devote immense amounts of time to this hobby.

Dragon-Born always have at least three non-human characteristics. They tend towards large or intricate horns, blue, green and/or purple scales on their faces, necks, arms and hands, bat-like wings, and lizard-like tails.



# Elementalists

## Make-up Requirements

Elementalists have a lot of variety in terms of how their bodies appear. Because their bodies are something that they actively build, they get to look pretty much however they want. However, they do often struggle to pass for humans because their bodies will never look like normal human flesh. Some Elementalists end up looking like ball-jointed dolls, whereas others end up looking almost robotic. All Elementalists will have a bipedal humanoid layout overall, and their elemental type is typically fairly obvious based on the composition of their bodies. There are four Kin Groups among the Elementalists, though arguably these are simply categories based on how Elementalists build themselves.

## Kin Groups

Elementalist kin groups include Water, Air, Fire, and Earth.

## Water

Water Elementalists build their bodies from materials that contain a lot of liquid. Their skin and hair - if they have any - will often appear wet and slicked down. They will include tubes that enable them to shift the liquid that comprises their bodies around to facilitate movement. The magic that they use to build their bodies will sometimes freeze the water into ice to help them maintain stability, and so they will appear frozen and frost-bitten. Their eyes will often be some shade of blue.

## Air

Air Elementalists build their bodies out of light materials that are capable of holding gas. Air Elementalists consider lightning within their purview, and so will also include materials that are very conductive in their bodies. You can sometimes see the lightning arcing from one place to another within them. Their hair often stands up on end, and their skin has swirling patterns in white or pastel colors. Their eyes are often very pale or white.



## Fire

Fire Elementalists build their bodies out of materials that are combustible. Fire Elementalists are actually constantly smoldering, but the magic holding their bodies together keeps the fire and heat from spreading beyond them. Fire Elementalists have cracks through their bodies where the light and heat from their smoldering interior leaks through. They often appear burned around these cracks, and may be smudged with soot and ash. Some Fire Elementalists will have fire instead of hair, and they often have orange or red eyes.



## Earth

Earth Elementalists create their bodies out of heavy materials such as rocks, crystals and metal. They sometimes end up looking like robots. Other times, they will look as if they are made of rock with precious gemstones growing from their bodies. Earth Elementalists will sometimes intentionally grow plants from their bodies as decorations, including instead of attempting to replicate human-looking hair. Earth Elementalists typically have green or brown eyes, though some are known to intentionally build eyes the color of their favorite gemstone.



# Fae

## Make-up Requirements

Within each of the Kin Groups, the Fae have a myriad of possible forms. There's the beautiful Sidhe who inspired Tolkien's elves, Red Caps who dip their hats in the blood of their enemies, Kelpies who drown the unsuspecting in deep waters, winged nymphs, selkies, orcs, dryads, satyrs, and more. All types of Fae can be present in any of the Kin Groups, though some are much more common in some courts than others. All Fae must have a bipedal, humanoid size and shape, though none can pass for the Unbound without glamor. Beyond that, the forms they take are variable. Some of the most common forms are listed below within the Kin Groups that they most commonly reside within.

*Note: When you are building a Fae character, only your Bloodline and Kin Group will show on your character card. Please let staff know what Fae archetype you'll be bringing into play so that we can make sure your costuming won't be confused for another Bloodline.*

## Kin Groups

There are functionally five Fae kin groups. The Court Fae are divided into Unseelie - which include the Winter and Fall Courts - and the Seelie - which include the Spring and Summer Courts. The Wild Fae are the fifth Kin Group. The Fae consider their calendar to start in the Winter with Mab, who is the oldest of the siblings. Then, the calendar progresses through Spring, Summer, and Fall, following the order of the siblings' births.

Each of the Courts tends to get along well enough with the Courts that surround them. For instance, Winter Fae get along just fine with Spring and Fall Fae. However, there is a rivalry among the siblings of the opposite courts, which has made its way into the interactions of the Fae. The Winter and Summer Courts find themselves at odds, as do the Spring and Fall Courts. The Wild Fae seem to be of the quiet opinion that the entire sibling rivalry thing is vaguely ridiculous, and want nothing to do with it. The rivalries between the Courts are less on the lines of opposing nations on the verge of war, and more like a heated rivalry between sports teams. Granted, given that we're talking about innately magical beings, the resulting bar fights can be rather spectacular.

## Court Fae

Court Fae tend to dress in colors that align with the season of their heritage. While they will adjust their clothing for whatever season it is on the material plane, it's typically obvious what Court they belong to. The most common of the Court Fae are the Sidhe, who look mostly human but for their long pointed ears.

## Spring

Spring Court Fae tend to dress in pastels; light blue, lilac, pinks and yellows are most common. Their Court's symbol is an apple blossom, and they will usually work this into their clothing or jewelry in some way. Often Spring Court Fae will decorate their hair with flowers. Spring Court Fae tend to be a lively bunch who focus on growth and renewal. They love novelty and resist order and tedium. Still, most are mild-mannered people who have a great love for partying.



Some of the most common Spring Court Fae outside of the Sidhe include:

- Winged Nymphs - typically have butterfly or dragonfly wings protruding from their backs and who have short, pointed ears.
- Dryads - have flowers and vines growing on their hair and bodies. Will sometimes have patches of bark and/or moss on their skin.

## Summer

Summer Court Fae tends to dress in bold and bright hues. They tend towards fuschia, turquoise, and neon colors. Their Court's symbol is a golden sun, and they will often work it into their clothes or jewelry. The Summer Court Fae will often decorate their hair and clothes with growing green vines and living plants with lustrous leaves. Summer Court Fae are somewhat less exuberant than the Spring Court, but still have a growth mindset. They live in abundance...of nearly everything. Unlike their more mild-mannered Spring counterparts, Fae of the Summer Court can shift rapidly from happy and excited to stormy and rageful.

Some of the most common Summer Court Fae outside of the Sidhe include:

- Selkies - appear as humans with short, pointed ears and large dark eyes. They will always have their seal coat on their person, as they must use it to return to the sea.
- Satyrs - appear human from the waist up with the exception of goat horns that curl from their brows. They have goat legs.



## Fall

Fall Court Fae tend to dress in the colors of falling leaves - golds, oranges, and burgundy. Their Court's symbol is a crow, and many of them will include crow feathers in their clothes and jewelry. Fall Court Fae are more serious than their Spring and Summer relatives, and focus on harvesting, hunting, and preserving. They are typically mild-mannered, but when something does bother them, they are liable to have an explosive temper. There is a streak of mischievousness that runs through the Fall Court, and pranks (usually harmless ones) are common.



Some of the most common Fall Court Fae outside of the Sidhe include:

- Orcs - Orcs are typically dark green or gray with long tusks protruding from their lower jaws. They love hunting, and often dress in the leather and furs from their various kills.
- Goblins - Typically light green with large, pointed ears and black claw-like nails. Goblins are more mischievous by nature and like to form tight-knit chosen families.

## Winter

Winter Court Fae tend to dress in colors that are reminiscent of a cold night - blacks, royal purple, dark blues, stark whites. Their Court's symbol is a snowflake, and they often incorporate it into their clothes and jewelry. Winter Court Fae are the most serious of the Fae, and their focus is on survival because they know what it is to do without. Winter Court Fae are usually very reserved and often display very little emotion at all, either positive or negative. When their icy facade does crack, it becomes clear that their feelings run deep and true. If one of the Winter Court commits to an act, they will always follow through.



