

**WANT TO PLAY A NON-HUMAN
AT FAEBLE? OF COURSE YOU DO!**

**READ THIS GUIDE TO FIND OUT
HOW IT WORKS!**



WELCOME TO THE FAEBLE HERITAGE GUIDE

THIS GUIDE IS DESIGNED TO HELP YOU CREATE AND PORTRAY CHARACTERS OF NON-HUMAN HERITAGE IN THE WORLD OF FAEBLE. INSIDE YOU WILL FIND DESCRIPTIONS, INSPIRATIONS, AND COMMON COSTUME ELEMENTS FOR VARIOUS HERITAGES. THESE DETAILS ARE MEANT AS CREATIVE STARTING POINTS - NOT RIGID RULES. YOU ARE ENCOURAGED TO USE THEM FOR INSPIRATION, BUT NONE OF THE LISTED COMMON COSTUME ELEMENTS ARE MANDATORY FOR YOUR COSTUME. IF YOU DO NOT BELIEVE THAT YOUR CHARACTER CONCEPT FITS AS A HUMAN OR ANY OF THE LISTED HERITAGES, PLEASE REACH OUT TO US AND WE WILL BE HAPPY TO WORK WITH YOU.

HOWEVER, EACH HERITAGE DOES HAVE ONE REQUIRED ELEMENT KNOWN AS A SIGNIFIER. IN FAEBLE, THE VARIOUS PEOPLES HAVE INTERMINGLED FOR COUNTLESS GENERATIONS, RESULTING IN DIVERSE APPEARANCES. NOT ALL HALFLINGS ARE SHORT AND NOT ALL ORCS ARE GREEN. THE SIGNIFIER IS THE ONLY ESSENTIAL COSTUME ELEMENT NEEDED TO REPRESENT YOUR HERITAGE AND IS TO BE RECOGNIZED AND ACCEPTED BY ALL. THERE IS NO SUCH THING AS “NOT BEING ENOUGH” IN FAEBLE, AS LONG AS YOUR SIGNIFIER IS PRESENT YOU ARE A FULLY ACCEPTED MEMBER OF YOUR CHOSEN HERITAGE.

IT IS ALSO IMPORTANT TO NOTE THAT WITHIN FAEBLE ALL HERITAGES ARE CONSIDERED EQUAL AND VITAL PARTS OF SOCIETY. NO HERITAGE IS CONSIDERED LESSER AND NONE ARE INHERENTLY GOOD OR EVIL!

DWARF-KIN

DESCENDANTS OF THE HARDY FOLK FROM THE ANCIENT MOUNTAIN HOLDS,
THE DWARF-KIN ARE STOIC AND RESILIENT.

COMMONLY FOUND: ORDERS OF WYNTER

COMMON APPEARANCE: DWARF-KIN ARE COMMONLY RECOGNIZED BY
THEIR IMPRESSIVE FACIAL HAIR, WITH THICK BEARDS AND STYLED
MUSTACHES BEING POPULAR AMONGST THEIR KIND. THEIR HAIR IS OFTEN
WORN IN INTRICATE BRAIDS DECORATED WITH METAL RINGS AND BEADS.
NATURALLY STOCKY AND STURDY, DWARF-KIN FREQUENTLY SPORT ARMOR
OF DISTINCTLY DWARVEN DESIGN; ENGRAVED WITH RUNES AND GEOMETRIC
PATTERNS.

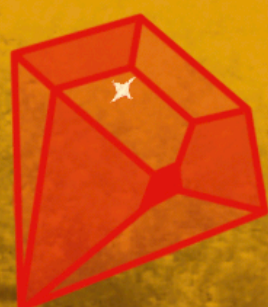
HERITAGE SIGNIFIER: AMONG THE DWARF-KIN, IT IS BELIEVED THAT
THEIR STRENGTH AND SPIRIT WAS FORGED IN THE HEART OF STONE. AS
SUCH TO HONOR THIS BOND BETWEEN ROCK AND FLESH, DWARF-KIN WEAR
HEADBANDS OR HELMS ADORNED WITH A GEMSTONE: THE FIRST STONE
MINED AT THE TIME OF THEIR BIRTH. THIS STONE IS THEIR PERSONAL
CONNECTION TO THE EARTH THAT GAVE THEM LIFE IN TIME IMMEMORIAL.

