



COMMON ELF CULTIST

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NAME: "The Team Maker"
ARCHETYPE: Cultist
Total L.P. Earned: _____
Fate Pool: 1

RACE: Common Elf
GENDER: _____
L.P. Left: _____
Spent Fate: _____



	Base	Bonus	Final
BODY	4		4
STRENGTH	4		4
QUICKNESS	7		7
INTELLIGENCE	6		6
WILLPOWER	6		6
CHARISMA	8		8
FOCUS	6		6
REFLEX	6		6

Combat Pool 8
Focus Pool 6
Astral Pool 6

Initiative 6 + 1d6
Initiative Dice 1
Init. Penalty -2

<u>Primary Weapon :</u>	Long Daggers (x4)
<u>Primary Weapon Damage :</u>	8M
<u>Secondary Weapon :</u>	Unarmed
<u>Secondary Weapon Damage :</u>	(STR)M Stun
<u>Ammo Count :</u>	
Iron Vine	<u>Movement :</u> 7
ARMOR	<u>Run Multiplier</u> 4
SLASHING	3
CRUSHING	3
ARCANE	3
PIERCING	1

		Damage Meters	
		Physical	Mental
Deadly	10	+4 TN (-4 Init)	+4 TN (-4 Init)
	9		
	8		
Serious	7	+3 TN (-3 Init)	+3 TN (-3 Init)
	6		
	5		
Moderate	4		
	3	+2 TN (-2 Init)	+2 TN (-2 Init)
	2		
Light	1	+1 TN (-1 Init)	+1 TN (-1 Init)

Active Skills	Base	Skill Ups	Knowledge Skills	Base	Skill Ups
Etiquette	7		Kel'noran Poetry	5	
Leadership	7		Popular Airship Trade Routes	5	
Fencing	6		Theran Slave Trader Routes	4	
Performance	6		Economics	4	
Meditation	6		Loom Bath Houses	3	
Negotiation	5		Adventurer's Guild Locations	4	
			Interesting Religious Cults	5	

Item	Weight	Cost
"The Kitchen Sink" Kit		5
"Super Deluxe" Steamer Trunk		40
Sun Rod		5

Mystic Disciplines	Rank	Cost
Insta-Cult (Advanced Action)	<i>Sustained</i>	
Echoing Doubts (Advanced Action)	<i>Attack</i>	
Astral Perception	<i>Passive</i>	1
Telekinetic Threat	<i>R6 / Passive</i>	1.5
Linguistics	<i>Passive</i>	1
Frenzied Thoughts (FREE Action / Encounter)	<i>R1</i>	1
Stunning Revelations (Advanced Action)	<i>Attack</i>	1.5

TRAITS	
<i>Ability: Low Light Vision</i>	
<i>Foible: Theran Criminal Record</i>	

Gold	8
Silver	
Copper	

Contact #1	Location	Rank	NOTES
Goblin Traveling Salesman	A'Bondi (Roams)	1	
Contact #2	Location	Rank	
Troll Tribal Shaman	Central Valley (Roams)	1	
Contact #3	Location	Rank	
Contact #4	Location	Rank	
Contact #5	Location	Rank	
Contact #6	Location	Rank	
Contact #7	Location	Rank	
Contact #8	Location	Rank	

Character Information

Race: Common Elf

The elves of *Zethyria* tend to gravitate towards the middle of the map, finding the highest concentration within the *Free-Trade Lands* territories. Within this area is found the Great Life Tree, called *Loom* by the elves that dwell within. While elves tend to be more private regarding the personal lives, politics, and traditions or cultures of their race, they are also the most curious about the cultures and languages of other races. While there are many different subcultures of Elves, there are considered to be three primary types. The elves boast the label of being the oldest recorded culture in the lands of *Zethyria*, a badge of honor constantly upheld through conversation and diplomatic relations with the other races of the realm. Combining this distinct sense of “superiority through experience of history” with the known longevity of the elven races often makes for tough diplomatic and political conversations with more impulsive races like humans or orcs... and especially with the solarans.

Physical Description

Common Elves have a more fair skin tone than most human races, with Wood Elves being slightly more tanned. Dark Elves show the most deviation with their dark gray skin colors and shocking light hair color. Common Elves & Dark Elves keep long hair styles unless of military appointment or physical trade, when they will then cut their hair to shorter lengths, while Wood Elves keep shorter hair lengths in general. Common Elves take great care of their fashion and state of appearance, while Wood Elves & Dark Elves go for more functional attire. All the elven races have longer, pointed ears than humans. While these ears do afford an increase in hearing range, this increase is ever so slight.

Culture

The central branch of elven culture is quite often referred to as the “*Common Elf*” by outsiders (though they do not maintain this branding themselves.) Numerous populations of these elves can be found near or within the city centers and townships of the humans, living side by side. The single biggest community, however, are located within the *Life Tree* at the geographic center of *Zethyria*. The *Life Tree* community is a major center of trade for all things magical and arcane... an achievement the elves themselves are quite proud of.

Common Elves tends towards more organized strictures of government, preferring their communities to be administrated by bodies of elected officials often of magical or mystical skill.

