

Making Yourself Playable

Start anywhere.

House — What drives you? What do you make, protect, teach, seek, heal, imagine, lead, or fight for?

Expression — What mythic form feels like it fits? Noble? Trickster? Hearth-keeper? Mirthwright? Giant? Small Folk? Waterborn? Stonebound? Satyr? Greenborn? Wild Folk? Death-Touched? Or something the current Folio hasn't adequately catalogued?

Allegiance — Does your Faeble tend toward the luminous, aspirational character of the Seelie, the darker and more pragmatic character of the Unseelie, or refuse to sit neatly at either table?

You — Now ruin the taxonomy.

Add the details that could belong to nobody else.

There is no requirement that every element match perfectly. Contradictions are interesting. A warrior may be gentle. A scholar may be ridiculous. A healer may dress like a nightmare. A Pooka may be painfully shy. A Knocker might make things nobody asked for.

The system gives common language to share ourselves.

You do not exist to satisfy the system.

Spot. Play. Wander Between.

Faeble Spotting and Faeble Play aren't separate levels of participation, and one isn't more legitimate than the other.

You may spend an entire Moot spotting.

You may arrive already presenting a fully realized Faeble.

Or you may come intending only to watch, recognize something of yourself in what you encounter, borrow an accessory, adopt a House color, invent a name, and discover sometime around night's final wax, that you've been Faeble Playing for the last three chimes.

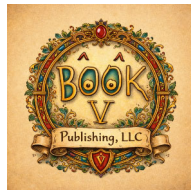
Excellent.

There is no velvet rope between observer and participant.

The Moot is already happening around you.

See who you can find.

See who you become.



Bringing Your Faeble to the Moot

The *Faemoot Field Folio* is a guide to what you may encounter at a Faemoot. But there is one creature it cannot adequately describe:

You.

Within the Faebleverse, a Faeble is more than an Expression, a House, or an Allegiance. It is the unique combination of those things with personality, history, interests, talents, aesthetics, mannerisms, quirks, and all the peculiar little choices through which an individual moves through the world.

Your **Expression** gives you a mythic vocabulary. The Folio describes Expression as the outward manifestation of Foyson—a reflection of a Sweven's nature.

Your **House** describes something of your outlook and place in the world: warrior, maker, scholar, teacher, artist, dreamsmith, steward, or whatever peculiar combination lies between. House is less about morality than vocation or special interest.

Seelie and Unseelie offer another dimension—not simply good and evil, but different relationships with dreams, nightmares, creation, survival, beauty, danger, order, and disruption.

But none of those things alone is your Faeble.

You are.

The categories give you pieces. You supply everything that makes their particular combination unique.

There is no single correct way to attend a Faemoot. You do not need a character sheet, elaborate costume, theatrical experience, or encyclopedic knowledge of the Faebleverse. You may engage as deeply—or as casually—as you wish.

There are two particularly good ways to begin....

FAEMOOT FIELD FOLIO — APPENDIX

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Faeble Spotting

Come curious.

Watch the crowd. Wander. Listen. Use the Field Folio as exactly that: a field guide.

Can you spot a House Purple Knocker? A House Green Fawn? A suspiciously well-dressed Unseelie Pooka? (Which, if you read the Folio, you'd know they're usually called Goblins.) Perhaps someone seems to combine traits in ways you weren't expecting. Perhaps you encounter something you cannot classify at all.

Good.

Faeble Spotting is part birdwatching, part people-watching, part exploration of a world that has temporarily become real around you.

You don't need to perform.

You don't need to pretend.

You don't even need to know what everything means.

Notice things. Ask questions. Follow what interests you.

Sitting quietly with a drink and watching the Moot unfold is participation.

And, of course, prolonged Faeble Spotting carries a peculiar risk:

You may begin wondering what your Faeble would be.

Faeble Play

Come strange.

Choose an Expression that speaks to you. Find a House whose outlook resembles your own. Explore Seelie, Unseelie, somewhere between, or something more complicated.

Then add the most important ingredient:

yourself.

Your clothes. Your interests. Your skills. Your humor. Your mannerisms. Your aesthetics. Your obsessions. Your oddities. Your favorite things. Your least favorite things. The parts of yourself you normally make obvious and the parts you usually keep hidden.

These aren't distractions from the character.

They are the character.

Faeble Play isn't necessarily about inventing someone else and pretending to be them.

It asks a different question:

Who would *you* be if the Faebverse were real?

Perhaps the answer is essentially you, except with pointed ears and a House color.

Perhaps the answer surprises you.

Perhaps tonight's answer will be different from next year's.

That's fine.

A Faeble can be discovered as much as designed.