ALL DWARF-KIN MUST WEAR A LEATHER OR METAL HEADBAND OR HELMET
ADORNED WITH A GEMSTONE AT ITS CENTER.

COMMON COSTUME ELEMENTS:

- IMPRESSIVE FACIAL HAIR
- APPEAR STOCKY IN APPEARANCE DUE TO NATURAL PHYSIQUE OR
COSTUME ENHANCEMENTS
- BRAIDED HAIR OR BEARDS
- HIGH QUALITY ARMOR OF NOTICEABLY DWARFISH DESIGN

INSPIRATIONS: MOUNTAIN DWARVES, HILL DWARVES



GOBLIN-KIN

DESCENDENTS OF THE GOBLIN, ORC, AND TROLL TRIBES. THOUGH IN AGES PAST THEY HAVE BEEN OFTEN FEARED AND MISUNDERSTOOD, THE GOBLIN-KIN ARE A NOBLE PEOPLE WITH STRONG TRADITIONS AND VALUES.

COMMONLY FOUND: ORDERS OF WYNTER

COMMON APPEARANCE: THERE IS NO SUCH THING AS THE COMMON GOBLIN-KIN - THEIR FORMS RANGE FROM LITHE AND WIRY TO TOWERING AND HULKING. YET THERE ARE CERTAIN ASPECTS THAT COMMONLY PERSIST ACROSS THEIR KIND, SUCH AS EYES AKIN TO THOSE OF PREDATORY CATS: SHARP AND PIERCING. EARS RAGGED AND POINTED YET STILL RANGING WIDELY IN LENGTH AND SIZE, AND IMPOSING LOWER CANINES THAT OCCASIONALLY PROTRUDE INTO TUSKS.

HERITAGE SIGNIFIER: AMONG THE GOBLIN-KIN IT IS BELIEVED THAT THE SOUL RESIDES WITHIN THE EYES, AND THOUGH EYES MAY GROW OLD - AND THEIR VISION FADE - THEY STILL GLIMPSE THE SPIRIT REALM. AS SUCH EVERY GOBLIN-KIN CHILD IS GIFTED A CARVED WOODEN OR GLASS EYE AT BIRTH. A SYMBOL OF THEIR ANCESTORS' WATCHFUL PRESENCE, WHICH ENSURES THEY ARE GUIDED AND PROTECTED BY THOSE WHO WALKED THE PATH BEFORE THEM.

ALL GOBLIN-KIN MUST WEAR UPON THEIR PERSON A CARVED WOODEN OR GLASS EYE.

COMMON COSTUME ELEMENTS:

- HIGH QUALITY FACE MASK OR PROSTHETIC
 - CATS EYE CONTACTS
 - FANGS OR TUSKS
- RAGGED ORCISH EARS

INSPIRATIONS: GOBLINS, ORCS, TROLLS, OGRES



SEELIE-KIN

THE SEELIE-KIN ARE DESCENDANTS OF THOSE ELVES, FAIRIES AND OTHER FAE CREATURES OF THE SEELIE COURT WHO CHOSE TO MAKE THIS WORLD THEIR HOME, HAVING SEVERED THEIR TIES TO THE FAE REALM. THE SEELIE-KIN TEND TO BE RADIANT AND MYSTERIOUS.



COMMONLY FOUND: WOODLAND REPUBLIC

COMMON APPEARANCE: BY THE VERY NATURE OF THEIR HERITAGE THE SEELIE-KIN ARE EXTREMELY DIVERSE IN APPEARANCE. HOWEVER THERE ARE CERTAIN TRAITS THAT ARE PREVALENT AMONG THOSE THAT RESIDE UPON THE MORTAL PLANE. DELICATE POINTED EARS ARE COMMON AND EYES IN HUES OF PINK AND PURPLE ARE OFTEN INDICATORS OF THEIR FAE ANCESTRY. OTHERS HOWEVER CAN BE FOUND WITH LIVING BLOOMS AND FLOWERS GROWING WITHIN THEIR HAIR OR UPON THEIR SKIN.

HERITAGE SIGNIFIER: IT IS SAID THAT WHERE LIGHTNING BUGS GATHER THE VEIL BETWEEN THE FAE REALM AND THE MORTAL REALM IS THINNEST. AS SUCH THOSE OF THE SEELIE-KIN WILL GATHER LIGHTNING BUGS WITHIN A BOTTLE AND TEND THEM, SO THAT SHOULD THEY EVER NEED TO FIND THEIR WAY BACK HOME THEY CAN.


