

NAME Princess Galya

PLAYER

ARCHETYPE Princess

BIOFORM Human

### ASPECTS

High Concept (Archetype+Bioform):

**HUMAN MAGICAL PRINCESS [SECRET WARRIOR PRINCESS]**

Motivation:

**NO ONE GETS LEFT BEHIND!**

Background:

**BELOVED PRINCESS IN INSAFARAI, WHERE ALL ARE WELCOME!**

Relationship:

**BOLTANE IS LIKE A BIG SISTER TO ME**

Sapphire:

**ORANGE SAPPHIRE BATTLE AXE**

Free:

**MY PARENTS MAY NEVER KNOW!**

### IMPACT

During character creation and at each major milestone add a region (or an aspect to an existing one). *What work have you done to help, and what still must be accomplished?*

Region & Work: The Wood Watchers, trading knowledge and goods.

### STUNTS

Pick one stunt from your archetype, one from your bioform, and one from your banner. You can gain additional stunts by reducing your refresh one for one, to a minimum of one.

**The Noble Peerage (Contacts):** I gain +2 to create an advantage with Contacts when dealing with the upper echelons of society. **ARCHETYPE (PRINCESS)**

**Curious (Lore):** Because of my inquisitive nature, I get +2 to use Lore when Overcoming obstacles to get Magic Items or Artifacts to work for the first time, even if Lore isn't normally the right skill to use for that effort. **BIOFORM (HUMAN)**

**Money Talks (Resources):** After I roll Rapport against an NPC and fail, I can roll again, using Resources instead of Rapport against the same opposition (if the opposition was active, they use their original roll). No matter my result, it'll come with a cost even if I succeed with style. The PCs in my group can also use this stunt using your Resources. **BANNER (DIGNITARY)**

**Orange Sapphire Transformation:** If I have my sapphire, once per session I can transform; this temporarily switches my high concept to **SECRET WARRIOR PRINCESS**, swaps my Fight and Athletics skills with my Resources and Contacts, and summons my **ORANGE SAPPHIRE BATTLE AXE**. The transformation lasts until I choose to end it or until the end of the scene, whichever comes first. I can spend a fate point or suffer a consequence to extend the duration, or to transform an additional time during this session. The aspect **MY PARENTS MAY NEVER KNOW!** may be compelled to prevent me from changing in front of them. **-1 REFRESH**

### BACKGROUND

Raised in the shelter of the Freehold of Insaforai, Princess Galya eagerly absorbed any knowledge she could of various citizens of Umdaar, particularly those in plight. Though her small frame made her more suited for high society than the front lines, this changed when she was gifted the Orange Sapphire; which not only manifests as a hefty battleaxe, but transforms Galya into a powerful muscular warrior. Currently the alliance leader, Hierophant Ternalla, is unaware that the Orange Sapphire Sentinel and their daughter Galya are one and the same!

### SKILLS

Average (+1) ATHLETICS [Good +3]

Mediocre (+0) BURGLARY

Good (+3) CONTACTS [Avg. +1]

Mediocre (+0) CRAFTS

Average (+1) DECEIVE

Mediocre (+0) DRIVE

Fair (+2) EMPATHY

Fair (+2) FIGHT [Great +4]

Mediocre (+0) INVESTIGATE

Average (+1) LORE

Average (+1) NOTICE

Mediocre (+0) PHYSIQUE

Mediocre (+0) PROVOKE

Good (+3) RAPPORT

Great (+4) RESOURCES [Fair +2]

Mediocre (+0) SHOOT

Mediocre (+0) STEALTH

Fair (+2) WILL

### FATE POINTS

Starting refresh is 3.

