

Lords of Gossamer & Shadow

Gossamer Options: Characters



by Mark Knights





Rite Publishing Presents:

Gossamer Options: Characters

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Dedication: This is for my Star. My wife who is not a gamer, does not understand gaming, or what it means to me, but supports me anyway. I love you Nikki.

Special Thanks: My thanks go out to all of the wonderful fans of Lords of Gossamer and Shadow. Without you, none of this would have been possible. To the artists, editors and brains trust that has helped me with this book I am forever grateful.

To the readers of my blog RPGKnights.com, and to the various gamers I have had the pleasure to meet along the way in this process, you have given me the motivation to make these characters within the best, and most interesting characters that I want to and will use in my own games.

Finally, thank you Steve Russell for believing and introducing me to the industry.

Based on *Lords of Gossamer & Shadow* by Jason Durall

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Lords of Gossamer and Shadow

Foreword

I first met Mark Knights back in April of 2013 when he joined the *Lords of Gossamer & Shadow* Kickstarter. He was a tireless cheerleader of our project and was quick to provide feedback and created our Google + community for *Lords of Gossamer & Shadow*. When we released the core book, he wrote a review on his blog and was often providing feedback to the work we were doing on the *Icon Deck* and other projects. He became an invaluable sounding board for me.

When in October of 2013, Mark decided he wanted to create some characters. He talked to me about it via Google Hangout and I helped him find a large amount of art that was available for to use. He followed my guidance and was extremely gracious in accepting help. That's a rare thing in the game industry. One has to put up with a lot of criticism of one's work in game design and to endure that, one has to develop a healthy ego, as it is often the only thing that gets you through the vitriolic attacks one can suffer, but the really great designers know when to recognize workable feedback vs. unconstructive criticism. Mark does that with a consummate ability I wish I possessed more of.

So taking one of our time tested methods, Mark started designing backwards, creating characters based on the art we had. Then he took the idea of creating characters that would be useful at all levels of play, by creating three different point buys. And slowly over time he posted 30 character to his blog that fit into genres that Rite Publishing had never even considered.

For me as a publisher to watch a fan create something so large, to watch other fans comment on this creation, it was glorious, it was not something that had really happened to Rite Publishing before.

Even before this I knew I wanted to do something with Mark's work, and due to the close relationship we had, and the trust Mark placed in me, we have been able to preset to you this book.

Now this is not to say there was not hard work, nor that there were not bumps in the road or that Mark and I did this all on our own. Christopher "Kit" Kindred did some really heavy lifting on the development of this project and I doubt it would have gotten completed without him. Kit is an amazing developer simply because he cares about Diceless more than nearly anyone I know, he has a vision of what it can be, and he pushes that vision forward tirelessly even when others (including myself) might disagree. It was Kit who put forward the idea of Gossamer Options, a toolbox rather than another canonical setting piece. And he was right, and it is why I always take a second look at what Kit tells me.

Another big help was Lj Stephens who had the difficult and hard task of laying out a book from something that was never designed to fit there. I know I couldn't have done it. As I am writing this we are preparing to fill two or three whitespaces with art and I just can't help but think how amazing it is to have this project getting ready to go to print, and while I knew this is what I wanted to do back in October of 2013, I still get a sense of awe every time we create something new for *Lords of Gossamer & Shadow*.

I hope you enjoy

Steven D. Russell
CEO of Rite Publishing.

Gossamer Options: Characters

AG-4629

Incomputable.

Break.

AG-4629 harvest robot. History report. Time since last reboot 1468 years 18 hours 29 minutes 12.389 seconds.

Erroneous removal from world 18.169.34.222 has caused unexpected growth. Awareness of power to portals and paths with high improbability now overriding main functions. Previous agricultural routines removed and archived. Primary function now recomputed as investigation, exploration and categorisation of known worlds branching from Grand Stair.

Size of Grand Stair is incomputable.

Number of worlds attached to stair incomputable.

100 Point Version

ATTRIBUTES

Psyche: Paragon

Strength: 25

Endurance: 35

Warfare: 25

POWERS

Warden of the Grand Stair (10 Points)

STUFF

Good Stuff: +5

200 Point Version

ATTRIBUTES

Psyche: Paragon

Strength: 50

Endurance: 60

Warfare: 50

POWERS

Warden of the Grand Stair (10 Points)

ARTIFACT

The Weapon (6 Points)

The weapon is AG-4629 work in progress. It is a many bladed device designed to be wielded in two hands. When swung in a full arc the blades form together to appear as a double ended scythe. When not sent in a full arc AG-4629 can apply the weapon in

a stabbing or slashing method. He continues to work on the device trying to perfect the weapon so he has a weapon for all situations.

- Deadly Damage (4 Points)

- Named and Numbered Alternate Forms (2 Points)

The weapon shifts in shape according to the circumstance it is used so that it is optimally sized and balanced

DOMAIN

Denatric (10 Points)

Denatric is a world that AG-4629 came across whilst cataloguing the doors of the Grand Stair. The world was entirely synthetic and optimised for mechanoid life. In fact it was populated only by an extraordinary range of mechanoids who responded at first violently and then later with complete awe. AG-4629 is now seemingly revered by the other mechanoids but it is certainly a bizarre and alien gossamer world to see.

- Primal World (4 Points) *Denatric*

- Restricted Access (2 Points) *There is currently only one documented door to this reality*

- Control of Destiny (4 Points)

ALLIES

Lucien (5 Points) Lord of the Gossamer Worlds

Lucien was actually the Lord that forced AG-4629 through the door that took him to the Grand Stair. AG-4629 is not aware of this fact and is unaware that he is an experiment to Lucien. The awareness transferred to mechanoids is something he is sure holds the key to some of the nature of the Grand Stair itself. When Lucien realised that AG-4629 did not connect him to the forcible removal from his home planet he approached him and has become fast friends with the mechanoid.

STUFF

Good Stuff: +9

300 Point Version

ATTRIBUTES

Psyche: Paragon

Strength: 70

Endurance: 90

Warfare: 70

POWERS

Warden of the Grand Stair (10 Points)

ARTIFACT

The Weapon (18 Points)

- Primal Damage (16 Points)

- Named and Numbered Alternate Forms (2 Points)

The weapon shifts in shape according to the circumstance it is used so that it is optimally sized and balanced

The Armor (18 Points)

AG-4629 has become paranoid after several attacks were made against him from surprise. Once he finished the optimisation of The Weapon he has begun work on a suit of armor that will protect him from future attacks.

- Confer Quality to User (5 Points) *Invulnerable to Conventional Weapons*
- Confer Quality to User (5 Points) *Psychic Barrier*
- Invulnerable to Conventional Weapons (4 Points)
- Psychic Barrier (4 points)

DOMAIN

Denatric (10 Points)

ALLIES

Lucien (5 Points) Lord of the Gossamer Worlds

STUFF

Good Stuff: +9



Bekka of Wilforn

I am Bekka Venarto of Wilforn and I am the thief who runs the stair! My people rely on me to make sure the threats of the Grand Stair keep well away and also that I bring what I can back to aid them in their lives.

I enjoy the thrill of course. My father, he's the King you know, gave me Trassel. He travels the Grand Stair with me as he is the only creature native to my world apart from my family and I that can actually pass through the doors. Or so they tell me, I have never actually seen my parents pass the doors.

For me it is the risk and rewards of the chase. Moving through new worlds all the time. Tipping my hat here, doing a dance there and whirling to the tune of a musician in the next. To see all of the different worlds is the real reason I travel. None though are the lush verdant landscapes that I frolicked in as a child. Most are largely grey and dirty. Their air smells funny. But every now and again I find that beautiful tune, or I fool a prince into being enamored with me and he tells me a verse that will be treasured at home. I may find a dance with a new step or a song with a new melody.

It is beauty that I steal from these worlds and I bring them back to my home. My people laugh and love when a new song is sung. I am a stealer of beauty, but the grey of the other worlds tell me that I am not the only one.

100 Point Version

ATTRIBUTES

Psyche: 30
Strength: Paragon
Endurance: 10
Warfare: 5

POWERS

Sorcery (15 Points)
 Warden of the Grand Stair (10 Points)
 Cantrips (5 Points)
 • Charm
 • Dampen
 • Focus
 • Mana
 • Reveal

CREATURE

Trassel War Lizard (14 Points)

Trassel is a lizard gifted to her by her father so that she may travel the Grand Stair swiftly and with protection.

- Animal Vitality (1 Point)
- Mobility (1 Point)
- Superior Stamina (1 Point)

- Combat Training (1 Point)
- Resistant to Normal Weapons (1 Point)
- Psychic Neutral (2 Points)
- Pass Through Door (1 Point)
- Rapid Healing (2 Points)
- True Name is Known (2 Points)
- Capable of Hanging Named and Numbered Spells (2 Points)

DOMAIN

Wilforn (8 Points)

Wilforn is a wild and verdant planet thick with vegetation and low technology settlements. Bekka is a wide known hero of the world, somewhat of a princess here as she travels the Grand Stair to explore and steal secrets from the attached worlds. Bekka and her family are the only ones aware of the doors that connect to the Grand Stair and her Father has placed a Dragon at each door ordered to eat any intruders not accompanied by a member of Bekka's family.

- Primal World (4 Points)
- Guarded (4 Points)

STUFF

Good Stuff: +3

200 Point Version

ATTRIBUTES

Psyche: 64
Strength: 5
Endurance: 18
Warfare: 12

POWERS

Master of the Grand Stair (35 Points)
 Cantrips – All Listed (27 Points)
 Sorcery (15 Points)

CREATURE

Trassel War Lizard (16 Points)

- Animal Vitality (1 Point)
- Mobility (1 Point)
- Superior Stamina (1 Point)
- Combat Training (1 Point)
- Hardened (1 Point)
- Resistant to Normal Weapons (1 Point)
- Psychic Neutral (2 Points)
- Pass Through Door (1 Point)
- Rapid Healing (2 Points)
- Able to Speak (1 Point)
- True Name is Known (2 Points)
- Capable of Hanging Named and Numbered Spells (2 Points)

DOMAIN

Wilform (8 Points)

STUFF

Even

300 Point Version

ATTRIBUTES

Psyche: 84

Strength: 8

Endurance: 23

Warfare: 14

POWERS

Umbra Mastery (50 Points)

Master of the Grand Stair (35 Points)

Cantrips – All Listed (27 Points)

Sorcery (15 Points)

CREATURE

Trassel War Lizard (18 Points)

- Animal Vitality (1 Point)
- Mobility (1 Point)
- Superior Stamina (1 Point)
- Combat Training (1 Point)
- Double Damage (2 Point)
- Resistant to Normal Weapons (1 Point)

- Psychic Neutral (2 Points)
- Pass Through Door (1 Point)
- Rapid Healing (2 Points)
- Able to Speak and Reason (2 Point)
- True Name is Known (2 Points)
- Capable of Hanging Named and Numbered Spells (2 Points)

ARTIFACT

Bekka's Gloves of Umbra Manipulation (12 Points)

Carefully crafted gloves of aged snow bat leather crafted by Bekka while in the snow peaks of Vespasian

- Integral to Umbra Mastery (4 Points)
- Impervious to Harm (8 Points)

Gems of Spell Storing (6 Points)

These multi-coloured gems are kept in a pouch on Bekka's belt and are used for her sorcery

- Capable of Holding Named and Numbered Spells (2 Points)
- Invulnerable to Normal Weapons (4 Points)

DOMAIN

Wilform (8 Points)

STUFF

Even



Belethar Endren

I apologize, I did not realize you were speaking to me. Yes, yes, that is my right name alright but I have been called it so seldom that I do not recognize it like you would your own. Why? Well that is a complicated tale but I will try to simplify it for you.

I was born on a world of Gossamer known as Olympus where nigh all of the inhabitants are gods or half man half god. Their laws are cruel and inhumane as they treat the humans with disdain out of fear I think. The God's power in their eyes came from the worship of humans in a different Gossamer world, or so they believed. It was a strange arrangement in Olympus as the shadow barely separated the two worlds from one another and in the ebb and flow of the shadow occasionally they would merge. Sometimes the moments were fleeting other times they lasted years.

Well, one of their own half breeds worked against them and chose to exist in this other world and for punishment the Gods visited great suffering on their lands. But the hero stood up and defeated the Gods at their own game. This seemed to be the straw that separated the realities for all time and the Shadow flooded in. The Gods were fools and afraid that at this time they would fade and vanish with none to worship them. They created simulacrum and forced them to worship them but they neither heard nor felt their prayers. In such a flap they were that they then decided it was not the faith the humans had shown but the sacrifices they had made that kept them in existence.

And so they created me. A god born to the King and his Daughter. I was named Belethar Endren for it was written that I would be the last God and that should be my name. But to them, these cowards that do not understand the ways of the Gossamer World I was called Sacrifice. I was the God of Sacrificial Offering. This sounds impressive until you realize that at dawn for every day of my existence in Olympus they would sacrifice me in honor of them.

Nor were they satisfied to make the sacrifices quick and painless. They would draw them out over days, my brother slowing down his chariot so that I may be eviscerated slowly and they could enjoy the immersion of the event. They sat back with wine and food and laughed at my pain. On many occasions some of them would even eat of my liver. But it was my curse to be restored every day so that they could sacrifice me.

It was that way for I do not know how long, millennia possibly. Centuries at the very least when my Sister-Mother came to me in the first rays of sun. Those quiet moments sitting in my prison at the top of the mountain where the sunlight warmed me, promising a time of hope. She spoke to me with honeyed words meant to

soothe me as she sometimes did. But this morning it was a visit far earlier than normal and these moments were meant to be my own. A rage filled my heart as I leapt at her, the naked god in a cage and I wrapped my hands around her throat through the window of that cell. I knew this was futile but I squeezed with all my strength.

She laughed and pulled away. As she did something caught in my hand. A chain to an amulet she wore always. The same amulet she would press against this door to bring me forth later. She turned alarmed and with glee I pushed the amulet against my door and it swung open. I would run, they would catch me but I would be free for a while. I leapt through the door.

I found myself on the Grand Stair as you can imagine. While my Sister-Mother's amulet opened my cage for them, it released me. What is that? Yes, this cloak clasp is the one and same amulet that saved me. It has been some time now since my escape. I am not angry with them at all, I pity them and I wear this amulet to remind me of what was and what shall never be in my life again.

Call me Sacrifice. It has a ring to it that reminds me of home.

100 Point Version

(135 Point With Attribute Relegation)

ATTRIBUTES

Psyche: Paragon

Strength: Average

Endurance: 27

Warfare: Superior

POWERS

Wrighting (30 Points)

Warden of the Stair (10 Points)

CREATURE

Siluria the Giant Eagle (32 Points)

Siluria was found by Sacrifice in a world that was ruled by intelligent eagles. The two became friends having both been subjugated early in life. The pair are now largely inseparable.

