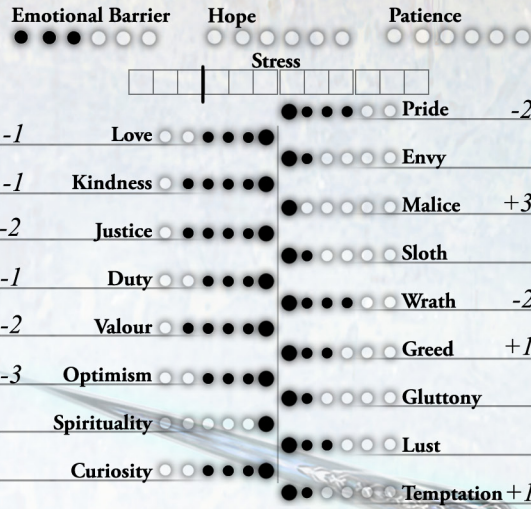
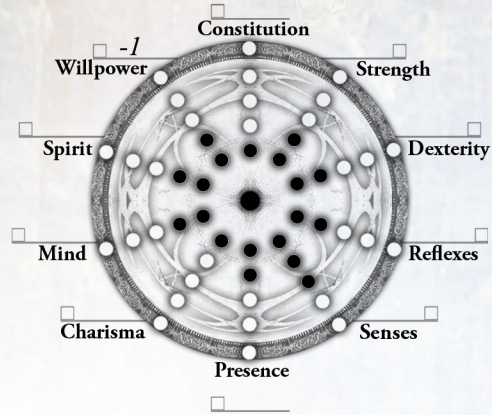


Kriss Ardaraan Eorisian (human) Eonir Scian Templar Luck ●●●○○○
 Name Species Origin Title



Attributes

Psychology



Tactics

Dice Pool: Mind + Tactics

This is a measure of a being's education in the art of strategy. It will grant a Character the knowledge on how to flank, divide, and confuse the enemy. In general terms, it allows them to take the upper hand before combat begins. For every 2 Successes above the opponent's Mind + Tactics Versus Check, the opponents will be unable to act for 1 Round.

Powers

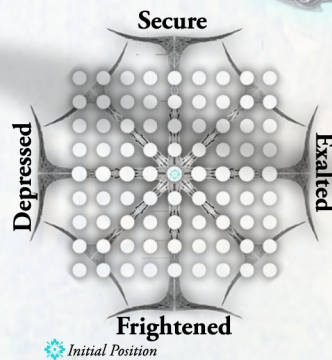
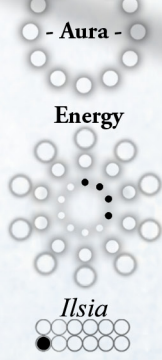
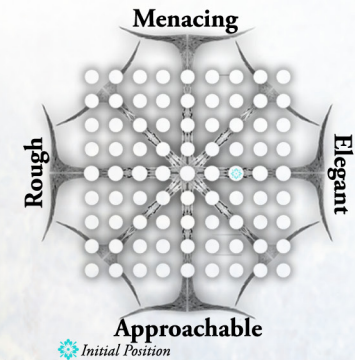
Speed

Characters that bear this power have the ability to use Energy Points to perform speed feats with ease. Since Kriss has the power of Speed, he will gain not 1, but 2 extra dice for his next Speed related Check for every Energy Point spent.

Initiative **6**

Appearance Status

Emotional Status



Sacia

Psionic Attack

Dice Pool: Dexterity + Ilsa

Duration: Instant **Difficulty #:** Opponent's Defence Check
Description: This Song allows Kriss to generate a Psionic Pulse that travels through thin air and crashes violently into a chosen target. It has a range of 10 metres. Damage: 4 (Concussive)