Refresh: 2

### STRESS

Physical

1 1 1 1 1 1

Mental

1 1 1 1 1 1

### CONSEQUENCES

2 Mild:

4 Moderate:

6 Severe:

NAME Princess Charmella

PLAYER

ARCHETYPE Runekeeper/Poet

BIOFORM Arachnoid

### ASPECTS

High Concept (Archetype+Bioform):

**SPIDER RUNEPRIESTESS BARD**

Motivation:

**SAVE THE SPARK OF HOPE FROM DYING**

Background:

**RAISED BY THE WANDERING RUNESPEAKERS, NOW CONSTITUTIONAL MONARCH OF CAELUM**

Relationship:

**THE BLASPHEMOUS JUNKIN37 NEEDS TO LEARN SOME RESPECT**

Sapphire:

**WHITE SAPPHIRE QUARTERSTAFF**

Free:

**THE PARABLES OF THE DEMIURGE GUIDE US**

### IMPACT

During character creation and at each major milestone add a ruin to the starting map that you are charged with protecting and repairing. Create a location aspect to represent the tremendous power that emanates from the artifacts within.

Ruin: Lunula, KORO, A DEAR FRIEND TRAPPED IN THE SHARDS

### STUNTS

Pick one stunt from your archetype, one from your bioform, and one from your banner. You can gain additional stunts by reducing your refresh one for one, to a minimum of one.

**Cheer On (Rapport):** When I use Rapport to create an advantage by calling out encouraging words, my teammates gain +3 when invoking the aspect instead of +2. **ARCHETYPE (POET)**

**Rune of Protection:** I can spend one Fate Point to give myself or a companion Armor:1 against physical attacks till the end of the scene **ARCHETYPE (RUNEKEEPER)** **-1 REFRESH**

**Wall Climbing (Athletics):** I can walk on walls and ceilings that support my weight. I gain +2 when to Overcome or Defend with Athletics when resisting being grappled, tripped, or moved against my will. **BIOFORM (ARACHNOID)**

**I Know that Sign (Lore):** When using Lore to overcome, I gain +2 when interpreting broad meaning and tones written in ancient Demiurge script. **BANNER (ARCHAEONAUT)**

**White Sapphire Quarystaff Parry:** Whenever I successfully defend with Fight against a physical attack, I may add +2 to my next attack with Fight against that same opponent. **-1 REFRESH**

### BACKGROUND

As an infant, Charmella was secreted away from the palace for her safety, and left with the Holy Order of the Runespeakers. There, she learned not only the wisdom and language of the Demiurge, but also their stories. Charmella traveled the land as a priestess bard, only to have the White Sapphire reveal her true birthright to her; now, she has been thrust into inheriting a kingdom from parents she never knew.

### SKILLS

Fair (+2) ATHLETICS

Mediocre (+0) BURGLARY

Average (+1) CONTACTS

Mediocre (+0) CRAFTS

Mediocre (+0) DECEIVE

Mediocre (+0) DRIVE

Good (+3) EMPATHY

Fair (+2) FIGHT

Average (+1) INVESTIGATE

Great (+4) LORE

Mediocre (+0) NOTICE

Mediocre (+0) PHYSIQUE

Average (+1) PROVOKE

Good (+3) RAPPORT

Average (+1) RESOURCES

Mediocre (+0) SHOOT

Mediocre (+0) STEALTH

Fair (+2) WILL

### FATE POINTS

Starting refresh is 3.

Refresh: 1

### STRESS

Physical

1 1 1 1 1 1

Mental

1 1 1 1 1 1

### CONSEQUENCES

2 Mild:

4 Moderate:

6 Severe:

NAME Pathfinder Princess Shitakai

PLAYER \_\_\_\_\_

ARCHETYPE Ranger

BIOFORM Fungoid

### ASPECTS

High Concept (Archetype+Bioform):

**FUNGOID PATHFINDER RANGER PRINCESS**

Motivation:

**I MUST RESTORE THE BALANCE**

Background:

**RAISED IN THE DANGEROUS MANGROVES OF LAYA (WILDERNEXUS)**

Relationship:

**I WILL MAKE ALARCON MY FRIEND IF IT KILLS ME**

Sapphire:

**GREEN SAPPHIRE ENERGY BOLAS**

Free:

**CITY LIFE IS CONFUSING**

### IMPACT

During character creation and at each major milestone add a ruin to the starting map that you are charged with protecting and repairing. Create a location aspect to represent the tremendous power that emanates from the artifacts within.

Ruin: The Tourmaline Tower, **I MUST PROTECT THE HEARTH WAND FROM THE MASTERS**

### STUNTS

Pick one stunt from your archetype, one from your bioform, and one from your banner. You can gain additional stunts by reducing your refresh one for one, to a minimum of one.