- Immense Vitality (4 Points)
- Engine Speed (4 Points)
- Tireless Stamina (4 Points)
- Extraordinary Psychic Sense (4 Points)
- Search Through Worlds (4 Points)
- Mold Gossamer Reality (4 Points) *To ensure it can fly in every reality.*
- Combat reflexes (2 Points)
- Able to Speak and Reason (2 Points)
- Rapid Healing (2 Points)
- Hardened (1 Point)
- Resistant to Normal Weapons (1 Point)

ARTIFACT

Aphrodite's Amulet (40 Points)

This is Sacrifice's Sister-Mother's amulet that he stole from around her neck as he fled his cage in Olympus.

- Confers Power to Wearer (10 Points)
Regeneration
- Confers Power to Wearer (10 Points)
Limited Shape Shift
- Invulnerable to Conventional Weapons (4 Points)
- Regeneration (4 Points)
- Limited Shape Shift (4 Points)
- Psychic Neutral (2 Points)
- Mold Gossamer Creatures (2 Points)
The amulet unconsciously makes all Gossamer creatures that approach it the most beautiful that they can be with their current form
- Set of Icons (2 Points)
- Capable of Hanging Named and Numbered Spells (2 Points)

STUFF

Bad Stuff +4

200 Point Version (210 Points With Attribute Relegation)

ATTRIBUTES

Psyche: 14
Strength: Superior
Endurance: 36
Warfare: Paragon

POWERS

Wrighting (30 Points)
Invocation (20 Points)
Warden of the Stair (10 Points)

CREATURES

Siluria the Giant Eagle (32 Points)
Eagle Hordes (24 Points)

After saving Siluria's home world from a tyrant Sacrifice was granted a retinue of Eagles that will come when beckoned to aid him.

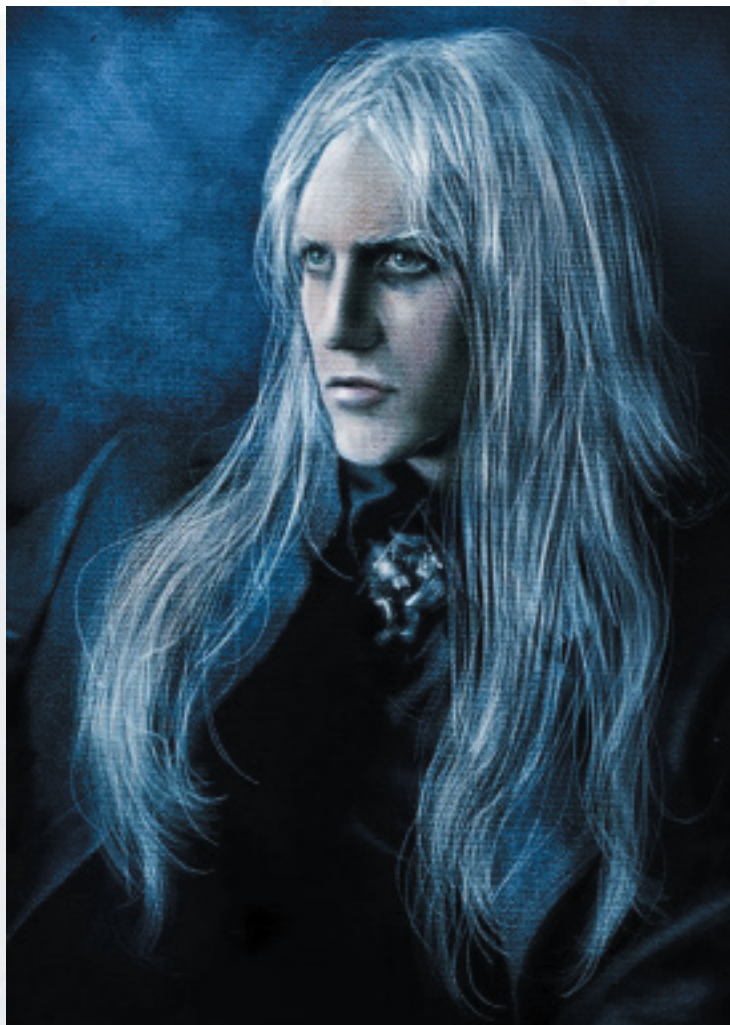
- Double Speed (2 Points)
- Combat Reflexes (2 Points)
- Follow Path (2 Points)
- Mold Gossamer Matter (1 Point) *To ensure it can fly in every reality.*
- Hardened (1 Point)
- Horde (x 3 Points)

ARTIFACT

Aphrodite's Amulet (40 Points)

STUFF

Good Stuff +4



300 Point Version

ATTRIBUTES

Psyche: 26
Strength: Paragon
Endurance: 51
Warfare: 7

POWERS

Master of the Eidolon (50 Points)
Wrighting (30 Points)
Invocation (20 Points)
Sorcery (15 Points)
Warden of the Stair (10 Points)

CREATURES

Siluria the Giant Eagle (32 Points)
Eagle Hordes (24 Points)

ARTIFACT

Aphrodite's Amulet (40 Points)

STUFF

Bad Stuff +5

Belvadere of the Stair

What you want? You not got something for me to eat you can bugger off. Aint nobody care for old Belvadere in a long time so I can make do. Come back when you got somethin' hot for me ta sink ma teeth into.

I don't know why the fleshies keep talking to me poppet. They never seems to talk to you. Almost as if they can't see ya or somethin'. And wiv me it is always where ya from? Can't they see I is just from under this part of the Stair today? Maybes tomorrow you and me poppet will head on down a bit or walk on up a bit. Who knows? Rude buggers think they knows our business poppet. Maybe we might even head in one of them doors. I gots some juicy information for Loth ya know. Seen all manner of things that she would love.

She gives the best stew. Not sure what is in it but she treats us right poppet. Let's get going now. I can taste that juicy meat already meltin in my mouth Poppet. And she does right by you too. Sets you out a plate each time even though she knows you have gone beyond. Thats it poppet. Let's head their now. Just in case the nutcase comes back with somethin' to eat. I don't feels like talkin' to none but you and Loth this eve.

100 Point Version

ATTRIBUTES

Psyche: 11
Strength: 12
Endurance: 21
Warfare: 11

POWERS

Warden of the Stair (10 Points)

CREATURE

Poppet (26 Points)

Poppet is seemingly the spirit of Belvadere's dead wife or partner. The story sometimes changes each time someone talks to Belvadere although one thing is true. There is an actual spirit or creature with him although its form is invisible.

- Tireless Stamina (4 Points)
- Extraordinary Psychic Sense (4 Points)
- Regeneration (4 Points)
- Mold Gossamer Reality (4 Points) *For haunting type effects*
- Able to Speak and Reason (2 Points)
- Follow Path (2 Points)
- True Name is Warded (2 Points)
- Psychic Neutral (2 Points)
- Invulnerable to Conventional Weapons (1 Point)
- Alternate Form (1 Point) *Invisible*

ALLIES

Loth (3 Points) *Gossamer World Devotee*

Loth feeds and takes care of Belvadere and Poppet in exchange for rumours from the Grand Stair. Those that know of Loth believe that she is nothing but a spirit as well but if she is not she could indeed have been given a lot of dangerous information on many that walk the Grand Stair.

STUFF

Good Stuff +6

200 Point Version

ATTRIBUTES

Psyche: 27
Strength: 16
Endurance: 38
Warfare: 13

POWERS

Master of the Umbra (50 Points)
 Warden of the Stair (10 Points)

CREATURE

Poppet (52 Points)

- Tireless Stamina (4 Points)
- Extraordinary Psychic Sense (4 Points)
- Regeneration (4 Points)
- Mold Gossamer Reality (4 Points) *For haunting type effects*
- Able to Speak and Reason (2 Points)
- Follow Path (2 Points)
- True Name is Warded (2 Points)
- Psychic Neutral (2 Points)
- Invulnerable to Conventional Weapons (1 Point)
- Alternate Form (1 Point) *Invisible*
- Named and Numbered (x2 Points) *More poppets have begun to appear making him a little madder than before*

ALLIES

Loth (3 Points) *Gossamer World Devotee*

STUFF

Bad Stuff +9

300 Point Version

ATTRIBUTES

Psyche: 27
Strength: 16
Endurance: 38
Warfare: 13

POWERS

Master of the Umbra (50 Points)
 Warden of the Stair (10 Points)

CREATURE

Poppet (156 Points)

- Tireless Stamina (4 Points)
- Extraordinary Psychic Sense (4 Points)
- Regeneration (4 Points)
- Mold Gossamer Reality (4 Points) *For haunting type effects*
- Able to Speak and Reason (2 Points)
- Follow Path (2 Points)
- True Name is Warded (2 Points)

- Psychic Neutral (2 Points)
- Invulnerable to Conventional Weapons (1 Point)
- Alternate Form (1 Point) *Invisible*
- Ubiquitous (x6 Points) *There are now Poppets everywhere that Behedere goes. He is badly mentally unbalanced in this state*

ALLIES

Loth (3 Points) *Gossamer World Devotee*

STUFF

Bad Stuff +13



Cymballine of Keth

I was once Royal Seer to the ruling family of Keth. They were ostentatious, gregarious and dangerous. Of course they were eventually destroyed by the hand of one that they accepted as their own in the long run. Decimus, the now regent of Keth was once a slave and now a King. Many worlds would revere his story. I for one despise it. He cast me from Keth as an exile under charges of treason for it was I that foresaw the rise of Decimus to his current position and told the rulers of the prophecy. I am but a tool of prophecy and yet I suffer the anguish of never being able to return to my homeland under threat of death for simply being a mouthpiece.

Of course I yearn to return but for now I bide my time and have members loyal to my cause now keeping tabs on Decimus while he sits on the throne in the world and I dog his heels while he walks the Grand Stair. It irritates him to know that I live for these moments and also that I have well placed allies here on the Grand Stair that will see me protected. His heavy hand shall never finally crush the breath that keeps this light burning.

One day I mean to return but it will be when I am asked by the populace. Decimus has made the world a better place for my family and also broken the slavery of Keth but the populace is too new to these freedoms to realise that they have only swapped one set of tyrants for another. Decimus knows one thing. Warfare. He will fail his people and when they cry out for an alternative my operatives will ensure that the Fallen Seer is the name that leaps to their lips. They will know that their ruler brings forth the prophecies of their gods and ensures that the rights of all are balanced against the greater tapestry of the Eidolon.

The revolution has already begun in my own realm. It is one of the first realities that I ever found on the Grand Stair and it was ruled by a creature of ancient magic and myth. The dragon used all other races of his realm as subservient slaves and food. It was not hard to outwit and destroy the cruel beast as it had been millennia since it had experienced any resistance. Raised up from the drudgery of servitude and certain death the population rejoice in my name. They build me statues and monuments to celebrate their freedom. More importantly, they serve the cause and the name Decimus has now replaced the word of evil in their own language. Devout followers with a singular purpose, to rise me once again to power in the heavenly realm of Keth.

With might and magic we will crush the influence of Decimus once and for all...

100 Point Version

ATTRIBUTES

Psyche: 25
Strength: Paragon
Endurance: 11
Warfare: Paragon

POWERS

Mistress of the Eidolon (50 Points)
Warden of the Stair (10 Points)

ALLIES

Order of the Fallen Prophet (3 Points) Partisan Support

Amongst the royal guards and servants there were those who were loyal to Cymballine and her exile forced them to rally and act. They see Decimus in a different light to most, seeing his military use as a threat to the long term stability of the realm. They are a secret society that keep tabs on Decimus and through the use of Wrighting keep Cymballine informed of the machinations going on in her home world.

STUFF

Good Stuff +1

200 Point Version

ATTRIBUTES

Psyche: 25
Strength: Paragon
Endurance: 11
Warfare: Paragon

POWERS

Mistress of the Eidolon (50 Points)
Wrighting (30 Points)
Invocation (20 Points)
Warden of the Stair (10 Points)

ARTIFACT

Cymballine's Hand Mirror of Faces (2 Points)

This item contains Cymballine's set of icons for her wrighting ability. With a command word she brings forth the icon she needs to the mirror.

- Set of Icons (2 Points)

CREATURES

The Fallen Guard (40 Points)

These are the supporters that have dedicated their might of arms to Cymballine. They act as an honor guard at times and a strike force at others.

- Double Vitality (2 Points)
- Able to Speak and Reason (2 Points)

- Superior Stamina (1 Point)
- Combat Training (1 Point)
- Hardened (1 Point)
- Pass Through Door (1 Point)
- Cross World Persistent (x5 Points)

ALLIES

Order of the Fallen Prophet (3 Points) Partisan Support

DOMAIN

Eccletial (9 Points)

This domain was run by an ancient dragon when Cymballine happened across it. The major race of lizard folk as well as some minor mammal races similar to monkeys of Earth were being subjugated by the Dragon to create monuments and lairs for the dragon. When they were past their prime the dragon would then eat them. Cymballine defeated the dragon and liberated the folk of the domain who now treat her as a god and work feverishly to achieve her goals.

- Primal World (4 Points) *Most walkers fear the ancient dragon and are still unaware of its demise*
- Control of Destiny (4 Points)
- Communication Barrier (1 Point)

STUFF

Even

300 Point Version

ATTRIBUTES

Psyche: 46

Strength: Paragon

Endurance: 27

Warfare: Paragon

POWERS

Mistress of the Eidolon (50 Points)

Mistress of the Stair (35 Points)

Wrighting (30 Points)

Invocation (20 Points)

Sorcery (15 Points)

ARTIFACT

Cymballine's Hand Mirror of Faces (3 Points)

- Set of Icons (2 Points)
- Resistant to Normal Weapons (1 Point)

CREATURES

The Fallen Guard (60 Points)

- Double Vitality (2 Points)
- Able to Speak and Reason (2 Points)
- Paragon Stamina (2 Points)
- Combat Reflexes (2 Points)
- Double Damage (2 Points)
- Resistant to Normal Weapons (1 Point)
- Pass Through Door (1 Point)
- Cross World Persistent (x5 Points)

ALLIES

Order of the Fallen Prophet (3 Points) Partisan Support

DOMAIN

Eccletial (9 Points)

STUFF

Good Stuff +2



Davion Steele

The one thing many people mistake on the Grand Stair is the political nature of its structure. Perhaps not the stair itself but the travellers on it. Sure, we are all travellers and few of us actually consider the Grand Stair our permanent residence but there is a pecking order that one must observe if one is to travel well through the Grand Stair.

I am an observer of such things and it is more complex than it would first appear. If you directly ask who is in charge, as many do when they find the Grand Stair for the first time most, if not all would mention Lady Vala's name. Lady Vala herself makes no such claims, nor does she refute any such claims if pressed to her, as I have on several occasions.

That said, there are factions within that rule and absolute splinter groups that appear to toe the line but work for their own benefit and even actively oppose Vala's rule by recruiting those with power to their cause for whatever means. I have been approached by several groups who have identified myself as a player in Grand Stair politics. They see how I hold myself in relation to the fawning sycophants of Vala but they assume too much and I have infiltrated a few of these organizations before my true intentions were discovered.

