



APPENDIX A



CHARACTER SHEETS



ALGIR, BANYARI VERTHOD ROOTLORD

Even before he was named, the Verthod who would be called Algir was embraced by the strongest roots in his tribe's grove. Immediately recognizing him as one of the Skyborn, his people groomed him to understand his path and mystical purpose, for the Banyari are nothing if not accepting of the variety of life and life's experiences. By the time two cycles had passed, Algir was thicker and stronger than the other young Banyari, and the first demonstrations of his physical prowess were memorized by the storytellers of his tribe.

It was later in adulthood when his first Chroma manifested. When his vine-wrapped fists burst into bright red flame, the elders informed Algir that it might be best for him to travel to the shard that best understood such gifts. With a bravery that matched his physical strength, the Rootlord warrior agreed. Algir was deposited upon Pyre at the gates

of Sukhaba Gol and waved his farewells to his tribe as they departed upon a Great Mist-Ray.

In very little time Algir found a place among the young Pyroi Firethanes and, though they called him names like "Firewood" and "Forest Fire," his fellows adored his strange nature and fighting spirit. Majuk, an old Pyroi Flameheart, even accompanied Algir to the Frostcoal forests where he communed with the strange flora of the shard, honing his grasp upon his Chroma.

On the day that he returned to Sukhaba Gol, he made the acquaintance of a curious Haarkeen girl named Davke. This young woman seemed to excel at all the subtleties of fast-talk and persuasion that he himself had largely ignored his entire life. The two became fast friends and have spent time together ever since.

Although anyone can see that Algir is Banyari true, the warrior is insecure about his ties to his Folk. As such, he overcompensates by emphatically embracing his native culture whenever the opportunity arises. This includes a disproportionate reverence for the flora and fauna of any wilderness and, unfortunately, a notable bigotry toward the Teryxians.

CHROMA: *Photosynthesize, Root!, Wrathful Strike*

OVERLIGHT

Name Algir

Folk Banyari

Core Virtue Might

Background Verthod Rootlord

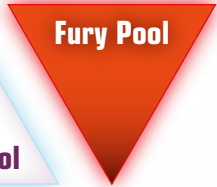
Experience Points _____



SPIRIT



Fury Pool



WISDOM



Folklore

Intuition D6

Perception D6



LOGIC



Windlore

Machinery

Science D8



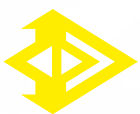
COMPASSION



Beastways D6

Inspiration

Performance



WILL



Craft D6

Persuasion

Resolve D8



VIGOR



Athletics

Blades

Survival D8



MIGHT



Brawl D8

Resistance D6

HEALTH TRACK

GIFTS

BELONGINGS

Banyari water bladder
a small stone knife

WEALTH

Rating _____

Pool 0

VALUABLES

Hearthwood nut

X

X

X

X

X

X

X

X



NIYA, PYROI EMBERTONGUE

The seventh Embertongue of her line, Niya was born into a promise of great reputation and station. Her proud father had arranged a meticulous regimen of societal grooming that exceeded even that of Aurumel princes. Long before she donned the crown of her position, she had mastered the forms of tribal debate and custom and composed sweeping poetries of love for her Folk and her shard. As Niya unfolded into a master of the Embertongue method, all of her teachers swelled with pride with each mark of her limitless potential.

After she began study under her final tutor, the Teryxian Xoctli, her future shifted. For

Xoctli too was Skyborn, and with long hours of study spent looking into the mirrored gaze of another's iridescent eyes, the two found the inherent call of their kind harder and harder to resist. When Niya told her father of her intentions to leave the shard, the old Pyroi patriarch wept, for all his hopes and designs for his prodigal daughter evaporated like the rain upon volcanic stone. He at first thought to deny Niya her wishes, but in the end decided that Xoctli was now more her kin than he. With a heavy heart, he sent them away so that Niya could become what the Overlight had ordained.

Niya is the very model of an Embertongue. Despite her hulking Pyroi frame, she is a being of grace on all levels. Her personality is less a wildfire and more a dancing and smoothly shifting flame, while her patience exceeds what most would expect of a Pyroi noble. Knowing full well what it is like to be cast from comfort, she defends underdogs and outcasts alike with her razor wit and honeyed poetic words.

CHROMA: *Speaker's Fire, Survivor's Spark*

OVERLIGHT

Name Niya

Folk Pyroi

Core Virtue Wisdom

Background Embertongue

Experience Points _____



SPIRIT

17
Spirit Pool

Fury Pool



WISDOM

D10

Folklore D6

Intuition D6

Perception D6



LOGIC

D6

Windlore D6

Machinery _____

Science D6



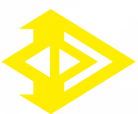
COMPASSION

D6

Beastways _____

Inspiration D6

Performance D6



WILL

D8

Craft _____

Persuasion D8

Resolve D6



VIGOR

D6

Athletics _____

Blades _____

Survival D6



MIGHT

D10

Brawl D6

Resistance _____

HEALTH
TRACK

GIFTS

Celebrant of the Open Flame

BELONGINGS

diplomat's robes
Seal of Court
tattoos and iron bands of achievement

WEALTH

Rating D12

Pool 16

VALUABLES

helmet or headpiece, denoting
the office of Embertongue

X
X
X
X



DAVKE, HAARKEEN GRIFTER

Abandoned at birth by her parents, Davke has been a survivor from the earliest possible moment. Exploited by every guardian she ever had, Davke decided early in life that the only way she was truly going to thrive was if she managed to escape Haark, which she had come to view as a prison.

So Davke made her own way on the hard streets of Haark, deftly moving between the legitimate and the criminal, wheeling, dealing, and smoothly negotiating among the various gangs, guards, merchants, and other denizens of the City Magnificent. Bit by bit, Davke accumulated enough resources (saying she “earned” them would be generous) to buy passage out of the crowded city upon an old airship captained by an elderly Aurumel, who had also, long ago, fled the shard of his birth. During the long journey to Pyre, the

captain shared with Davke many stories and talents that complemented the strangely well-rounded education and impressive array of skills that the young Haarkeen woman had developed during her life on the streets.

Once she arrived on Pyre, and despite her intentions of escaping urban existence, Davke spent much of her time falling back into old habits. Unlike the shady culture of backstreet Haark, she found the Pyroi easier to dupe. More frequently than not, honor and the expectation of honor prevented them from exposing her gambits and schemes. Davke knew this delicate situation would not last forever, so she began to consider alternatives while carefully navigating the conspiracies and plots that could so easily result in her death. It was when she met the Banyari called Algir that she found the confidence to break her patterns enough that she could examine the possibility of a brighter and more appropriate future for one so blessed with the Overlight’s gifts.

Davke is cunning, charismatic, and extremely adaptive, and has very little fear — despite her life’s experiences. She likes to think that she is a friendly person, but she is suspicious of anyone who promises to support or defend her. Algir is the notable exception, although she fears the Banyari is too direct to wade into the games of social subterfuge that she favors.

CHROMA: *A Voice in the Crowd*

OVERLIGHT

Name Davke

Folk Haarkeen

Core Virtue Vigor

Background Grifter

Experience Points _____

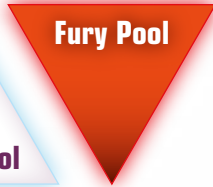


SPIRIT



Spirit Pool

Fury Pool



WISDOM



D6

Folklore D8

Intuition D8

Perception D10



LOGIC



D10

Windlore _____

Machinery D6

Science _____



COMPASSION

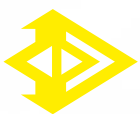


D6

Beastways _____

Inspiration D6

Performance D10



WILL



D8

Craft _____

Persuasion _____

Resolve D6



VIGOR



D8

Athletics D6

Blades D6

Survival D6



MIGHT



D6

Brawl _____

Resistance _____

HEALTH
TRACK

GIFTS

BELONGINGS

lockpicks
a good pair of leather boots

WEALTH

Rating D6

Pool 8

VALUABLES

a trio of well-balanced steel knives
an assortment of counterfeit coins

X

X

X

X

X

X

X

X

X

X



XOCTLI, TERYXIAN TUTOR

Like any ambitious tutor of Quill, the Teryxian Xoctli had grand aspirations of discovery and revelation amidst the archives of the Last Spire. Alas, he lacked the required discipline of his studies and, as he began to embrace his Skyborn nature, his masters were fearful of the uncertainty his spiritual becoming would bring. So, after long deliberation, they sent the young pedagogue abroad unto the magma-scarred plains of Pyre. There, his intellect would learn rigor and force, despite his attunement to the green luminescence of Compassion.

Upon arrival, Xoctli was overwhelmed. The hardened ways of the Pyroi were new to him and scared him more than a little. Between his soaring intellect, pedantic method, and open heart, the

social perils of Pyroi society were in some ways more challenging for him than the brutal terrain of the shard. If not for the notice of an Embertongue patriarch, it is unlikely that Xoctli would have acclimated to the ways of that strange society.

The Embertongue had a daughter named Niya and she was, in her father's words, a child of exceptional promise, expected to inherit his role and fulfill its obligations. Xoctli was hired to teach the young Pyroi woman the ways of the world and the Embertongue's traditional role within it. So it was with terror that, when Niya decided to heed the call of her Skyborn nature and leave the path her Folk had set out for her, her father disowned her, stripped her of her familial inheritance, and cast out the Teryxian tutor alongside her. The futures of both Xoctli and Niya are uncertain.

Xoctli is a kind-hearted Teryxian but can be as pedantic as any of the Folk of Quill. Nonetheless, he has a deep sympathy for other Skyborn (though a bit less if the Skyborn is Banyari) and, in his academic way, will help them whenever he can. Despite his soft exile, Xoctli still dreams of being a great master of his Folk's lore and history.

CHROMA: *Word of Authority*

OVERLIGHT

Name Xoctli
 Folk Teryxian
 Core Virtue Compassion
 Background Tutor
 Experience Points



SPIRIT

10
 Spirit Pool

Fury Pool



WISDOM

D10

Folklore D6
 Intuition
 Perception D8



LOGIC

D10

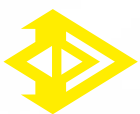
Windlore D8
 Machinery D6
 Science D8



COMPASSION

D8

Beastways D6
 Inspiration
 Performance



WILL

D6

Craft D6
 Persuasion
 Resolve D8



VIGOR

D6

Athletics
 Blades
 Survival D6



MIGHT

D6

Brawl
 Resistance

HEALTH TRACK



GIFTS

Born to Fly

BELONGINGS

bark paper and writing quills
 Writ of Passage (Pyre)

WEALTH

Rating D10

Pool 12

VALUABLES

a half dozen scrolls
 (detailing the trade routes and
 customs of the merchants of Haark,
 Veile, and Pyre)