

Name: Aras Eventide

Characteristics: 15 + 12

Might: 4

Agility: 8

Endurance: 7

Intellect: 4

Charisma: 4

Skills 10/10

Brawling(Unarmed): Trained Free

Brawling(Unarmed): Grandmastered (5)

Athletics: Trained (1)

Perception: Trained (1)

Diplomacy: Trained (1)

Lie/Discern Lie: Trained (1)

Knowledge(Traps): Trained (1)

Magic Learned: 3/4

Martial: Mastered (3)

Origins:

Nyrothian: You hail from the long-lost continent of Nyroth. You add a +1 to your TN to being hit vs. Valoranian spells, and to any rolls that resist, dispel or counter magic from a Valoranian mage (this counts islands like SI, Ionia and Bilge).

Your Will, My Hands: Ionian people are well known for studying martial discipline and self control. Summoners influenced by this Faction receive either Knowledge(Religion and Philosophy) or **Brawling(Unarmed)** Skill at Trained for free since you likely trained/studied within one of the many Ionian temples.

Religion

Begone, Vile Magics!: You have vowed to correct the wrongs caused by the misuse of magic. After spending time trying to hunt down those who have fallen to darkness, a +2 to resist magic that attempts to control or stop you (CC and possession, usually) but you also get a -2 to all non-magical social rolls with any creatures you suspect as evil.

Actually is Adult (0)

Actually Is Human (0)

Looks Adult (0)

Toughness (4): You are extremely tough. You gain a +4 to rolls that resist or shake off crippling, fatal or otherwise debilitating effects (whether magical or not). This is usually Crowd Control, Debuffs, physical Possession and “deadly” or “fatal” attacks (This doesn’t apply to Exhaustion rolls or effects that simply deal ordinary damage, regardless of whether they’re magical or not).

Weapon Master (Fists) (3): This allows you to specialize in a weapon, gaining +3 to all rolls with that Weapon (magical or not).

Combat Trained (2): You are well versed in non-magical combat and know how to effectively duel an opponent without the aid of magic. You take a +2 to all non-magical combat rolls when attacking other combatants. This usually only applies to offensive combat rolls. Usually

Gold Goblin (0)

Book Dumb (-2): You find books and theory very hard to understand. You take a -3 to Knowledge and Research rolls, and to any Intellect rolls that involve studying, reading or writing.

Street Smart (2): You know how to get around the shady sides of the world. You gain a +3 on Intellect rolls that relate to black markets, criminal activities and other sorts of shady dealings.

You Make My Head Hurt (-1): Anytime your character is exposed to technobabble, be it arcane or magitech, OR RPG rules systems, he develops a headache. This imposes -1 to all mental rolls for 30 in game minutes after the technobabble event. Note that pretty much *Any* discussion between summoners will lapse into arcane technobabble at some point, they’re weird like that.

Anatomy Expert (2): You are well versed in most human, yordle, animal and monster anatomy. When using blunt weapons, you deal double the amount of abrasions and gain a +2 on non-magical attacks vs. armoured targets. You gain a +2 on non-magical ranged attacks when aiming for vitals. You gain a +2 on melee piercing or slashing weapons when performing a non-magical surprise attack.

Overconfident (-2): You are very sure of yourself. You take a -2 to assessing danger and a -2 on non-magical Charisma rolls against people that you rub the wrong way.

Fast Thinking (4): You find it easy to come up with plans on the fly, and take advantage of bad situations. You get +2 on rolls that require improvisation or thinking on your feet (includes Initiative).

Stubborn (-2): You are very reluctant to accept help. The bonuses you receive from Aid Another actions are reduced by 2.

But Why is It So Fluffy? (-1): You **adore** or fear the fluffy cuteness of yordles and other fluffy animals so much that you take an extra -1 penalty to all non-magical Charisma rolls when dealing with them.

Look at the Critters Go (-1): You are absolutely in love with or **terrified** of insects, spiders and other creepy crawlies. Dealing with these creatures causes you to take a -1 to all non-magical Charisma rolls when dealing with them.