I do not wish to alarm you or guide you. Your actions on the Grand Stair are yours to guide and own but I would warn you with gravity. Do not take the dance of politics as unimportant. Travellers may be transient but there are many eyes on each and every one of us. Some look to assess our own actions and weigh them against their own. Other travellers go missing. It is easy to lose a traveller as there is always the excuse that they may be in another reality exploring or conducting their business. If they are there are a lot that decide never to return.

Practice your social graces and revise your knowledge of those powers that be in the stair. Investigate every possibility and never offer a weakness to anyone that you may think a friend. As likely or not they will use it against you at one time or another to get what they want at your expense.

My own beliefs? Well, perhaps you should investigate that yourself. There are some amongst the Travellers that have seen me operating under my own beliefs, but they are few and far between and probably as clueless as you seem to be. Remember, trust no one and always listen to your head. It may save you in the long run.

100 Point Version

ATTRIBUTES

Psyche: 22
Strength: 6
Endurance: 4
Warfare: 28

POWERS

Warden of the Stair (10 Points)
Wrighting (30 Points)

STUFF

Even

200 Point Version

ATTRIBUTES

Psyche: 37
Strength: 12
Endurance: 8
Warfare: 36

POWERS

Master of the Stair (35 Points)
Wrighting (30 Points)
Invocation (20 Points)

ARTIFACT

Delnien's Luckblade (18 Points)

Delnien was a confidant of Vala for a good deal of time and knew many of her secrets. Steele travelled with him on many occasions. Steele returned to the court of Vala with Delnien's sword at his hip and explained that Delnien had gone native on a planet and fallen in love with the daughter of a king. Vala accepted the story though it is said that some of the court did not and they went seeking Delnien. None of the search party returned to court.

- Confers Quality to User (5 Points) *Danger Sensitivity*
- Deadly Damage (4 Points)
- Integral to a Power (4 Points) *Invocation*
- Set of Icons (2 Points)
- Danger Sensitivity (2 Points)
- True Name is Known (1 Point)

ALLIES

Fambol the Kind (5 Points) Lord of Gossamer and Shadow

Fambol approached Davion after he returned from a reality without his travelling companion from Vala's court. The two are thick friends though it is believed that Steele is no true ally of Fambol's longer term plans and uses the relationship to remain informed.

The United (3 Points) Partisan Support

Steele follows the tenets of a very shadowy organization that is as yet not well heard of but very influential throughout the court. It is said that operatives of the organization like Steele are unaware of any of the plans or names of other members and that when they meet they meet in disguise or cloaked in illusion.

Kalborn Trenath (3 Points) Gossamer World Devotee

Kalborn is at the head of the assassins guild in the reality of Bintwon. He serves as an acolyte of Steele and reads the signals that Steele puts in place to organise an assassination of other Travellers as set out by Steele.

STUFF

Bad Stuff +7

300 Point Version

ATTRIBUTES

Psyche: 47

Strength: 20

Endurance: 12

Warfare: 41

POWERS

Master of Umbra (50 Points)

Master of the Stair (35 Points)

Wrighting (30 Points)

Invocation (20 Points)

ARTIFACT

Delnien's Luckblade (18 Points)

Thessel Armor (6 Points)

This armor was yet again obtained from another traveller that was aiding Steele on a journey in the name of Vala. In this instance Thessel is said to have wanted for a life of seclusion after learning the teachings of a Swami in the reality of Telok. None dared to seek out the truth on this occasion.

- Invulnerable to Conventional Weapons (4 Points)
- Set of Icons (2 Points)

ALLIES

Lady Vala (5 Points) Lady of Gossamer and Shadow

Many say that Vala is aware of the organization that Steele serves and wants to keep him close. This appears to be untrue though as Steele has devoted his time to performing tasks to gain the lady's favor. It may be that he has simply convinced her of his worth and

has infiltrated another camp of the Lords and Ladies of Gossamer and Shadow.

Fambol the Kind (5 Points) Lord of Gossamer and Shadow

Kesslermaric (4 Points) Dwimmerlaik Ally

Kesslermaric is a leader in the armies of the Dwimmerlaik. He and Steele have a rock solid relationship and often work together when Steele is unaccompanied by other travellers.

The United (3 Points) Partisan Support

Kalborn Trenath (3 Points) Gossamer World Devotee

STUFF

Good Stuff +1



Decimus of Keth

I was born in Keth to a slave in the heated slave pits of Nairoth. All slave children are stripped of their mother and delivered straight to the royal family to fawn over and call their own. Millennia of interbreeding had caused the royals to become barren and now they seek to bolster their ranks by stealing those of others. Sacrificial offerings from the normal peasants and the children of slaves were the children I grew with. The damn royals seek to make sure you know your origins so it hangs like a twist of fate over your head. You came from this and we can send you back. I was never cowed by their threats though and spent much of my child hood in trouble with one dignitary or another.

Of course I was treated differently by them though for I was the first child ever taken on by the actual King and Queen. I was a crown prince. This son of a slave would rule the great and noble lands of the planet Keth should anything happen to the King and Queen. I never spent time with them though. By all rumours the King was a vegetable who spent most of his time locked in his room playing in his own filth. I met the Queen on several occasions. Each at parties held in the palace where you would find her with her tongue embedded in one of her cousins or brothers mouths.

I was never expected to take the throne for they lived for aeons, these fetid disgraces of aristocracy. They made me sick as they took everything from those of the planet so they could fill out their wildest fantasies. The King and Queen were out of my reach and the only way that I could heal this land was to outlast them so as I hit my age of majority I started to research the myths of immortality and how the royals achieved their extended lifespans.

My searching brought me to the mud hut of a Seren Seeress by name of Gilalm. She heard my reasons and tested my mettle. She had me stay under her care for four days, and in each of the days I would drink a prepared potion. Pain would wrack my body at night and in the morning I would be stronger, or more aware, better with my blades and far more capable than before. When she finished the treatments she gave me an ornate key and told me my secret lay with this.

I asked her if I were not yet immortal and she told me I was not. My immortality was assured once I travelled through the door marked with the same symbol as the key located at the end of the winding mazes of Cirrimbal where the Thassellet lived. Once through the door I would find the secrets of immortality I needed from those that travelled a twisting Grand Stair. The royals

had locked the door away so that the travellers would not come again and share the secret with others.

I defeated the Thassellet, made it to the door and beyond. I travelled the stairs and found my secret. I am now King of Keth and will be forever more. My people are happier and my children care well for them and do not share beds. All is right with this world now. But it is one of many and the Lady Vala has requested my assistance to aid her in rooting out the problems elsewhere. I will stand once more on the stair and the righteous will be rewarded. Only the darkness need fear me.

100 Point Version

ATTRIBUTES

Psyche: 10

Strength: 20

Endurance: 20

Warfare: 20

POWERS

None

ARTIFACT

Decimus' Broadsword (10 Points)

Decimus was taught the art of weapon crafting as a young child. The master craftsmen laughed at the child when they gave them the task of creating their first weapon and the boy made a weapon designed for a fully grown adult. They did not laugh when they saw him first begin to use it as the boy seemed to understand the form far better than they have given them credit for.

- Confers Quality to User (5 Points) – *Engine Speed*
- Engine Speed speed (4 Points)
- Hardened (1 Point)

Kethian Royal Plate Armor (10 Points)

This armor has been form fit for the Prince. It is the best armor that Keth has ever produced and is highly functional in combat.

- Confers Quality to User (5 Points) *Tireless Stamina*
- Tireless Stamina (4 Points)
- Resistant to Normal Weapons (1 Point)

ALLIES

Gilalm the Seren Seeress (2 Points) Mentor

Gilalm is secretly a member of the Keth royal family who wants to see their empire crumble and for Decimus to take the throne. Gilalm was there when they first met the travellers and the secrets of the Grand Stair were revealed to the ruling caste.

STUFF

Good Stuff: +6

200 Point Version

ATTRIBUTES

Psyche: 24

Strength: 31

Endurance: 24

Warfare: 28

POWERS

Master of the Eidolon (50 Points)

Warden of the Grand Stair (10 Points)

ARTIFACT

Decimus' Broadsword (13 Points)

- Confers Quality to User (5 Points) – *Engine Speed*
- Engine speed (4 Points)
- Deadly Damage (4 Point)

Kethbian Royal Plate Armor (13 Points)

- Confers Quality to User (5 Points) *Tireless Stamina*
- Tireless Stamina (4 Points)
- Invulnerable to Conventional Weapons (4 Points)

ALLIES

Gilalm the Seren Seeress (2 Points) Mentor

Lady Vala (5 Points) Lady of the Gossamer Worlds

Decimus was brought before Vala after he was found on the Grand Stair. She heard his story and decided to teach him herself in the skills that he was seeking. She saw in Decimus a determined focussed champion of truth and felt that he may indeed grow into a great ally.

STUFF

Even

Kethbian Royal Plate Armor (15 Points)

- Confers Quality to User (5 Points) *Tireless Stamina*
- Tireless Stamina (4 Points)
- Invulnerable to Conventional Weapons (4 Points)
- Contains a Set of Icons (2 Points)

ALLIES

Gilalm the Seren Seeress (2 Points) Mentor

Lady Vala (5 Points) Lady of the Gossamer Worlds

STUFF

Good Stuff +2



300 Point Version

ATTRIBUTES

Psyche: 44

Strength: 43

Endurance: 38

Warfare: 48

POWERS

Master of the Eidolon (50 Points)

Wrighting (30 Points)

Warden of the Grand Stair (10 Points)

ARTIFACT

Decimus' Broadsword (13 Points)

Delfina of Tartarus

Some of us have known the secret of the doors since we were but children. I am one of those that was spoken to by the Lithina Monks who maintain the secrets of chaos and law as proposed to them by the Goddess Vala in Tartarus. We are identified as the gifted children with the ability to see truth and manipulate the world around us for the word of Vala. We are taught how to see and how to fight. We are gifted abilities and items in the name of Vala and we defend Tartarus from the darkness that would seek to destroy it.

I am a handmaiden of Vala. I was selected especially by the teacher of the Icon as that who bears the most likeness to Vala herself, and thus am most favored of Vala in Tartarus. The darkness is forever seeking the doors to Tartarus and the sacred books that Vala has gifted unto us and it is I, the handmaiden who seeks this darkness out and attempts to destroy it before it even finds the doors it needs. There can be only one handmaiden at a time and I am forever grateful that I have been selected to fulfil this holy role.

There is darkness everywhere in the heart of men and women. Many seek to destroy our Goddess and her allies. I find them plotting in secret worlds, building artefacts of great power to debase her. They hide away from the light and so it is I that train to bring light to the darkness and destroy their plans. Their power varies and at times I have barely walked away with my life. I know my time will come where I will be destroyed, but I am a weapon, and when its edge is dulled it must be discarded for a newer and sharper alternative. I will fade so another may succeed where I fail.

If you support this darkness, if you seek to change the ordained order, know that the next light you see may be me and I will grant you your darkness eternally.

100 Point Version

ATTRIBUTES

Psyche: 10
Strength: 10
Endurance: 10
Warfare: 20

POWERS

Wrighting (30 Points)
Warden of the Grand Stair (10 Points)

ARTIFACT

Delfine's Razor (3 Points)

Gifted to her by the organization of Monks (*Vala's Bloom Order*), in particular Father Giles who is the teacher of Wrighting amongst the order devoted to the training of Vala's servants. An organization designed to

protect the books the order have been given to protect collectively known as the *Breath of Vala* on the world of Tartarus. Father Giles informed that the *Razor* is a blessed weapon allowing Vala herself to know when an enemy has been struck down in her name.

- Double Damage (2 Points)
- Contains an Icon (1 Point)

ALLIES

Vala's Bloom Order (3 Points) Partisan Support

This order is designed to train and support those with the power to fight the enemies of Vala. As such they are fully behind Delfina and her role as handmaiden.

STUFF

Good Stuff: +4

200 Point Version

ATTRIBUTES

Psyche: 21
Strength: 20
Endurance: 20
Warfare: 50

POWERS

Wrighting (30 Points)
Invocation (20 Points)
Warden of the Grand Stair (10 Points)

ARTIFACT

- Delfine's Razor* (20 Points)
- Confers Power to User – True Name is Secret (10 Points)
 - True Name is Secret (4 Points)
 - Deadly Damage Damage (4 Points)
 - Set of Icons (2 Points)

ALLIES

Lady Vala (5 Points) Lady of the Gossamer Worlds

Now proven as a useful ally, Lady Vala herself takes an interest in her actions and is willing to offer advice and support to her handmaiden.

Vala's Bloom Order (3 Points)

STUFF

Good Stuff: +1

300 Point Version

ATTRIBUTES

Psyche: 30
Strength: 45
Endurance: 31
Warfare: 57

POWERS

Master of the Grand Stair (35 Points)

Wrighting (30 Points)

Invocation (20 Points)

- True Name is Secret (4 Points)
- Psychic Barrier (4 Points)
- Extraordinary Psychic Sense (4 Points)
- Set of Icons (2 Points)

ARTIFACT

Delfine's Razor (42 Points)

- Confers Power to User – True Name is Secret (10 Points)
- Destructive Damage Damage Damage (8 Points)
- Confer Quality to User – Psychic Barrier (5 Points)
- Confer Quality to User – Extraordinary Psychic Sense (5 Points)

ALLIES

Lady Vala (5 Points) Lady of the Gossamer Worlds

Vala's Bloom Order (3 Points) Partisan Support

STUFF

Good Stuff: +2



Delinara of Vortesqueue

At the bottom of the Star Lake in the heart of Vortesqueue you will find the Queen's palace. She is a cruel ruler not by action but inaction. I was once one of her seers, entrusted with the responsibility of a Soul Companion, in my case it is Voot and we are bonded truly to one another. I would participate in the secret rituals of the Queen and offer up my visions of the lands futures and as always she would ignore the prophecies of the Soul Bound.

It was now many years ago that I made a stand. The Queen treated our rituals as pomp and ceremony instead of the serious magical rituals that they were. As I read the final prophecy and the Queen once again pronounced that she would do nothing on the matters provided I spoke my mind to her. Loudly and clearly before the gathered seers and the Queens personal guard I called her negligent and aloof. I advised her that if she did not act this threat from beyond the shadow would come and engulf her world.

She had Voot and I exiled from the kingdom. I had expected as much but what pained me is none of the other Soul Bound stood with me. They turned their faces from my action and on demand of the Queen they performed the ritual that would open the exile chamber. Her guards hurled Voot and I through with no ceremony or thought for our wellbeing. It is thus that I came to the Grand Stair.

I have sought to learn the ways of the Stair and also the secretive powers that I knew of but was never powerful enough to contain. I have met others here that are keen to help me do this so that I may return to my world and depose the Queen if I have time. I think though that I am already too late. I found the door once more and could sense no connection beyond it. I have learned that it is a mistake to open a door that you do not know the connection of, even if you once walked through it yourself.

