

FEENBÄLGER

„Mein Leben lang habe ich nirgendwo dazugehört. Nicht in der Stadt, nicht in der Wildnis. Irgendetwas an mir passt nicht zu euch. Ich glaube, dass es mein Schicksal ist, alleine zu leben und alleine zu sterben.“

Es kommt vor, dass Mitglieder des neugierigen Feenvolks sich in einen Sterblichen (meist Humanoide oder Riesen) verlieben und sie gemeinsam ein Kind zeugen. Wenn dieses Kind, zur Hälfte Fee, wiederum Nachkommen mit einem Humanoiden zeugt, dann wird daraus ein Feenbalg.

Feenbälger sind eine sehr „vielseitige“ Spezies: Manche haben Insekten-Gliedmaßen, andere sehen aus wie Steine, denen Zähne aus allen möglichen und unmöglichen Stellen ragen und wieder andere gleichen ganz normalen Menschen, Elfen oder Zwergen. Auch ihre Kräfte sind sehr unterschiedlich ausgeprägt.

Zu ihrem Pech ziehen sie so das Interesse der Feen auf sich, weshalb diejenigen ohne Immunität gegen Verzauberungen früher oder später aus einem Baum springen oder sich am Grund eines Fasses wiederfinden. Nur wer es schafft, den Beeinflussungen der Feen zu widerstehen, erreicht das Erwachsenenalter – das wohlmeinende, aber tödliche Interesse der Verwandtschaft „Feen-seits“ sibt zuverlässig alle anderen aus.

Feenbälger bilden keine einheitliche Kultur. Sie sind entweder Einzelgänger oder Teil einer kosmopolitischen Gemeinde. Feenbälger fühlen sich wie ihre Vorfahren aus dem Feenvolk zur Natur hingezogen und werden von diesen meist wie entfernte Verwandte freundlich aufgenommen.



Illustration von Denoro
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VOLKSMERKMALE DER FEENBÄLGER

- Geschicklichkeit +2, Charisma +2, Konstitution -2: Feenbälger sind anmutig und entweder schön oder furchteinflößend, jedoch sehr zerbrechlich.
- Mittlere Größe: Als Wesen von mittlerer Größe haben Feenbälger keine besonderen Boni oder Mali aufgrund ihrer Größe.
- Die Grundbewegungsrate von Feenbälgern beträgt 30'/9m.
- Immunität gegen Verzauberung (Zwang).
- Affinität zu Magie: Jedes Feenbalg ist verschieden und auf unterschiedliche Weise durch Feenmagie geprägt. Jedes Feenbalg kann einen bestimmten Zauber einmal pro Tag als zauberähnliche Fähigkeit wirken. Dieser Zauber wird auf der ersten Stufe gewählt und kann nicht mehr getauscht werden. Das Feenbalg kann jeden Zauber des ersten Grades aus den Schulen der Illusion oder Verzauberung wählen, der SG für Rettungswürfe basiert auf Charisma.
- Dämmerlicht: Feenbälger können unter Sternenlicht, Mondlicht, im Fackelschein oder unter ähnlich schlechter Beleuchtung doppelt so weit sehen wie Menschen. Sie können unter solchen Umständen weiterhin Farben und Details unterscheiden.
- Feenblut: Für alle speziellen Fähigkeiten oder Effekte zählt ein Wechselbalg als Fee.
- Anfangssprachen: Handelssprache und Sylvanisch. Zusätzliche Sprachen: Aqual, Aural, Elfisch, Drakonisch, Druidisch, Gnollisch, Gnomisch, Goblinisch, Halblingisch, Zwergisch
- Bevorzugte Klasse: Barde.

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