

Sidhe

“The Gardeners”

Physical Appearance

Sidhe bear some resemblance to their legendary namesakes from Earth’s Ireland. The ones most commonly encountered are a head smaller than the typical Human, but Sidhe never stop growing throughout their long lives. Their bodies tend to be slim, with a well-defined musculature that lends itself to the most graceful of movements in every action. Their facial features are fine and angular, with pointed brows and ears.

They range in skin color from snowy white, to pastel blue and violet, to glacial aquamarine, to golden amber and honey rose, to inky indigo-black. Most have mottled patterns of spots and wavy stripes, often in a line down their backs that thickens and fans out across the shoulder blades and back of the head. Patterns may also brush the cheekbones, temples, backs of hands, tops of feet, and even the upper arms and legs. The mottling is either a shade lighter or darker than the base skin tone, or it could be iridescent; Some Sidhe even have overlapping patterns of all three types.

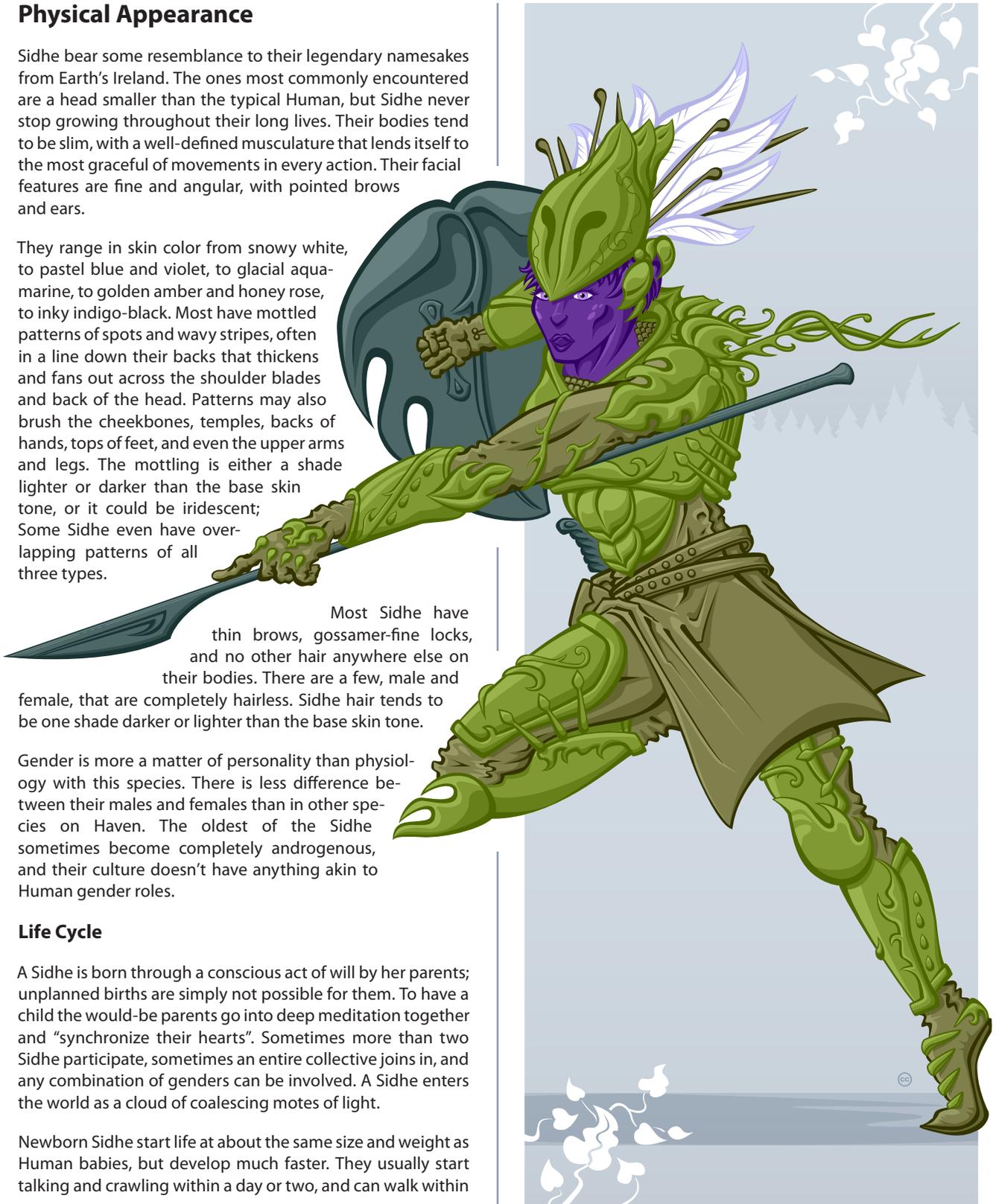
Most Sidhe have thin brows, gossamer-fine locks, and no other hair anywhere else on their bodies. There are a few, male and female, that are completely hairless. Sidhe hair tends to be one shade darker or lighter than the base skin tone.