Game Information

Average Height: 1.9 Meters

Average Weight: 72 Kilograms

Skin Coloration: Pinkish-white

Stat Bonuses: +1 Quickness, +2 Charisma

Abilities: Low-light vision (No penalties in partial darkness)

Skill Bonuses: +1 to Etiquette & Leadership. +1 to any learned language skill.

Archetype: Cultist

CULTIST

Driven by a powerful sense of duty towards a particular goal, the Cultist walks a dangerous path rarely followed by others. Employing vast reserves of fanaticism for their beliefs, Cultists are strong willed enough to actually pass on to others this level of extreme dedication. Whether driven by true belief or madness, a motivated Cultist can be a dangerous person to meet under the wrong circumstances.

Cultists make maximum use of their charismatic personalities and powerful skill of leadership to influence others into aligning with their own beliefs, whether by choice or by force.

Disciplines

Insta-Cult: A fanatical level of belief in something can more than make up for any fine tuned mental discipline the *Cultist* may be lacking. Public recitation of personal beliefs and motivations allows the *Cultist* to try and force the strength of his or her convictions upon any targets within hearing range. This ability is a sustained power, thus adding a **+1** TN Modifier (cumulative per power sustained) to any other abilities being started for the duration of the power's being sustained.

Requirements: Target(s) within audible range

Action Type: *Advanced Action* (Ranged)

Skill Check: *Leadership* (TN# is Willpower)

Duration: *Sustained*

Note: No amount of brain-washing or magically empowered persuasion will cause a being to perform an action that will end up putting themselves directly in harm's way. You cannot recruit someone with Insta-Cult then order them to walk off a cliff. You can however recruit someone with Insta-Cult then order them to attack soldiers on guard outside of a build... or even give up secret information that they put them “indirectly in harm's way” for revealing.

Echoing Doubts (Attack): “A strike to the core beliefs any person holds dear will be more than enough to send echoing doubts through their very convictions.”

This is a ranged damage over time attack, dealing a fixed amount of damage per round the target is under the effects. Initial hit is calculated as per normal ranged attack rules, but there is no damage staging. Successes rolled determine the number of rounds the effect lasts on the target. Each round the victim is damaged by this effect they must make an *Intelligence Test* (TN# 4 plus # of rolled successes) to shake off the effects and stop taking damage.

Requirements: Single target within line of sight

Action Type: *Advanced Action* (Ranged)

Skill Check: *Leadership Test* (TN 4)

Duration: # of rolled successes, in combat rounds

Damage: (Charisma + 3)L

Astral Perception

Cost: 1

Focus and discipline allows the mystic to pierce the veil of reality, looking into the astral plane. *Astral Perception* grants a mystic vision into the astral plane. It should be noted that activation of *Astral Perception* makes a person ‘active’ on the astral plane, opening them up to the possibility of magical attack from astral entities (such as astrally projecting mages), up until the point that *Astral Perception* is deactivated.

Telekinetic Threat

Cost: 0.25 per rank (Max rank 6)

Reuse Limit: PASSIVE

Range: (See description)

Telekinetic Threat is a specially trained ability granting a Mystic the ability to wield and control a melee weapon they are directly skilled in the using. The range and dexterity at which such an object can be manipulated is directly tied to both the ability rank of *Telekinetic Threat* and the weapon skill being used. If for example a Mystic is using *Telekinetic Threat* at a rating of 4 with a *Sword* skill of 6... the maximum range is 4 meters, and the maximum number of dice that can be used on attack rolls using *Telekinetic Threat* is also limited to 4. The range and number of dice being rolled are always limited the lower of these two factors, either the weapon skill or the rank of *Telekinetic Threat*.

Attacks being made using *Telekinetic Threat* obey all the standard rules for melee combat, with visibility and cover still being factors during the fight. The attacking mystic must retain line of sight to his wielded weapon at all times as well as the target he is engaged with in combat. Strikes made successfully against the mystic’s *Telekinetic Threat* weapon **still do damage to the mystic**. This damage is converted to *Stun Damage* when it is being dealt to his weapon wielding phantom. If the mystic is wielding a one handed weapon this way, their projection can

make use of a buckler sized shield as well. If dual wielding *one handed* weapons, then the weapons must be kept together... fighting the same single target. *Telekinetic Threat* can be used with standard melee weapons, ranged weapons or even thrown weapons.

Linguistics

Cost: 1

After hearing just a few sentences from a foreign tongue, the mystic can understand languages previously unknown to them. With a *Meditation* test against a target number of 4 the mystic temporarily gains the necessary language skill for a number of minutes equal to the successes rolled. After this time has expired, the mystic must make another Linguistics test to reacquire the lost language skill. Note: The temporary language skills earned through this ability do not stack with or otherwise magnify already known language skills. Whichever of the two has a higher rating gets used.