Suspension of Belief (Brawling(Unarmed)) (1): It's not that you can't respect those who live a religious life, it's just that either you yourself don't have enough 'evidence' to truly believe in their cause or just don't care. Pick a Skill, you gain +1 to all rolls with it as a result of practice, but take a -5 to Knowledge (Religion and Philosophy) rolls.

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

Feats: 15/15

Spellblade Technique (3): If you successfully hit a target with a spell, your next non-magical attack gains a bonus equal to the number you rolled on the spell minus 10, then halved. You can only trigger this bonus once per round.

Evasive Maneuvers (2): If you perform 3 movements in a single round, you gain a bonus to your TN to being hit equal to half your Agility or Might (your choice, rounded down, minimum +1). This bonus lasts until the beginning of your next round and only applies against non-magical attacks. You can only trigger this bonus once per round.

Way of the Wanderer (1): This character has spent a long time traveling, whether by choice or circumstance. The character may spend a minor action to perform three movements instead of one.

Always Prepared (2): You've always got a backup plan. Once per scene, If you fail a roll, you can implement said plan, and roll a 1d4. On 4, you can re-roll that failed roll.

Subconscious Control (4): You are very adept at controlling lesser creatures. You may control summoned creatures and your own lesser creatures as a free action instead of a minor action. You may also control any possessed lesser creatures as a major action instead of sacrificing all your actions in a round. If you are under CC, you may not direct summoned creatures if the CC silences you.

Unique Casting (Weapon) (3): You may use your weapon to deliver spells. Whenever you cast a spell that targets an enemy, you may roll the Brawling skill you used to qualify for this Feat as if you were making a non-magical attack, vs. the target's Agi-based TN for being hit. If you fail, you lose the spell. If you succeed, you use your weapon(s) to deliver the spell (this requires you to either be in melee range of the target, for Armed/Unarmed/Armour, or have a clear shot at them, for Ranged/Armour). Delivering the spell this way inflicts a wound on the target (counts as magical damage) regardless of the spell's effect, and grants you a bonus on the spell's roll depending on your training in the Brawling skill you used (+1 for Trained, +2 for Mastered, +3 for Grandmastered). If the magic type you used was Martial, the bonus increases by +1. If you crit in either of the rolls, you may transfer the critical to either the spell or the Brawling roll, as you prefer.

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 Charisma 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.

Mental Stress (Insects) (-4): You must track your Control, measured from 0 to 100. Whenever you take an action (or are exposed to an effect) that stresses your sanity, you must make a Stability roll, which is 2d6 vs. a TN of 9. For every point you exceed the TN, you regain 2 points of Control. For every point you fail the TN by, you lose 2 points of Control. For as long as your Control is below 50, you take a -1 to all Intellect and Charisma checks. If you must roll Stability while under 50 Control, you must also roll a Sanity check, which is 2d6 vs. TN (10 - [your current Control/10, round down]). If you succeed, you recover 10 Control. If you fail it, your sanity breaks. This mental fugue should be unique to your character and provide disadvantages without being horrendously disruptive to the game. In general, you do not retain control of your character while in a fugue. Lasts for a number of rounds equal to (10 - [your Control/10, round down]) (may be reduced by external effects). When you return to sanity, you are restored to 60 Control and take a -1 to all Skill and Magic rolls until you sleep or engage in a long rest. You recover Control at the rate of 5 per hour if you are allowed to rest and/or engage in comforting activities. You cannot critically succeed or fail your Stability or Sanity rolls.

Sadomasochism (2): After entering a mental fugue as a result of failing a Sanity check, you gain a +2 to Intellect and Endurance, and a -2 to Charisma. You love inflicting pain. If you are unable to inflict pain on someone else you must inflict it on yourself.

Phobia (Spiders) (-1): You are deathly terrified of a specific thing. Encountering the source of your phobia always triggers a Stability roll, but you take a -2 penalty on it. Sanity rolls also take a -2 penalty. Prolonged exposure to your phobias ongoingly triggers Stability/Sanity rolls.

