



Name: Kuronan 'Aldaris' Estimare

Gender & Species: Male Vastayan (Shapeshifter)

Birth State: Icathia

Profession: Runic Summoner

Affiliations: Institute of War

Enemies: Demacia (self-proclaimed)

Appearance: 7 feet tall with silver eyes, dark skin, and strange silver horns.

Personality: Kuronan seeks a means of mastering the powers of Runic and then other magics. He may have limits, but he knows power does have a price. **(Chaotic Neutral)**

Origin: Institute of War: These

Hallowed Halls: Most of the summoners who dedicate themselves to the Institute of War are much more inclined to diplomatic matters, or to research of various types. Pick one of the following Skills:

Diplomacy/Research/Knowledge (Dimensions) or (Arcana).

Religion: **Ambivalent:** You do not personally agree or disagree with any specific religions or faiths, and instead choose to remain ambivalent towards the world's many philosophies. You gain a +1 to all Diplomacy checks but a -1 to all rolls involving religion. These effects may cancel each other out.

Professions: **Summoner (Pure):** You have always focused on being a summoner. It is your life. You have known nothing else. You gain a +2 bonus to all rolls made using "Runic" magic.

Career bonus: You may choose to cast an additional spell effect Runic Magic does not normally have access to. You must specify which effect on your character sheet. **<Create Non-Harmful Matter>**

Short Background: Kuronan was born a human into the Icathian house of Estimare as an only child. His family had sacrificed much of what they once were over many generations in exchange for power, and his parents would gladly have done the same of their son were it not that he had come to his own. At a certain age, he killed them after they attempted to sacrifice him to the Void and he left Icathia, seeking a place in the world his ancestors had abandoned.

Characteristics: 1 base + 34 points to spend

Might: 1

Intellect: 6

Agility: 1

Cunning: 6

Accuracy: 1
Endurance: 7
Health: 21 (End x 3)
Mana: 17 (12 + Will Mod (5))
Drama: 5 (2 + Rank (3))
DC: 10 (9 + 1 (Thick Plating))
Reflex: 5 (9-4)
Fame: (0 + 5) 5
Generality: (2 - 7) -5

Magic Learnt: 5 + Int Modifier (1)

[Runic] - [Summoning]: (5, Trained Free for Summoners)
(Trained/Mastered/**Grandmastered**)
[**Memorized Schools:** Dimensional, Destruction, Restoration]

Skills: (13 base + 1 Cun/Int Modifier)

Mental: Leyline Manipulation (5) [Grandmastered, Trained Free] | Diplomacy (0)
[Mastered Free] | Intimidation (3) [Mastered] | Deception (3) [Mastered] | Seduction (3)
[Mastered]

Traits: 14 ([26], [-12])

Age: **Adult (o)** [No Modifiers]

Race: **Actually Is Vastayan (Shapeshifter) (o):** Your appearance is unquestionably different from normal people, take -2 to Generality. However, twice per day, you may choose a Beneficial Transformation to use regardless of known magic. Base Movement is 35 ft.

Physical: **Melodic Voice (3)** [You gain a +3 to Diplomacy, Seduction, Lie rolls and Performance checks relating to your voice.]

Stunning Looks (3): You are breathtakingly gorgeous. Gain +4 to Seduction rolls when your target is attracted to you, +2 when they are not. Gain +3 to all other NM CHA rolls except intimidation. Your Generality is reduced by 1 as you stand out in a crowd. Cannot be taken if you have Good Looks.

Drama/Fame: **Renown (4)** ['Way More than Enough' money, +4 Fame and -4 Generality]

Silver Soldier (o) [+3 Drama Points, +1 Fame]

Intellect: **Absentminded (-2):** You aren't very good at keeping track of ongoing changes. You take a -3 penalty on non-magical Cunning rolls related to Perception. Cannot be taken if you have Perceptive.

Sheltered (-2): You take a -3 penalty on Intellect rolls related to criminal activities, black markets and other sorts of shady dealings.

Knowledge: **Easily Caged (-2)**: You know so little about traps, you are terrible at recognizing or reacting to traps. You take a -3 penalty to Perception and Knowledge(Traps) skill checks to locate and identify traps.

Personality: **Salty (-2) <Demacia, Bilgewater>** [-1 on next roll after Faction is mentioned, one faction per scene]

Reckless Fighter (-2) You have a tendency to leave yourself open to counterattack during physical combat. Whenever you make a non-magical attack against an enemy, you take a -3 to your TN for one round.