Gender is more a matter of personality than physiology with this species. There is less difference between their males and females than in other species on Haven. The oldest of the Sidhe sometimes become completely androgenous, and their culture doesn’t have anything akin to Human gender roles.

Life Cycle

A Sidhe is born through a conscious act of will by her parents; unplanned births are simply not possible for them. To have a child the would-be parents go into deep meditation together and “synchronize their hearts”. Sometimes more than two Sidhe participate, sometimes an entire collective joins in, and any combination of genders can be involved. A Sidhe enters the world as a cloud of coalescing motes of light.

Newborn Sidhe start life at about the same size and weight as Human babies, but develop much faster. They usually start talking and crawling within a day or two, and can walk within



Starting Sidhe Characters

(2,168 Character Points)

B	A	S	E	W	I	P	R	Rep	HP	SP
Pr	Gd	Cm	Cm	Gd	Cm	Cm	Dr	Dr	26	23

Skills

- Languages: Sidhe, Traveler's Creole

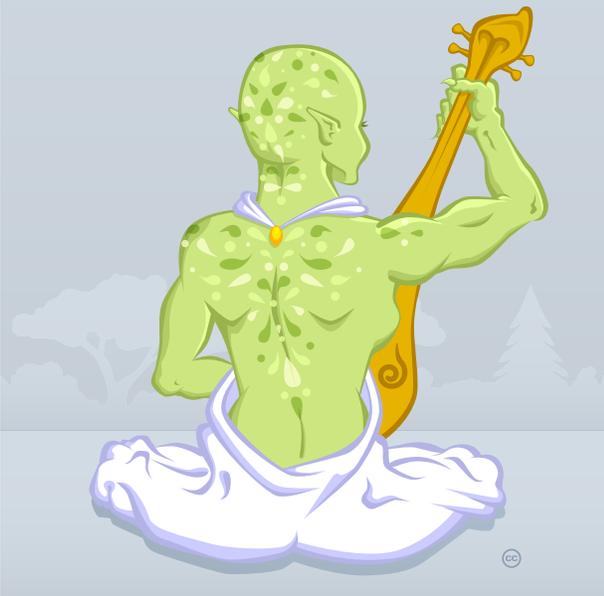
Powers

- Enhanced Sight: **Gd**
- Night Sight: **Gd**
- Enhanced Hearing: **Gd**
- Regenerate: **Dr**

Sidhe are slightly more agile than Humans, with much stronger minds. Barring any magical intervention, the natural upper limit on Sidhe Agility and Willpower is **Phenomenal**. All their other traits have the same limits as those of Humans.

Sidhe have more sensitive vision and hearing than most Humans. They can sense things 200 m (600 ft) away as well as a Human could sense something right in front of her. In addition, a Sidhe can see on a starry night as well as he can during the day. They have a (-1) penalty when defending against sonic- or light- based attacks, or any attacks aimed directly at their eyes or ears.

Sidhe possess the ability to eventually recover from any injury that isn't instantly fatal. They never scar, cannot maintain a piercing nor a tattoo, and can even regrow lost limbs. Sidhe can recover one lost level in any trait every hour and one lost Health Point per hour. They cannot die of old age, and are functionally immortal.



a week. Sidhe children achieve physical and emotional maturity in one year, shooting up to a height of about 140 cm in that time. Centuries-old Sidhe can reach 220-250 cm heights.

Despite being functionally immortal, most Sidhe don't live longer than 150-200 years. Statistics catch up with them and natural disasters, wars, or even everyday accidents eventually claim their lives. A Sidhe can even will himself to just die. When a Sidhe character dies and exits the story, his body is transformed into motes of light that float up into the sky like campfire sparks, then fade away.

A rare few, perhaps 100, have found the skills and strength to endure for millennia. These *Sean-Sidhe* or *Seanda* (Ancients) have seen empires rise and fall, mountains ground down, islands sunk, and whole species die out. Rumors abound as to their true nature: Some say they are like puppet masters, manipulating world events as they fight decades-long feuds by proxy; Other say they are the secret guardians of Haven, the world's last defense. One thing is known: to survive the ages, each one had to have become an extremely dangerous being in her own right.