Foretell Instant

Dice Pool: Aura + Ilsa

Duration: Instant **Difficulty #:** 2

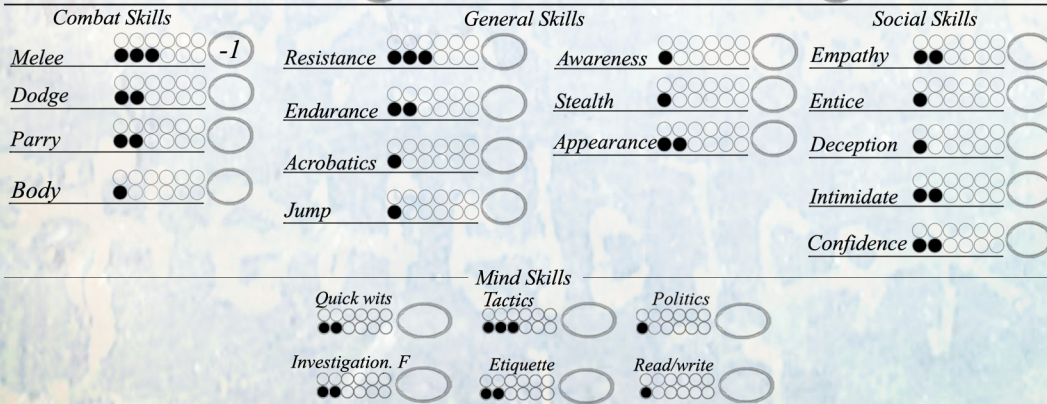
Description: This Song allows Kriss to know what will happen in the immediate future (next 10 to 20 seconds). This ability is intuitive. This means that it is not something Kriss does at will. It is the Narrator's job to ask Kriss to roll when he deems it appropriate.

Note: Any time a Character fails to Chant a Sacia Song, they will immediately loose Hit Points in the same amount as the Song's Difficulty Number.

Main Attack Forms

	Type	Damage
Emotional Damage	-	4
Karenthil (Spear)	S, P	7
Body as a Weapon	C	4

Movement Terrestrial ●●○○○○○ mod Terra () Aquatic ●●○○○○○ mod Aqua ()



Armour

M	C	S	P	B	Cr
3	2	3	2	2	2

6 / Toughness	3 / Life Points	2 / Poison Resistance	9 / Emotional Resistance
18 / Hit Points	Injury	18 / Emotional Hit Points	

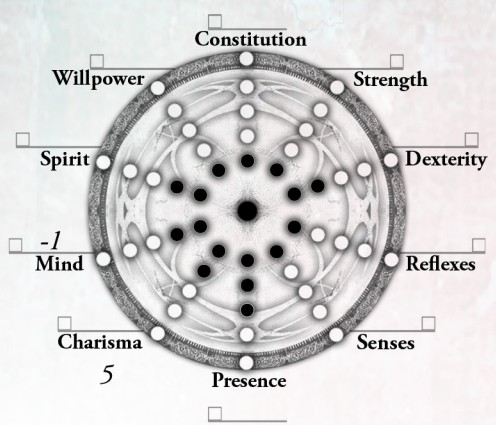


Lynn Valara Sinarie Elas Inariel Scian Templar Luck ●●○○○○

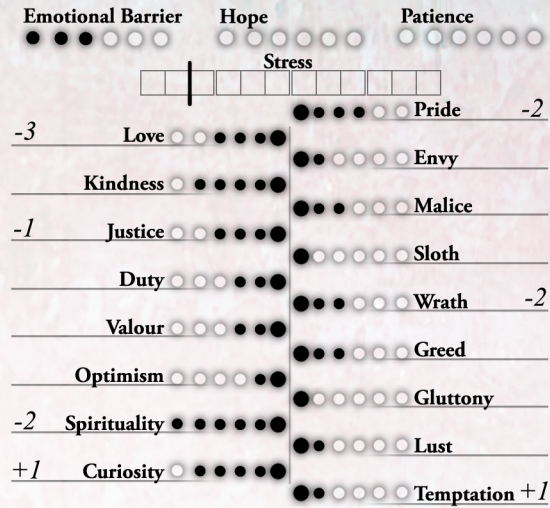
Name Species Origin Title



Attributes



Psychology



Powers

Energy Gathering: The ability to gather energy from deceased beings. Lynn has the ability to gain 1 Energy Point for every worthy opponent she defeats in Physical.

