

## **Anstarra Silverain**

**Fate Points: 3▲ (-2 permanent for 2 more Stunts, +2 via Major Milestone)**

### **Skills:**

Superb (+5): Physique▲

Great (+4): Rapport♦ , Athletics♦

Good (+3): Will▲

Fair (+2): Shoot, Notice, Contacts♦

Average (+1): Lore, Empathy, Resources

♦ = Has been improved via Significant Milestone

▲ = Has been improved via Major Milestone

### **Aspects:**

Seeker of the Heart's Beat (Bard) - *High-Concept* - "And thus does the Seeker look for the true song of her heart, one that acknowledges and wields her vicious inner beast, without bowing to it." Anstarra's search for a path between carnage and peace has led her to the ways of the Bard... in a sense. The music in her soul has a savage vibrancy to it, an aggression not to be denied. Power and passion lie in her songs, yet so does ruin; how easy would it be, to slip all the way into true cruelty and violence once more? Only by strength of will, and pure intent, does she wield such forces for good.

Known Celebrant - *Trouble* - Anstarra has acquired a reputation. How true it is remains open to debate, but one cannot argue that a walk through certain parts of town, especially in Limsa or Ul'dah, is likely to garner her a more than fair amount of knowing glances, and a few shaking heads. She finds no shame in her enjoyment of sex and open, public displays, but there are many who are less open-minded... and others who might be TOO open-minded, engaging her on the subject at thoroughly inconvenient times.

Pleasure in Things Physical - Though seemingly devoted to intellectual pursuits of late, Anstarra derives a profound satisfaction and enjoyment from physical activities, and the sense of touch. Not limited

to the sensual, this predilection extends to fighting, training, and all manner of athletics, and could be considered a mild addiction.

Lieutenant of the First Foreign Levy (Maelstrom) - Stationed in Coerthas for the past two turns (give or take), Anstarra's status as a Storm Lieutenant has not often intersected with her Adventuring hobbies, but this may be about to change. Either way, officership comes with rights and responsibilities both; access to reinforcements and the clout of her Grand Company, but also a duty to uphold their good name. Additionally, her station in Coerthas for the past few years, liaising with local authorities and forces, has earned her some mild notoriety among soldiers and heretics alike.

My Ancestors Were Experiments (But My Body is Amazing) - Physically more powerful and attractive than average; able to manipulate personal aether within themselves and their bodies and are more susceptible to manipulation of their internal aether stores from outside sources (resulting in easy mutation); completely unable to use external magic.

*Bright and brilliant, shooting across the sky in beautiful glory. Anstarra's birthright is that of a tribe selectively bred (and altered, in the dim mists of the past) for strength, speed, healing, and beauty. Densely packed muscles fit more power (and mass) into a smaller package. Their bodies even accept aether more readily; however, this means that an excess of any particular type of aether can dramatically warp the Star, changing his/her behavior and physical appearance, which may take weeks or even moons to realign. One thing they almost universally lack is the ability to directly manipulate aether outside of their own bodies. Internal powers (such as Dragoon skills and Chakra) still function, but they are incapable of casting spells.*

## **Stress**

Physical: 0/1 0/2 0/3 4/4

Mental: 0/1 0/2 0/3 0/4

Wealth: 0/1 0/2 0/3

## **Consequences**

Mild (-2):

Mild (-2):

Moderate (-4):

[Temporary Moderate (-4)]:

Severe (-6):

## Stunts

*Murdersong* ~ +2 to Rapport when using it to Create Advantages for allies, for combative purposes. When affected by *Waking the Dragon*, the bonus increases to +3, but Advantages are levied against specific enemies or enemy groups, and opposed by Will, rather than given to allies.

*The Rhythm of Slaughter* ~ When using Shoot to attack a foe, upon using a song-based Advantage in the attack Anstarra may add another +2 to hit. When affected by *Waking the Dragon*, she would use her Physique skill for this, instead of Archery, as the violent rhythms force her to get up close and personal...

*Waking the Dragon* ~ If Anstarra has suffered a Consequence at the hands of an antagonist in a given scene, she can use her Physique for Attack and Defend Fight actions for the rest of the scene. When in this state, she can no longer use Shoot or Magic.

*Feminine Wiles* ~ When questioning and interacting with people in a flirty, seductive or otherwise sensual manner, Anstarra may use her Rapport skill instead of Investigate.

