

# Tobias Shade

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*"Shut the \$%^& up and it wouldn't hurt so much!"*

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What makes a good Nocker go bad?

Who cares? You don't.

In this world, there is but one fundamental truth: Economics. Whether it's money, power, or Glamour, there is always some resource that people want and don't have. That's where you come in. As a specialist in "acquiring" goods and services, you have a slight advantage over others when it comes to doing so: namely, your complete and utter lack of anything resembling ethics.

In this case, you've been secured a pretty sweet gig. Both the Duke of House Gwydion and the Duke of House Fiona have separately contacted you requesting the removal of a murderer by the name of Jimmy Fuzz from the party. You're not sure what the beef between the two houses is, but you're also pretty sure that if you can find the guy, you've got yourself a bidding war over who takes custody of him.

Of course, neither of the two noble Sidhe is going to want to admit to having worked with you (your reputation being what it is), which is in itself another bargaining chip. Tonight is a good night to get just about anything you want, but you'd best be careful that the two Dukes don't decide to send their Knights after you just to keep you quiet.

## Goals

- Find and capture Jimmy Fuzz. You have no idea what he looks like, except that he's a Satyr who is probably hiding out under an assumed name.
- The Dukes sent you get fetch him, and once you get your hands on him all you've got to do is sell Fuzz to the Highest Bidder, ensuring that you get whatever you want in the process.
- Never be without a Plan B, just in case. Make preparations to escape if the Dukes decide you become expendable!

## Faction: Party Crasher

As you weren't technically invited to this party, there's a good chance that someone is out to make sure that you see your way out of it. If asked who you are, be prepared to make up something on the spot about who you are and why you're there!

## Unseelie Court

Where the Seelie dedicate themselves to preserving the traditions of the fae, the Unseelie style themselves as mockers of those traditions. They stand for the principles of constant change and impulsive action. They have a reputation for fostering war and madness, despising those weaker than themselves, and valuing freedom and wildness over any chivalric code. The Unseelie see themselves as radical visionaries, bringing about vital change and transformation through whatever means necessary, including violence. Most members of the Unseelie court believe that the Dreaming has abandoned them, and therefore, that they owe no special loyalty to it or to their lost home of Arcadia.

### The Unseelie Code

- **Change is good:** security does not exist. The slightest of circumstances can transform a king into a peasant. Chaos and discord rule the universe. Adapt or die.
- **Glamour is free:** glamour is worthless unless used. Acquire it by any means possible, and you will never be without a constant supply.
- **Honor is a lie:** honor has no place in the modern world. It is a fairy tale constructed to cover the essential emptiness behind most traditions.
- **Passion before duty:** passion is the truest state of the fae spirit. Follow your instincts without regard to the consequences, as they will come about regardless of what you do.

## Nocker

Foul-mouthed and surly, the Knockers were born of dreams of tinkering. Though their origins are vague, in today's society they are both valued and detested. They have the gift to weave all sorts of mechanical devices out of the stuff of the Dreaming, but as they always find fault in their creations, their tempers are legendary. As such, they are prone to swearing and to testing the limits of any relationship they may forge, business or otherwise. While poking and prodding at machines and toys may be a good way to improve them, such is not the case with others, and this has earned them a bad reputation. At their best, they can be annoying, and their worst, outright nasty. Still, most of their anger is hot air, and they can make powerful, loyal allies with a gift for crafting weapons and armor.

## Connections

**Jimmy Fuzz** – You've heard of this little shit—rumors are that he drugged up a bunch of kids and then killed them. All the more reason to hurt him a little extra before you turn him over.