



TERYXIANS



PLAYING A TERYXIAN CHARACTER

Teryxians see the world in a very different light than the rest of the Folk. Many of them believe



that they are part of a universe which is nothing less than a great and holy equation. While that equation doesn't necessarily suggest that there is some master plan behind the scenes, Teryxians

nevertheless think themselves a more important part of the equation than other Folk.

While Skyborn Teryxians and members of the Tutor's Lodge often have a more balanced view of the other peoples of the Seven, it can be hard to shake the cultural convictions that have been taught since first out of the egg. The Teryxian know-it-all attitude can make others view them as haughty and arrogant, even if the people from Quill are indeed usually more learned about the world as a whole.

INNATE TERYXIAN CHARACTERISTICS

- default Logic Rating of D8
- default Folklore and Windlore Ratings of D6
- the BORN TO FLY Gift

GIFT – Born to Fly: As winged flying Folk, Teryxians can use Windlore (Might) in place of any melee combat Skill. Additionally, at the GM's discretion, when making Windlore Tests to perform any aerial stunt, a result of "1" on the Spirit Die during a successful Test adds one point to your Spirit Pool. (This is meant to represent your taking simple joy in spreading your wings and flying through the clouds, as you were meant to.) Unfortunately, your small stature and fragile bone structure also mean that your Health Track has two spaces less than normal.

SAMPLE TERYXIAN NAMES

Aquetzali, Chalchiuitl, Coatl, Ihuicatl, Itzli, Matlahuitl, Yoally

TERYXIAN BACKGROUNDS

- Bluefeather
- Brood Master
- Outlander
- Ranger
- Scholar-Priest
- Timekeeper
- Tutor



There is a quiet strength that many Pyroi have, a smoldering sense of calm that can often bewitch or seduce those unaccustomed to it. All of this contributes to their charismatic beauty and makes one such as a Pyroi Firethane all the more frightening, for they have chosen to interact with the larger world through violence.

INNATE PYROI CHARACTERISTICS

- default Might Rating of D10
- default Brawl Rating of D6
- the CELEBRANT OF THE OPEN FLAME Gift

GIFT – Celebrant of the Open Flame: *Pyroi are huge, immensely strong individuals, and therefore always have two spaces more than normal on their Health Track. But Pyroi are also used to a particular habitat, with the wide-open tundra and a far-ranging lifestyle. Since they are on Pyre, far at the bottom of the world, they also like to keep the sky within reach. When in confined spaces, they feel disconnected from the sky and the Overlight. Pyroi characters may not spend Spirit Points or channel Chroma when in tight spaces such as tunnels, small rooms, or even within the confines of a small airship.*

SAMPLE PYROI NAMES

Batkhu, Jargal, Longo, Odger, Odtse, Rangarel, Saranger, Setsag, Solseg, Urkhu

PYROI BACKGROUNDS

- Boneskin Thrallscout
- Embertongue
- Firethane
- Flameheart
- Hunter
- Tundrarunner
- Volcano Priest

BONESKIN THRALLSCOUT

Skill Upgrade: Blades D8	Belongings: loincloth, satchel with provisions	Valuables: obsidian knife or obsidian-tipped spear	Wealth Rating: D6	Wealth Points: 2
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Boneskin Thrallscout – In both hunting and war, the unproven serve dubious purpose. Once shaven of the locks and scruff of young adulthood, the aspirant is smeared with volcanic ash and ventures out as a forward scout. In the case of a hunting party, successfully baiting large game back to the party will be to the Thrallscout's

credit. If the Pyroi survives a year of this trial, they may take their place among the hunting party or warband. In some cases, they submit entirely and become Firethanes in service to a volcano temple, its priests, and the glowing mysteries of primordial might. But there are a select few who remain as Thrallscouts out of choice.



WARP FRENZY (Vigor + Might)

It is an outer discipline that allows for the cultivation of the deep rage of Might. A raging flame is stoked deep within you, your fear and wrath are fed to it, and the Might fire explodes through your body. This allows you to manifest a furious assault of terrifying speed. You may only channel *Warp Frenzy* during combat.

Luminous: For the next two combat rounds, after making an attack, you may immediately make a second attack against the same opponent.

Radiant: Same as Luminous, but the duration is three combat rounds.

Brilliant: Same as Luminous, but the duration is four combat rounds. In addition, you may target a different opponent with the second attack. Finally, at the end of this combat, you may save one unspent Fury Point.

Shatter 1: Immediately gain one Fury Point. From now on, whenever your Fury Pool is greater than zero, you foam at the mouth with bubbling saliva.

