

# Tales of Breezie Hollow

## Species: Breezie

**Size:** Tiny (1x1), Reach 1, Con × 1/2 (rounded up).

**Type:** Folk.

**Base Winged Flight:** 30 ft.

**Attributes:** No Species modifiers

**Talent:** see *Human Talents (FC Core p. 18)*.

**Splinter races:** Mountain, Valley, Lake, Sea, Desert. See *Feats doc*.

## Campaign Qualities

✓ *Bold Heroes*

Heroes are larger than life and rely on luck as much as skill. Each hero's starting action dice increase by 2 and his action dice explode with a 1 and the natural highest result (e.g. a "6" on a d6). Abilities based on the number of starting action dice are unaffected (i.e. they're calculated using the hero's normal number of starting action dice).

✓ *Fast Feats*

Each player character gains 1 extra feat at Career Level 2 and every 2 levels thereafter. This replaces the extra feats on *Table 1.4: Career Level (see FC Core p. 27)*.

✓ *Fast Levels*

The XP required to gain each level decreases to 1/2 normal (rounded up), and player characters may gain up to 2 levels between adventures.

✓ *Miracles*

Alignments grant fantastic powers — perhaps controlled, perhaps not (*see FC Core p. 309*).

✓ *Sorcery*

Magic is real and may be harnessed and controlled in the form of spells. NPCs gain this ability with the *Spellcasting Signature Skill (see FC Core p. 228)*, while player characters may take levels in one or more *arcane caster classes (see FC Core p. 110)*.

## Deities

### Haul

*The prime divinity in Breezie society, Haul protects all Breezies. He's always depicted as a huge Breezie with a sword, whether on statues or on paintings. His shrines always display a sword.*

**Dominion:** Justice

**Alignment Skills:** Crafting, Investigate, Search, Tactics

**Paths:** Order, Protection (*see FC Core p. 313*).

**Ritual Weapon:** Bastard Sword

**Avatar:** Guardian Angel

**Opposing Alignment:** Twyll

## Caru

*Caru is the goddess of friendship and love. She's depicted in shrines as a dark blue Breezie, surrounded by candles and shining white hair. Breezies often ask her aid to resolve disputes, conflicts or rarely wars.*

**Dominion:** Love

**Alignment Skills:** Athletics, Haggle, Ride, Tactics

**Paths:** Beauty (see FC Core p. 311), Good (see FC Core p. 312).

**Ritual Weapon:** Long Staff

**Avatar:** Herald Angel

**Opposing Alignment:** -

## Twyll

*Twyll is the god of trickery and deceit. He is depicted in many forms, often as a creature composed of many animals. He is often worshipped by thieves and con artists. His worship is not outlawed and the yearly carnival is dedicated to him. Still some Breezies look at his worshippers with suspicion.*

**Dominion:** Chaos

**Alignment Skills:** Acrobatics, Disguise, Prestidigitation, Survival

**Paths:** Chaos, Destruction (see FC Core p. 311).

**Ritual Weapon:** Maul

**Avatar:** Chaos Beast

**Opposing Alignment:** Haul

## Languages

- **Breezie speak**  
Murgen-flurgen. *This is your standard beginner language.*
- **Big Pony Language**  
The language of the big ponies.
- **Animal Language**  
Most animals will understand you and you understand them!