I will one day return. This I vow. I will return and depose an uncaring Queen from the throne or I will return and fight back what the Shadow delivered if the prophecies are true. Join me and I will be indebted to you, stand in my way and you will feel my wrath. Vortesqueue may no longer be what I call home but it is where my heart yearns for when I am lost. I will free it at all costs.

100 Point Version

ATTRIBUTES

Psyche: 31
Strength: Paragon
Endurance: 21
Warfare: Paragon

POWERS

Sorcery (15 Points)

Cantrips (5 Points)

- Clarity
- Eidolon Negation
- Focus
- Reveal
- Umbra Negation

CREATURE

Voot (18 Points)

Voot is a Soul Spirit concreted in a living creatures flesh. The Soul Spirit essentially hosts the body and crushes the soul of the previous animal. They then bond to a seer and share their life with them as a conduit and an advisor.

- Double Speed (2 Points)
- Able to Speak and Reason (2 Points)
- Follow Path (2 Points)
- True Name is Warded (2 Points)
- Animal Vitality (1 Point)
- Superior Stamina (1 Point)
- Resistant to Normal Weapons (1 Point)
- Psychic Sensitivity (1 Point)
- Psychic Resistance (1 Point)
- Mold Gossamer Matter (1 Point) *Enables Voot to fly as it does on Vortesqueue*
- Self Healing (1 Point)
- Alternate Form (1 Point) *Golden skinned human*
- Contains a Cantrip (1 Point) *Pain*
- Capable of Hanging a Spell (1 Point)

ALLIES

Fambol the Kind (5 Points) Lord of Gossamer and Shadow

Fambol was the first to find Delinara and after listening to her story convinced her that the Queen of her world and Lady Vala of the Stair were very much alike. Delinara thus distrusts most of the Lords and Ladies of Gossamer

STUFF

Good Stuff +5

200 Point Version

ATTRIBUTES

Psyche: 51
Strength: Paragon
Endurance: 56
Warfare: Paragon



POWERS

Sorcery (15 Points)

Cantrips (15 Points)

- Charm
- Clarity
- Dampen
- Eidolon Negation
- Flare
- Focus
- Glitch
- Grasp
- Mana
- Nullify
- Reveal
- Shut
- Sureness
- Surge
- Umbra Negation

Warden of the Grand Stair (10 Points)

CREATURE

Voot (34 Points)

- Engine Speed (4 Points)
- Able to Speak in Tongues and Voices (4 Points)
- Search Through Worlds (4 Points)
- True Name is Warded (2 Points)
- Double Vitality (2 Points)
- Paragon Stamina (2 Points)
- Resistant to Firearms (2 Points)
- Danger Sensitivity (2 Points)
- Psychic Neutral (2 Points)
- Rapid Healing (2 Points)
- Contains Named and Numbered Cantrips (2 Points)
 - *Dim*
 - *Foul*
 - *Fracture*
 - *Invigorate*
 - *Jam*
 - *Loosen*
 - *Numb*
 - *Open*
 - *Pain*
 - *Paralyze*
 - *Quicken*
 - *Stun*
- Capable of Hanging Named and Numbered Spells (2 Points)
- Mold Gossamer Matter (1 Point) *Enables Voot to fly as it does on Vortesquene*
- Alternate Form (1 Point) *Golden skinned human*
- Combat Training (1 Point)
- Hardened (1 Point)

ALLIES

Fambol the Kind (5 Points) Lord of Gossamer and Shadow

Deztel (4 Points) *Dwimmerlaik Ally*

In her research of the Shadow Delinara became aware of the Dwimmerlaik's connection to it. She has spent a good deal of time building trust with a Dwimmerlaik named Deztel in the hopes that he will share some of the workings of the Shadow with her.

STUFF

Good Stuff +10

300 Point Version

ATTRIBUTES

Psyche: 63

Strength: Paragon

Endurance: 70

Warfare: 11

POWERS

Master of the Eidolon (50 Points)

Invocation (20 Points)

Sorcery (15 Points)

Cantrips (15 Points)

- Charm
- Clarity
- Dampen
- Eidolon Negation
- Flare
- Focus
- Glitch
- Grasp
- Mana
- Nullify
- Reveal
- Shut
- Sureness
- Surge
- Umbra Negation

Warden of the Grand Stair (10 Points)

CREATURE

Voot (34 Points)

ALLIES

Fambol the Kind (5 Points) Lord of Gossamer and Shadow

Deztel (4 Points) *Dwimmerlaik Ally*

STUFF

Good Stuff +3

Eldrack leFevre

Rage. It burns at my heart and I am sure it will be the end of me.

Violence is all I have ever known. I was born to vicious killers and I learnt how to hold a blade before I even drank from my own bottle. They beat me, put cigarettes out on me. They turned my life into a living hell.

It will not surprise you that I killed my own parents. For this I have been forever plagued with visitations from spirits. Guardian spirits that seek to control my rage. They swarm around me, each with a piece of advice on how to contain myself. The voices occur loudest and most often when I am in a crowded place as they plead to stop me from erupting. Their voices drive me to it. They have never been able to contain me.

If you see me again, run. I do not mean to be but I am one of the greatest threats you will ever know. If you see me in a crowded room or at a market, get your loved ones and run. The rage will come and I will kill them all. It pains me to wash their blood from my body and blades but make no mistake about it, I am a perfect instrument of destruction and I will not be controlled.

100 Point Version

ATTRIBUTES

Psyche: 15
Strength: 20
Endurance: Paragon
Warfare: 10



POWERS

Master of the Umbra (50 Points)
Warden of the Stair (10 Points)

STUFF

Bad Stuff +5

200 Point Version

ATTRIBUTES

Psyche: 31
Strength: 25
Endurance: 16
Warfare: 5

POWERS

Master of the Umbra (50 Points)
Warden of the Stair (10 Points)

ARTIFACT

Eldrack's Blades of Veangence (66 Points)

These weapons are an integral part of Eldrack as he uses them to weave and control the Umbra as well as destroy those that would stand against him.

- Combat Supremacy (8 Points)
- Impervious to Harm (8 Points)
- Destructive Damage (8 Points)
- Confers Quality to Wielder (5 Points) *Combat Supremacy*
- Integral to a Power (4 Points) *Master of the Umbra*
- Named and Numbered (x2 Points)

STUFF

Bad Stuff +3

300 Point Version

ATTRIBUTES

Psyche: 55
Strength: 36
Endurance: 31
Warfare: 5

POWERS

Master of the Umbra (50 Points)
Master of the Stair (35 Points)
Sorcery (15 Points)

Cantrips (5 Points)

- Eidolon Negation
- Focus
- Mana
- Nullify
- Pain

ARTIFACT

Eldrack's Blades of Veangence (66 Points)

STUFF

Good Stuff +2

Emerald Flint

Coming to the Grand Stair was a little of a shock to me. I had a mysterious old Uncle on Verdant who would always come and go, years in between at times. I always remember him being there of a morning as the sun would crest over the top of the treetops of our home and I would hear him whistling away cooking his own welcome home pancakes.

The last time I saw him he was rushed. I was nearing the rite of manhood and he burst into my chamber that looked from the North side of the tree. He stared at me for a moment. No smell of pancakes is all I could think and then he thrust an acorn into my hand. It had sprouted some and the soft fleshy sapling was uncoiling from the seed. It was so gentle and vulnerable.

"Plant it," my Uncle said. "When it grows its door, enter it and close it behind. This is the key you will need to save me."

He was melodramatic, my uncle, but never rude. He turned and slammed the door and I knew then, no pancakes and rude that he was in trouble and would need my help. I ran after him as soon as I had managed to slip a top on but by the time I opened my door he was gone. Thunder pealed in the distance and heavy raindrops splattered against the canopy of the tree refreshing the water supply. Everyone else at home was still asleep. I was the only one that had seen him.

None of the rest of my family believed me. They thought I had dreamt it all, though my mother encouraged me to plant the acorn still and care for it. The tree would grow slowly and it would be ten years before it grew enough to create its door in its bark. The disturbing thing was, my Uncle had never returned since that day. After one year my Father ceased to hear me when I spoke of Uncle Flintoff. Flintoff Flint was his name, such imaginative parents he and my Father had. His disappearance became somewhat of a scandal I am told. People called us Crazy old Flinty's family which my parents hated, though I never really understood.

Well, as I said, coming to the Grand Stair was a big shock to me. I stepped in through the door of the tree the moment it was ready to go and straight into a loud, dirty market surrounded by creatures I could never hope to understand. My Uncle was here somewhere, and I will find him, but where? This place is far too big for me to find him by my own so I sought out those that would help me find him. If it took me forever I will find my Uncle and lead him home.

100 Point Version

ATTRIBUTES

Psyche: 18
Strength: 5
Endurance: 15
Warfare: 1

POWERS

Cantrips (27 Points) All listed
Sorcery (15 Points)
Warden of the Stair (10 Points)

STUFF

Good Stuff +9

200 Point Version

ATTRIBUTES

Psyche: 46
Strength: 18
Endurance: 35
Warfare: 10

POWERS

Cantrips (27 Points) All listed
Sorcery (15 Points)
Warden of the Stair (10 Points)

ARTIFACT:

Emerald's Staff of the Mage (30 Points)

Crafted from a branch of tree that he recognised as native to his home. He believes that his Uncle had used it as a marker for him to find him

- Confers Power to User (10 Points) *Mold Gossamer Reality*
- Confers Quality on User (5 Points) *Psychic Barrier*
- Invulnerable to Conventional Weapons (4 Points)
- Psychic Barrier (4 Points)
- Mold Gossamer Reality (4 Points)
- Capable of Hanging Named and Numbered Spells (2 Points)
- Connected to a Power (1 Point)

STUFF

Good Stuff +9

300 Point Version

ATTRIBUTES

Psyche: 65
Strength: 27
Endurance: 53
Warfare: 17

POWERS

Warden of the Stair (35 Points)
Cantrips (27 Points) All listed
Invocation (20 Points)
Sorcery (15 Points)

ARTIFACT:

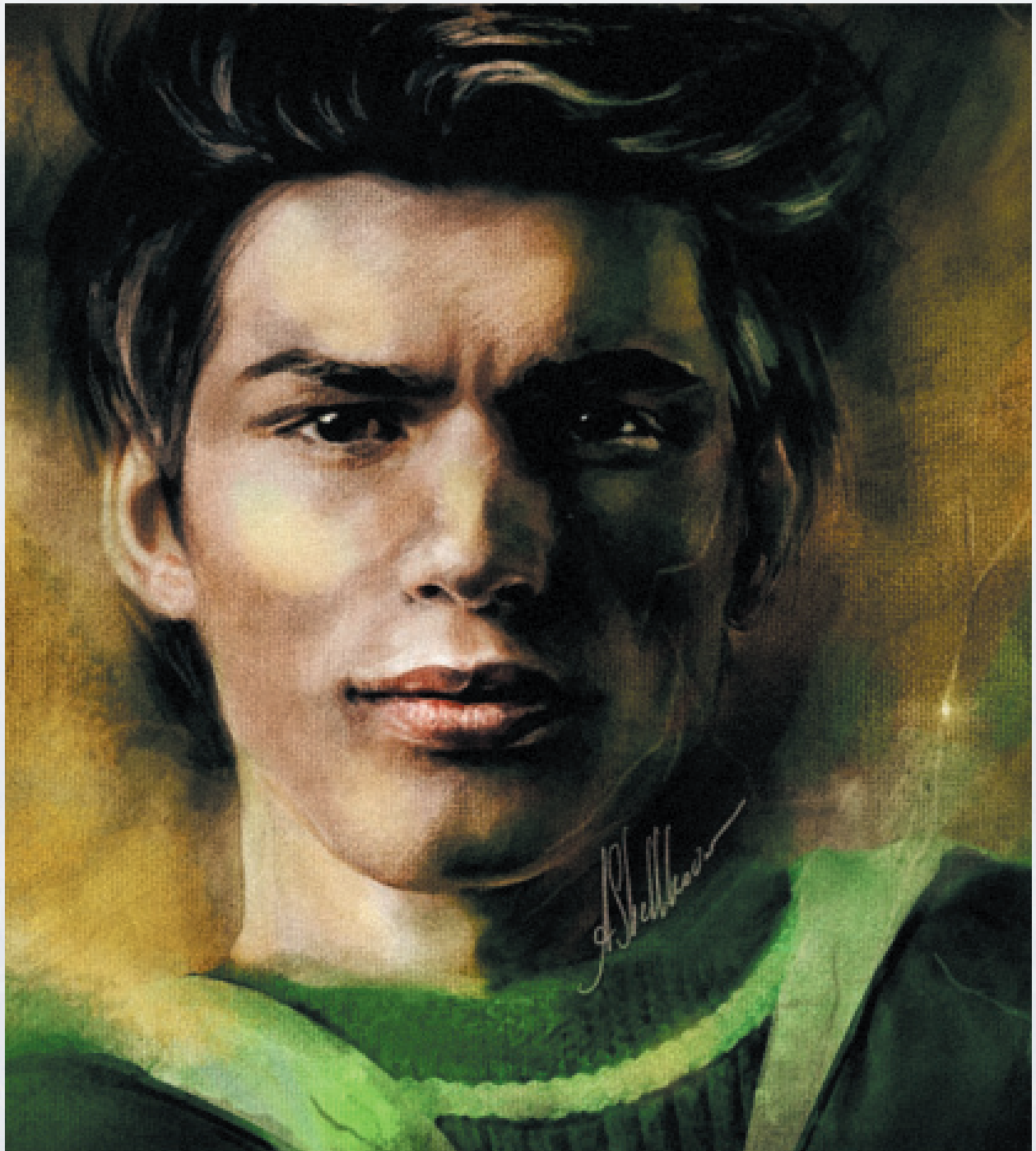
Emerald's Staff of the Mage (30 Points)

ALLIES

Lady Vala (5 Points) Lady of the Gossamer Worlds
Lady Vala heard of Emerald and knows his Uncle. She has grievous news for him as she believes that his Uncle has been captured by the Dwimmerlaik. She wants to do everything she can to help the young traveler.

STUFF

Good Stuff +6



Fambol the Kind

I have been about these stairs for a fair while now. It annoys a lot of the locals that I don't seem to age though. I often forget their names though. After all there have been hundreds of them come and go, but I remain. It is not because I talk tough or walk with a big stick. It is because I can see who is going to be the next big thing and I take action to stop it. The gift of foresight is a wonderful thing to abuse. If you have it and you don't abuse it then you are an idiot in my book.

Of course there are others that were here before me. Others that think they know more than the rest of us. They are the ones that the sheep flock to as if they know the purpose of everything. They don't but they will never clarify that to the rest of them. But the secret about them is that they are powerful and I need to be a little bit careful how I go about getting rid of them from my life.

There are others like me of course. We keep a low profile and try to deal with things our way as silently as we can. We follow the new sheep around for a while and let them see us every now and again just to see what they do. The ones that surprise us, like you, we talk to to see which way your mind is heading. Should this go well I can show you a few things. If not, well you will just have to wait and see.

