



PRE-GENERATED CHARACTERS

Note: *permanent bonuses granted by Passive Abilities or Traits are already taken into account on the character sheets.*

CHASKA

Disincarnated, female

Of all the species living on Empyrea, the disincarnated, or "zincs", are without a doubt the most mysterious. Is it even correct to call them a species? The disincarnated are indeed artificial beings, synthetic life forms created by the astarites back when their empire controlled the whole of Enelysion.

Laying dormant for millennia, disincarnated are sometimes discovered and reactivated by Free-Lancers during the exploration of ruins left by their creators. They possess a humanoid silhouette, and their appearance is generally reminiscent of that of the astarites themselves. Far from being simple machines, like for example the exoskeletons used by the dakti, the disincarnated are capable of reason and have a consciousness of their own.

When reactivated, a disincarnated is an empty shell; this is where their name comes from. Their cognitive and motor skills are barely developed, similar to those of a small child. As the disincarnated lives, they will gather experiences that will lead them to develop a personality and an individuality: when they reach full maturity, they are said to have become "incarnated".

What can you do?

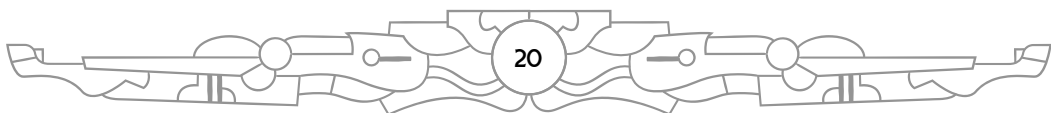
You're the party's healer. Your medical skills, as well as your mastery of healing spells, has enabled you to save the lives of your companions on many occasions. You also have an instinctive knowledge of arcanotechnology, which allows you to understand and use ancient artefacts.

Your Traits

- **Beast of burden:** You have strong shoulders and carrying heavy loads does not scare you. You have 3 extra Luggage points.
- **Biomechanical:** Since you have a cybernetic body, you benefit from a bonus of +2 to your Physical Resistance and +2 Health Points.
- **Healer:** You get a fortune die for any non-magical healing Action (use of potion, Medicine ability...)
- **Ingenuous:** You don't have much experience of the world. You suffer an adversity die on all your Actions related to the Temper Attribute.

Special equipment

- **Repulsor:** The Repulsor is a non-lethal melee weapon (see page 19). It is used with the Arcanotech Ability, and affects the target's Magic Resistance.





NAME: CHASKA..... **TAELS:** 20.....

PEOPLE: DISINCARNATED..... **ASTERS:** 0.....

DESCRIPTION: CHASKA'S FACE IS LIKE A PORCELAIN DOLL'S, AND HER FEATURES RADIATE GENTLENESS. ALTHOUGH SHE IS A MACHINE, SHE IS NEVERTHELESS ELEGANT AND DELICATE.....

TRAITS:

BEAST OF BURDEN	BIOMECHANICAL
HEALER	INGENUOUS



ACUMEN	MASTERY	PRESENCE	ROBUST.	TEMPER	VIGOUR	FORTUNE
1D6 + 4	1D6 + 2	1D6 + 1	1D6 + 3	1D6 + 2	1D6 + 3	DICE: 1

ABILITIES	1D10 +	▲▼
ARCANOTECH	3	
HEAVY ARMOUR	1	
MEDICINE	3	▲
MELEE COMBAT	1	
PASSION (CALLIGRAPHY)	1	
SOOTHING AURA	1	
WIZARDRY	2	

SECONDARY CHARACTERISTICS	
Speed	3
Sprint / Charge	6
Jumping distance	1
Physical Resistance	15
Weight	150
Magic Resistance	12
Mental Resistance	6
Injury Threshold	6

WEAPONS & SPELLS	1D8 +
CESTUS (MELEE COMBAT)	0
REPULSOR (NON-LETHAL) (ARCANOTECH)	2
CURE (3 PM)	
HEAT (4 PM)	
MIST (4 PM)	

ARMOUR & ACCESSORIES	EFFECT
BATTLE SUIT	PHYS. RES. +3
HEALING POTION (x1)	+ (1D8 + 2) HP
MANA POTION (x1)	+ (1D8 + 2) MP
ANTIDOTE (x1)	TOXICITY ≤ 12
FIRST-AID KIT	○○○
RATIONS	5 DAYS

ARCANOTECHNOLOGICAL RELICS

LUGGAGE	X	X	X	X	X	X			
SUPPLIES	X	X	X	X	X				

HEALTH POINTS	
19	9
18	8
17	7
16	6
15	5
14	4
13	3
12	2
11	1
10	0

LAST CHANCE	
7	3
6	2
5	1
4	0

MAGIC POINTS	
19	9
18	8
17	7
16	6
15	5
14	4
13	3
12	2
11	1
10	0



HALCYONE

Dakti, female

Short and stocky, the dakti have bronze skin and measure an average of 1.2 metres for 110 kilos, which is why they are nicknamed "dwarfs" by the other races. They have short legs and long, muscular arms. As a result their silhouette is sometimes described as "egg-shaped", an impression reinforced by the males' lack of hair. The males make up for this with long, bushy beards, of which they take great care. Female dakti, on the other hand, do have hair but no beards. They generally wear their hair short or braided in the manner of what humans call dreadlocks. Both genders also have characteristic bushy eyebrows.