**Animal Bond (Notice):** I may use Notice as if it were Empathy when sensing the emotions of animals. **ARCHETYPE (RANGER)**

**Regeneration:** I can recover from physical consequences on my own without increased difficulty. I may roll Physique with an additional +2 to do so. **BIOFORM (FUNGOID)**

**That'll Come in Handy (Notice):** When I use Notice to discover or create a scene aspect involving something that can be used as an improvised weapon—e.g., **DECORATIVE SWORDS ON THE WALL, BRANCHES ON THE GROUND, HEAVY BARSTOOLS**—it gains an extra free invoke. **BANNER (PATHFINDER)**

**Green Sapphire Energy Bolas:** Whenever I use Shoot to create an advantage related to ensnaring opponents, I may add +2 to the roll. **-1 REFRESH**

### BACKGROUND

Shitakai was raised by a village of Wardens in the Mangroves of Laya. Her job is a delicate one; to protect the animals from harm, while also protecting the villagers from the animals. When the Green Sapphire chose her as a worthy "Princess," nothing changed; for she and her community believe all living beings are equal and despise a forced hierarchy.

### SKILLS

Fair (+2) ATHLETICS

Good (+3) BURGLARY

Mediocre (+0) CONTACTS

Average (+1) CRAFTS

Mediocre (+0) DECEIVE

Mediocre (+0) DRIVE

Mediocre (+0) EMPATHY

Average (+1) FIGHT

Mediocre (+0) INVESTIGATE

Average (+1) LORE

Great (+4) NOTICE

Average (+1) PHYSIQUE

Mediocre (+0) PROVOKE

Mediocre (+0) RAPPORT

Mediocre (+0) RESOURCES

Good (+3) SHOOT

Fair (+2) STEALTH

Fair (+2) WILL

### FATE POINTS

Starting refresh is 3.

Refresh: 2

### STRESS

Physical

1 1 1 1 1 1

Mental

1 1 1 1 1 1

### CONSEQUENCES

2 Mild:

4 Moderate:

6 Severe:

NAME Princex Alarcon

PLAYER \_\_\_\_\_

ARCHETYPE Scoundrel

BIOFORM Space Vampire

### ASPECTS

High Concept (Archetype+Bioform):

**SPACE VAMPIRE NINJA REBEL PRINCEX**

Motivation:

**I WILL TEAR THE USURPERS DOWN**

Background:

**PRINCEX OF SMOKE ISLAND, HIDDEN IN THE SMOG SEA ISLES**

Relationship:

**SHITAKAI IS THE ONLY ONE I TRUST**

Sapphire:

**PURPLE SAPPHIRE SAIS**

Free:

**I KEEP MY SECRETS, YOU KEEP YOURS**

### IMPACT

During character creation and at each major milestone pick or add a Master to the map who is your mortal enemy. What lengths would you go to stop them? How do they see you (if they even know you exist)?

Mortal Enemy: Ruby Ruler, Smogstone Engineer

### STUNTS

Pick one stunt from your archetype, one from your bioform, and one from your banner. You can gain additional stunts by reducing your refresh one for one, to a minimum of one.

**Ambush (Fight):** If I started a round with a **HIDDEN** aspect, I get an extra free invoke on that aspect when I Fight this turn, provided I remove it (i.e., I leap from cover to attack). **ARCHETYPE (SCOUNDREL)**

**Night-Creature's Grace:** I gain +2 Create an Advantage and Overcome rolls with Athletics when not in sunlight. **BIOFORM (SPACE VAMPIRE)**

**Saboteur (Burglary):** If I found the blueprints or notes to an enemy machine, I may use Burglary as if it were Crafts or Physique to subtly or catastrophically sabotage it. **BANNER (REBEL)**

**Purple Sapphire Shadow Sneak Sais:** If I am wielding the sais, when I succeed with style on a physical Attack, instead of a boost, I may move to any zone and gain the aspect Hidden (with one free invoke). **-1 REFRESH**

### BACKGROUND

Tucked away in the Dread Domain known as the Smog Sea Isles, a small village of rebels named the Smoke Island lives undetected by the ruling Master. There, the villagers are trained to be skilled spies and assassins; including Princex Alarcon, the rightful heir of the Smog Sea Isles. They hope to topple the usurping Ruby Ruler, with the help of the Purple Sapphire and their new allies.