There are perhaps 1,000 total Sidhe left in the world, where once there may have been 100 million. This number has stayed steady and not declined since their last great die-out. Because of how they breed, there's no reason why they couldn't return to their former numbers in a few short years.

Why they haven't done so is a secret that the Sidhe are not yet willing to share.

Language

The Sidhe language can be learned by anyone, but it was developed by a species with musical "tri-phonic" voices. A typical Sidhe might sound like a soprano, alto, and base all singing together; Another may sound like three different bases at once. The same sentence will be uttered by all three of a Sidhe's voices, but slight variations in the pitch, tone, or modulation of one or two of those voices can color its basic meaning, and twist a straight-forward sentence to irony, or make a double- or triple-entendre. This is rarely noticed by non-Sidhe, so a Sidhe can sound like she's saying one thing, but mean something a bit different. When speaking with someone of another species, a Sidhe will either speak as plainly as possible, try to speak the other's language, or switch to Traveler's Creole, the trade language and lingua franca of Haven.

Habitat & Range

Wherever Haven is at her wildest and most beautiful is where the Sidhe make their homes. Different spectacular waterfalls, storm-tossed cliffs, stunning alpine valleys, and ancient forest groves around the world have been claimed for centuries by different Sidhe collectives, who have groomed them like gardens, and have watched them evolve throughout the ages. Sidhe can be found in almost any terrain or climate —when they wish to be found.

Shelter

Sidhe homes blend into their natural environment, and tend to be sprawling affairs that are built up organically over time. They are usually designed to be naturally camouflaged, and this camouflage is often enhanced by powerful permanent illusions. Since they are the personal artistic statements of their inhabitants, there is no typical Sidhe home, but all their homes share certain features: A room for each individual, at least one workroom for each part in the process of whatever art or craft the inhabitants pursue, plus a main hall for meetings and meals. Some homes have a dedicated “room for watching the sunset”, “room for moonlight tea”, or a “room for meditation”, as the interests of the collective dictate.

Food

Sidhe eat whatever will grow most harmoniously within a particular ecosystem, whatever makes the best contributions to the system as a whole. They eat mostly plants, which they cultivate in orchards and fields that look to the untrained observer like nothing more than natural groupings of random plants. They will also occasionally look after flocks of birds or herds of animals without using fences or cages or brands, simply harvesting an animal whose time has come. Their actions often look like those of primitive hunter-gatherers, but are actually part of a the collective’s well coordinated environmental management plan.

Culture & Customs

Arts & Sciences

The Sidhe are the unquestioned masters of magic on Haven, and their magical gear can still be found in some of their old abandoned settlements. The gear that everyone remembers from legend are the flying *Cathlong Criostalithe* (crystal ships), swords that emit heat and light, and shields that reflect back harmful magic. They are also master ecologists, who will spend decades to centuries introducing subtle changes into ecosystems, changes that nurture and encourage each collection of life-forms to attain their full potential.

The Sidhe have occasionally been accused of abusing this knowledge to manipulate other cultures.

Collectives

The Sidhe organize themselves into *comh-choiteann*, or collectives, groups of individuals with similar passions. These tend to consist of about six to a dozen individuals, with *An Ealaín Cogadh*, a 30 person martial arts collective, being the largest. Every collective is ruled by consensus, and every member spends part of his time taking a break from his pursuits in a rotating position, the *praiticiúil*, that attends to the practical everyday matters.

Bluffing Your Way Through Sidhe

The Sidhe language of Haven is simulated by stringing together real Irish and old Gaelic words, and occasionally adjusting the word endings. If you or your fellow players speak Irish, this will probably be quite annoying to read, so you should feel free use some other language for Sidhe, or even make up your own Sidhe words for stories set in Haven.

Faking Ancient Guile

It is most likely that an Ancient Sidhe would deal with Player Characters through an intermediary. However...

Any *Sean-Sidhe* that PCs encounter face-to-face will automatically be using her best defenses against anything your heroes might throw at her, every single turn. She will likewise automatically choose attacks that are likely to do the most damage where each PC is most vulnerable. You should assume that no such encounter will be an accident, and that a *Seanda* will have long since learned or guessed about each hero’s traits, skills, powers, and gear, through means both magical and mundane. After all, she’s probably seen it all before.