Frenzied Thoughts

Cost: 1, 2, or 3

Reuse Limit: ENCOUNTER | FREE ACTION

Range: (FOCUS) in meters

Through special hymns and chants the mystic can speed up the very thoughts of chosen friendly targets within range. The mystic makes a *Performance Test* with a target number of 4, with the number of successes determining the number of combat rounds this bonus lasts. A successful test adds +1D6 per rank of the ability (up to +3D6 max) to the initiative dice of all affected friendly targets.

Stunning Revelations

Cost: 1.5

Reuse Limit: AT WILL

Range: Line of Sight

TN#: Intelligence (Resisted)

DRAIN: 3 (Damage Level)

Learning specific conversational methods gives the mystic an ability to confuse a single target in to a state of mental fatigue and stun. The attacking Mystic chooses what mental damage level they want to attack with (*Light, Moderate, Severe* or *Deadly*). This determines the difficulty their target will have of fighting off the attack as well as what mental drain the Mystic risks gaining as a result of the attack.

This attack starts off with the mystic declaring what *Damage Level* they are setting the attack to then making a *Meditation* skill check against a target number of the 4 (modified by possible combat modifiers such as cover, visibility or movement as determined by the *Game Master*). If the mystic generates at least 1 success on their attack roll, then their attack has landed successfully. For every pair of successes rolled the *Damage Level* of the attack is then staged up one

step from the initial declared *Damage Level*, determining the final damage rating of the attack.

The target then makes a *Body* attribute check against a damage rating equal to **(Mystic's Intelligence)(Declared Damage Level)**. This means that if the *Damage Level* of the attack ended up being staged up to *Severe* and the attacking Mystic has an *Intelligence* of **5**, the target must resist an attack with a **5S Physical** damage rating. As a final step, the attacking mystic rolls their *Willpower* (plus any *Focus Pool* they may have available, if they choose) to resist **4(Declared Damage Level) STUN** drain.

Traits

“Criminal Record” (Earn 2 or 4 BP)

A character with a *Criminal Record* has had a run in with the law at some point in their history. If the character's crimes were small enough to only merit being put on record in one specific city, then it is a **2** point value foible. If a character stands accused of greater crimes, their criminal history is on record for every city in a single nation. This is a **4** point value foible, as it has more severe repercussions for the character should they get caught by the law.

Equipment

“The Super Deluxe” Steamer Trunk

“The Super Deluxe”	40 g
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“*The Super Deluxe*” is an exquisite piece of craftsmanship to behold. This double sided steamer trunk is the ultimate in travel luggage intended for only the most prepared and discerning of adventurers. This oversized steamer trunk is designed specifically to be stood up on its end in order to be opened, almost as if you are opening a door. Once opened the left half contains a series of twelve square pull out drawers, each with a safety latch designed to prevent unintended ‘drawer slide’ during transportation. All twelve of these drawers (laid out in four rows of three drawers per row) are enchanted “Preservationist” containers, affording its’ owner copious amounts of storage for food and perishables.

The right half of the trunk, not to be left out on details, has been designed and enchanted in similar fashion to *Packrat* luggage. Setup with the *Dimensional Warehouse* enchantment, the caliber of space capable is as impressive as it is vast.

To round out the features list, this metal reinforced steamer trunk has been given the gift of *Levitation*, allowing it to float along as it quietly follows its owner. While this levitation feature was never designed for the purposes of use as prolonged travel method, a few “Super Deluxe” owners have had to use this luggage as a life raft during an airship disaster... safely riding their luggage down to the ground far

below. Don't wait, act now! Just answer the envious stares of your associates by whispering these two words: “*Super Deluxe*”!

“The Kitchen Sink”

Price: 5 Gold

For those characters that absolutely positively have to be prepared for everything, this is their kit! It comes with a full set of camping gear, two sets of clothes, climbing gear for two people, a full set of healing supplies and other wonderful luxury items.

- 2 sets of Traveler's Grab (*Soft Boots, Shirt, Belt, Breeches, Traveler's Cloak*)
- Bedroll
- Tent (Canvas, 4 Person)
- Blanket
- *Comfy-Soft Pillow*
- “*Sleepi-by Bedtime Defender*” (*Choose 1*)
- Packrat Backpack
- Sack (Large)
- Flint & Steel
- 3 Torches (Standard)
- Water Skin
- Whetstone
- Lantern (Hooded) w/Lantern Oil
- Iron Pot
- Set of Utensils & Metal Bowl
- *Arcane Chef™ Insta-Hotplate*
- Small Hatchet
- Rope (3 Meters)
- Rope (15 Meters) x4
- Grappling Hook (2)
- Climbing Harness (2)
- Piton (24)
- Chalk Belt Pouch (w/ Powdered Chalk)
- Lantern (Hooded) w/Lantern Oil
- Chalk (5 pieces)
- Fishing Hook
- Fishing Line (8 Meters)
- Healer's Tools
- Medicine Box (Wooden w/ Latch)
- Herb Collecting Belt Pouch
- 12 Small Glass Vials w/ Corks (Empty)

The Arcane Chef Insta-Hotplate allows for expert culinary experiences even in the wildest and most inhospitable of conditions. Combined with the Comfy-Soft Pillow and your very own stuffed Sleepy Time Owl Bear, you are guaranteed to go be well fed and well rested!