Devotee (Elise) (-1): The mere mention of a person you like/love/hate/**fear** causes you to roll composure (untrained Intellect, Charisma or Endurance) vs. a TN of 11. If you fail, you take a -3 on all rolls for a round or a few seconds due to your love/fear haze.

Runic Protections (4): You have had runes etched into your skin that protect you from magic. You passively gain a +1 to ending spells. You may also spend a major action to activate your runes, increasing that bonus to a +4. These runes may range from body-wide tattoos to a single rune, but either way, the rune glows through your clothes and equipment, giving you a -5 to Sneak rolls normally and a -10 when you activate the runes. You can dim the runes for a turn by spending a minor action.

Mage Hunter (4): You are a professional mage hunter, skilled in resisting spells and other dangerous magic. You may spend a minor action to grant yourself a shroud against magic. For a turn, you reduce all magical damage you receive by one wound.

Assets 7/7

Humble Abode (0): You own a small location to call your home. It may be a small cottage, a room in the loW or your favourite inn, a tiny tower somewhere remote, etc. You can sleep there, keep a decent amount of valuables, make and consume a simple meal, and generally conduct the activities needed to continue existing. Your loW room's grandeur scales with Fame (the more famous, the more sumptuous the room).

Magic Armor (1): You possess anything from a small piece of armour (such as bracers) to a full set of plate or leather armour. This increases your TN to being hit by a number equal to the Asset points spent on it:

Gloves of Rage (2): You possess a set of enchanted gloves that induce you into a rage, causing you to become deadlier with your attacks. When this enchantment is activated (as a minor action), you gain +2 to unarmed melee non-magical attacks and successful unarmed melee non-magical attacks deal an additional wound, but in your fury, you let down your guard, reducing your TN to be hit by 3. This enchantment lasts until dispelled (TN 11) or dismissed. You can only dismiss these effects on your turn.

Lackey (Squirrel) (4): You have a combat-capable underling that accompanies you in your adventures. You may have up to three Lackeys, the first costing 4 points, the second costing 5 points and the third one costing 6 points. You have a pool of 22 points for their Characteristics (with 6 as the maximum), a pool of 7 Skill points, 7 Trait points, 7 Feat points and 7 Asset points. You may only pick up to 2 negative Traits, 2 negative Feats and 2 negative Assets. Lackeys have no Magic Learnt, no Drama points, -1 Fame, no Origins and no Religion, or Lackey assets. Lackeys may not take Traits/Feats/Assets in the Magic or Drama categories, and they may not take Magic Prowess. Lackeys can only do a single major action or two minor actions per turn. Lackeys do not have their own Initiative, they act on your turn, and you must spend a minor action directing all of them, or they default to standing still and attacking random enemies in melee range. Lackeys are considered lesser creatures.

Name: Tinker

Characteristics 22 +1

Might: 1

Agility: 6

Endurance: 3

Intellect: 7

Charisma: 6

Skills 7/7

Knowledge(Traps): Mastered (3)

Craft: Trained (1)

Brawling(Unarmed): Trained (Free)

Diplomacy: Mastered (3)

Traits 7/7

Actually is an Animal (2): You are a wild beast, tamed by your partner. You gain one feature granted by Beneficial Transformation (Can Fly, can breathe in water, etc.) that fit what type of animal you are. You gain Brawling(Unarmed) at Trained for free.

Heroic Characteristic (Int) (2): Increase one characteristic from your maximum (usually 8) to +1 above your maximum (usually 9).

Trapmaker (2): You are well versed in arming and disarming traps. You gain a +2 on any interaction with traps (whether creating, modifying or disarming them). You may carry on your person a number of traps equal to your Intellect.

Trapmaster (4): You may deploy a trap as a minor action instead of a major action.

Honest (2): You gain a +2 on Diplomacy rolls but you take a -2 on Lie and Discern Lie rolls.

Overconfident (-2): You are very sure of yourself. You take a -2 to assessing danger and a -2 on non-magical Charisma rolls against people that you rub the wrong way.