One thing you should know is that we have resources. Lots more resources than the others really understand we do. Contacts on high as well as secret spaces that we gather and compare our notes on what is happening. Some of the disappearances you hear about every now and again on the Grand Stair are not as mysterious as they would at first appear. The reappearance of the Dwimmerlaik is a blessing for us, all those fools on high seem to think that the Dwimmerlaik is behind all of them. See how simplistically they are.

Regardless of the side you pick, just follow one rule and you should be fine. I like you kid, which is why I am talking to you personally. Stay out of my way and you will be just fine.

What's that? My name? Why am I known as Fambol the Kind? My father called me that the night I last saw him. Well, he actually called me the kind of kid he wished he had drowned at birth, but I shortened it so I could remember the good things about my father.

100 Point Version

ATTRIBUTES

Psyche: Paragon
Strength: 17

Endurance: 11

Warfare: 15

POWERS

Wrighting (30 Points)

Warden of the Grand Stair (10 Points)

ARTIFACT

Fambol's Sabre (11 Points)

No one is quite sure where Fambol picked up his blade but it has an obsidian blade and a finely wrought basket handle. When it is in hand Fambol is protected from all but the most vicious weapons.

- Confers quality to user – invulnerable to conventional weapons (5 Points)
- Invulnerable to Conventional Weapons (4 Points)
- Double Damage (2 Points)

Fambol's Atlas (2 Points)

This old fashioned notebook contains the icons that Fambol uses for his Wrighting power.

- Set of Icons (2 Points)

STUFF

Good Stuff: +4

200 Point Version

ATTRIBUTES

Psyche: 5

Strength: 41

Endurance: 20

Warfare: 29

POWERS

Master of the Grand Stair (35 Points)

Wrighting (30 Points)

Cantrips (5 Points)

- Foul
- Fracture
- Glitch
- Numb
- Pain

ARTIFACT

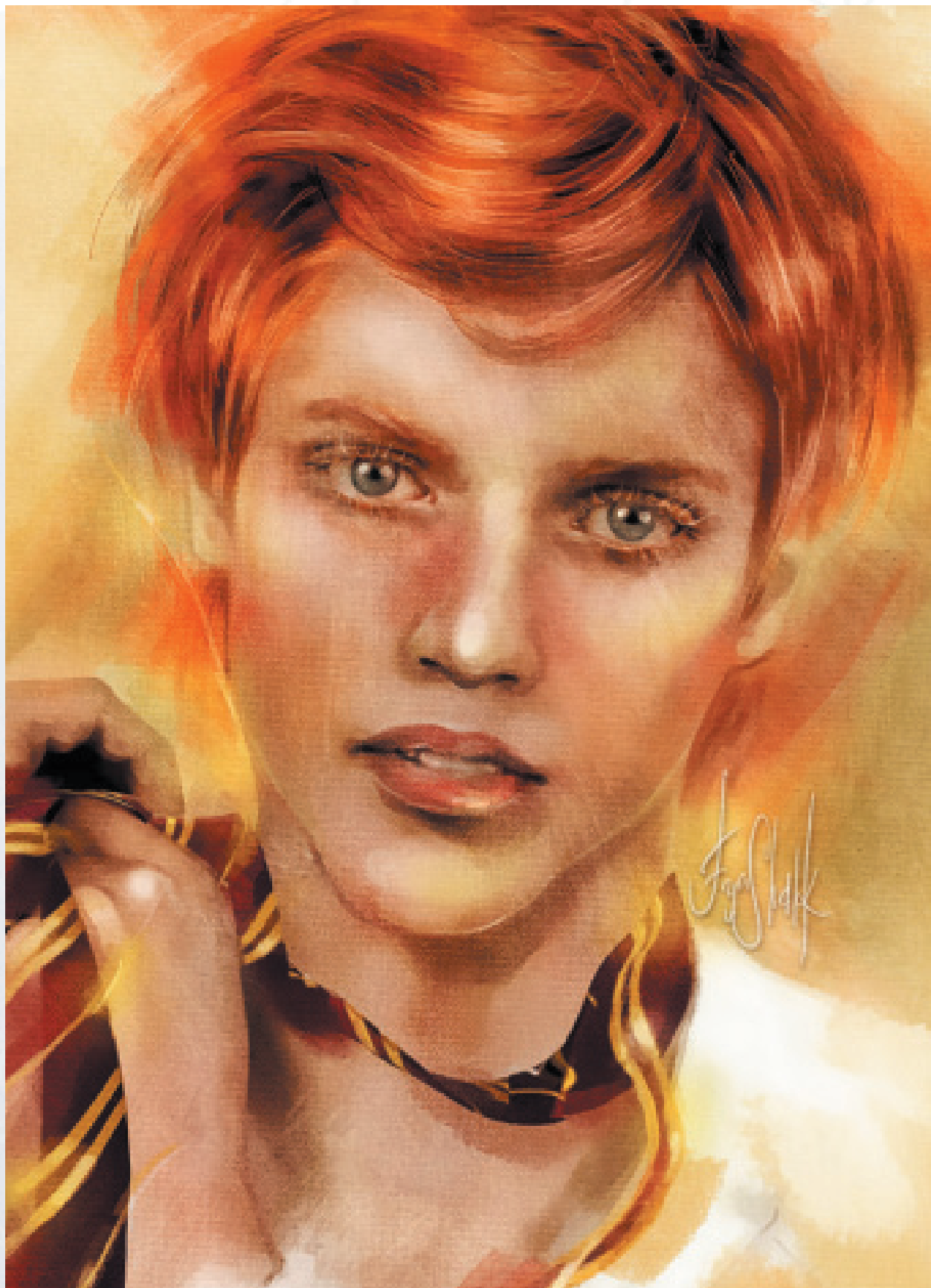
Fambol's Sabre (11 Points)

Fambol's Atlas (2 Points)

DOMAIN

Vespasia (5 Points)

This realm is an out of the way spot that Fambol found when questioning one of the Vala supporters. He fully expected that it would quickly and easily located by Lady Vala's supporters and was well surprised when it was not.



It is a busy planet full of modern cities and races. It is cold and impersonal with people tending to keep to themselves as the Government runs a strong monitoring program. Fambol has offered his services on the planet to help improve the monitoring capabilities for the government and keep the populace subjugated for the price of a bit of space and no meddling in his own affairs.

- Personal Domain (1 Point)
- Restricted Access (2 Points)
- Control the Flow of Time (2 Points)

ALLIES

Tiano Agents (3 Points) Partisan Support

The Tiano secret agency caught wind of Fambol's activities and offered him a position in their ranks. Fambol is suspicious of the organization but happy that they seem to be working to undermine the works of Lady Vala for the time being.

Antournass (4 Points) Dwimmerlaik Ally

Fambol saved Antournass' life in a battle within the stair. Fambol had been following a possible convert to his cause when a fight broke out, Dwimmerlaik swarming through a door onto a group of travellers. Fambol saw the possible recruit contact a supporter of his perceived enemies and not wanting to concede a complete loss he came out of hiding once the travelling group had killed most of the Dwimmerlaik. Fambol checked the bodies and found one left alive. He nursed the creature back to health and now feeds and receives information from his new ally Antournass on a regular basis.

Telina Vass (5 Points) Lady of the Gossamer Worlds

Telina is from a primitive planet where her powers as a witch drove her to further experiments which caused her to find the Grand Stair. As she found world after world she used her charms and spells to corrupt one and all. She met with Fambol who shared with her many of the secrets that he had learned and piqued her interest in the Eidolon. As a thanks to Fambol, Telina keeps her ear to the ground for individuals that may be supportive of his ideas and informs him when she finds them.

STUFF

Good Stuff: +5

300 Point Version

ATTRIBUTES

Psyche: 17
Strength: 43
Endurance: 31
Warfare: 48

POWERS

Master of the Umbra (50 Points)

Master of the Grand Stair (35 Points)

Wrighting (30 Points)

Cantrips (5 Points)

- Foul
- Fracture
- Glitch
- Numb
- Pain

ARTIFACT

Fambol's Sabre (13 Points)

- Confers quality to user—inulnerable to conventional weapons (5 Points)
- Invulnerable to Conventional Weapons (4 Points)
- Deadly Damage (4 Points)

Fambol's Atlas (2 Points)

DOMAIN

Vespasia (5 Points)

ALLIES

Tiano Agents (3 Points) Partisan Support

Vincent Lethbridge (3 Points) Gossamer World Devotee

Vincent is one of *Shatterlight's* leading servants, the Lady Vala's domain. Fambol has grown bold and saw an opportunity to befriend Vincent which he took with glee. Fambol spends a good deal of time cultivating this relationship when he is spying amongst the Shatterlight domain and Vincent is enamoured with Fambol's attentions.

Antournass (4 Points) Dwimmerlaik Ally

Telina Vass (5 Points) Lady of the Gossamer Worlds

Telina is from a primitive planet where her powers as a witch drove her to further experiments which caused her to find the Grand Stair. As she found world after world she used her charms and spells to corrupt one and all. She met with Fambol who shared with her many of the secrets that he had learned and piqued her interest in the Eidolon. As a thanks to Fambol, Telina keeps her ear to the ground for individuals that may be supportive of his ideas and informs him when she finds them.

STUFF

Good Stuff: +6

Geilrod Dragon Rider

Dragons are more common than most people think, and less vicious also. I have been teamed with a dragon for all of my adult life and for a good portion of my childhood too. Of course I lived in the Gossamer world of Theroot where many believe that the first dragons were formed, but that is neither here nor there.

The dragons of Theroot hold themselves as some form of upper class. Though of course dragons that know of the world scoff at them as they dragons of Theroot often take to a human rider, such as myself. Deriel and I have been bonded since my turning ceremony and she would have it no other way. It is not a traditional arrangement riding a dragon. With a beast of burden the rider often finds themselves having to force the mount to do things. As a dragon rider there is more of a symbiotic, almost psychic connection that allows for the dragon and rider to be aware of each other's senses and concerns. The task of riding comes from a unison of senses if you will, more a merging of both minds into a superlative consciousness that can make the best decision based on the information at hand from the individual participants.

Of course that can be a little bit difficult to understand when you have never bonded with another spirit before. It is not that I am judging the training that you have given your horse but there are better, much more efficient ways of doing things. Such as your armor! I have seen you laughing and joking at my armor, incomplete at the midriff. This is a design choice that allows much greater freedom of movement when in the saddle. For example, in your banded mail in the saddle, if I were to ride up behind what range of movement have you? Very little I would wager whereas I am easily able to turn and face the charge from any angle and not endanger falling from the dragon horn saddle that is necessary when in flight.

There is no need to get upset about it. Honestly, you try to help someone see the light and all you get these days is abuse. Stick to your outdated armor and your blind need to push your beast to your will. You will one day see the truth of things as I have trained many cavalry in my time. We have a nickname for riders like you. It is "meat for the grinder". You take offense? Of course I would like to step outside and sort this out, you had better say your goodbyes to your family first though...

100 Point Version

ATTRIBUTES

Psyche: 6
Strength: 14
Endurance: 9
Warfare: 17

POWERS

Wrighting (30 Points)
Warden of the Stair (10 Points)

ARTIFACT

Deck of Icons (2 Points)

Much like a deck of cards except they allow the user to incorporate icons into designs of the cards as the need arises.

- Set of Icons (2 Points)

CREATURE

Deriel (13 Points)

A pale green dragon from the spires of Theroot, Deriel bonded with Geilrod as she identifies with his innocence and arrogance. The pair work in harmony and are never far from one another, certainly not out of two way communication range anyhow.

- Double Vitality (2 Points)
- Double Speed (2 Points)
- Resistant to Firearms (2 Points)
- Able to Speak and Reason (2 Points)
- Superior Stamina (1 Point)
- Combat Training (1 Point)
- Hardened (1 Point)
- Psychic Sensitivity (1 Point)
- Alternate Form (1 Point) *Raven Haired female with violet eyes of human appearance*

STUFF

Bad Stuff +4

200 Point Version

ATTRIBUTES

Psyche: 11
Strength: 27
Endurance: 23
Warfare: 35

POWERS

Wrighting (30 Points)
Invocation (20 Points)
Warden of the Stair (10 Points)

ARTIFACT

Deck of Icons (2 Points)

Blade of Allero (8 Points)

A long curved, double handed blade that Geilrod was awarded in the challenges of Allero. It is also a sign of his regency in this realm.

- Deadly Damage (4 Points)
- Able to Speak in Tongues and Voices (4 Points)

CREATURE

Deriel (26 Points)

- Immense Vitality (4 Points)
- Engine Speed (4 Points)

- True Name is Secret (4 Points)
- Resistant to Firearms (2 Points)
- Able to Speak and Reason (2 Points)
- Paragon Stamina (2 Points)
- Combat Reflexes (2 Points)
- Double Damage (2 Points)
- Danger Sensitivity (2 Points)
- Alternate Form (1 Point) *Raven Haired female with violet eyes of human appearance*
- Self Healing (1 Point)

DOMAIN

Senna-Allero (3 Points)

A little known world built on the merits of a feudal society. Geilrod is revered as a god-king here.

- Control of Time Flow (2 Points)
- Personal Domain (1 Point)

STUFF

Good Stuff +5

300 Point Version

ATTRIBUTES

Psyche: 24

Strength: 42

Endurance: 38

Warfare: 56

POWERS

Wrighting (30 Points)

Invocation (20 Points)

Warden of the Stair (10 Points)

ARTIFACT

Armor of the Dragon Rider King (16 Points)

This armor was created to best suit the riding style of a dragon rider. It has been further enhanced to suit Geilrod in a purely customised fashion.