Shatter 2: Immediately gain one Fury Point. From now on, whenever your Fury Pool is greater than zero, your lip splits open upon a new, vertical bifurcation. Some or all of the teeth on your upper or lower jaw become long and pointed.

Shatter 3: Immediately gain one Fury Point. You now exude an air of terrible menace. Civilized Folk will avoid you as if you were a dangerous and malevolent animal, and all but the most primitive social interactions become impossible. You are so frightening in combat that an opponent must spend one Zeal before they and their allies may attack you.

WRATHFUL STRIKE (Will + Might)

Drawing upon your bodily reserves and anger-fueled emotions, you lash out at your enemies in a blur of red fists and spectral fire. You may channel *Wrathful Strike* simultaneously with an attack.

Luminous: Your next successful melee attack deals one extra damage.

Radiant: Until the end of the combat, all of your successful melee attacks deal one extra damage.

Brilliant: Your next successful melee attack deals

three extra damage.

Shatter 1: Your hands become permanently stained, as if with red dye.

Shatter 2: Your hands grow bony protuberances, ridges, or oversized osteoderms. Your ability to complete tasks requiring fine motor skills is diminished. At the GM's discretion, you may have to lower your Craft and Machinery Ratings for certain Tests.

Shatter 3: Burnout. Your hands become permanently cracked and bleeding.



short distances, or fly for longer than is normally possible, an extraordinary act of endurance.

Radiant: You can perform great feats of flight which would seem to stretch the laws of physics: you can briefly carry heavy weights, fly for astounding distances, or stay aloft for incredibly lengthy periods of time.

Brilliant: You can briefly carry an impossibly heavy weight, or even fly to a neighboring shard.

Shatter 1: The channeling succeeds, but it takes a lot out of you. You suffer a Dramatic Wound and you may not fly again for the rest of the story.

Shatter 2: Your willingness to interact with those Folk who are tethered to the ground and incapable of flight deteriorates. The well-known arrogance of the Teryxians takes on near legendary proportions in you, and you revel in your mastery of the skies. Your *Born to Fly* Gift is modified so that you may gain one Spirit Point during any Windlore Test with a Spirit Die result of "1" or "2."

Shatter 3: You lose the ability to fly. Your feathers appear to be in perfect working order, there's just some trick of the Overlight that prevents you from sending yourself aloft.

WORD OF AUTHORITY (Logic + Will)

Once masters of Quill, the Teryxians ruled with an iron talon. Some of them have not forgotten the secret ways of bending another's Will to their own. When you channel *Word of Authority*, you may speak a single, one-word command to a target character within earshot. Beasts are unaffected by this Chroma.

Luminous: The target does not respond to your command, but is momentarily stunned by the outpouring of raw, Overlight-fueled willpower shaped into a single word. If in combat, they must skip their next action.

Radiant: Perform an Open Test (Persuasion vs.

Mental). If you win, the target complies with your command in the simplest terms.

Brilliant: The target responds with total servitude, fulfilling your request in all its implied intent.

Shatter 1: Your voice becomes supernaturally stern, and just about everyone finds you to be pompous and arrogant.

Shatter 2: Your mere presence can frighten away those who feel that they have something to hide.

Shatter 3: Burnout. A glowing, pale yellow nimbus, known as the Hierarch's Crown, appears about your head.



PHOTOSYNTHESIZE (Logic + Vigor)

The cells within your woody and leafy parts chemically turn the Overlight into fuel and energy for your bodily functions, supercharging your healing process and overall health. You may not channel *Photosynthesize* while you are under the shadow. When on Banyan, provided you have achieved a Luminous success or better, you may increase the success level by one. (You may not achieve a Legendary success this way.)

Luminous: You may immediately heal two wounds. These may not be Dramatic Wounds.

Radiant: You may immediately heal all wounds up to and including your most recent Dramatic Wound.

Brilliant: Same as Radiant, and you do not need

food or sleep for the equivalent of a week.

Shatter 1: If you are already of a Banyari tribe that bears leaves, the volume of those leaves doubles, as your foliage becomes considerably more dense. If you are of a non-leafy tribe, you grow leaves!

Shatter 2: Your blood turns a fluorescent green. You may only receive mid-story healing of Dramatic Wounds via Chroma. Salves, traditional medicine, and elixirs are all useless.

Shatter 3: Burnout. Ignore the normal results of the channeling. Instead, immediately heal all your wounds, including Dramatic Wounds. Your skin or bark turns a bleached-out, pale grey color. Your Health Track is permanently reduced by one.