*Prospective Stunt: Materia Surge* ~ A number of times per scene equal to her Physique, Anstarra may gain +2 to a Physique or Athletics roll

## Style Stunts

*Swift* ~ You may move an extra zone while moving.

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*Prospective Stunt: Trouble-Seeker* ~ Anstarra comes from a culture of danger and murder, and to this day has the nerves and reflexes to show for it. She gains +2 to her Notice score for purposes of Initiative order.

*Prospective Stunt: Love, do you have any bombs..?* ~ For a Cost, Anstarra draws an alchemical bomb arrow, which she fires to affect a whole zone. If Nihka is in the event, she may choose the effect. Otherwise, roll a die:

-1 = Alchemical Napalm: /zone on fire/ effect

0 = Glue Bomb: /sticky goo/ advantage

+1 = Standard Explosive: damage

*Prospective Stunt: The Aria of Little Deaths* ~ When making social attacks to cause Mental Stress, Anstarra may use Rapport instead of Provoke.

*Prospective Stunt: Bardic Knowledge* ~ Listening to the way her music flows around her enemy, may use Rapport for Aspect Discovery instead of Empathy if she has already used Rapport on them.

*Prospective Stunt: My Body is Ready* ~ Due to intense wired reflexes, use Physique score instead of Notice to determine Anstarra's place in the initiative order.

**Personal Note:** Don't be lame, only use this if you're not using another Physique Stunt, like Waking the Dragon

*Inactive Stunt: A Body to Die From* ~ By using her strength in some demonstrative manner, Anstarra may use Physique instead of Provoke in order to intimidate someone.

*Inactive Stunt: A Body to Die For* ~ +2 to Rapport when somehow using her body in an argument, be it through show of force or raw physical beauty.

*Inactive Stunt: Disengage!* ~ When using Archery for combat, Anstarra may defend against melee attacks using her Athletics skill; doing so forces her to change zones, and cannot be done if there's nowhere to back up to..

**IF MEGASTUNTS ARE DISABLED:** *Materia Consumption: Lightning* ~ For a Fate Point and her action for the turn, Anstarra may consume a materia to gain +1 to Archer and Physique for the scene.

-OR-

**IF MEGASTUNTS ARE ENABLED:** *Materia Consumption ~ [Megastunt]* **At the start of the scene, this stunt must be activated for an FP. The Storyteller starts the scene with +1 FP if this Stunt is available.** Thereafter, as her action for the turn, Anstarra may ingest a materia, to gain one of the following boosts for the remainder of the scene:

- Lightning: +1 to Archer and Physique [opposed by Water]
- Air: +2 to Athletics [opposed by Earth]
- Fire: +1 to Archer and Athletics [opposed by Ice]
- Earth: +1 Physical Stress Box [opposed by Air]
- Water: +1 to Athletics and Physique [opposed by Lightning]
- Ice: +2 to Physique [opposed by Fire]

Anytime she takes a new materia, the old benefit is lost.

**Minor Weakness:** If she sustains an attack of the elemental aspect opposing her current attribute, Anstarra must thereafter pay an FP for each time she wishes to benefit from the stunt.

## CURRENT ACTION

FP: 3/3

General Aspect: /Highly Disorganized Collection of Conspiratorial Ranting/

Boost: /Momentarily inclined to be gracious/ on the rep

/Remembers Spirit Rather Than Letter of the Law/ 1 Sukoa on Arb

/Conceding the Point/ boost from Sukoa, about the availability of evidence

/Moved By the Idea of Reconnecting with Lost Loved Ones/ 0 from Leanne on Arbitrator

/Not Attracted But Uncomfortable Enough to Be Agreeable to Make It Stop/ 1 on Arb

GROUP BUFFS:

F'thal Aspect: /Slightly Unhinged Conspiracy Theorist/ 0

MURDERSONG:

Waking the Dragon INACTIVE

Materia:

/Zanzan's Void-Negating Charm/: one invoke in any defense against void magic, can be recharged by Zanzan - NOT READY

Noirzea:

/a little extra gil/ 1



## NOTES

The ship was under investigation due to the unsolved murder of its captain (whose name I can't remember). He was killed several days ago.

During their investigation, the blades found evidence that the ship was being used to smuggle illicit substances, and had it condemned. Ownership was transferred from the dead captain to Gabriel and Sons Shipping.

A couple blades in Vesper Bay /Want a Date with Star/

The crew has, regrettably, been disbanded and many of them are now seeking work in the bay, looking for ships to take them on.