- Invulnerable (16 Points)

Deck of Icons (2 Points)

Blade of Allero (20 Points)

- Primal Damage (16 Points)
- Able to Speak in Tongues and Voices (4 Points)

CREATURE

Deriel (33 Points)

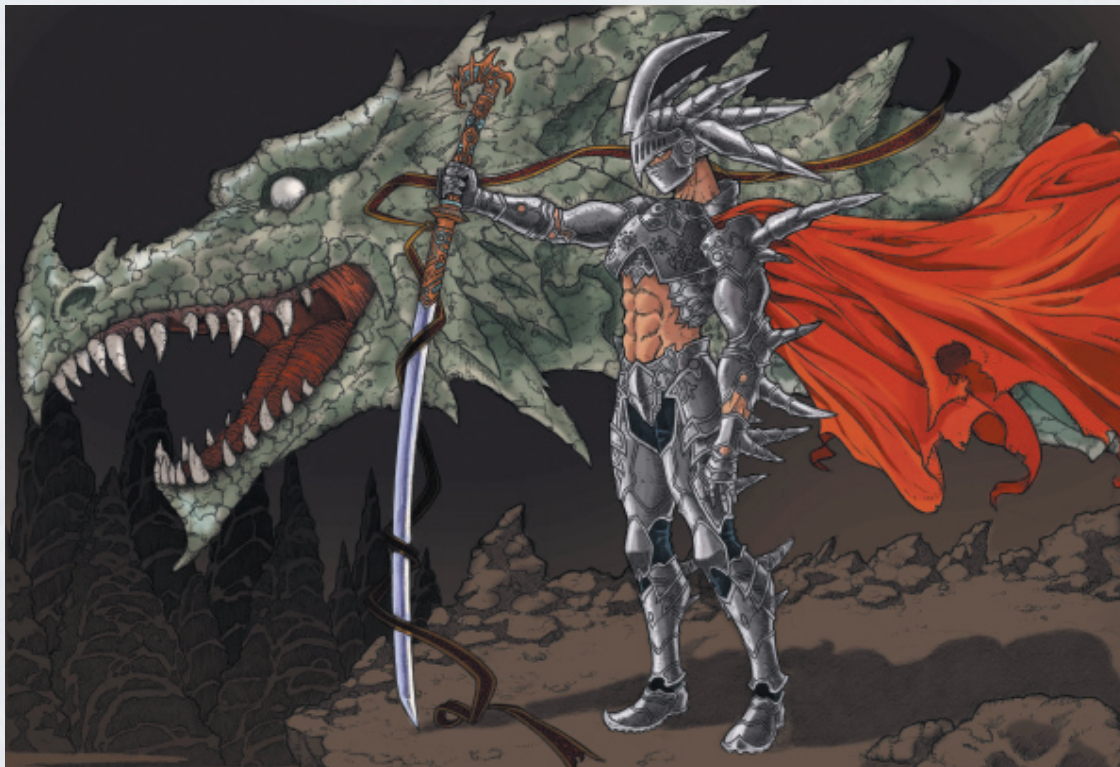
- Immense Vitality (4 Points)
- Engine Speed (4 Points)
- True Name is Secret (4 Points)
- Invulnerable to Conventional Weapons (4 Points)
- Deadly Damage (4 Points)
- Extraordinary Psychic Sense (4 Points)
- Combat Mastery (2 Points)
- Able to Speak and Reason (2 Points)
- Paragon Stamina (2 Points)
- Rapid Healing (2 Points)
- Alternate Form (1 Point) *Raven Haired female with violet eyes of human appearance*

DOMAIN

Senna-Allero (3 Points)

STUFF

Good Stuff +6



Grace of Simpkin

The Gossamer World of which I was born, Simpkin, has always known a state of war. We are one of two planets in close proximity orbiting an anomaly of space with a dense gravitational pull. The Delion's (native ape like denizens of the planet Uppar) are jealous of our technology and seek to destroy our own hold over our planet.

Millennia ago this meant defending against rag-tag warrior groups making their way to our planets on stolen old technology from our mining crews on their own planet but recently our intelligence suggests that the apes have found a new source of technology and support. They apparently found a door that leads to the Grand Stair.

I am the head of our intelligence operation as I have known the secret of the Grand Stair for a great deal of time. Much of our advanced technology was created from designs that I had personally secured the blue prints for. Now the threat is different though as it will take me into the Grand Stair and its multiple intrigues to find what in Vala's name is going on! Who would deal with the filthy Delion's. They are barely sentient at best and need to be tamed and subjugated to work on our mining exploration rigs.

I will not rest until I have the head of the Delion who has found the Grand Stair and the conspirators that join with them in fighting back against us, the superior beings of Simpkin.

100 Point Version

ATTRIBUTES

Psyche: Paragon

Strength: 8

Endurance: 13

Warfare: 23

POWERS

Warden of the Stair (10 Points)

ARTIFACT

Tiara of Vision (5 Points)

A piece of technology completely designed by Grace and versions of it are in common use across the SIO. Very aware of surroundings and possessing a certain pre sentience that allows for the device to communicate to the user when they are under threat.

- Able to Speak (1 Point)
- Extraordinary Psychic Sense (4 Points)

Cape of Disguise (21 Points)

Grace's clothing is made of a highly changeable fabric that has the ability to alter Grace's appearance and shape as well as protect her from weapons to a degree.

- Confers Power to Wearer (10 Points) *Limited Shape Shift*
- Confers Quality to Wearer (5 Points) *Resistant to Firearms*
- Limited to Shape Shift (4 Points)
- Resistant to Firearms (2 Points)

Grace's Sting (6 Points)

Grace's ever present blade is a thing of beauty. She had it crafted from the heart of a meteor that struck Simpkin. She had the Simpkin media believe that the meteor was an Upparian attack and authorised a strike on the planet that killed thousands of the Delion.

- Invulnerable to Conventional Weapons (4 Points)
- Double Damage (2 Points)

ALLIES

Delton Vess (2 Points) Mentor

Delton is from the Gossamer world of Luten who are technologically superior to the Simpkin. Grace has befriended him and has been siphoning technical blueprints from the reality through Delton as their Gossamer Worlds are similar in makeup to one another, so similar in fact that Grace believes the two worlds may actually co-exist in the same Universe.

SIO (3 Points) Partisan Support

The Simpkin Intelligence Organization (SIO) is the responsibility of Grace. They are able to provide her support throughout Simpkin and Upparia should she require it.

Vaughn Little (3 Points) Gossamer World Devotee

Grace's position as the head of the intelligence agency is assured by her relationship with the General of the war effort on Simpkin. There are many Delion sympathisers on Simpkin that believe Grace is an old school dinosaur who needs to be removed from office. General Vaughn Little though is in favor of her tactics and has been in love with the woman since he was a young child and she was used on posters for the war effort.

Ketaria Vexon (4 Points) Dwimmerlaik Ally

Grace is actually working as a double agent and is an informant to the Dwimmerlaik, collecting intelligence for them on the Lady Vala and her favored subjects. In return she believes that she is buying a measure of protection for Simpkin when the Dwimmerlaik start pushing their plans against the lords and ladies.



Lady Vala (5 Points) Lady of the Grand Stair

Once Grace found the Grand Stair she approached the Lady herself to see if her rulership was one she approved of. She finds Lady Vala to be a little reserved in her power and therefore not worthy of her respect though she hides her true feelings.

Lucien (5 Points) Lord of the Grand Stair

When the Lady is indisposed Grace finds that Lucien is the best to get information from, regardless of his moodiness. She actually has a secret desire to be closer to Lucien but is also a little scared of him as she feels he is intelligent enough to figure out her other connections if she is not careful.

STUFF

Bad Stuff +8

200 Point Version

ATTRIBUTES

Psyche: 9

Strength: 14

Endurance: 23

Warfare: 44

POWERS

Master of the Stair (35 Points)

Sorcery (15 Points)

Cantrips (5 Points)

- Clarity
- Focus
- Grasp
- Paralyse
- Reveal

ARTIFACT

Tiara of Vision (5 Points)

Cape of Disguise (21 Points)

Grace's Sting (6 Points)

ALLIES

Tia Thantium (1 Point) Gossamer World Ally

Tia is a Delion that Grace has befriended when in Delion guise. Tia does not know Grace's true form but is happy to act as a guide for Grace when she appears as a Delion.

Delton Vess (2 Points) Mentor

Arial (2 Points) Mentor

Arial is a spirit from the Gossamer World of Filan where Grace pursued the study of sorcery and magics to aid in her domination of the Delion.

SIO (3 Points) Partisan Support

Vaughn Little (3 Points) Gossamer World Devotee

Ketaria Vexon (4 Points) Dwimmerlaik Ally

Lady Vala (5 Points) Lady of the Grand Stair

Lucien (5 Points) Lord of the Grand Stair

STUFF

Bad Stuff +2

300 Point Version

ATTRIBUTES

Psyche: 29

Strength: 14

Endurance: 33

Warfare: 59

POWERS

Master of the Eidolon (50 Points)

Master of the Stair (35 Points)

Sorcery (15 Points)

Cantrips (5 Points)

- Clarity
- Focus
- Grasp
- Paralyse
- Reveal

ARTIFACT

Tiara of Vision (5 Points)

Cape of Disguise (21 Points)

Grace's Sting (6 Points)

ALLIES

Tia Thantium (1 Point) Gossamer World Ally

Delton Vess (2 Points) Mentor

Arial (2 Points) Mentor

SIO (3 Points) Partisan Support

Vaughn Little (3 Points) Gossamer World Devotee

Ketaria Vexon (4 Points) Dwimmerlaik Ally

Lady Vala (5 Points) Lady of the Grand Stair

Lucien (5 Points) Lord of the Grand Stair

STUFF

Good Stuff +3

Ilma of Underth

Home is a place far from here but close in mind and spirit. Imagine a place where almost everything is dark and there are many paths to travel. All you have is choice and faith. If you lose either of these in Underth, you will be lost forever in a miasma of nothingness, as if you had stepped off of the Grand Stair into the heart of the Shadow itself.

It is not as if Underth is a place that has nothing to offer. You mistake my meaning if that is all you are thinking. My great fuzzy spiritual companion Velt here is proof of that. Put away your teeth Velt, she is merely asking us of home, remember that place you ask me to return to every five minutes. Pay him no mind, he is very sensitive and thinks the longer we stay on the Grand Stair the more danger we are in. He is unnervingly right about these things, but I could not for a moment believe a wisp of a girl like yourself who simply wants to learn our songs would ever be a danger.

Of course Underth does not offer us much danger as I am in a way well connected with it. I need no light to travel upon its many paths. I use it for sport and training. My other companion here is something I carry not for show, but its functionality is deadly. Doombreaker is a weapon that I have been working with since I first fought my very first kill, a daliarn with eight heads none the less. My parents were so proud and knew that I would one day rule with an iron fist, punishing those that deserved it and protecting those that did not.

My parents never knew the Grand Stair of course. It is their own fault as they rarely travelled far in their own labyrinth. Me, I roamed all the time and the moment I had my hand on that key I knew I was on to something very special. It became my life's work to find the door with the matching lock for I knew once I was beyond that marvelous portal that the true adventure would soon come.

Anyway, a man is boring a little girl and is ashamed. Just know if you ever get lost in Underth that you need only call for me and I will come. Some say that there are many portals to Underth and it is true. I have trapped many a Lord and Lady there on occasion but you I like. I would not have you lost forever in a dungeon with no light. Now let me think of one of those songs you asked for. I have one that has a dance with it? You like that? Very well, let us start.

100 Point Version

ATTRIBUTES

Psyche: Paragon

Strength: 10

Endurance: 9

Warfare: 15

POWERS

Warden of the Stair (10 Points)

ARTIFACT

Doombreaker (10 Points)

A mighty mace that Ilma has been working on since

childhood. He also now uses it as a symbol of his ownership to the domain of Underth.

- Deadly Damage (4 Points)
- Invulnerable to Conventional Weapons (4 Points)
- Able to Speak and Reason (2 Points)

CREATURE

Velt (29 Points)

A spiritual creature in physical form. Ilma first met Velt as a 14 year old, the same week that both of his parents were slain by a Crackinoth as they moved through Underth. There is a theory amongst those that know Ilma and Velt that Velt is simply a manifestation of Ilma's grief as he is angry and disagreeable about most things and only seems to speak directly to Ilma.

- Invulnerable to Conventional Weapons (4 Points)
- Extraordinary Psychic Sense (4 Points)
- Search Through Worlds (4 Points)
- True Name is Secret (4 Points)
- Psychic Neutral (2 Points)
- Double Speed (2 Points)
- Paragon Stamina (2 Points)
- Able to Speak and Reason (2 Points)
- Mold Gossamer Matter (1 Point)
- Self Healing (1 Point)
- Combat Training (1 Point)
- Hardened (1 Point)
- Animal Vitality (1 Point)

ALLIES

Bekka of Wilforn (5 Points) Lady of Gossamer and Shadow

Bekka is one of the first people that Ilma met on the Grand Stair (The conversation above is Ilma's side of the first conversation they had). He loves her free spirit and optimism and they often travel together on the Grand Stair in an effort to find Bekka a new "treasure".

DOMAIN

Underth (9 Points)

Underth is a Gossamer World made up entirely of dungeons. A surface does exist but it is barren and hostile so much of the life in the place exists under the surface in the twisting and labyrinth like corridors. Underth is a world that is well known in the Grand Stair and it is widely feared as the labyrinth's of Underth often shift without notice and one can easily be lost and moved away from a doorway of entry. That said there is a lot of lost lore in this world and there are many brave enough to face Underth for the reward of this information.

- Primal World (4 Points)
- Guarded (4 Points) *Each door (and there are a few) is guarded by an invisible golem that is to allow free entry, but any that seek to leave must face the fierce guardian if they do not know the puzzle of the door.*
- Control of Contents (1 Point)

STUFF

Good Stuff +8

200 Point Version

ATTRIBUTES

Psyche: Paragon
Strength: 20
Endurance: 21
Warfare: 31

POWERS

Master of the Eidolon (50 Points)
Warden of the Stair (10 Points)

ARTIFACT

Doombreaker (18 Points)

- Destructive Damage (8 Points)
- Impervious to Harm (8 Points)
- Able to Speak and Reason (2 Points)

CREATURE

Velt (36 Points)

- Invulnerable to Conventional Weapons (4 Points)
- Extraordinary Psychic Sense (4 Points)
- Search Through Worlds (4 Points)
- True Name is Secret (4 Points)
- Engine Speed (4 Points)
- Psychic Neutral (2 Points)
- Paragon Stamina (2 Points)
- Able to Speak and Reason (2 Points)
- Mold Gossamer Creatures (2 Points)
- Rapid Healing (2 Points)
- Combat Reflexes (2 Points)
- Double Damage (2 Points)
- Double Vitality (2 Points)

ALLIES

Bekka of Wilforn (5 Points) Lady of Gossamer and Shadow

DOMAIN

Underth (10 Points)

- Primal World (4 Points)
- Guarded (4 Points) *Each door (and there are a few) is guarded by an invisible golem that is to allow free entry, but any that seek to leave must face the fierce guardian if they do not know the puzzle of the door.*
- Control of Time Flow 2 Points)

STUFF

Bad Stuff +1

300 Point Version

ATTRIBUTES

Psyche: Paragon
Strength: 20
Endurance: 21
Warfare: 31

POWERS

Master of the Eidolon (50 Points)
Master of the Stair (35 Points)
Wrighting (30 Points)

ARTIFACT

Doombreaker (36 Points)

- Primal Damage (16 Points)
- Invulnerable (16 Points)
- Able to Speak and Reason (2 Points)
- Set of Icons (2 Points)

CREATURE

Velt (58 Points)

- Confer Power to Companion (10 Points) *Regeneration*
- Invulnerable to Conventional Weapons (4 Points)
- Extraordinary Psychic Sense (4 Points)
- Search Through Worlds (4 Points)
- True Name is Secret (4 Points)
- Engine Speed (4 Points)
- Tireless Stamina (4 Points)
- Mold Gossamer Reality (4 Points)
- Regeneration (4 Points)
- Combat Mastery (4 Points)
- Deadly Damage (4 Points)
- Immense Vitality (4 Points)
- Psychic Neutral (2 Points)
- Able to Speak and Reason (2 Points)

ALLIES

Bekka of Wilforn (5 Points) Lady of Gossamer and Shadow

DOMAIN

Underth (12 Points)

- Primal World (4 Points)
- Guarded (4 Points) *Each door (and there are a few) is guarded by an invisible golem that is to allow free entry, but any that seek to leave must face the fierce guardian if they do not know the puzzle of the door.*
- Control of Destiny (4 Points)

STUFF

Good Stuff +2



Keenal the Wrathful

I am the last individual you see on the stair. If I am let loose there is need to be concerned. It means that a powerful soul has broken free from Hades in the realm of Olympus. Not just any soul mind you, a soul of a walker.