Energy Transfer: At will, Lynn can give her Energy Points to other Characters.

Alter Colours: Lynn has the ability to willingly and instantly change her hair, skin, and eye colour at any time.

Saeia

Sphere Shell

Dice Pool: Aura + Hesthia
Duration: 2 Rounds **Difficulty #:** 2
Description: Creates a protective sphere of radiating energy around the target, regardless of the target's size (even if as large as a city).
Effect: 2 Damage Points are absorbed by the barrier.

Aura of Awareness

Dice Pool: Aura + Hesthia
Duration: 1 Event **Difficulty #:** 3
Description: Creates an invisible aura around the target that enhances his nearby senses and warns him of any changes in the nearby environment.
Effect: Awareness Dice Pool + 2

Heal

Dice Pool: Aura + Hesthia
Duration: Instant **Difficulty #:** 2
Description: Heals a target's superficial wounds.
Effect: Target recovers 10 Hit Points. (Does not heal Injuries.)

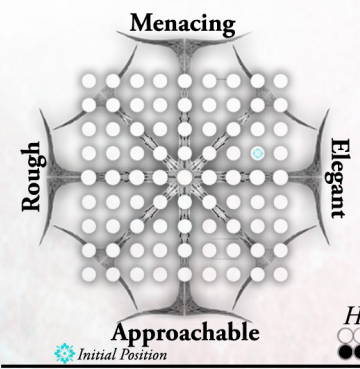
Note: Any time a Character fails to Chant a Song, they will immediately lose Hit Points in the same amount as the Song's Difficulty Number..

Main Attack Forms

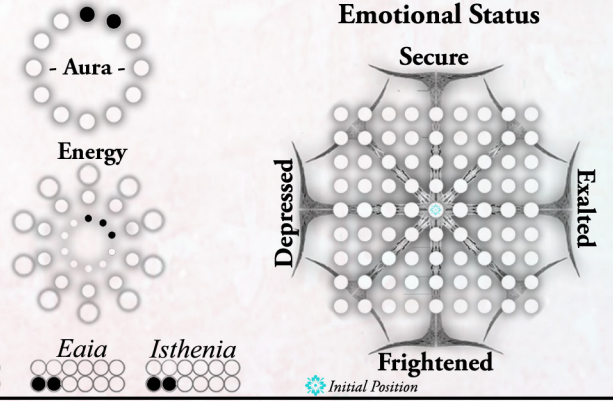
	Type	Damage
Emotional Damage	-	5
Elvaenan (Fire arm)	P	7
Thinn Sword	S, P	6
Energy Attack	S, B	5

Initiative [5]

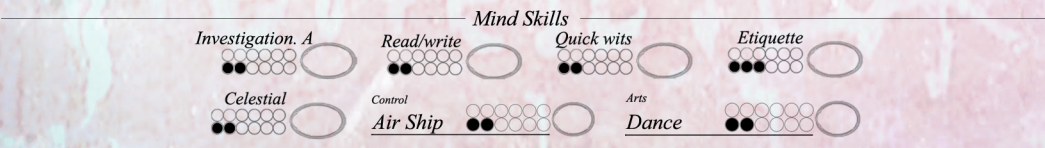
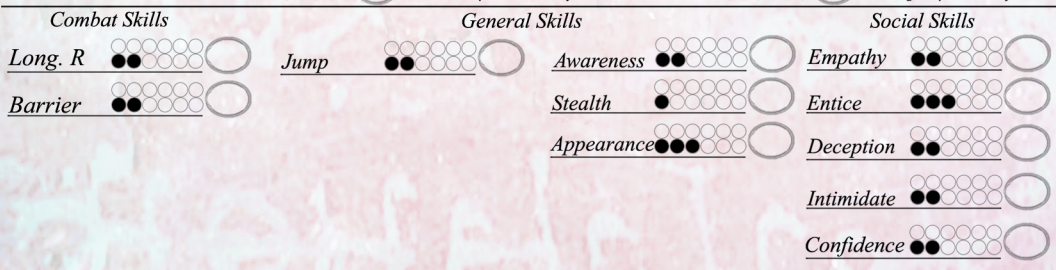
Appearance Status