ALL SEELIE-KIN MUST WEAR A SMALL BOTTLE OR VIAL ON THEIR PERSON CONTAINING LIGHTS TO REPRESENT THE LIGHTNING BUGS WITHIN.

COMMON COSTUME ELEMENTS:

- ELVEN EARS
- FAE WINGS
- NATURAL AND FLORAL EMBELLISHMENTS: INTEGRATION OF FLOWERS, VINES, AND MOSS OR BARK LIKE TEXTURES TO SKIN USING HIGH QUALITY PROSTHETICS OR MAKEUP
- PURPLE OR PINK CONTACT LENSES

INSPIRATIONS: ELVES, SPRITES, DRYADS, SYLPHS, ELEMENTALS

WARP-KIN



DESCENDANTS OF THOSE WHO ESCAPED A SHATTERED WORLD THROUGH THE WARP, THE WARP-KIN ARE A RESILIENT AND RESOURCEFUL PEOPLE. RENOWNED FOR THEIR UNMATCHED CRAFTSMANSHIP AND BOUNDLESS KNOWLEDGE, THEY HAVE BECOME MASTERS OF ADAPTATION - BLENDING OTHERWORLDLY WISDOM WITH PRACTICAL SKILL ALLOWING THEM TO THRIVE IN ANY ENVIRONMENT.

COMMONLY FOUND: LIBERATED CITIES

COMMON APPEARANCE: THE WARP-KIN ARE OFTEN RECOGNIZED BY THE DISTINCTIVE AND OFTEN BRIGHTLY COLORED HORNS THAT PROTRUDE FROM THEIR BROW WHICH ARE USUALLY ACCOMPANIED BY MYSTICAL AND OTHERWORLD SYMBOLS ETCHED UPON THEIR SKIN. THOUGH THE WARP-KIN INSIST THAT RED EYES WERE NOT A TRAIT OF THEIR ANCESTRAL PLANE, EXPOSURE TO THE WARP, OR PERHAPS SOME OTHER INFLUENCE UPON THE MORTAL PLANE HAS CAUSED THIS FEATURE TO EMERGE AMONG MANY OF THEIR NUMBER.

HERITAGE SIGNIFIER: WHEN THE WARP-KIN ARRIVED UPON THIS PLANE, THEY BROUGHT VERY LITTLE WITH THEM: FLEEING IN GREAT NUMBERS AND HASTE AS THEIR WORLD PERISHED. HOWEVER GREAT CARE WAS TAKEN TO BRING WITH THEM ONE PRECIOUS RELIC - A TOWERING MONOLITH OF LUMINOUS PURPLE ROCK - THE WARP CRYSTAL! WITH EACH NEW BIRTH, A SHARD OF CRYSTAL IS CAREFULLY CHIPPED AWAY AND GIVEN AS A GIFT TO THE CHILD. IT IS BELIEVED THAT THESE SHARDS ARE THE WARP-KINS CONNECTION TO THEIR LOST WORLD, AND WITHOUT THAT CONTINUED CONNECTION THEY WILL WITHER AND FADE FROM EXISTENCE.

ALL WARP-KIN MUST WEAR A GLOWING SHARD OF PURPLE ROCK ON THEIR PERSON.

COMMON COSTUME ELEMENTS:

- UNNATURALLY COLORED HORNS
- RED CONTACT LENSES
- DEMONIC TAIL
- MYSTICAL TATTOOS OR SYMBOLS ETCHED INTO SKIN, BINDING WARP-KIN TO THEIR LOST WORLD.

INSPIRATIONS: TIEFLINGS, IMPS, DEMONS

MERROW-KIN

DESCENDENTS OF THE AMPHIBIOUS CREATURES WHO MADE THEIR HOMES CLOSE TO MORTAL SETTLEMENTS. THE MERROW-KIN ARE A MYSTERIOUS AND SECRETIVE GROUP WHO ARE MOST AT HOME WHERE WATER MEETS LAND. MASTERS OF THE SHALLOWS, THE MERROW-KIN MOVE WITH FLUID GRACE AND ARE RICH IN KNOWLEDGE OF REED AND WATER.