Brilliant engineers and builders, endowed with great physical strength, dakti live an average of 150 years. They are faithful friends and reliable allies, if one can overcome the distrust they often show towards other peoples. Nevertheless, they maintain cordial relations with the orcs, as they appreciate their frank and open nature. Dakti society does not have social classes, and is based on the idea of collectivisation of material goods. The term "dakti" is always uncountable, since it refers to the collective.

What can you do?

You're a magician. Despite your lack of experience, your range of spells is varied and allows you to help your companions in many ways. However, you are fragile and not a very good fighter. Therefore, you prefer to stay away from the fray.

Your knowledge of alchemy also allows you to prepare potions.

Your Traits

- **Agoraphobic:** You suffer an Adversity die on all your actions in an open space. A narrow alley will not be a problem for you, but a plaza will become a source of anxiety.
- **Bookworm:** Physical exertion has never been your cup of tea. You suffer an Adversity die on all your Actions related to the Vigour Attribute.
- **Pocketed scroll:** You start with two additional spells (Smellusion and Vermin Swarm).
- **Stubborn:** You have a thick skull, and receive a +2 bonus to your Mental Resistance.

Special equipment

- **Dakti crispbread:** These supplies remain edible for a very long time, but are unfortunately toxic to non-dakti.
- **Ingredients and reagents:** This type of Materials allows you to prepare Healing Potions using the Alchemy Ability. Each use consumes one unit.



NAME: HALCYONE **TAELS:** 5

PEOPLE: DAKTI **ASTERS:** 0

DESCRIPTION: 120 CENTIMETRES TALL. HALCYONE COMPENSATES HER LACK OF PHYSICAL STRENGTH WITH GREAT MOTIVATION. SHE TAKES GREAT CARE OF HER HAIR, AND NEVER GOES OUT DISHEVELLED.

TRAITS:

AGORAPHOBIC	BOOKWORM
POCKETED SCROLL	STUBBORN



ACUMEN	MASTERY	PRESENCE	ROBUST.	TEMPER	VIGOUR	FORTUNE
1D6 + 3	1D6 + 4	1D6 + 1	1D6 + 2	1D6 + 4	1D6 + 1	DICE: 1

ABILITIES	1D10 +	▲▼
ALCHEMY	1	
INVESTIGATION	2	
LIGHT ARMOUR	1	
MELEE COMBAT	1	
MYSTICISM	3	
PASSION (PAINTING)	1	
WIZARDRY	3	

SECONDARY CHARACTERISTICS	
Speed	4
Sprint / Charge	8
Jumping distance	2
Physical Resistance	9
Weight	90
Magic Resistance	14
Mental Resistance	12
Injury Threshold	4

WEAPONS & SPELLS	1D8 +
STAFF (MELEE COMBAT)	1
AETHERIC ARROW (3 PM)	1
BURNING MISSILE (3 PM)	1
KINETIC SHIELD (6 PM)	
SMELLUSION (2 PM)	
VERMIN SWARM (2 PM)	

ARMOUR & ACCESSORIES	EFFECT
LEATHER ARMOUR	PHYS. RES. + 2
INGR. & REAGENTS (POTIONS)	○ ○ ○
MANA POTION (x1)	+ (1D8 + 2) MP
RECIPE: HEALING POTION	
RATIONS	5 DAYS
DAKTI CRISPBREAD	30 DAYS

ARCANOTECHNOLOGICAL RELICS

LUGGAGE	X	X	X	X	X	X			
SUPPLIES	X	X	X	X	X	X	X	X	X
	X	X	X	X	X				

HEALTH POINTS	
19	9
18	8
17	7
16	6
15	5
14	4
13	3
12	2
11	1
10	0

LAST CHANCE	
7	3
6	2
5	1
4	0

19	9
18	8
17	7
16	6
15	5
14	4

MAGIC POINTS	
13	3
12	2
11	1
10	0



KATO

Human, male

Humans are a race of tall, short-haired bipedal apes, measuring on average 1.7 metres for 60 kilos, and whose longevity is estimated at 80 years. They arrived relatively recently on Empyrea, about two centuries ago, and are said to have originated from a planet called **EARTH**, which is rather vague, all things considered!

