



## This Record Certifies that

Played by \_\_\_\_\_  
Player \_\_\_\_\_ RPGA # \_\_\_\_\_

Who Received the Game Effect  
Begot a Fey Child

In a Regional Adventure Set in Geoff  
Is Now Subject to the Following



### Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained \_\_\_\_\_
- ☐ Died
- ☐ Was raised/res'd
- ☐ Was reincarnated



594 CY  
ADVENTURE

Home Region \_\_\_\_\_

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_  
Signature \_\_\_\_\_ RPGA # \_\_\_\_\_

#### Half-Fey Child

You have dallied with a faerie and a child has resulted from your union. If you are a man, the faerie mother leaves the child for you on your doorstep. Time has no meaning in Faerie, so the faerie has sent the child to the Flanaess to grow.

If you are a woman, you must spend 12 TUs giving birth to the child, starting approximately six months after playing the adventure in which you received the *begot a fey child* effect. Both you and the child survive the birth, but you emerge from the experience slightly feytouched. Once per day, you can create the effects of a *faerie fire* spell as if you were a 1<sup>st</sup> level druid. This is a spell-like ability and does not count as an ability to cast divine spells. Your connection with Faerie will wane with time, and the power will surely fade at some point in the future.

Regardless of your gender, you may choose to raise the child yourself. If you choose this path, your PC is removed from play for the next five years (260 TUs). Alternatively, you can foster the child with friends and family and see the child in between adventures and other activities. Fostering the child doubles the costs of all lifestyle expenses for the next 12 years (624 TUs). On the positive side, you receive a +2 circumstance bonus on Diplomacy checks with fey creatures for treating the child kindly.

If you decide to abandon the child or refuse to pay for its upkeep, the faerie parent of the child will curse you with misfortune. In this case, once per adventure, the judge may force you to reroll any d20 roll you've just made. This curse cannot be removed from your PC by any standard means, except as determined by your Triad.

You are encouraged to name your child and create a personality and background for your offspring, such as how he or she is raised and by whom. There may additional developments as your child matures.

This effect replaces and supplements the *begot a fey child* effect. Please circle one of the options below and cross out the other options:

Child is: Fostered by PC's friends/family

Raised by the PC

Abandoned/neglected by the PC

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items *NOT* found

No items available.

TU

Starting TU

TU

TU Cost

- TU

Added TU Costs



TU REMAINING

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL

### Lifestyle

- ☐ None
- ☐ Standard (12 gp x TU)
- ☐ Rich (50 gp x TU)
- ☐ Luxury (100 gp x TU)

Lifestyle Cost

Other Coin Spent

Total Coin Spent

GP

Starting GP

- GP

GP Spent

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

- GP

GP Spent

GP

FINAL GP TOTAL

### Items Sold

Total Value of Sold Items

Add ½ this value to your gp value

### Items Bought

Total Cost of Bought Items

Subtract this value from your gp value