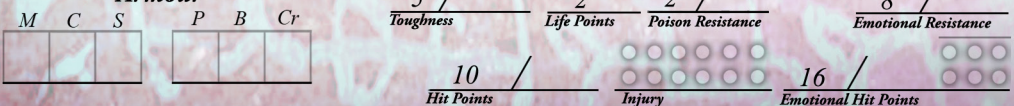
Emotional Status



Movement Terrestrial ●○○○○○ mod Terra () Aquatic ○○○○○○ mod Aqua ()



Armour



Energy Attack

Dice Pool: Dexterity + Isthemia

Duration: Instant **Difficulty #:** Opponent's
Defence Check

Description: Generates an energy beam that travels through thin air and crashes violently into a chosen target.

Damage: 5 (Burning)

Dissolve Stone Surface

Dice Pool: Aura + Eaia

Duration: Instant **Difficulty #:** 3

Description: Turn stone into dust. The stone will slowly fade into powder at a rate of 1 cubic metre per hour.

Morph Stone

Dice Pool: Aura + Eaia

Duration: - **Difficulty #:** 3

Description: Moulds stone changing its form at Lynn's will at a rate of 10 cubic centimetres every 10 seconds. She may only sculp simple forms. Nothing as complex as a device or mechanism.

Wind

Dice Pool: Aura + Eaia

Duration: Instant **Difficulty #:** 1

Description: Lynn may create a gust of wind. The number of Successes determines wind strength: 5 km/h for every Success.

Dispel Aid

Dice Pool: Aura + Isthemia

Duration: Instant **Difficulty #:** 1

Description: The Chanter dispels one form of Aiding Saeia from a target. At a cost of 1 Energy Point the Chanter may select one additional target.

Summon Spirit of Nefabl Ilhm Halem

Dice Pool: Aura + Kielia

Duration: 4 Rounds **Difficulty #:** 4

Description: The Lynn summons forth a spirit of protection. A warrior created from the crystal dusts of the deserts of Nefabl to protect the Nobles of Inariel.

Spirit of Nefabl Ilhm Halem

A large (three and half metre tall) creature made of fading dust, shadow and fire that emerges as if summoned by rage and red flame. The Spirit protects Lynn at all costs and then vanishes. When this happens he performs a final attack, an explosion of blue fire with a radius of ten metres and Burning Damage of 14.

Combat Data:

Attack Dice Pool = 8 Parry Dice Pool = 5

Defence Dice Pool = 4 Initiative = 4

Life:

Toughness 20 / Life Points 3 / Hit Points 60 / Physical Resistance N/A / Poison Resistance N/A

Armour: Mental -4

Main Attack forms:

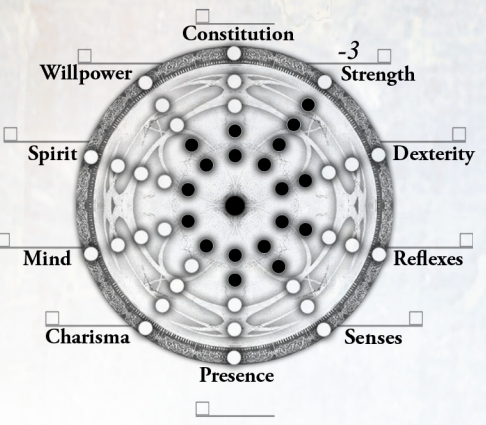
Weapon	Damage Type	Damage	Parry Aid	Range
Body	Slash	10	-1	3 Metres



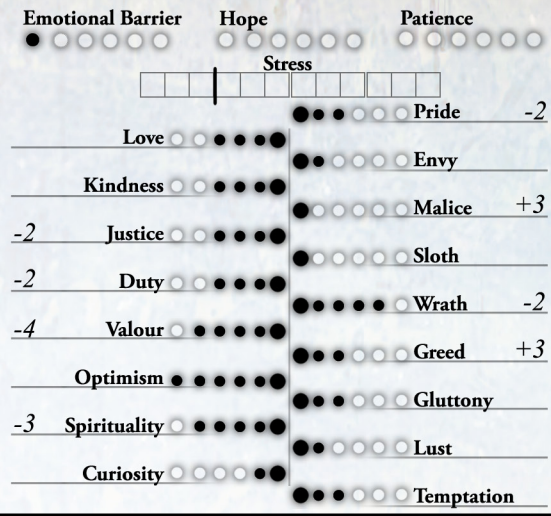
Name: Jaaren Alhais Species: Eorisian Origin: Atara Title: Scian Templar Luck: ●●●○○○



