

Umbrians



Asravel Bankester

In Al'Aram, where they are most numerous, this is the story that they tell of the Umbrian people: long ago, when the desert was a sea of grass, there was a city called Umber. Sadly, the people of this city were villainous, and their rulers were the most corrupt of a corrupt people, in sharp contrast to the probity and virtue of our own dear Emir, may he live forever. (That last part has only been added in the last few decades, and how sincerely it is meant varies from teller to teller.) In time, the heavens saw fit to punish Umber by striking down the city and marking those who survived this destruction with horns, hooves, and reddish skin, that all might know them and shun them. That they are not as shunned as they should be is doubtless the reason for the many sorrows that afflict this blessed land.

Among themselves, the Umbrians tell a story that is similar yet fundamentally different. They did indeed dwell in a city called Umber, from which they have taken their name, but they have had horns, hooves, and reddish skin for as long as time has turned. They were only one of many peoples who lived in Umber, and not among its rulers. Yet when destruction came upon the city -- whether it was a natural disaster or some invoked devastation, only the heavens know -- many of their people survived, where few of the other peoples did. And ever since, the Umbrians have stolidly born up under the burden of being despised for a matter that was no crime of theirs.

That latter story is probably closer to the truth in most respects, but the last bit ignores that the Helasian people who now rule Al'Aram might have other reasons to dislike the Umbrians than the tale of an ancient crime. Because of their ability to withstand the worst heat of the desert, the Umbrians have often worked as traveling merchants across the whole of the Emirates. While they are, on average, no more dishonest than the Helasians, it is easier to believe that one has been hoodwinked than to admit that one made poor choices. And there are plenty of

Umbrians who have decided that, since they will never be trusted to deal honestly, they might as well stop trying.

One noteworthy Umbrian has reacted to this situation in a different way. As a child, Asravel Bankester found herself locked outside of the city gates on a bitterly cold night, with the guards ignoring her pleas for help on the basis that, as an Umbrian, she was probably trying to trick them. Somehow, she survived that painful night and greeted the rising of the sun with the awakening of a blessing that could only have come from **the Sun Prince** himself. Ever since then, she has worked to try and persuade her people that they must, despite the contempt and spite of their neighbors, live truthful and honest lives and be blessed as she was.

Asravel has not had much success in this goal, but she has had enough that she recently attracted the attention of the servants of **Asmodeus**, who are violently opposed to any attempts to instill virtue in *any* of the communities of Al'Aram. Asravel has no understanding of who these people are or why they are so hostile, but was grateful when she received help from a warrior named **Phosta**, whom she took for an elder servant of the Sun Prince. However, she knows that she must not come to rely on such aid in the future, and that the struggle for the souls of her people rests on her own shoulders. Hers might be just a little light, but she is still going to let it shine.

Umbrian Merchant -- PL 5/MR 5

Abilities:

STR 3 | STA 3 | AGL 2 | DEX 2 | FGT 2 | INT 1 | AWE 2 | PRE 3

Powers:

Heat Resistant: Immunity 1 (heat); Immunity 5 (fire damage), Limited to half effect - 3 points

Advantages:

Benefit (well-off), Connected, Defensive Roll, Equipment, Skill Mastery (Persuasion).

Equipment:

Knife (Strength-based Damage 1, Improved Critical)

Skills:

Close Combat: Knife 3 (+5), Deception 6 (+9), Expertise: Trade 6 (+7), Insight 6 (+8), Perception 5 (+7), Persuasion 6 (+9).

Offense:

Initiative +2

Unarmed +2 (Close Damage 3)

Knife +5 (Close Damage 4, Crit 19-20)

Defense:

Dodge 4, Parry 5, Fortitude 4, Toughness 5/3, Will 6.

Totals:

Abilities 36 + Powers 3 + Advantages 5 + Skills 16 + Defenses 10 = 70 points

Offensive PL: 5

Defensive PL: 5

Resistance PL: 5

Skill PL: 4

Complications:

Profit--Motivation. Reputation (untrustworthy.) **Others As Needed.**

*Note: Umbrians can have STR and STA abilities up to 6; their other abilities are within human limits. While all Umbrians have hooves, they are not all trained in using them in combat. They are also interfertile with the other humanoid species of **the World More Sorcerous**, but the offspring of such unions always present in the same manner as their mother. Rarely, non-Umbrian offspring of such unions might possess Immunity 1 (heat).*

Asravel Bankester -- PL 7

Abilities:

STR 4 | STA 3 | AGL 3 | DEX 3 | FGT 4 | INT 1 | AWE 3 | PRE 4

Powers:

Blessed Aegis: Enhanced Advantages 2 (Defensive Roll, Evasion); Enhanced Defenses 6 (Dodge 3, Parry 3) - 9 points

Heat Resistant: Immunity 1 (heat); Immunity 5 (fire damage), Limited to half effect - 3 points

Hooves: Strength-based Damage 2, Inaccurate - 1 point

Light Magic: Array (15 points)

- **Blast of Light:** Ranged Damage 7 - 1 point
- **Blinding Burst:** Perception Area Cumulative Affliction 7 (Resisted by Dodge, Overcome by Fortitude; Visually Impaired, Visually Disabled, Visually Unaware), Limited to Vision - 1 point
- **Burst of Light:** Ranged Burst Area Damage 5 - 15 points
- **Light of Healing:** Ranged Energizing Healing 5, Others Only - 1 point

Shine A Light: Environment 1 (Bright Light) - 2 points

Advantages:

Defensive Roll, Equipment, Evasion, Fascinate (Persuasion), Improved Defense, Improved Initiative, Power Attack, Ritualist.

Equipment:

Sword (Strength-based Damage 3, Improved Critical)

Skills:

Athletics 4 (+8), Close Combat: Unarmed 4 (+8), Expertise: Magic 4 (+8), Expertise: Theology 6 (+7), Insight 4 (+7), Persuasion 5 (+9), Ranged Combat: Light Magic 3 (+6).

Offense:

Initiative +7

Unarmed +8 (Close Damage 4)

Hooves +6 (Close Damage 6)

Sword +4 (Close Damage 7, Crit 19-20)

Blast of Light +6 (Ranged Damage 7)

Blinding Burst -- (Perception Area Affliction 7, Resisted by Dodge)

Burst of Light -- (Ranged Burst Area Damage 5)

Defense:

Dodge 7/4, Parry 9/6, Fortitude 5, Toughness 5/3, Will 9

Totals:

Abilities 50 + Powers 32 + Advantages 6 + Skills 15 + Defenses 11 = 114 points

Offensive PL: 7

Defensive PL: 7

Resistance PL: 7

Skill PL: 4

Complications:

Faith--Motivation. Reputation (untrustworthy.) ***Unsubtle.***

Secret History of the Umbrians: *The Umbrian people are descended from the Vizugta people who exist in the present day of the World in the Aftermath, who will be subjected to much genetic modification at their own hands and that of others before they time travel back to the distant past of the World More Sorcerous.*