Some of the most common Winter Court Fae outside of the Sidhe include:

- Red Caps - Usually, Red Caps appear like one of the Sidhe, except that they have pointed teeth and will always be wearing a red hat over their hair. Red Caps always have fresh blood dripping from their hair. Red Caps are the enforcers of the Winter Court, and they're well-known for being willing and able to jump to violence on a hair trigger.
- Kelpies - When in water, Kelpies can take the form of a dark blue horse with seaweed for their mane and tail. While on land Kelpies retain their dark blue skin, which is speckled with white and gray. They will most often have green or green-brown hair, which will match the color of their seaweed mane in horse form.

## Wild Fae

Wild Fae run the gamut in terms of dress, style and variety. Because they choose to live outside of the relative safety of the Fae Cities, Wild Fae are a rough and rugged breed. They often choose clothing for its practicality over anything else. They are adventurous by nature and it shows in the ways that they equip themselves. Some Wildling Fae will wear the Symbol of the Seasons - which is a symbol that includes each of the other four Court's symbols - as a way to indicate their allegiance to the balance of nature over all things.

Wildling Fae can be of any type, but it is very rare for one of the Sidhe to be a Wildling. Usually, this only happens if a Sidhe has been banished from one of the Fae cities.



### DISCLAIMER:

*This is not an image of a Wildling Fae, but as we do not currently have one, you get the wholesome Spring Fae again. So there. She likely is wishing you the best and making sure you have enough provisions for the arduous 15 minute drive you are about to undertake.*

# **Wrights**

## **Make-up Requirements**

Wrights appear to be the most like the Unbound of all the Bloodlines. They also tend to age further than other Bloodlines before their immortality kicks in. Some wrights will look 20 for hundreds of years, others will hit their early 70s before they stop aging further.

Typically, each Wright will only have a single feature that distinguishes them from the Unbound. Usually it's a piece of their hair, their eyes or their nails being an unnatural color. Some Wrights are born with peculiar looking birthmarks in obvious places. These birthmarks tend to look like tattoos in the shape of some animal or plant.

## **Kin Groups**

The different Wright Kin Groups include Witches, Wizards and Druids. The differences among the Wright Kin Groups mostly come down to the styles with which they do magic. All Wrights have the same proclivity for the Magical arts, but the ways that the various Wright cultures will approach the same spells differ.

## Witches

Contrary to popular belief, witches can be of any gender. Witches approach practicing magic as if it is an art form. They're well-known for adding their own flair to alchemical recipes and rituals, with sometimes mixed results. Nevertheless, their magic is usually particularly beautiful to observe. They are well-known to be powerful generalists, and try to think about magic holistically.

Witches will usually have at least one streak of an unnatural color in their hair. Sometimes, their hair color will be entirely unnatural. Their eye color may match their hair color, but this appears to be a trait that only shows up in some families.



## **Wizards**

Wizards can be of any gender. Wizards approach practicing magic from a scientific mindset. They will try to replicate the same spells in the same way every time, following their formulas to the letter. They are rigorous, take copious notes, and will usually hone in on a specialty that they are particularly interested in. They are known to be excellent researchers, and often try to develop new forms of magic in whatever their specialty ends up being.

Wizards always have unnaturally colored fingernails and toenails. The colors of their nail beds will sometimes match their eye color, but similarly to witches this trait only appears in some families.



## Druids

Druids are Wrights that focus on the connections between the natural magic found in the Fae Wilds and the magic that they practice in their spells. Druids tend to keep track of which magical components can be found where and focus on gathering those components in sustainable ways. They feel a connection to nature, and think of practicing magic as an extension of themselves. .



Druids are born with birthmarks that tend to be easily recognizable shapes, typically those of animals. These birthmarks tend to be on their necks, hands, or wrists. Some Druids have been unlucky enough to have been born with the mark on their faces. In Druid culture, the shape of the animal you're born with is assumed to say something about your personality, but there's some contention over whether this superstition is true. Druids typically cannot feel pain in the area of the mark, which is something Wright Hunters have exploited to tell the difference between Druids and Unbound with druidic tattoos.