### SKILLS

Good (+3) ATHLETICS

Fair (+2) BURGLARY

Mediocre (+0) CONTACTS

Mediocre (+0) CRAFTS

Good (+3) DECEIVE

Mediocre (+0) DRIVE

Mediocre (+0) EMPATHY

Fair (+2) FIGHT

Fair (+2) INVESTIGATE

Mediocre (+0) LORE

Average (+1) NOTICE

Mediocre (+0) PHYSIQUE

Mediocre (+0) PROVOKE

Mediocre (+0) RAPPORT

Average (+1) RESOURCES

Average (+1) SHOOT

Great (+4) STEALTH

Average (+1) WILL

### FATE POINTS

Starting refresh is 3.

Refresh: 2

### STRESS

Physical

1 1 1 1 1 1

Mental

1 1 1 1 1 1

### CONSEQUENCES

2 Mild:

4 Moderate:

6 Severe:

NAME Honorary-Princess Junkin37

PLAYER \_\_\_\_\_

ARCHETYPE Artihacker

BIOFORM Glowbot

### ASPECTS

High Concept (Archetype+Bioform):

**GLOWBOT REBEL ARTIHACKER**

Motivation:

**WE SHALL BE FREE TO LIVE AS WE LIKE**

Background:

**REBORN AND RAISED IN SCRAP STATION (DREAD DOMAIN)**

Relationship:

**CHARMELLA NEEDS TO GET OFF MY BACK**

Sapphire:

**YELLOW SAPPHIRE DRILL**

Free:

**SACRED, SHMACRED**

### IMPACT

During character creation and at each major milestone add a location to the map tied to your motivation. Does it hold an artifact you long to experiment with? The outcome of a past mistake? Or evidence that your work is worthwhile? Location: The Lazerzone: The northern half of the continent, which is a constant war zone between rival Masters!

### STUNTS

Pick one stunt from your archetype, one from your bioform, and one from your banner. You can gain additional stunts by reducing your refresh one for one, to a minimum of one.

**Jamming Signal (Burglary):** At the start of any scene where I'm present, I may take a free action to use Burglary to create an advantage. If I'm successful, I create the situation aspect Jamming Signal with a free invoke, which can be invoked to block communication to bots, machines, or Replitech. **ARCHETYPE (ARTIHACKER)**

**Modular Body (Crafts):** Once per scene, as an action I may use Crafts to augment my body. Roll to create an advantage against a Fair (+2) difficulty. If successful, I may forgo the usual benefit and instead pick a free stunt from the EZ Stunts list. I can only have one modification at a time. **BIOFORM (GLOWBOT)**

**Rabble-Rouser (Provoke):** When I'm in a crowded place, I can use Provoke to create an advantage and create an Angry Mob aspect. If successful, treat it as an obstacle aspect in a zone that hinders Masters and their minions. **BANNER (REBEL)**

**Yellow Sapphire Energy Drill:** If I hold the Yellow Sapphire, I can create energy drills (in my hand, or shot like missiles). Whenever I attempt to break through thick barriers, I gain +2 to the Overcome attempt. Also, any attacks with Shoot against armored opponents decrease Armour rating by two. **-1 REFRESH**

### BACKGROUND

Junkin37 started with humble origins, but has grown to become the de facto leader of Scrap Station; a massive junkyard the size of a city. Over the years, multiple Masters have conquered Scrap Station, but they seldom hold it long; for Junkin37 and her compatriots are highly skilled at hacking any invaders' tech and using it to strengthen their resistance. It is unclear if Junkin37 was chosen by the Yellow Sapphire, or if she reprogrammed it to accept her commands.

### SKILLS

Mediocre (+0) ATHLETICS

Great (+4) BURGLARY

Average (+1) CONTACTS

Good (+3) CRAFTS

Mediocre (+0) DECEIVE

Fair (+2) DRIVE

Mediocre (+0) EMPATHY

Mediocre (+0) FIGHT

Average (+1) INVESTIGATE

Average (+1) LORE

Mediocre (+0) NOTICE

Mediocre (+0) PHYSIQUE

Good (+3) PROVOKE

Mediocre (+0) RAPPORT

Fair (+2) RESOURCES

Fair (+2) SHOOT

Mediocre (+0) STEALTH

Average (+1) WILL

### FATE POINTS

Starting refresh is 3.