Humans have very varied physical characteristics, and among them several large ethnic groups can be distinguished: the largest of such groups are the **FEDETHI**, who have a dark or even black complexion, and the coppery-skinned **ORIALLS**. Rarer, the **ATLANTEANS** are light-skinned. The three ethnic groups arrived on Empyrea aboard the same ships, and have since then largely intermingled.

In the eyes of the other Empyrean peoples, the human species is characterised by great adaptability, a need to control its environment, and a marked tendency for speciocentrism. Nevertheless, they also recognise many qualities in humans: they are wilful, industrious, hard-working, courageous, and always ready to boldly go where no one has gone before. They are curious and sociable creatures, who mix easily with other species and are not afraid to take responsibility.

What can you do?

You are, simply put, a professional warrior. You know how to use swords, shields, and armour. Quick and mobile, you are not afraid of danger and are always on the front line against the worst creatures. The enchanted longsword you inherited from your uncle gives you a definite advantage in battle.

Your Traits

Ancestral Weapon: You have inherited an enchanted weapon. Your longsword has the **AETHERIC** property (see below).

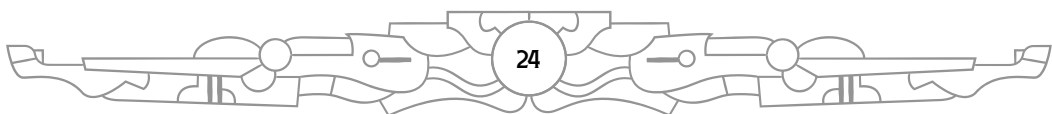
Remarkable: In social interactions with members of other races, you are subject to both a Fortune die and an Adversity die.

Technophile: You benefit from a Fortune die on your Arcanotech and Mechanics rolls.

Vindictive: Whoever spills your blood does so at their own risk. You receive a Fortune die for your combat Actions against any opponent who inflicted an Injury on you.

Special equipment

Aetheric longsword: On a Standard Success on your Attack roll (result equal to or greater than the opponent's Physical Resistance), the target's Magic Resistance is halved for the next 3 turns (non-cumulative effect).





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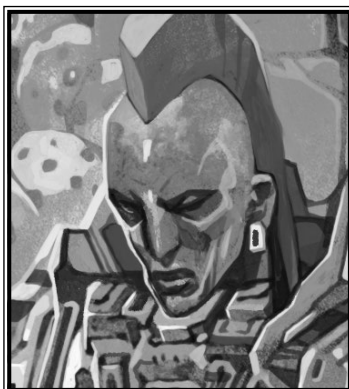
NAME: KATO..... **TAELS:** 10.....

PEOPLE: HUMAN..... **ASTERS:** 0.....

DESCRIPTION: WITH HIS DARK SKIN, SLANTED EYES (A TESTIMONY OF HIS MIXED ORIALL AND FEDETHI HERITAGE), ELECTRIC BLUE MOHAWK, AND IMPOSING ARMOUR, KATO MAKES QUITE AN IMPRESSION.

TRAITS:

ANCESTRAL WEAPON	REMARKABLE
TECHNOPHILE	VINDICTIVE



ACUMEN	MASTERY	PRESENCE	ROBUST.	TEMPER	VIGOUR	FORTUNE
1D6 + 1	1D6 + 3	1D6 + 2	1D6 + 2	1D6 + 2	1D6 + 4	DICE: 2

ABILITIES	1D10 +	▲▼
BODYBUILDING	2	
CHARGE	2 + 1	
HEAVY ARMOUR	1	
IMMUNITY	1	
MELEE COMBAT	2	
PASSION (FISHING)	1	
SHIELD	1	
STAMINA	1	

SECONDARY CHARACTERISTICS	
Speed	6
Sprint / Charge	12
Jumping distance	2
Physical Resistance	12
Weight	120
Magic Resistance	8
Mental Resistance	8
Injury Threshold	5

WEAPONS & SPELLS	1D8 +
CESTUS (MELEE COMBAT)	2
AETHERIC LONGSWORD (MELEE COMBAT)	4

ARMOUR & ACCESSORIES	EFFECT
BATTLE SUIT	PHYS. RES. + 3
TARGE	PHYS. RES. + 1
TRAVEL BOOTS	SPEED + 1
HEALING POTION (x1)	+ (1D8 + 2) HP
RATIONS	5 DAYS

ARCANOTECHNOLOGICAL RELICS

LUGGAGE	X	X	X	X	X	X	X		
SUPPLIES	X	X	X	X	X				

HEALTH POINTS	
19	9
18	8
17	7
16	6
15	5
14	4
13	3
12	2
11	1
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LAST CHANCE	
7	3
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MAGIC POINTS	
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LEINTH

Ælfyn, intersex

The graceful ælfyns, or simply "elves", are a race of aesthetes and epicureans. These humanoids with slender features and diaphanous skin measure an average of 1.8 metres for 50 kilos.

