

LoreFolke

Akitsu (Bright) Mystic

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Name

Race

Class

Level

Intellect
+1

Presence
+0

Agility
+3

Physique
-1

Intuition
+2

Soulforce
+5

Hero Bonus
d4

Mind
○○○●●

Defense
temp 14

Body
○○●●●

Fortitude
temp +0

Spirit
○○○○●

Walk
6

Skills

Intellect

- Decipher
- Enquire
- Lore +2
- Tinker

Presence

- Persuade
- Deceive
- Intimidate

Agility

- Ranged Weapons (R) +4
- Kegerdemain
- Tumbling
- Sneak & Hide

Physique

- One-handed Weapons (1h) +4
- Two-handed Weapons (2h)
- Great Weapons (Gr)
- Feat of Strength

Intuition

- Gain Insight
- Search/Examine +3
- Tend Wounds
- Wildcraft

Soulforce

- Spellcasting (Sp) +6
- Othersense
- Esoterica

Attacks

Shortbow

Skill R Bonus +4 Damage 1d6 Range medium Def. - Properties Aim

Knife

Skill 1h Bonus +3 Damage 1d4 Range close/short Def. - Properties Quick, Paired

Skill Bonus Damage Range Def. Properties

Gear

Leafleather

Armour

+1

Fort.

Notes & Special Abilities

Spellcasting:

Spell Charges: 12 [] [] [] [] [] [] [] [] [] [] [] []

Shortbow:

- Aim: You can use your Gesture to gain a +2 bonus to your attack roll in the current round or give up your Action to gain a +5 bonus in the next round (as long as your target remains in sight and you don't get hit before then).

Knife:

- Quick: You use Agility as the basis for your knife's attack roll and you can make preemptive attacks with it.
- Paired: If you have two such weapons, you can make a single attack with both to deal 1d6 damage.

Akitsu

Akitsu bear the closest resemblance to the winged faeries described in the folktales of the "giants" living in the world beyond Faya. They have large insectile eyes and antennae like a moth's, two pairs of iridescent wings sprouting from between their shoulder blades; and a touch of magic coursing through their souls.

Special Qualities

As Akitsu, you possess the following special qualities:

Winged Flight

You have wings with which to fly. In combat, your Fly speed is equal to your Walk speed, but you can give up your Action to fly double your Walk speed.

While advantageous, flying does pose inherent risks. See "Flying" in **Adventuring, and Other Hazards** for more.

The Gift of Faery Flight

As a Bright Akitsu, you can grant another being the magical ability to fly. This gift lasts until the recipient's feet touch solid ground once more. In combat, granting flight is an Action. Only one recipient can enjoy your gift at a time.

Mystic

You're a mystical being gifted with innate magical ability, able to weave spells from the animating spirits surrounding and suffusing all things. With magic, you break the laws of nature to alter the world around you in ways both wondrous and terrifying.

Arcane Mastery

Of all the classes, Mystics command the most potent magic, given their dedicated, singular focus on cultivating it. As a Mystic, the following rules apply to your hero with regard to magic use:

- **Starting Spells.** You can choose 5 spells from the Rül, Arch, Morfa and Harrow lists to start with.
- **Spell Charges.** The number of charges you have with which to cast spells is equal to your Soulforce + your Spirit Health + 3. With each new level, you gain 2 additional charges.
- **Overcharging.** You can overcharge your spells. (See Magic.) Furthermore, you can burn a number of charges

equal to your Level + 1 without overcharging.

Choose two skills from the Intellect or Soulforce skill lists. Out combat, you can add your Hero's Bonus die to those skill rolls.

Spells

Creature Control (Rül)

You magically compel lesser creatures to do your bidding, which includes attacking adversaries, for an hour or the duration of one combat.

This spell does not work on creatures already under magical compulsion or that are hostile to the spellcaster when encountered.

Each time an ensorcelled creature takes damage, it can make another Soulforce roll to resist the spell and thereby regain its own will.

- **Minor Creature (2):** For every 2 charges burned, 1 creature that can inflict no more than 1d4 damage serves you.
- **Medium Creature (4):** For every 4 charges burned, 1 creature that can inflict no more than 1d8 damage serves you.
- **Major Creature (6):** For every 6 charges burned, 1 creature that can inflict no more than 1d12 damage serves you.

Backlash: The ensorcelled creatures attack the spellcaster and his or her companions instead.

Curse (Harrow)

The subject is cursed with misfortune.

- **Minor Curse (2):** Choose one of the following curses. For every 2 charges burned, the chosen curse lasts for one hour or until combat ends. **Backlash:** The spellcaster suffers the curse instead.
 - **Blind:** The subject is struck blind. Any rolls relying on vision (including attack rolls) suffer a -10 penalty.
 - **Deaf:** The subject is deafened. Any rolls relying on hearing suffer a -10 penalty.
 - **Mute:** The subject's voice is stolen. Any rolls relying on speech (including Spellcasting) suffer a -10 penalty.

• **Major Curse (6):** Choose one of the following. For every 6 charges burned, the chosen curse lasts for one day. A curse can be extended by recasting it on the cursed subject before it ends, but the subject can make another Soulforce roll to resist it. **Backlash:** The spellcaster suffers the curse instead.

– **Magical Binding:** The subject is bound to one spot by a magical, unbreakable tether.

– **Magical Sleep:** The subject falls into a deep sleep from which he or she cannot be woken. While asleep, the subject does not require food or water.

Light (Morfa)

This spell creates light, from simple illumination to a blaze of purification.

• **Illumination (1):** For every 1 charge burned, an otherworldly glow hovers near the spellcaster, creating daylight within a short radius, for 1 hour.

• **Blinding Light (2):** For every 2 charges burned, all sighted creatures within a short radius of the spellcaster are blinded for one round, except for those who avert their gaze in time by succeeding on an Agility roll vs. Difficulty 10 + Spellcaster's Level + charges burned. **Backlash:** The spellcaster is blinded instead.

• **Purifying Light (3):** For every 3 charges burned, all Nether-aligned creatures within a short radius of the spellcaster suffer 1d4 damage. **Backlash:** The spellcaster suffers the damage instead.

Othersight (Morfa)

This spell grants the ability to see beyond the limits of normal vision.

• **See in the Dark (1):** For every 1 charge burned, one subject can see in total darkness for 1 hour. **Backlash:** The spellcaster is engulfed by impenetrable darkness, imposing a -10 penalty on all rolls relying on sight for 1 hour.

• **See Through Illusions (2):** The subject can see things as they truly are, including people and places that are magically camouflaged or made invisible (as per the Veil spell), as well as instantly identify illusions. For every 2 charges burned, this form of othersight lasts for 1 hour. **Backlash:** To the spellcaster, all beings, things and places appear distorted or transformed, imposing a -2 penalty on Intuition for the duration.

• **Perceive Life (3):** The subject can see the auras of all living things within short range, regardless of whether they are concealed by cover or obscured by magic, and identify the race or type of living beings. With a Search/Examine roll vs. Difficulty 15, the subject can also identify a known individual by his or her aura. For every 3 charges burned, this form of othersight lasts for 1 hour. **Backlash:** The spellcaster is rendered blind due to sensory overload, imposing a -10 penalty on all rolls relying on sight, for 1 hour.

Shield (Arch)

A field of mystic energy surrounds you or another being within short range, granting the subject added protection from harm.

Potency (1): For each charge burned, the subject gains an additional +1 to Defence until combat ends.

Backlash: For each charge burned, the spellcaster suffers a -1 penalty to Defence instead.