ROOT! (Compassion + Vigor)

Required Background: Verthod Rootlord

When you channel *Root!*, the vines and branches of your body grow and grasp outward to form an unnaturally strong grip upon an object, a person, or the earth itself.

Luminous: Your branches form a strong but momentary grip. In combat, this grip lasts until the end of your next action.

Radiant: Your grip is very strong and load-bearing. This grip lasts until the end of the combat or scene.

Brilliant: Your grip is unbreakable by almost

any means, and lasts until the end of the combat or scene, if you so choose.

Shatter 1: Whatever you are grasping crumbles beneath your grip. If it is an ally, they must perform a Hazard Test (Crushing D12 vs. Resistance).

Shatter 2: You become permanently attached to whatever you are grasping.

Shatter 3: Burnout. Your body withers, flowers, and dies. At the beginning of the next story, you may return to the game, good as new, but we encourage you to describe radical differences to your form and maybe even your personality.



A VOICE IN THE CROWD (Logic + Compassion)

Though the rhythms and pacing of the City Magnificent are like a comforting heartbeat to a native-born Haarkeen, there are times when being able to focus in on the voices of a select few is a blessing. By concentrating on a conversation that is happening within your line of sight, you may channel *A Voice in the Crowd* to hear the voices involved from some distance away, with other sounds fading to a dim hum in the background.

Luminous: You clearly hear one of the voices (your choice) involved in the conversation.

Radiant: You clearly hear two of the voices involved in the conversation.

Brilliant: You clearly hear all voices involved in the conversation, and you may also experience

the participants' other senses, like smell and taste. In addition, your perspective shifts so that you experience the conversation as if you were standing there yourself, and you may even turn your head to look at your surroundings.

Shatter 1: You become unremarkable to a fault. This allows you to go unnoticed in crowds, but it is now incredibly difficult for anyone to remember your name or face.

Shatter 2: Snippets of conversations enter your awareness with some regularity. It is often impossible to tell where they are coming from. Maybe they are echoes from long ago? Or perhaps conversations that are yet to occur?

Shatter 3: Burnout. Your eyes and pupils turn poisonously blue and trail a pale teal vapor.



SPEAKER'S FIRE (Wisdom + Compassion)

Required Background: Embertongue

Embertongues fill many roles in Pyroi life. Often called upon as mediators and emissaries to foreign dignitaries, more than a few of them have developed methods of the Overlight that can serve to relax and soften social tensions or tempers arising from trade dealings. When you channel *Speaker's Fire*, you may influence a conversation or gathering of people meeting to discuss any number of topics. The Overlight works in subtle ways, removing suspicion and smoothing over sharp edges of personality.

Luminous: Circle of Friends. The assembled Folk speak to you as if you were a well-known acquaintance.

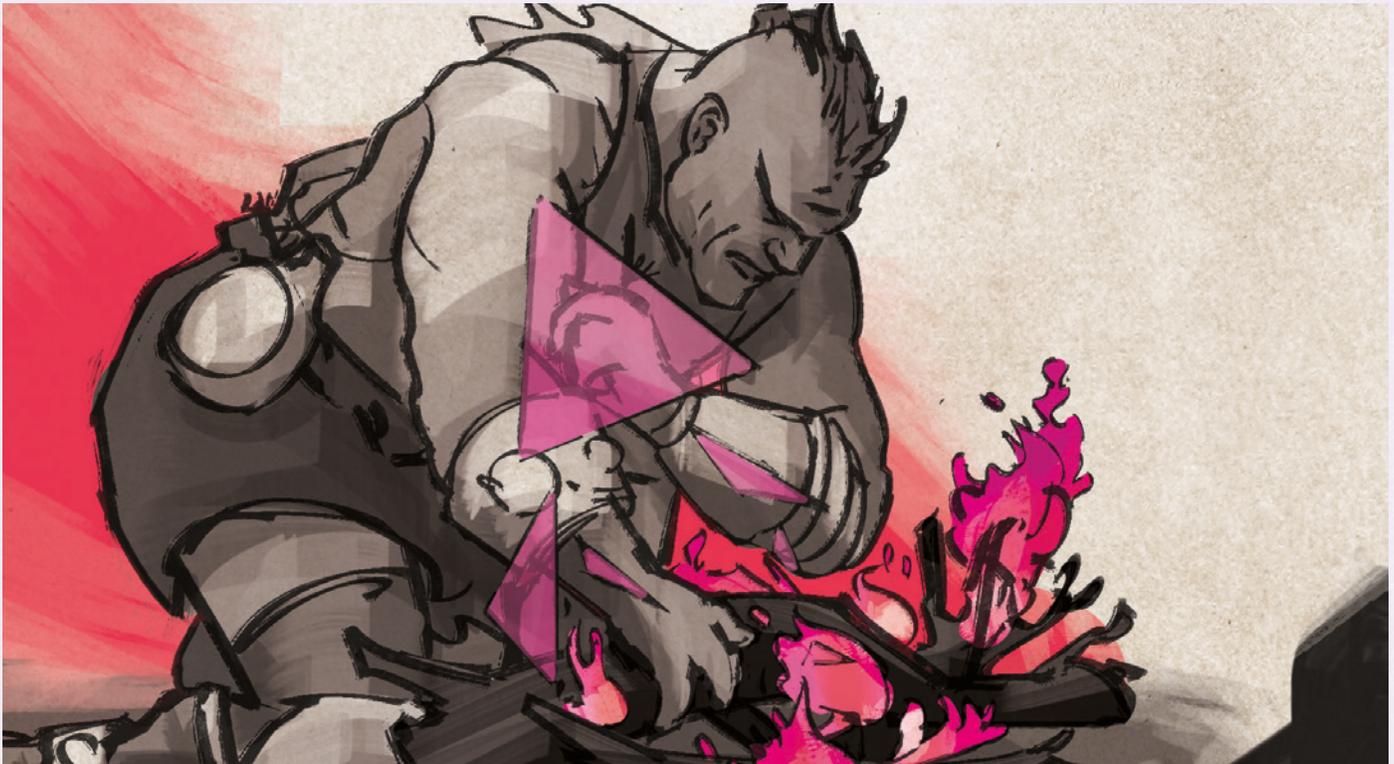
Radiant: Circle of Trust. Same as Luminous, but the assembled Folk might open up to you as if you were a beloved friend.