COMMONLY FOUND: THE QUARTERS

COMMON APPEARANCE: MERROW-KIN ARE OFTEN RECOGNIZED FOR THE AQUATIC TRAITS THAT THEY POSSESS, INDICATING THEIR AMPHIBIOUS LINEAGE. SCALES IN ALL MANNER OR COLORS AND SHAPES ARE COMMONLY FOUND UPON THEIR BODIES, ALONG WITH WEBBED HANDS AND FEET AND OCCASIONALLY GILLS ALONG THE NECK OR TORSO, WHICH FURTHER ENABLE THEM TO EXIST ON BOTH WATER AND LAND.

HERITAGE SIGNIFIER: ALL MERROW-KIN WEAR A WOVEN CORD OF ENCHANTED SEA OR SWAMPWEED ADORNED WITH THE TREASURES OF THE DEPTHS, SUCH AS SHELLS AND CARVED DRIFTWOOD. AT BIRTH, A MERROW-KIN'S GUARDIANS WILL WEAVE THESE TIDEWOVEN CORDS, AS A PROTECTIVE CHARM. IT IS BELIEVED THAT THESE CORDS ANCHOR THEIR SPIRITS TO THE WATER, EVEN WHEN THEY WALK UPON LAND.

ALL MERROW-KIN MUST WEAR A VISIBLE CORD OF SEAWEED OR SIMILAR MATERIAL.

COMMON COSTUME ELEMENTS:

- WEBBED HANDS OR FINS
- REPTILIAN CONTACT LENSES
- AQUATIC SCALES
- INTEGRATE SWAMP OR TIDAL FLORA SUCH AS ALGAE, BARNACLES, REEDS, OR SIMILAR TEXTURES ONTO SKIN OR CLOTHING USING HIGH QUALITY PROSTHETICS, MAKEUP, OR COSTUME ELEMENTS

INSPIRATIONS: MERE-PEOPLE, LIZARDMEN, KELPIE, UNDINES



GRAVE-KIN

TOUCHED WITH THE ESSENCE OF UNDEATH, THE GRAVE-KIN RETAIN THEIR SENSE OF SELF AND FREE WILL, ALLOWING THEM TO RESIST THE BASE URGES OF THE TRULY UNDEAD. WALKING THE LINE BETWEEN LIFE AND DEATH, THOUGH OFTEN VISIBLY MARKED BY THEIR BRUSH WITH DARK MAGICS: THE GRAVE-KIN BEAR THEIR CONDITION WITH DIGNITY AND PURPOSE. KNOWN FOR THEIR RESILIENCE: THE GRAVE-KIN FACE THE TRIALS AND TRIBULATIONS OF THEIR EXISTENCE WITH GRIM DETERMINATION.

COMMONLY FOUND: THE DARKMIRE QUARTERS

COMMON APPEARANCE: GRAVE-KIN ARE OFTEN RECOGNIZED BY THEIR PALLID, ASHEN SKIN AND SHADOWED EYES. MANY BEAR PHYSICAL REMINDERS OF THEIR BRUSH WITH DEATH SUCH AS LINGERING, UNHEALED WOUNDS AND PALE MILKY WHITE EYES. IN SOME INSTANCES THEY ALSO DEVELOP SHARP, BEAST-LIKE FANGS WHICH ARE FREQUENTLY ASSOCIATED WITH THEIR KIND.

HERITAGE SIGNIFIER: ALL GRAVE-KIN CARRY UPON THEIR PERSON A VIAL OF CONSECRATED GRAVE SOIL. THESE VIALS ARE ESSENTIAL FOR TETHERING THEIR MIND AND SPIRIT TO THE WORLD OF THE LIVING. WITHOUT IT, THEIR TENUOUS GRIP ON HUMANITY WILL BEGIN TO FADE, WHICH PUTS THEM AT RISK OF BECOMING MINDLESS HUSKS DRIVEN ONLY BY HUNGER AND DARK INSTINCT.

ALL GRAVE-KIN MUST WEAR ABOUT THEIR PERSON A VIAL OF SOIL.

COMMON COSTUME ELEMENTS:

- VAMPIRIC STYLE FANGS
- WHITE EYE CONTACTS
- VISIBLE DEATH WOUND USING HIGH QUALITY PROSTHETICS
- SHADOWED EYES AND PALLID LOOKING SKIN



INSPIRATIONS: VAMPIRES, GHOULS, DRAUGR, WEREWOLVES, ZOMBIES

BEAST-KIN

THE BEAST-KIN ARE THOSE PEOPLE BLESSED WITH THE TRAITS OF ANIMALS. THEY ARE A VERY DIVERSE GROUP, WITH EACH INDIVIDUAL REFLECTING THE SPIRIT OF THE CREATURE TIED TO THEIR ANCESTRY. WHETHER THEY ARE FIERCE AS A WOLF OR NIMBLE AS DEER, THE BEAST-KIN ARE FAMOUS FOR THEIR INSTINCTS AND ADAPTABILITY.