Mindshield (4) *Requires at least Trained in Soul, Psychic, Void, Runic, or Emotional.* Your mind has been fortified by extreme training alongside magic. [+6 to DC against hostile Fear, Charm, Possession(Mental), Taunt, Alter Emotional State, Mindlink (Hostile).]

Magic: **See Spirits (1)** [Can see/interact with the dead]

Arcane Physics (1) [You may use Intellect instead of Agility for any casting rolls where Agility would be applicable.]

Counterhex (2) *Requires Spellbreaker.* You gain a +4 to counterspell rolls so long as you have readied an action to do so.]

Spell Eater (4): *Requires Counterhex.* Passively, Counterspelling no longer casts mana. If you spend a major action to counterspell, and succeed in the counterspell, you may regain up to half (Round up) of that spell's Mana cost.

Magic Affinity (Runic) (2) [Gain +1 to all rolls with a single magic learnt, and on combined magics that contain that magic type.]

Arcane Mastery (Runic) (2) *Requires Magic Affinity.* You've become so practiced with magic that you can eek out tiny advantages wherever you can get them. Anytime your magic is interacted with, round up or down based on what's more beneficial to you.]

Magic Dissonance (-2) (Shadow) [You take -2 to magic rolls involving that magic type (casting it, resisting its effects, dispelling it, counterspelling it, basically any interaction with it).]

Feats: 14 ([24], [-10])

Physical: **Stamina-Challenged (-2)** [You take twice as long to gain your energy at the beginning of combat, gaining energy every other round instead of every round for the first 3 rounds. You also have 3 less stamina.]

Mental: **Anxiety (0)**: Select something to be anxious about. When you encounter the cause for that Anxiety, you must roll 2d8 vs a TN of 10. If you fail, you take -1 to Presence and Willpower Rolls until you can get away from the cause of your anxiety. (Darkness)

Bound In Darkness (-4): When in dark locations, blinded or affected by Darkness or Shadow magic, you lose your minor action every round, and you take a -3 penalty to all Intellect and Presence rolls. If you have the Mental Stress feat, you roll Stability every round (or every few seconds). This lasts until you are no longer in darkness.

Personality: **Passionate Haze (-1)** <Riven, Hate> [Intellect/Willpower/Endurance TN 7. On Failure, lose -3 to all rolls for a few seconds/one round while Fanboying]

Runic Specialty (-3): *Must be at least Mastered in Runic Magic.* You have studied Runic Magic at the expense of all other magics. You may not have any other magic type at a level equal to or higher than Runic, and you receive -2 to all magic rolls other than Runic magics. Additionally, all non-runic spells cost an extra 50% mana to cast (rounded up).

Runic Mage (3): *Must be at least trained in Runic or Summoning magic.* You have received training in the ancient art of runic manipulation. You have memorized the runes for four runic spells. You can use the memorized spells without sacrificing a minor action.

Runic Specialist (5): *Must be at least Mastered in Runic or Summoning Magic. Requires Runic Mage.* You have honed your talents in runic manipulation. You have memorized all the runes of a particular style of runic casting in addition to your previous four runes. Runic spells no longer cost one energy to cast.

Runic Master (6): *Requires Specialized Runic Mage and Runic Specialty. Does not stack with Runic specialty.* You are a seasoned runic mage, and have an extensive knowledge of runes. You have memorized the runes for two styles of runic casting and five additional spells. The mana costs for Runic Spells are halved (Rounded Up).

Leyline Specialist (4) (Requires Mastered in Leyline use). Unlocks the following abilities:

- **Mana Infusion:** You may roll Leyline Use as if you were refilling mana, but you may select a target other than yourself
- **Leyline Knowledge:** You may Roll Leyline Use vs a TN of 16, If you succeed, you tap into a leyline and gain access to the Knowledge that the Leyline has absorbed from people tapping into it. Granting you a +2 bonus to all Knowledge Checks relating to the history of the area.
- **Leyline Overcharge:** Roll Leyline Use vs TN of 20. If you succeed, your next spellcast automatically crits, major action.

Reflect (2) [Upon Successful Counterspell of Damage effects, choose to redirect Damage effects on a chosen enemy and use their damage calculations. Caster can end on their turn if it is a persistent effect.]

Spellbreaker (2): *Requires Reflect.* [You may sacrifice a Minor action rather than a Full Turn to prepare a Counterspell. You may also counterspell reactively and spend a Drama point to do so when you haven't prepared an action prior.]