Single collectives seek consensus with neighboring collectives, groups of neighboring collectives seek consensus throughout an entire ecosystem, and Sidhe from different ecosystems try to live in harmony with each other. Major decisions in Sidhe society are debated at the equinoxes of Haven's primary star by either entire collectives or just their current *praiticiúil*. The Sidhe also send their *praiticiúil* to confer with each other once every decade.

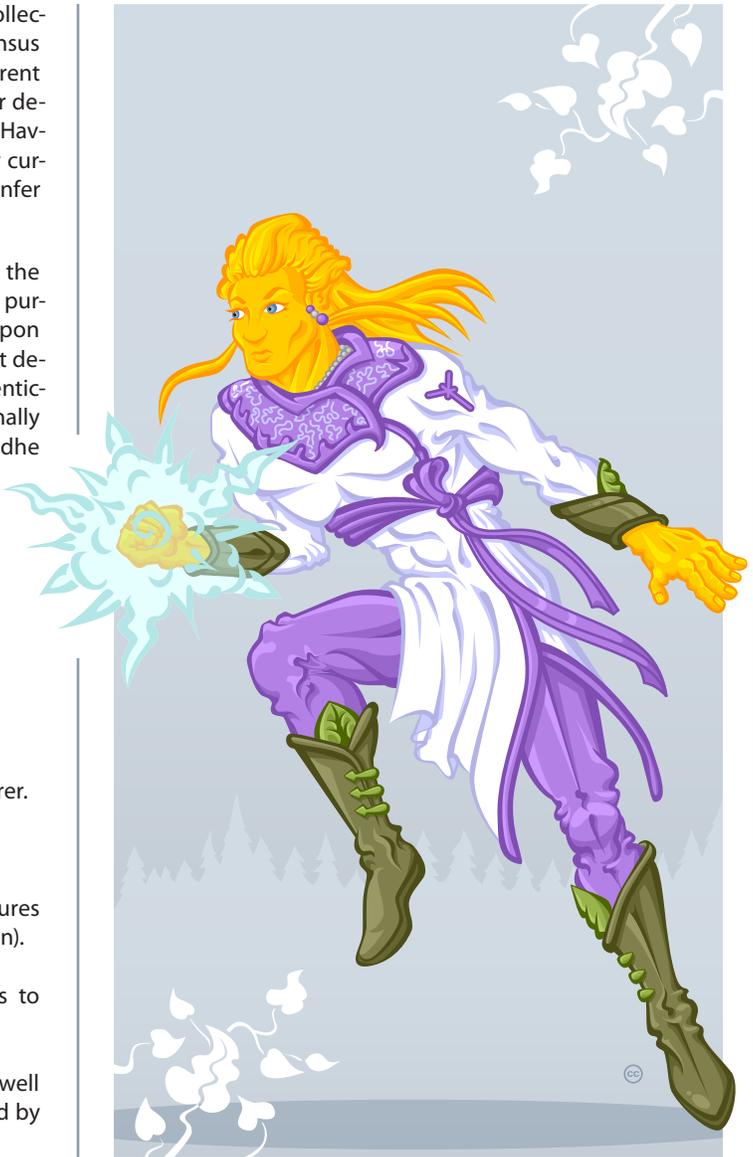
A Sidhe child spends her one year of childhood under the care of her various parents, who take a break from their pursuits to deal exclusively with her care and education. Upon reaching adulthood, she is encouraged to spend the next decade or so visiting all the neighboring collectives, apprenticing at those whose arts or crafts interest her, before finally joining a collective or forming her own. These are the Sidhe that your heroes are most likely to meet in their travels. Older and more powerful Sidhe are more likely to be encountered as NPCs.

Gear

Sidhe Clothes

Price: **Ou(+3)(20)**

- Material: **Ou(+3)(20)**, enchanted fibers
Sidhe clothes automatically adjust to fit their wearer.
- Regenerate: **Dr(-3)(1)**
Self-repair 1 point of damage every 10 turns.
- Texture Chameleon: **Gd(+1)(10)**
On mental command, take on the colors and textures of the surrounding natural landscape (**Gr** limitation).
- Stealth: **Gd(+1)(10)**
All traces of the wearer, from sounds to smells to residual heat, are reduced by one level.
- Protection from Entangling/Grappling: **Gd(+1)(10)**
The entangling effects of brambles and vines, as well as actual traps and grappling attacks, are reduced by one level.



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This should go without saying, but this work is a supplement to a *game*, **Ten Thousand Worlds**, and is meant to make a rainy afternoon more enjoyable for you and a few friends. This game requires you to use your imagination. If you have trouble telling the difference between fantasy and reality, then this game is probably not for you.