

Virara

Skills:

Great (+4): Pugilist (Fight)

Good (+3): Athletics, Physique

Fair (+2): Notice, Stealth, Fisher

Average (+1): Provoke, Will, Shoot, Sail

Aspects:

Shura, A Demon Who Lives for Battle - *High-Concept*

The Shura exists within a realm of endless conflict. Virara understands life through the lens of the martial arts, and instinctively is drawn to combat. At times it seems like she was only born to master the fist. Perhaps through not only nature and nurture, but fate as well.

Rasetsu, Enemy of Master, her peers, many Domans... - *Trouble*

The Rasetsu consumes its creator even as it is born. She desires to kill Master, and she is the enemy of that woman and all her peers, as well as many Doman refugees Virara ran afoul of upon her home island. Strength attracts strength, and killers know the stench of their ilk.

Rolling Waves at Dusk

With her first memories of white-hot sand, endless blue and a discarded wooden barrel, Virara has an interesting relationship with the sea. She can fish, but doesn't use a rod. She can sense changes in the weather acutely, but fears intense typhoons. She is at home on any ship, but generally as a stowaway... In the few moments Virara obtains some measure of peace, she often looks to the waves and watches the horizon, imagining the place where she made her first memories.

Aetheric Instability

Virara not only cannot manipulate her own Aether in any way, but her body itself resists foreign Aether in a manner not dissimilar to an overzealous immune system. In cases of healing magic, its efficacy is lowered slightly, and it wracks her with paralytic fits and feverish seizures.

Iconoclastic Monk

Virara is not of a monastic order, but her training closely resembles that of one, such as the Ala Mhigan Fist of Rhalgr. In a sense, she shares in the knowledge, diligence, determination and skill of a Monk, and yet possesses few of their values.

Suspicious Soul (Dead Gods Aspect)

Virara has the uncomfortable feeling that she was duped, making her more suspicious of others.

Stress:

Physical Stress 0/1 0/2 0/3 0/4

Mental Stress 0/1 0/2 0/3

Fate Points:

2

Consequences:

Mild (-2):

Moderate (-4):

Severe (-6):

Boosts:

Stunts:

Scarlet Lotus - *Virara's heterodox martial arts are as potent as any venom. If the physical trauma does not slay the victim outright, it is not uncommon for them to expire from circulatory shock.*

If Virara succeeds in an attack roll by +3 or more, she may inflict an immediate 2 Stress hit instead of reducing damage to gain a Boost.

Throw / Gil Toss - *In order to deal with enemies that keep their distance, Virara was trained to hurl small objects with lethal force, even firing Gil coins like bullets.*

Virara may use Pugilist (Fight) to lead a small contingent of crew members in a barrage of small arms fire, whenever her ship can maintain an appropriate positional aspect. After the first use she gains the temporary aspect /Penniless Pauper/ until the end of the scene, but may continue to lead the attack utilizing nails, loose grapeshot, small stones or whatever else comes to hand at the moment.

Direct Approach - *Welcome or not, once Virara decides she's getting on a ship, it will soon have a new passenger.*

During any successful Ramming maneuver, Virara can expend a Fate point to lead a group in a boarding action.

Violet Waves - *In her natural environment, Virara is greatly at ease, and her mind is allowed to focus solely on the sights, sounds and scents of the ocean.*

+2 to Notice when underway at sea outside of combat.

Advantages:

Disadvantages:

Advances:

Minor Milestone (Iron B.)