While they know how to appreciate the most refined dishes, ælfyns derive most of their energy from photosynthesis. They therefore spend most of their time outdoors, and their architecture favours high structures that allow maximum exposure to sunlight. They are also more active at night, preferring to spend their days lounging. This is why they frequently settle in forests, building sumptuous, organically shaped pavilions on the tops of the tallest trees, out of reach of potential troublemakers. Despite their physical frailty, they can live for up to three centuries, but become truly indolent after 200 years...

With their androgynous features and large almond-shaped eyes, ælfyns are often admired by humans for their great beauty, at least according to their criteria. It is therefore not uncommon for humans to fall madly in love with an ælfyn. Ælfyns are actually monoecious, so each individual is both male and female - in fact, their physiology is closer to plants than to mammals!

What can you do?

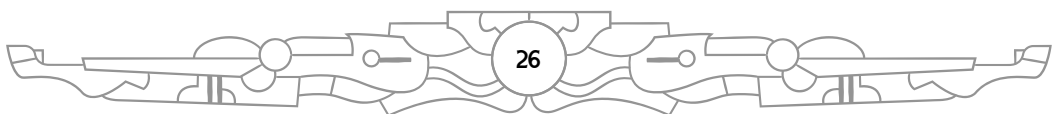
You're a marksman. Your observation skills are above average, and you are able to hit targets at very great distances without penalty. However, like all ælfyns, you are fragile and seek to avoid the melee as much as possible.

Your Traits

- **Heliophile:** You regain 1D8 HP per half day (8 hours) of exposure to the light of the suns.
- **Night Owl:** You tend to be more active at night. You are able to see in the dark better than most creatures, but are subject to an Adversity die for any action taken in the middle of the day, between 12 and 4pm (a day on Emyrea lasts 28 hours).
- **Precious memento:** You weren't always a Free-Lancer. From this previous life, you have kept your sniper rifle, which holds great sentimental value to you.
- **Sharpshooter:** You do not suffer from an Adversity die when shooting at long range.

Special equipment

- **Bullets:** This type of ammunition is used in both the Sniper Rifle and the Pistol. Each shot consumes one bullet.
- **Sniper Rifle:** Highly effective at long range, this rifle suffers an Adversity die on the Ranged Combat roll if the target is within 50m.





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NAME: LEINTH..... **TAELS:** 20.....

PEOPLE: ÆLFYN..... **ASTERS:** 0.....

DESCRIPTION: LEINTH HAS SALMON-COLORED SKIN AND LONG REDDISH-BROWN HAIR. THEIR DELICATE FEATURES MAKE THEM VERY SUCCESSFUL WITH BOTH MEN AND WOMEN (AS FAR AS LEINTH IS CONCERNED, IT DOESN'T MAKE A DIFFERENCE).

TRAITS:

HELIOPHILE	NIGHT OWL
PRECIOUS MEMENTO	SHARPSHOOTER



ACUMEN	MASTERY	PRESENCE	ROBUST.	TEMPER	VIGOUR	FORTUNE
1D6 + 3	1D6 + 3	1D6 + 2	1D6 + 2	1D6 + 2	1D6 + 2	DICE: 2

ABILITIES	1D10 +	▲▼
CLIMBING	1	
LIGHT ARMOUR	1	
OBSERVATION	2	
PASSION (LITERATURE)	1	
RANGED COMBAT	3	
STEALTH	1	
WILDERNESS SURVIVAL	1	

SECONDARY CHARACTERISTICS	
Speed	5
Sprint / Charge	10
Jumping distance	2
Physical Resistance	9
Weight	90
Magic Resistance	12
Mental Resistance	8
Injury Threshold	4

WEAPONS & SPELLS	1D8 +
CUTLASS (MASTERY)	0
PISTOL (RANGED COMBAT)	2
SNIPER RIFLE (RANGED COMBAT)	5

ARMOUR & ACCESSORIES	EFFECT
LEATHER ARMOUR	PHYS. RES. + 2
TRAVEL CLOAK	IMMUNE TO COLD
TRAVEL BOOTS	SPEED + 1
BULLETS (x20)	
RATIONS	5 DAYS
ÆLFYN FOCACCIA	3 DAYS

ARCANOTECHNOLOGICAL RELICS

LUGGAGE	X	X	X	X	X	X	X	X	X
SUPPLIES	X	X	X	X	X	X			

HEALTH POINTS	
19	9
18	8
17	7
16	6
15	5
14	4
13	3
12	2
11	1
10	0

LAST CHANCE	
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MAGIC POINTS	
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