

LoreFolke

Neptin

Shade

1

Name

Race

Class

Level

Intellect
+4

Presence
-1

Agility
+5

Physique
+0

Intuition
+3

Soulforce
+3

Hero Bonus
d4

Mind
○○●●●●

Defense
temp 15

Body
○○○○●

Fortitude
temp +0

Spirit
○○○○●●

Walk
6

Skills

Intellect

- Decipher
- Enquire
- Lore
- Tinker

Presence

- Persuade
- Deceive
- Intimidate

Agility

- Ranged Weapons (R) +6
- Kegelemain
- Tumbling +6
- Sneak & Hide +6

Physique

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

Intuition

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

Soulforce

- Spellcasting (Sp) +4
- Othersense
- Esoterica

Attacks

Shortsword Skill 1h Bonus +6 Damage 1d6 Range close Def. +1 Properties Quick, Thrust, Paired

Knife Skill 1h Bonus +6 Damage 1d4 Range close/short Def. - Properties Quick, Paired, Thrown

Blowgun Skill R Bonus +6 Damage 1d4+2 Range medium Def. - Properties -

Gear

Armour	Fort.

Notes & Special Abilities

Spellcasting:

Spell charges: 6 [] [] [] [] [] []

Shortsword/Knife:

- **Quick:** You start combat with this weapon already in hand (granting you its Defelction bonus immediately); you use Agility as the basis for your skill with it, and you can make preemptive attacks with it.
- **Thrust:** On a Deadly Strike, the target is also staggered for the rest of combat.

Neptin

Neptin are amphibious, newt-like humanoid beings residing next to the rivers and creeks of Illyum in the south of Faya. They are characterized by thin frames; skin of vibrant hue, most commonly green, red or orange; and webbed fingers and toes.

Special Qualities

Your kind have the following special qualities:

Amphibious

You can breath underwater as easily as if you were on land; you gain a +5 bonus to Sneak & Hide while underwater; your swimming speed is equal to your Walk speed, but you can give up your Action in combat to swim double your Walk speed.

Poisonous

You can secrete a toxin through your skin. Any creature that bites you (i.e. that scores a hit with a bite attack) becomes intoxicated (see Afflictions) for one round, and any creature large enough to swallow you is intoxicated until it spits you out (or you perish inside it).

Shade

A combination of Mystic and Lurker, a Shade makes use of spellcasting to aid in stealthy activities. A Shade's magic is limited to Chaos spells – Morfa, Harrow, and Nevern. Many Shades are tricksters, employing deceptive magic to wreak havoc on their enemies.

Shadow Magic

As a Shade, the following rules apply to your hero's command of magic:

- **Starting Spells.** You can choose 3 spells from the 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 + 3. With each new level, you gain one additional charge.
- **Overcharging.** You can overcharge your spells. (See Magic.)

In combat:

- you can perform a Sneak & Hide roll as a Gesture (instead of as an Action) leaving your Action available for other things; and

- you add half your Agility modifier (rounded down, minimum 1) to your ranged weapon damage rolls as well as to any damage roll for which Agility is the skill basis (such as quick weapons).

Out combat:

- you can add your Hero's Bonus die to your Sneak & Hide roll and one Soulforce or Presence skill of your choice.

Spells

Mania (Harrow)

The subject of this spell is driven mad, unable to discern friend from foe or reality from delusion. The spellcaster can plant the seed for a specific delusion or false belief when casting the spell.

The subject makes a Mental Fortitude roll vs. 10 + the spellcaster's level + the charges burned to resist succumbing to the mania.

Each time the subject suffers harm while under the influence of the spell, he or she can make another such Mental Fortitude roll to "snap out of it."

Potency (2): For every 2 charges burned: the effect lasts for one hour, the subject's Intuition decreases by -1, and the subject suffers 1d4 mental damage when the spell ends. **Backlash:** The spellcaster suffers the Intuition penalty and mental damage instead.

Illusion (Morfa)

You conjure a convincing but harmless illusion.

- **Distracting Illusion (1):** As a Gesture, you create an instantaneous distraction, such as a puff of smoke, a flash of light, a loud crack, some combination of all three, or something else entirely, anywhere within a short distance of you. For every 1 charge burned, you gain a +1 bonus to one Skill roll that would benefit from the sudden distraction (such as using Sneak & Hide to try to get away). **Backlash:** The spellcaster is blinded by the distracting illusion for 1 minute (out of combat) or 1 round (in combat) per charge burned.
- **Illusory Disguise (2):** You glamour one being or object within arm's reach to look like someone or something else. Being only an illusion, touching the subject reveals the illusory nature of the disguise, though not who or what is concealed by it. For every 2 charges burned, the

illusion lasts for 1 hour. **Backlash:** The spellcaster is glamoured to appear as something hideous or terrifying for the duration of the spell.

- **Persistent Illusion (3):** You create a convincing overized (or smaller) illusion, including sound and motion, within short range that persists for 1 hour (even in your absence) for every 3 charges burned. As above, touching the illusion reveals its illusory nature. Burning 6 charges creates a giant-sized illusion, 9 charges creates a massive illusion, and 12 charges creates a colossal illusion. **Backlash:** The illusion, which takes on a nightmarish aspect, is visible only in the mind of the spellcaster, who becomes terrified of it for 1 hour per 3 harges burned.

Veil (Morfa)

This spell magically hides people and places from view.

- **Magical Camouflage (1):** One subject's entire person and possessions take on the colours and textures of his or her surroundings; the illusion shifts accordingly with the subject's movement, granting a +5 bonus to Sneak & Hide and Defence. For every 1 charge burned, this camouflage lasts for a quarter hour.
- **Invisibility (2):** One subject is rendered completely invisible to normal vision, granting the subject +10 to Sneak & Hide and Defence. For every 2 charges burned, the invisibility lasts for a quarter hour or until the subject is hit by an attack, whichever happens first.
- **Group Magical Camouflage (3):** A group of subjects no greater in number than the spellcaster's Soulforce are magically camouflaged (as per Magical Camouflage). For every 3 charges burned, the group's camouflage lasts for a quarter hour.
- **Group Invisibility (4):** A group of subjects no greater in number than the spellcaster's Soulforce are made invisible (as per Invisibility). For every 4 charges burned, the group's invisibility lasts for a quarter hour.
- **Hide Location (5):** A small area is obscured by an illusion to hide it, and anyone within it, from view. The veiled area can be as wide in elfsteps (hexes) as double the spellcaster's Soulforce. Sights, sounds and smells from inside the veiled area cannot be perceived outside of it, and all beings within the veiled area cannot be targetted by ranged attacks. For every 5 charges burned, the location veil lasts 1 hour.

Backlash: For 1 hour, you sparkle brightly in the colours of your immediate environment. For each charge burned, you suffer a -1 penalty to Sneak & Hide as well as to your Defence.