[4:19:26 PM] Nihka: Sadly, the blades don't know who owns Gabriel and Sons. i mean the obvious answer is "Gabriel" but this is Ul'dah, so clearly a monetarist owns it though isn't necessarily open about their ownership

[4:20:53 PM] Nihka: The ship is now set to be completely dismantled, in search of hidden compartments that might have more illegal substances on them.

The company Westwind Construction has been hired to begin the dismantling process in the next few weeks

[14:47:24] Nihka: Many talk of how there was nothing illicit. They're not a smuggling ship!

Others, though... a little drunk and a little horny... they say there was something special on the ship. A secret delivery that they didn't know exactly what it was but it was important...

See Original

[14:48:22] Nihka: The Captain would know... but he's dead...

See Original

[14:48:30] Anstarra Silverain: Interrresting... who -would- know what it was..? Anyone else?

See Translation

[14:49:16] Nihka: He may have kept notes about it in his log. But secret things... well.. you don't want to write those down where they're easily found. Perhaps his first mate might have known more

See Original

[14:49:43] Anstarra Silverain: Mmm.. I should probly talk to this person then.. where can I find them.

[15:14:57] Nihka: Looks like the first mate has already taken a commission on another ship and left Vesper Bay. A few of the crew members they remember have sort of already moved on. A few on ships. A couple they aren't actually sure where

See Original

[15:17:04] Nihka: Well... okay there's only one they don't know where he went. Garven, he's up and vanished.

Lucky Lolorufo's Lucrative Lucre!

## More notes

## Old Notes

### Archer:

|  |                                                                                                                                                                                                                                        |
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|  | Archers make ranged attacks at targets from up to two zones away. Archers are also very good at supporting allies using their skills: for a cost, Archers receive a free +2 to their roll when using their skill to create advantages. |
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*Helping Skills:* A high Notice can be a useful helper for Archers given the necessity of aiming at distant targets. A Bard can use Rapport as a helper for Bardic songs.

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|  | Bards gain access to bardic magic and songs that help their allies on the battlefield. For a cost, Bards can roll their Archer class skill against a difficulty 4 to give everyone in their same zone and one-adjacent one of the following benefits. Only one of these songs may be active at a time; if a Bard changes songs, party members do not keep the bonus gained from the previous song: <ul style="list-style-type: none"><li>○ Mage's Ballad: One free invoke that can be used to pay costs for Disciple of Magic class and Job abilities.</li></ul> |
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|  | <ul style="list-style-type: none"><li>○ Army's Paeon: One free invoke that can be used to pay costs for Disciple of War class and Job abilities.</li><li>○ Foe Requiem: One free +2 boost when attacking an opponent.</li></ul> |
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## Old Aspects

**World-Wise Dilettante - *High-Concept*** - While it wouldn't be fair to say she's seen it all, Anstarra has certainly drunk deep from the cup of life. There are few things she hasn't tried, even at a young age. As such, she is not easily troubled, but maintains an amused detachment at most times. This can make her seem jaded, but she usually cares enough to keep from being offensive with it.

**Noble Mien** - Pursuant to goals of personal prosperity and affluence as well as influence, Anstarra internalized the demeanor and mindset of a member of the nobility. She can effortlessly circulate within the upper social circles, though sometimes her apparent superiority can rub people the wrong way.

**Savage Roots - *Trouble*** - Anstarra bears deep emotional scars from her childhood; the consequence, she would say, of having a soul while growing up among the damned. These scars take the form of instinctive tendencies and reactions, for try as she might, some part of her deep down is truly a monster. In addition, she must always look over her shoulder, for should anyone from her home come seeking her, trouble will surely follow...

**Easily Aether-Warped** - Anstarra's body often reacts more intensely to ambient aetherial effects, for better or worse. She is more malleable when touched by transformative powers, yet more easily restored as well. She is fully aware of this fact, which can make her wary of strong aetherial surges; on the other hand, it can provide tremendous advantages, if carefully exploited.

**Fangs of the Moon** - Love and passion are often intertwined for Anstarra; she can say with all honesty that she falls a little in love with anyone she lays with. In some rare cases, however, this feeling will consume her, and become a force unto itself. She is capable of anything, for someone she truly loves. This can inspire her to paramount heights of heroism... or drag her through a hell that she is all too willing to inflict on anyone or anything that harms her beloved (or even simply gets between them)...

## Possible Aspects