Attributes

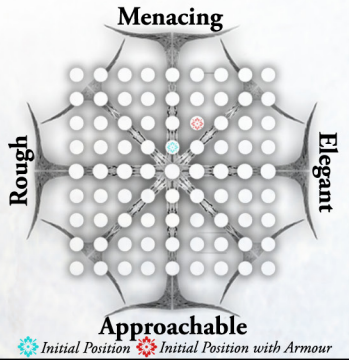


Psychology

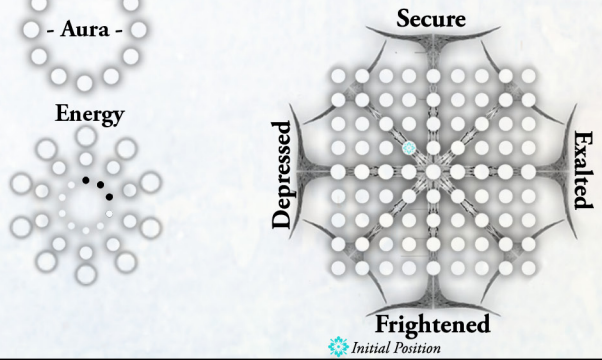


Initiative 5

Appearance Status



Emotional Status



Movement Terrestrial ●●○○○○○(-2) mod Terra () Aquatic ●●○○○○○(-2) mod Aqua ()

Combat Skills
 Body ●●●○○○
 Dodge ●●○○○○○
 Parry ●●○○○○○

General Skills
 Resistance ●●○○○○○
 Athletics ●●○○○○○
 Acrobatics ●○○○○○○○
 Jump ●●○○○○○
 Awareness ●○○○○○○○

Social Skills
 Empathy ●○○○○○○○
 Entice ○○○○○○○○
 Deception ●○○○○○○○
 Intimidate ●●○○○○○
 Confidence ●○○○○○○○

Mind Skills
 Etiquette ●●○○○○○
 Inspiration ●●○○○○○
 Crafts/Design
 Blacksmith ●●○○○○○

Armour

M	C	S	P	B	Cr
2	3	3	6	10	3

Toughness: 9 / Life Points: 3 / Poison Resistance: 3 / Emotional Resistance: 6

Hit Points: 27 / Injury: 12 / Emotional Hit Points: 12

Shin Valestia Armour

Being a paraplegic, Jaaren depends on his armour to move and act normally. This armour also protects his body from physical harm and grants him special senses and abilities. When he is not using the armour, Jaaren is still a strong warrior, despite his moving around on a wheel chair. If Jaaren is not using his armour, the following attributes are reduced by 50%: Constitution, Strength, Dexterity, Reflexes, and Senses.

Jaaren bears three Valestia Rings used to call forth the armour. It makes Jaaren 40 centimetres taller making him 2.4 metres tall.

Powers

Ignore Pain
 Characters that bear this power have the ability to withstand tremendous amounts of physical damage without suffering any Penalties due to Injuries.

Unbreakable
 This armour is made of a strange material that is flexible, strong, enduring, and almost indestructible.
 Effect: The armour will not break.

Scan
 Dice Pool: Spirit + Aura Difficulty #: 1 to 3
 Ability to read an opponent's current health status, detect weaknesses and locate heat signals within a 100 metre radius. Does not use up a Turn.

Regeneration
 Jaaren recover's 1 Injury every ten minutes, but potions or healing Saeia have no effect. He must always wait for his armour to heal him.

Main Attack Forms	Type	Damage
Emotional	-	3
Body as a Weapon	C	8