Stage Fright (-3): AIIIIII! Crowds are scary to this character ;~; -3 to non-magical Intellect and Charisma rolls if this character is being focused on by 5 or more characters. This includes allies, enemies and bystanders.

Feats 7/7

Ancestral Knowledge (Knowledge(Traps)) (1): Pick a mental skill. By spending a few seconds (or one round's worth of actions) communing with the spirits of your ancestors, you can give yourself a +5 bonus on your next roll with that skill.

Way of the Wanderer (1): This character has spent a long time traveling, whether by choice or circumstance. The character may spend a minor action to perform three movements instead of one.

Bumbling Sidekick (1): You are someone else's lovable sidekick. As a minor action, you may perform a hilarious bit of physical comedy on someone within melee range, increasing their TN for being hit by 2 for one round, but also imposing a -2 penalty on all actions (but not on rolls to resist or break free) for a round.

Shenanigans (2): You are quite adept at springing zany adventures on people. As a major action, you may create a hilarious and unexpected situation, distracting everyone (allies and enemies alike, as well as yourself). You impose a -2 penalty on all actions (but not on rolls to resist or break free) for a round.

Fool's Luck (4): Once per day (or once until a long rest/sleep), you may narrowly avoid disaster. Whenever you would take more than half your Endurance in wounds, or would take an amount of wounds that would make you unconscious or kill you, you may instead bumble out of danger and out of the scene/combat for 2d4 rounds.

Simple Snare (1): You know how to create a trap that impedes a single opponent's movement (treat as non-magical CC that only blocks movement, TN to break free is 4 + your Intellect). Creating this trap requires a successful Craft check vs. TN 11 and a successful Knowledge(Traps) check vs. TN 14 to deploy. The trap can impede a creature for a number of rounds equal to half your Intellect (round down). Crafting this trap takes at least 1 hour and needs a major action to deploy.

Poison Trap (1): You know how to create a simple poisoned trap, that is treated as per the Ongoing Damage spell, but it deals untyped non-magical damage, and the TN to end the effect equals 4 + your Intellect. Creating this trap requires a successful Craft check vs. TN 11 and a

successful Knowledge(Traps) check vs. TN 14 to deploy. The trap can affect a creature for a number of rounds equal to half your Intellect (round down). Crafting this trap takes at least 1 hour and needs a major action to deploy. The damage dealt is considered dealt by the trap, not by the character that deployed it.

Combat Trapsmith (4): In addition to being good at quickly deploying your traps, you are able to herd your opponents onto the traps you have placed. Normally, enemies that move in the general direction of your trap only have a 50% chance of triggering them. If you spend a major action creating distracting noises or employing subtle magical means, you can ensure that they automatically trigger any one trap (your choosing) if they move in your general direction. If your opponent would not move, you may still goad them into doing so by using the Diplomacy skill (treat it as Performing Deadly Action).

Vulnerable Mind (-6): Your mind is a terribly fragile thing. If you are under a Mindlink, anybody mindlinked to you may cast mental Possession or Charm on you as though they had Mastered Psychic magic (regardless of what their actual magics are, and regardless of what magics are most suited for mental Possession or Charm). If they have Mastered or higher in Psychic or Emotional, they count as one step higher (up to Supreme Master). If anybody attempts to Charm or mentally Possess you while under a Mindlink with you, they receive a +4 to their roll.

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 Charisma 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.

Assets: 7/7

Satchel of Holding (1): You have a satchel that allows you to carry more items than normal. This adds no extra weight to the satchel. Retrieving an item from the satchel is a minor action as normal.

Sash of Distraction (2): You possess a remarkably shiny and distracting accessory clothing. When this enchantment is activated (as a minor action), an enemy of your choice must succeed on an untrained Intellect roll vs. TN 7 or have their TN for being hit reduced by 2 for one round.

Unceasing Distraction (1): *Requires Sash of Distraction.* Even on a successful save, their TN is still reduced by 1.

Magic Armor (3): You possess anything from a small piece of armour (such as bracers) to a full set of plate or leather armour. This increases your TN to being hit by a number equal to the Asset points spent on it