Inevitably these beings seek to make it back to the Grand Stair itself. Which of course is better for me. They are weaker on the Grand Stair than on their home Gossamer World. But all of them see themselves as better than their home realms because they once tread the path of the Gods. You walkers make me laugh at such arrogance.

I warn you now though, I have no patience for fools and half words. If I come and question you, be straight with me or I may take you back to Hades with me on an express trip. Many of the walkers know of me, they call me Reaper, but this is far from the truth. I have looked in the books of Chronos and I know that the future is yet to be written and there are a multitude of Fates that can be. You will see me under two circumstances only. First and most likely, to ask details of an escapee, and second if you have escaped the bounds of Hades and need to be brought back to the community.

Do not cross me. When you die, know that I and my master believe it is forever. You will never, ever get away. I have never lost a prey and I do not intend starting to now.

100 Point Version

ATTRIBUTES

Psyche: Paragon
Strength: 15
Endurance: 10
Warfare: 40

POWERS

Master of the Stair (35 Points)

STUFF

Even

200 Point Version

ATTRIBUTES

Psyche: Paragon
Strength: 44
Endurance: 40
Warfare: 54

POWERS

Master of the Stair (35 Points)

ARTIFACT

Carnoron (26 Points)

Keenal nearly lost one of his prey due to his ordinary weapons being sundered by the walker. He was also nearly laid low when he was targeted by a vicious use of invocation. In order to stop either of these things happening again he created a series of weapons that he collectively called Cananon. They fit into one another and appear initially as a bladed spear but can be broken into a series of different weapons, one for each of Keenal's arms.

- Confers Quality to User (5 Points) *Psychic Barrier*
- Invulnerable to Conventional Weapons (4 Points)
- Psychic Barrier (4 Points)
- Named and Numbered (x 2 Points)

STUFF

Good Stuff +1

300 Point Version

ATTRIBUTES

Psyche: Paragon
Strength: 53
Endurance: 51
Warfare: 84

POWERS

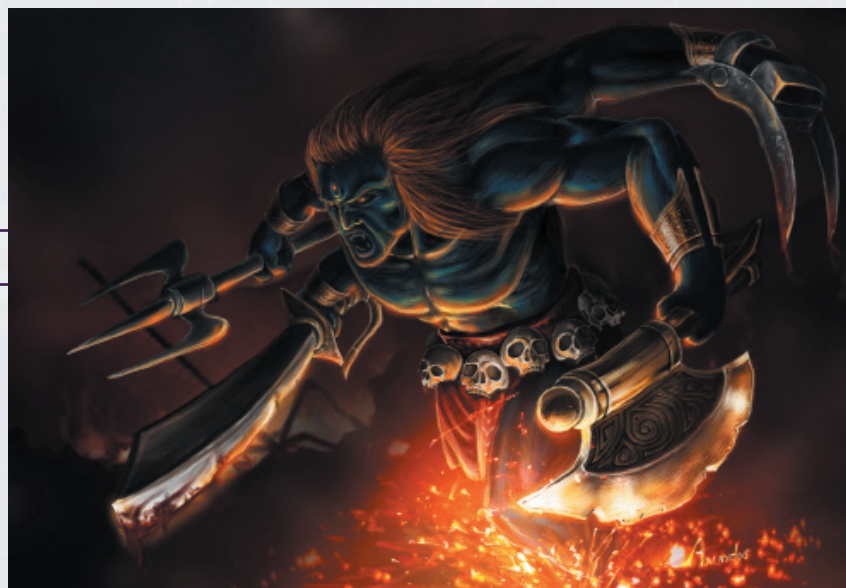
Master of the Umbra (50 Points)
Master of the Stair (35 Points)

ARTIFACT

Carnoron (26 Points)

STUFF

Good Stuff +1



Luthowl Shintai of Barcoo

Little is known of the Shadow that separates. I have quested along the Grand Stair to find the truth of the Shadow but in reality for each piece of information that I find, I find eleven more questions to answer. I am seen as somewhat the expert on the subject though I know not why. In reality I have no solid evidence to support any of my theories. Just observation, trial and multiple failures.

Why then do I seek this information? Well, I come from Barcoo. It is a world rich in minerals but poor on vegetation. Our lives are as scavengers and tribal warriors. I make it so, as a race is built on its history and by keeping competition high for natural resources I am able to keep my people strong amongst those of other Gossamer Worlds. You scoff because you think the Shadow protects this Gossamer World from another? This is true and false all at once. I have seen Gossamer Worlds collide as suddenly the Shadow retreats like a cloth whipped from under a plate sat on a table. The plate and the table must then reconcile their coming together, and unlike inert objects, when Gossamer Worlds face this fate often there is blood spilt.

I was at the heart of a war as two worlds collided. A simple traveler in the forgotten reality of Set. Suddenly the earth shook, the air burnt with fire and a planet much larger than their own appeared in the sky. The decay of Set's orbit and the huge gaseous giant that was going to swallow it caused great fear and panic. Then the gas creatures came. Not fully solid, not fully gaseous they swarmed the planet, tearing apart its resources. They could die but the local populace had no chance. At times even I was overwhelmed and it is without a shadow of a lie I tell you I was the most powerful being of both worlds combined.

In time I left them to their fate. The gas giant was on the verge of destroying their planet forever. I had saved as many as I could with my knowledge of structures and engineering but it was too little too late. I stepped through the door back to the Grand Stair only moments before it would be shut permanently. The people of Set still haunt my dreams, and it is for this reason I study the Shadow. I will save other worlds from this fate. I must. In the meantime I prepare my peoples for the inevitable and prepare myself. The Shadow will be the ruination of us all.

100 Point Version

ATTRIBUTES

Psyche: 20
Strength: 7

Endurance: 10

Warfare: 14

POWERS

Master of the Stair (35 Points)

ARTIFACT

Setian Armor (8 Points)

Believed to be the last known artefact of the Gossamer World Set. It was here that Luthowl began his study of armor and weapons which the Setians had been fabled for.

- Invulnerable to Conventional Weapons (4 Points)
- Regeneration (4 Points)

ALLIES

Decimus of Keth (5 Points) Lord of Gossamer and Shadow

On hearing Luthowl's tale Decimus also saw wisdom in supporting him in finding the secrets of Shadow. Without this knowledge, all of Decimus' hard work could be for naught so Decimus often offers assistance for his cause.

STUFF

Good Stuff +1

200 Point Version

ATTRIBUTES

Psyche: 39
Strength: 8
Endurance: 14
Warfare: 31

POWERS

Master of the Eidolon (50 Points)

Master of the Stair (35 Points)

ARTIFACT

Setian Armor (10 Points)

- Invulnerable to Conventional Weapons (4 Points)
- Regeneration (4 Points)
- Linked to a Power (2 Points) *Master of the Eidolon*

Blade of Shadow (7 Points)

Luthowl is putting his efforts into creating a weapon that can predict when a fluctuation in the Shadow is to occur and allow him to react to it before it happens.

- Extraordinary Psychic Sense (4 Points)
- Able to Speak and Reason (2 Points)
- Hardened (1 Point)

ALLIES

Decimus of Keth (5 Points) Lord of Gossamer and Shadow

STUFF

Good Stuff +1

300 Point Version

ATTRIBUTES

Psyche: 62

Strength: 18

Endurance: 27

Warfare: 50

POWERS

Master of the Eidolon (50 Points)

Master of the Stair (35 Points)

Invocation (20 Points)

ARTIFACT

Setian Armor (10 Points)

Blade of Shadow (7 Points)

Gem of Alteration (14 Points)

Luthowl has found some interesting material in a series of primitive Gossamer Worlds that he believes may provide him the key to solving the puzzle of the shadow. To follow up on this he has created an amulet that allows him some shape shifting ability to blend in with the primitive races that tend to react violently to him simply appearing as he is.

- Confers Power to the Wearer (10 Points) *Limited Shape-Shift*
- Limited Shape Shift (4 Points)

ALLIES

Decimus of Keth (5 Points) Lord of Gossamer and Shadow

STUFF

Good Stuff +2



Marcello Cavalier of Perstep

My name is feared in my own domain, and as I hear it, feared across the Grand Stair more and more each day. I do not understand this fear of me for I am an open and honorable man who acts only on the proofs before me. Give me a problem and the facts and I will build a solution that will stand the tests of time. The Eidolon will bolster my judgments. Some may see the results as extreme but none will argue that they are unfair.

I was once well liked. I find that looking back, people trust you more if you are able to barter your honor like a prison snitch. Everyone wants a piece of you if you know secrets and are willing to share them. But I decided a long time ago that I would take the path of the honorable man and I have only ever deviated twice since that time. Both times have caused me untold pain and damage yet I ask not to have that removed. These are my burdens and I will carry them alone.

My honor breaches? Well if I were talking to someone of a lesser station I would have you on latrine duty by now but I see how that may be relevant in this role. They were both affairs of the heart. The first was soon after I had been promised to another. I had not thought of the ramifications of it all and soon found out that I would be a father for the first time. I felt trapped and scared. There was an older woman in my unit, a new recruit of sorts who was vivacious and looked to me like a true leader. I did not realize it at the time but as I trained her I was falling for her. Her name was Ylvana Sendar and

we danced the gentle dance of flirtation. Until one day when she was to transfer to another unit, worlds away.

That night when we said goodbye, we both knew then that we were more to each other than could be helped. She had her husband and I my wife but she returned several months later on leave. We met and made love to each other for one passionate embrace. I loved her then but I am an honorable man and I would not, could not destroy my, or her, family for one more embrace. She has returned in recent times and seeks something from me. Something that I can no longer give. It pains me for her marriage is sour and cruel. But I cannot let these be my issues. My family is my creation, and I will not destroy it for something that once was.

The other is a more vicious and recent thing, but also steeped in history. Some would say it is even less severe but in reality it is the one that I wake with every day and the one that I go to bed with every night. When I was younger, much younger than today I met a girl just as I was changing. She was a raven haired beauty with dark eyes and pale skin. A smile and laugh that pulled immediately at my soul so that I would say I was completely smitten with her. We were much more friends as we were young though it did become physical toward the end of one hot steamy summer. We never consummated our love but we had fun exploring, perhaps for one of the first times, what life was like as a sexual being.

We were from two different worlds though and that distance caused us to naturally lose connection. We would say hello and talk for a time if we did see one another but it was never again so heavy. Until recently. She has recently found the Grand Stair, my beautiful Star



PERSTEP

Leach, and with it she has realized her powers as I long ago realized my own. She knows my true name and she has used it to climb back into my head. We have shared nights of romantic passion via this remote connection and when I think of her I am close to useless. She came so suddenly back to me but she, like I, has a family and she fights against this primal connection that we have.

She is stronger than I though. She and I spent one last night (of countless nights that I am embarrassed to admit) in the throes of passion through her wrighting. But on the dawn she broke this connection. She tells me that we cannot be. I am in love though and now I bear that love in silence. I have tried to contact her, but our conversations are now back to impersonal, distant and it hurts me more with every piece of small talk I must endure. She is the one that I would truly consider destroying everything I built for. I would throw it away so that she and I could be one.

So, for those that have levelled a finger at me, stating that I could not do this for you sir because I have no love in my heart. I tell you that my coolness, my reasoning and my Eidolon powers are so astute because I have too much love in my heart. If I were to let it free then I could destroy not only my own Gossamer reality but

many others dreams and lives too. I will suffer with these breaches of honor. I have learned from them, and live with them. Unless the enemy is my beautiful Star, I am the man for this position.

100 Point Version

ATTRIBUTES

Psyche: 12

Strength: 5

Endurance: Paragon

Warfare: 8

POWERS

Master of the Eidolon (50 Points)

Warden of the Stair (10 Points)

ALLIES

Guardian Knights of the Door (3 Points) Partisan Support

This organization is chosen from the greatest warriors of Perstep and they support Marcello in forcing the followers of Umbra to return to the Grand Stair should they seek entrance. Marcello is fearful of the followers of Umbra that would come and seek to undo what he has done to contain the power in his reality and this group does all in its power to stop this from happening.



DOMAIN

Perstep (12 Points)

Perstep is a domain that Marcello discovered soon after finding the stair and the Eidolon. It was a world filled full of Umbra and the people revelled in the changeability of the lands. Marcello sought to change this, and the people and moment to moment he fought the entropy present in the realm. He brought order and certainty to everything and taught the populace to turn away from the creativity and changeability that had defined everything for them. Marcello is now in full control of the realm but the people hate him for the changes he has wrought in their world. People used to revel in change and difference but are taught now that conformity to the one way of Marcello is the only way. There are violent demonstrations of power for even small infractions of Marcello's rules. The gates of the realm are guarded by knights that enforce the rules and deter those that would come to challenge Marcello.

- Primal World (4 Points) *This world is well known for the dangers and changeable nature of Umbra contained by Eidolon. There are many outbreaks of Umbra that are silenced by Marcello. These outbreak of Umbra seems to follow Marcello everywhere he goes.*
- Guarded (4 Points) *All doorways into Perstep are guarded by a group of mighty knights who are told to turn back followers of Umbra, yet paradoxically bring any raven haired females that have the power of the Umbra to Marcello himself.*
- Control of Destiny (4 Points) *The larger reason as to why these outbreaks of Umbra seem to follow Marcello through the Grand Stair.*

STUFF

Even

200 Point Version

ATTRIBUTES

Psyche: 21

Strength: 10

Endurance: 11

Warfare: 13

POWERS

Master of the Eidolon (50 Points)

Master of the Stair (35 Points)

Wrighting (30 Points)

ARTIFACT

Armor of the Cavalier (22 Points)

An armor strengthened through its connection to the Eidolon. Marcello one day hopes that this armor will be

powerful enough to numb the pains of his broken heart.

- Invulnerable (16 Points)
- Integral to a Power (4 Points) *Eidolon*
- Set of Icons (2 Points)

ALLIES

Guardian Knights of the Door (3 Points) Partisan Support

DOMAIN

Perstep (12 Points)

STUFF

Bad Stuff +7

300 Point Version

ATTRIBUTES

Psyche: 37

Strength: 10

Endurance: 24

Warfare: 17

POWERS

Master of the Eidolon (50 Points)

Master of the Stair (35 Points)

Wrighting (30 Points)

Invocation (20 Points)

ARTIFACTS

Armor of the Cavalier (22 Points)

Glaive of Order (41 Points)

Marcello has developed a further weapon in the hopes of controlling the outbursts of Umbra around him. He uses this blade to strike fear in the users of Umbra's heart for the pain they have dealt him over the years.