Spellthief (2): *Requires Spellbreaker.* [You may redirect **ANY** (Non-Feat and Non-Summoner Spell) spell to **ANY** chosen target. Caster may still end on-going effects.]

Assets: 12 ([14], [-2]) (Players/Cosmic Teacher are free)

Property: **Palace (4)** <The Estimare family has always been a staple of Noxus' Magi, and thanks to some careful legal diplomacy, Kuronan has been granted a part of their estate.>

Clothes: **Summoner's Robes (0):** Basic robes given to all summoners. Provide a +2 bonus to all runic magic spells, and grant 25% (round down) damage reduction against magic. **Free to Summoners.** | **Thick Plating (3):** -2 damage from physical attacks and +1 to TN

Augmentations: **Synthetic/Secondary Heart (7):** You don't die when you are knocked unconscious, and will revive at the end of combat if someone is still alive assuming you are not 'Overkilled'

Living Assets: **Contact Summoners** (Aluena Marie, Erik Yrryven, Clara) | **Enemy Summoners** | **Nemesis (-2)** <Aklathos, Dark God>

Important Rolls:

TNs:

Leyline: 4d8 + 5 (5 Willpower Modifier)

Runic: 4d8 + 5 (Runic Affinity + Summoner + Summoner Robes) + Characteristic

Diplomacy/Seduction/Intimidation/Deception: 3d8 + Characteristic

Other: 1d8 + Characteristic (-4 on non-endurance physical checks)

Full Backstory:

Kuronan assisted Noxus in the Shon-Xan Dispute, but as he was only recently allowed to Summon his abilities were lacking. He had only claimed a singular victory in the entire arc. Embarrassed, he practiced and experimented with other Champions. When Zaun was announced as a Faction in the Pyrikhos Dispute (later renamed 'The Hextech Revolution') Kuronan considered it a privilege to work with the chaotic but inspired scientists of Zaun. He contributed constantly to the conflict (though he acknowledged the contributions of Naggarok, OrderlyAnarchist, and Rahh123) and eventually he would go on to aid the Team of 5 who played side matches during the Final Hextech Revolution Tournament. While many people had believed Demacia to emerge the victor, Kuronan was proud to spread the news to the Zaunites that **they** would be the Victors of this dispute. For his service, he was allowed a single commission from the city, to which he decided to utilize a genetics facility to improve his genetic structure.

Kuronan's involvement in Nyroth was limited, but he passionately supported the Isles and tried to learn more about Soul Magic under them. He later supported the failed Battle of

Stormhaven, and then subsequently helped with one final order of business... His involvement with Lines in the Sand was even less memorable, participating in three, four, or maybe five matches before having to temporarily retire due to an onset of depression. While he did initially intend to join the Thalassocracy of Bilgewater for the Divinity Dispute, the lack of Icathian Summoners troubled him. He couldn't in good faith allow Icathia to lose the dispute in the belief if his people were not represented, they would take their grievances away from the Fields of Justice.

During a defunct adventure, Kuronan attempted to punch through an arcane barrier preventing teleportation. He succeeded, but the barrier nearly severed the connection to his mortal body. Icathia and the Shadow Isles, owing him a debt for him representing him in their conflicts, gave him the body of a Vastayan to steal.

Veritas: 8% Increased Gains (Eradicating Runic Cult, and Shadow of a Mind)

(Veritas in Priority are as follows: **Blue is Priority**, **Blood Red is Desired but not Necessary** **Purple is Shits and Giggles.**)

Traits

Enduring Presence (2): You have been around for so long that everyone just knows your name. Gain a +3 to fame when interacting with others from the Institute of War.

Commanding Voice (2): You have a voice that commands the attention to those who hear it. Your Presence is treated as 7 (or gain a +1 bonus if Presence is 7 or higher) for Leadership/Govern and Intimidation rolls. Cannot be taken if you have Meek Speaker.

Feats

Runic Sovereign (8): *Requires Runic Specialty and Runic Master* - You have completely mastered **all** aspects of Runic Magic. You may cast any Runic Spell (including Summoner Spells) and can Supreme Master Runic at 10 Willpower, but may no longer take any other magic beyond Mastered.

Mental Backlash (2): *Requires Mindshield.* If you successfully resist a "Mental Effect" listed in the Mind Shield Trait, you deal 3 damage to the caster of the magic.

Spell Savant (3): *Requires at least Mastered in a magic capable casting the effect desired.* You are a savant at performing specific magical effects, and thus have unlocked more potent versions of certain spell effects. You may take this feat multiple times.

Transportation: This Spell effect is now always a minor action.