Brilliant: Circle of Secrets. Same as Radiant, but the assembled Folk might even treat you as if you were a co-conspirator or confidante.

Shatter 1: When you arrive in large social situations, you are welcomed as a friend among strangers. Almost by instinct it seems, the gathering treats you as the life of the party.

Shatter 2: It becomes nearly impossible for you to pass unnoticed in a crowd.

Shatter 3: Burnout. Smoke and fire leak from your mouth when you speak, with an intensity that betrays your emotions.





SURVIVOR'S SPARK (Wisdom + Might)

Calling back to reach into the burning heart of Pyre's elemental core, a Pyroi may summon up a sparking piece of that most enduring of flames.

Luminous: A small flame appears on your fingertips. This can be used to light easily flammable materials or to provide a tiny light by which to see. It lasts until the end of the scene.

Radiant: A small blaze the size of a campfire appears on the ground in front of you. It will burn naturally thereafter.

Brilliant: An area within your natural line of sight erupts into a massive conflagration, approximately 10 feet in radius. Anyone caught

in the blast must perform a Hazard Test (Fire D10 vs. Physical). Anything flammable in the area will catch fire, and the blaze will burn itself out naturally.

Shatter 1: The *Glyph of the Spark* appears somewhere on your body. It may be as a brand, scarred flesh, or a glowing rune. You are marked by other Pyroi as "upon the Path of Fire."

Shatter 2: Your face or forehead is marked by the *Glyph of Flame*. Beasts and simple-minded Folk respond to you as they would a large open fire.

Shatter 3: Burnout. You receive the *Glyph of Pyre* somewhere on your body. You are now immune to fire and heat damage in all respects.

TRACK THE SPIRIT (Wisdom + Logic)

Required Background: Boneskin Thrallscout

The role of the Thrallscout is to range ahead of the warband, find the enemy, and report back with enough intel that the Firethanes can engage the targets with preparation and honor. Sometimes the Thrallscouts range for incredibly long periods of time, where they are often ambushed and killed, or simply die of exposure. Such is the challenge of their station. Yet Skyborn Thrallscouts can sometimes circumvent what is often the deadliest part of this duty. If you find the footprint of a target you are tracking, you may channel *Track the Spirit*, plunging your senses into the impression and assuming the perceptions of your quarry, like a mantle over your own mind. This effect lasts

until the end of the scene or until you choose to end it. You cannot channel another Chroma while this is in effect.

Luminous: If the target is on the same shard as you, you can see through their eyes.

Radiant: Same as Luminous, but you can also hear through the target's ears.

Brilliant: You can see through the eyes and hear through the ears of the target, no matter which shard they are on.

Shatter 1: This Chroma taps into your deep connection to the wilds around you and the cultural memory of the wide open spaces of Pyre. With each successive Shatter, that connection becomes more intense, such that when you