COMMONLY FOUND: WOODLAND REPUBLIC

COMMON APPEARANCE: THE BEAST-KIN ARE AS DIVERSE AND VARIED AS THE MYRIAD CREATURES OF THE WORLD AND AS SUCH THERE ARE NO CERTAIN FEATURES THAT CAN BE CONSIDERED COMMON. AMONG THEIR KIND, FUR IN ALL HUES AND SHADES, FEATHERS, BEAKS, CLAWS, FANGS, AND HORNS CAN BE OBSERVED!

HERITAGE SIGNIFIER: ALL BEASTKIN CARRY A BROKEN STONE MEDALLION UPON THEIR PERSON. FORGED AT THE TIME OF THEIR BIRTH, THE MEDALLION IS WORN AS WHOLE THROUGHOUT CHILDHOOD, AND CEREMONIALLY SUNDERED UPON THEIR COMING OF AGE. ONE HALF TO BE RETURNED TO THE EARTH FROM WHENCE THEY CAME AND BURIED AT THE SITE OF THEIR BIRTH. THE OTHER IS KEPT AS A CONSTANT REMINDER OF THEIR DUAL NATURE AND GROUND THEM WHEN THEIR PRIMAL INSTINCTS THREATEN TO TAKE HOLD.

ALL BEAST-KIN MUST WEAR UPON THEIR PERSON A BROKEN STONE MEDALLION.

COMMON COSTUME ELEMENTS:

- NATURAL HORNS
- CLAWS OR ANIMALISTIC FANGS
- FUR ACCENTS OF ANIMAL PATTERNED MARKINGS
- HIGH QUALITY MASK OR PROSTHETICS

INSPIRATIONS: ANY AND ALL HUMANOID/ANIMAL HYBRIDS



HEARTH-KIN

ROOTED IN TRADITION AND COMMUNITY, THE HEARTH-KIN ARE A HUMBLE PEOPLE KNOWN FOR THEIR LOVE OF COMFORT, GOOD FOOD, AND PARTIES. THOUGH THEY VALUE THE QUIET AND SIMPLE LIFE, THEY POSSESS REMARKABLE BRAVERY AND RESOLVE WHEN THEIR HOMES OR LOVED ONES ARE THREATENED. FIERCELY LOYAL AND DEPENDABLE: THE HEARTH-KIN ARE UNWAVERING IN THE SUPPORT OF THOSE THEY CALL FRIENDS.

COMMONLY FOUND: LIBERATED CITIES

COMMON APPEARANCE: AT FIRST GLANCE THE HEARTH-KIN CAN OFTEN BE MISTAKEN FOR HUMANS. HOWEVER, THERE ARE CERTAIN DISTINCT FEATURES THAT OFTEN SET THEM APART; LARGE, ROUNDED EARS, RUDY ROSY CHEEKS, AND PIERCING GREEN EYES ARE ALL COMMONLY FOUND AMONGST THEIR KIND.

HERITAGE SIGNIFIER: THE HEARTH-KIN FIRMLY BELIEVE THAT HOSPITALITY SHOULD BE OFFERED AT ANY TIME AND IN ANY PLACE. AS SUCH, NO SELF-RESPECTING HEARTH-KIN WOULD EVER LEAVE HOME WITHOUT AT LEAST ONE COOKING UTENSIL: READY FOR ANY UNEXPECTED NEED. SEEING A HEARTH-KIN OUT IN PUBLIC WITHOUT A TRUSTED UTENSIL WOULD SURELY RAISE EYEBROWS AND SPARK GOSSIP THROUGHOUT THE COMMUNITY.

ALL HEARTH-KIN MUST HAVE AT LEAST ONE WOODEN COOKING UTENSIL VISIBLE UPON THEIR PERSON AT ALL TIMES.

COMMON COSTUME ELEMENTS:

- LARGE ROUNDED EARS
- ROSY CHEEKS
- GREEN CONTACT LENSES
- THICK CURLY HAIR

INSPIRATIONS: HALFLINGS, BROWNIES