Refresh: 2

### STRESS

Physical

1 1 1 1 1 1

Mental

1 1 1 1 1 1

### CONSEQUENCES

2 Mild:

4 Moderate:

6 Severe:

NAME Syr Boltane

PLAYER \_\_\_\_\_

ARCHETYPE Daredevil

BIOFORM Hyenan

### ASPECTS

High Concept (Archetype+Bioform):  
**HONORABLE HYENAN KNIGHT (AND HONORARY PRINCESS)**  
 Motivation:  
**MY DUTY BEFORE MY LIFE**  
 Background:  
**BORN IN HALFDALE, IMMIGRANT TO INSAFARAI (FREELAND)**  
 Relationship:  
**GALYA IS SAFER BEHIND ME THAN BESIDE ME**  
 Sapphire:  
**BLUE SAPPHIRE SPEAR**  
 Free:  
**MISCHIEVOUS ELEMENTAL EMU-STALLION MOUNT PLOK PLOK**

### IMPACT

During character creation and at each major milestone create a connection between two locations. What path or history connects them? What physical and social obstacles separate them?  
 Connection: Hidden routes between Halfdale and Insafarai

### STUNTS

Pick one stunt from your archetype, one from your bioform, and one from your banner. You can gain additional stunts by reducing your refresh one for one, to a minimum of one.

**Pocket Mount:** I may summon my mount PlokPlok and store him in my sapphire at any time; he may be summoned at large size (size of a horse), or small size (size of a chicken) to cause mischief. I can use Will as if it were Stealth to hide it away from anyone trying to take it off me. **ARCHETYPE (DAREDEVIL)**

**Hyenan Nose (Investigate):** I gain +2 to Overcome or Create an Advantage with Investigate when following a strong or unique smell. **BIOFORM (HYENAN)**

**To Serve and Protect:** When a physical attack hits an ally or bystander in my zone, I can mark my own physical stress boxes or consequences to absorb shifts from the attack. **BANNER (DIGNITARY)**

**Blue Sapphire Spear Strike:** If I possess the sapphire and I moved at least one zone before attacking, whenever I successfully attack, I may move the target back a zone; also, if I was mounted when I moved and attacked, I may also use Drive as if it were Fight for my attack. **-1 REFRESH**

### BACKGROUND

Boltane is a proud knight of the Freehold of Insafarai and has patrolled both near the capital and its far peripheries. Her performance has been near flawless, except when she failed to protect a traveling prince from ambushers; the mortally wounded prince bestowed the Blue Sapphire torc to Boltane to keep and wield, even though she is not a princess. The sapphire manifests as both a glowing emu-stallion and as a spear, and reminds her of her duty and her shame.

### SKILLS

Average (+1) <u>ATHLETICS</u>	Mediocre (+0) <u>LORE</u>
Mediocre (+0) <u>BURGLARY</u>	Average (+1) <u>NOTICE</u>
Average (+1) <u>CONTACTS</u>	Average (+1) <u>PHYSIQUE</u>
Mediocre (+0) <u>CRAFTS</u>	Fair (+2) <u>PROVOKE</u>
Mediocre (+0) <u>DECEIVE</u>	Mediocre (+0) <u>RAPPORT</u>
Great (+4) <u>DRIVE</u>	Mediocre (+0) <u>RESOURCES</u>
Fair (+2) <u>EMPATHY</u>	Mediocre (+0) <u>SHOOT</u>
Fair (+2) <u>FIGHT</u>	Mediocre (+0) <u>STEALTH</u>
Good (+3) <u>INVESTIGATE</u>	Good (+3) <u>WILL</u>

### FATE POINTS

Starting refresh is 3.

Refresh: 2

### STRESS

Physical  
 1 1 1 1 1 1  
 Mental  
 1 1 1 1 1 1

### CONSEQUENCES

2 Mild:  
 4 Moderate:  
 6 Severe: