

ARIA

NAME: *Selenja*

PLAYER:

ATTRIBUTES

BODY	■ ■ ■ □ □ □ □	3D
PROWESS	■ ■ ■ ■ □ □ □	4D
CONVICTION	■ ■ ■ ■ □ □ □	4D
PASSION	■ ■ ■ ■ ■ □ □	5D
REASON	■ ■ ■ ■ ■ ■ □	6D
AWARENESS	■ ■ ■ ■ □ □ □	4D

LEGEND



Once per Round, you may use an Infusion's effect without expending the Infusion itself. Alternatively, you may use an existing Infusion, gaining 1 Automatic Success to the relevant Action.

HEART

CONFIDENCE	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
INITIATIVE	(2d6 pick one)+3

SKILLS

CONFLICT	
Fight	□ □ □ □ □ □ □ +
Melee	■ □ □ □ □ □ □ 6+
Marksmanship	■ ■ □ □ □ □ □ 5+

INVESTIGATION	
Stealth	■ □ □ □ □ □ □ 6+
Logic	■ ■ □ □ □ □ □ 5+
Notice	■ ■ □ □ □ □ □ 5+

SOCIAL	
Subterfuge	□ □ □ □ □ □ □ +
Resolve	■ □ □ □ □ □ □ 6+
Persuasion	■ □ □ □ □ □ □ 6+

KNOWLEDGE	
Alchemy	■ ■ ■ □ □ □ □ 4+
Arcana	■ ■ □ □ □ □ □ 5+
Lore	■ □ □ □ □ □ □ 6+

SURVIVAL	
Fieldcraft	□ □ □ □ □ □ □ +
Athletics	□ □ □ □ □ □ □ +
Wayfaring	□ □ □ □ □ □ □ +

PROFESSION	
Commerce	■ □ □ □ □ □ □ 6+
Craft	□ □ □ □ □ □ □ +
Performance	□ □ □ □ □ □ □ +

You may attempt to use a Skill with no ranks in it. In this case, halve your dice pool, rounding down, and use a TN of 6+.

ARTS

ALCHEMY



Few professions are as integral to the lives of people throughout Aria and yet as remote to the common person as that of the Alchemist.

Certainly, there are many that can perform minor Alchemy or "Chemistry", but true power - the power to transmute matter through the medium of Catalysts or Raw Soulfire - is a gift that few achieve.

Your character can use Volatiles as an Attack and begins the Story with the following Infusions:

○ ○ ○ Volatiles: An explosive compound designed to inflict heavy damage on opponents. See weapon list.

○ Vitae Infusion: When imbibed, recover 1 Wound, and roll 1d6 for each other Wound taken, using the creator's Skill. For each Success, recover 1 additional Wound.

○ Infusion of Flesh: For the remainder of the scene, gain +1 Body and Prowess; then for the proceeding Scene, take -1 Pool on all Body and Prowess rolls.

○ ○ ○ Base Infusions: Spend 1 Confidence to change a Base Infusion into one of the three other Infusions.

THE WIND'S GIFT



For most, the ability to throw with great accuracy is little more than a parlour trick, but there are still those that hone this ability into a deadly art. Its practitioners, and even its weapons, vary greatly; some seek mastery of various thrown weapons, whereas others, such as Alchemists, seek to improve their use of Volatiles or simply vary their options in combat.

The users of this style train to keep a cool head in battle, observing their enemies and waiting for the right moment to strike. This method allows its practitioners to attack melee opponents with a degree of safety and to provide a counter to more dedicated ranged opponents.

Roll an additional 1d6 for Initiative and pick the best result. In addition, gain +1 Pool when using Marksmanship for throwing weapons or devices.

COMBAT

WEAPON	POOL	REACH	EDGE	DEADLINESS
(Range) Volatile	5dice 5+	-	1	3+
<i>Note: Each Volatile may only be used once.</i>				
(Melee) Throwing Knife	4dice 5+	-	-1	6+
(Range) Throwing Knife	5dice 5+	-	0	5+

VITALITY

GUARD	○ ○ ○ ○ ○ ○ ○ ● ● ● ○ ○ ○	PROTECTION
STRAIN	○ ○ ○ ● ● ● ○ ○ ○	
WOUNDS	○ ○ ○ ● ● ● ○ ○ ○	
WOUND THRESHOLD:	2	

FRUSTRATED ALCHEMIST

“They talk about gold and they look for it in base things, never understanding that true worth comes from within.”



You were born into a world of wealth and privilege; no expense was spared in your education and with your keen mind and intuition, you showed great promise in every area of study.

As you grew, you became fascinated with the natural laws of the world and threw yourself wholeheartedly into the study of Alchemy, and through it, the nature of Reality.

Your privileged station made it a simple matter to enrol in a guild. You excelled there, but always faced barriers; the guild knew that your family regarded this as a simple “hobby,” and that duty would eventually call you to put it aside.

The day came when your family demanded that you make good on that duty, that you marry and take your position as the head of a new family. Unwilling to be bound, and trusting in your own skills, you left the city and your house behind you, determined to make your own way in the world.

You learned the lesson that most do, that the world can be a cruel and hard place. You saw suffering and death, but also the simple hopes and joys of common people.

During your journeys you found yourselves in a village beset by an outbreak of plague. Isolated and alone, there was little hope, but you refused to yield. You worked tirelessly and found a cure.

You felt then the pull of that place, a desire to spend your life there; you could have been happy, but that was Fate’s desire, not yours. The world had other mysteries yet to solve, so you took the story of their salvation as your own, and turned once again to the road.