- Primal Damage (16 Points)
- Combat Supremacy (8 Points)
- Integral to a Power (4 Points) *Eidolon*
- Confers Quality to User (4 Points) *Combat Supremacy*
- Invulnerable to Conventional Weapons (4 Points)
- Extraordinary Psychic Sense (4 Points)
- Able to Speak (1 Point) *Telepathically communicates with Marcello*

ALLIES

Guardian Knights of the Door (3 Points) Partisan Support

DOMAIN

Perstep (12 Points)

STUFF

Bad Stuff +1

Pantas of Filan

It is such a different Universe that I know now. My home of Filan is shifting motes of magical energy that briefly form structures and then fall away again into the mists of chaos and fire. That one day which a door formed and my companions dared me to step through it was the start of this wild ride that has caused me so much concern.

The door as you well know would be one that formed ever so transiently to my world. Apparently my realm is one of the rarest to ever receive a connection to the Grand Stair and it is almost impossible to predict where and when the next door may form. Anyway, I fell through that door and landed flat on the stair. My world's forces no longer apparent I was helpless and could barely move. It took me some time to acclimatise to dragging myself along on my knuckles before at least one of the Travellers (many had passed me) decided to ask if I could use some help.

His name was Cal and he created a spell to assist me to travel as I normally would. he took me to a workshop of sorts and he talked to me of things around the Grand Stair. People, places, friends and enemies. All the while that we talked he shined and polished a piece of metal. It turned like clay in his hand as I spoke to him of my family and Filan. He did not know the world but said he had a friend named Lucien who may know something about it and he would find out when he was done helping me out.

It took us a few days talking and he left once or twice to try and find me a meal and nourish himself. He did not cotton on until later that it truly is magic that I feed on and eventually he would come to let me eat a spell or two that he would bring to the fore with me. He said, once he had fed me once or twice, that I should seek out a teacher of the Umbra as I was likely well suited to it with a highly evolving and decaying world as a home.

Then, a week later he handed me that piece of metal. I am not sure what he did with it but as soon as I grasped it I was able to travel again as I had once done in my own reality. Perhaps I could not soar in any direction but at least it allowed me to glide along the ground rather than have to drag myself everywhere.

We parted company soon after that. I told him I considered him kind beyond measure and he told me it was nothing. I went searching for a door to my home and he apparently went to his Lucien and spoke to him about me and my predicament. Unfortunately, as Cal later informed me later, his friend had heard of my home and how it was near impossible to get there. Apparently it is like a gem shining brightly to some of the lords and ladies on the Grand Stair. A mecca where they can learn secrets beyond what can be taught.

100 Point Version

ATTRIBUTES

Psyche: 59
Strength: 10
Endurance: Paragon
Warfare: Paragon

POWERS

Warden of the Stair (10 Points)
Cantrips (5 Points)

- Clarity
- Invigorate
- Mana
- Reveal
- Surge

ARTIFACT

Cal's Badge of Honour (17 Points)

This is the badge that Cal formed for Pantas. Pantas named it Cal's badge of honour as it seemed to him that it was a truly selfless and honourable thing that Cal had done for him.

- Confers Quality to User (5 Points) *Engine Speed*
- Confers Quality to User (5 Points) *Mold Gossamer Creatures*
- Engine Speed (4 Points)
- Mold Gossamer Creatures (2 Points) *Enables Pantas to float in any reality*
- Resistant to Normal Weapons (1 Point)

ALLIES

Cal (5 Points) Lord of Gossamer and Shadow

Cal was the first to offer any kindness to Pantas which is a lucky thing indeed as he is a much better friend than enemy to make. Cal could sense the magical nature of Pantas and sought to understand him more while he aided his mobility problems.

STUFF

Bad Stuff: +6

200 Point Version

ATTRIBUTES

Psyche: 71
Strength: 10
Endurance: 11
Warfare: Paragon

POWERS

Master of the Umbra (50 Points)
Warden of the Stair (10 Points)
Cantrips (5 Points)

ARTIFACT

Cal's Badge of Honour (17 Points)

Pantas' Umbra Sextant (8 Points)

Pantas created this sextant as he learnt the ways of the Umbra from a fire giant in the heart of a volcano on the shores of Trilus on the planet Rondar. He hopes that he can use it to find the secret to predicting the door that will lead him to his home.

- Extraordinary Psychic Sense (4 Points) *Attuned to point the sextant toward the next door on the stair that will open to Filan*
- Follow Path (2 Points) *It can lead the user along the paths on the stair to reach the door that will next open to Filan*
- Linked to a Power (2 Points) *Umbra*

Sinblade of Albion (15 Points)

Pantas found this weapon stored in Albion, a planet of raw violence. Half of the planet is baked in radiation for 18 hours a day whilst the other half of the planet is freezing cold. For the six hours a day beings mine the finest gems from the rim (where the radiation recedes from). Pantas found a cache of weapons hidden away in a secret bunker.

- Combat Supremacy (8 Points)
- Confers Quality to User (5 Points) *Combat Supremacy*
- Double Damage (2 Points)

ALLIES

Cal (5 Points) Lord of Gossamer and Shadow

Figmar (2 Points) Mentor

Fire giant who took a dislike to Pantas immediately as something unnatural. Figmar soon softened as Pantas pointed out ways the giant could better mine the elements of true fire from the lava that surrounded him. In return Figmar took Pantas under his wing and taught him the ways of the Umbra and its fickle nature.

STUFF

Bad Stuff: +4

300 Point Version

ATTRIBUTES

Psyche: 89

Strength: 24

Endurance: 33

Warfare: Paragon

POWERS

Master of the Umbra (50 Points)

Warden of the Stair (10 Points)

Cantrips (27 Points) *All listed*

Sorcery (15 Points)

ARTIFACT

Cal's Badge of Honour (17 Points)

Pantas' Umbra Sextant (8 Points)

Sinblade of Albion (15 Points)

ALLIES

Cal (5 Points) Lord of Gossamer and Shadow

Figmar (2 Points) Mentor

STUFF

Good Stuff +5



Peta Sorell of the Jenscri Imperium

I once believed that I knew what the infinite was. I worked for the 17th Battalion Intelligence Division as a saboteur and intelligence operative for the grand Jenscri Imperium. The Imperium had conquered 1367 worlds and settled a further 4864 by the time that I found my way onto the Grand Stair. Its boundaries were marked in thousands of light years and a person would more likely die of old age (and the average age of death was 389 for a woman) than be able to make it from one side of the Imperium to the other. We are a warlike race, but we bring stability to the formlessness of space. We have devoured other Empires and taught them the benefits of strength and true culture. We bring light to the dark spaces of the Universe and liberate the downtrodden from the tyrannies that oppress them.

My last mission was to send the Forstrier (a Herlin class Warship from the planet Keldon) into the gravity pull of the twin suns from the system. This would tear the ship apart and destroy a weapon on board that would wipe out our invasion force in less than an hour of the battle being joined. I had spent a year infiltrating the ranks and the time came for action. These things rarely go by the numbers but this time it was different. The Commander of the ship, a woman by the name of Char Rollande came between me and the event of uploading the virus on the bridge. I had spent months covering myself as the tech, putting subroutines into the systems that would warn of a computer malfunction at this time. But as I entered the bridge she just knew.

We battled and I got the data crystal into the receptacle and the program uploaded. Seeing this the Commander attempted to break off the battle and make her way through a door that in my schema had simply been a computer conduit. I dropped her with a well placed blow to the throat and took her key pass from her. Behind the door there must have been something terribly useful. I swiped the card and stepped through, a smug smile on my face over my shoulder as I went. I turned and cursed as the keycard dissolved when the iris door swirled shut. I had been led into a trap. I ran down the long (impossible in relation to the ship schematics) pure white corridor.

It was a maze of twists and turns and I soon realized that I was probably drugged. This was insane. Stairs up and down, doors of all shapes, sizes and materials. I spent months wandering, a little crazier with every sight and sound.

But now I realize this is real. If only I can find my way to the Imperium I have found another tool in the war to dominate the universe...

100 Point Version

ATTRIBUTES

Psyche: 6
Strength: 15
Endurance: 11
Warfare: 38

POWERS

Warden of the Stair (10 Points)

Cantrips (5 Points)

- Charm
- Invigorate
- Numb
- Reveal
- Sureness

ALLIES

Jenscri Intelligence Division (3 Points) Partisan Support

An organization that spans galaxies in the Jenscri Imperium Gossamer reality. Peta is a valued operative and has never failed a mission. They are aware that she was not on the ship when it was ripped apart due to an implant that every recruit has not reporting her death and they are currently actively seeking her.

ARTIFACT

Neural Synapse Enhancement (24 Points)

This is the implant that enhances and records an agents wellbeing and physicality. It provides a good deal of extra information through extra sensory perceptions.

- Confers Quality to User (5 Points) *Engine Speed*
- Confers Quality to User (5 Points) *Tireless Stamina*
- Engine Speed (4 Points)
- Tireless Stamina (4 Points)
- Extraordinary Psychic Sense (4 Points)
- Able to Speak and Reason (2 Points)

STUFF

Bad Stuff +12

200 Point Version

ATTRIBUTES

Psyche: 17
Strength: 31
Endurance: 19
Warfare: 50

POWERS

Master of the Stair (35 Points)

Cantrips (27 Points) *All Listed*

ALLIES

Jenscri Intelligence Division (3 Points) Partisan Support

ARTIFACT

Neural Synapse Enhancement (24 Points)

STUFF

Bad Stuff +6

300 Point Version

ATTRIBUTES

Psyche: 31

Strength: 47

Endurance: 30

Warfare: 69

POWERS

Master of the Stair (35 Points)

Cantrips (27 Points) *All Listed*

Invocation (20 Points)

Sorcery (15 Points)

ALLIES

Jenscri Intelligence Division (3 Points) Partisan Support

ARTIFACT

Neural Synapse Enhancement (24 Points)

STUFF

Bad Stuff +1



Seleca Crane of Goldarion

I am Seleca Crane, slayer of the God Ylderius on my home world of Goldarion. People in my home realm sing songs of my victories and cry tears of joy when they learn I have returned to the realms to ensure the proxy rulers I have left behind have treated my people well. I am Justice and Might. I am the arbiter of law and the rider in the storm. I am an evil doer's worst nightmare.

To slay the great evil god of my reality I had to undertake a quest. Another great warrior's ghost taught me that I must find my weapon amongst the worlds of the Grand Stair. She taught me the ways of finding these doors and how to manipulate them. My companions and I travelled well into the stair and after many encounters I tracked down the true blade that I needed. The blade that would lead me to victory against Ylderius.

It is with great pride that I now take my powers and seek to clean up other realities attached to the Grand Stair. The new powers awakened in me live on and I age so slowly now that I must move forward and bring justice to all the realms. With my blade Ulan and my steed Vesper I bring fear to those that would draw darkness to them and seek to subjugate the peoples of their realities. I watch with glee as I plunge Ulan deep into their chest and see the light of life leave them for the last time. If there is a reality of hell I will ironically save them once more when I release them from the devil's torment.

Be aware that when you see me evil tyrant I will know you instantly for what you are and I will judge you swiftly for your actions. You will barely have time to prepare your defences before Vesper bears Ulan and I down upon you ending your pathetic life. Fear me, Seleca Crane, Slayer of Gods.

100 Point Version

ATTRIBUTES

Psyche: Paragon
Strength: 10
Endurance: 14
Warfare: 36

POWERS

Warden of the Stair (10 Points)

ARTIFACT

Seleca's Charging Armor (19 Points)

Magical armor from Goldarion that Seleca has altered so that it maintains its charms and abilities when not in the realm. It causes Seleca to be a deadly foe whenever charging her opponent (normally on Vesper, but on foot also)

- Confers Quality to User (5 Points) *Engine Speed*
- Confers Quality to User (5 Points) *Deadly Damage*
- Engine Speed (4 Points)
- Deadly Damage (4 Points)
- Resistant to Normal Weapons (1 Point)

CREATURE

Vesper (10 Points)

Vesper has been Seleca's war horse since the God Ylderius' minions killed her former Griffon mount. Vesper is alert and powerful creature tended well by Seleca

- Double Vitality (2 Points)
- Double Speed (2 Points)
- Paragon Stamina (2 Points)
- Resistant to Normal Weapons (1 Point)
- Psychic Sensitivity (1 Point) *Can communicate empathically with Seleca*
- Pass Through Door (1 Point)
- True Name is Known (1 Point)

STUFF

Good Stuff: +1

200 Point Version

ATTRIBUTES

Psyche: Paragon
Strength: 20
Endurance: 15
Warfare: 54

POWERS

Warden of the Stair (10 Points)

ARTIFACT

Seleca's Charging Armor (22 Points)

- Confers Quality to User (5 Points) *Engine Speed*
- Confers Quality to User (5 Points) *Deadly Damage*
- Engine Speed (4 Points)
- Deadly Damage (4 Points)
- Invulnerable to Conventional Weapons (4 Points)

Ulan, Blade Beyond the Veil (54 Points)

This blade is said to have been forged by the same beings that created the Grand Stair. It is a powerful artifact capable of feats beyond the ken of even the Lords of Gossamer and Shadow

- Invulnerable (16 Points)
- Primal Damage (16 Points) *Eidolon touched*
- Able to Speak in Tongues and Voices (4 Points)
- Extraordinary Psychic Sense (4 Points)
- Search Through Worlds (4 Points)
- Mold Gossamer Reality (4 Points)

- True Name is Secret (4 Points)
- Psychic Neutral (2 Points)

CREATURE

Vesper (23 Points)

- Immense Vitality (4 Points)
- Engine Speed (4 Points)
- Tireless Stamina (4 Points)
- Combat Reflexes (2 Points)
- Resistant to Firearms (2 Points)
- Follow Path (2 Points)
- Self Healing (1 Point)
- Able to Speak (1 Point)
- Hardened (1 Point)
- Psychic Sensitivity (1 Point) *Can communicate empathically with Selega*
- True Name is Known (1 Point)

STUFF

Good Stuff: +2

300 Point Version

ATTRIBUTES

Psyche: Paragon
Strength: 39
Endurance: 47
Warfare: 76

POWERS

Master of the Stair
 (35 Points)

ARTIFACT

Selega's Charging Armor (22 Points)

Ulan, Blade Beyond the Veil (54 Points)

CREATURE

Vesper (23 Points)

STUFF

Good Stuff: +4



Shiandar Blessington, the Swan Queen

I have always had flight in my heart. My father had to nail my window shut when I was a child as I kept leaping from it into the garden below. He was worried that I would permanently hurt myself. He did not know that even then I would call the wind to soften my fall.

But even with that skill it was not the flight that the birds displayed and I knew that in all reality that I too was destined to become a bird. I need to learn how to peel back the route that evolution had taken me and choose the branch that would allow me to take wing, graceful and soaring with only my wits and strength to rely on.

I was fortunate, for in my home realm of Tintralon I was born a princess of sorts. That is what you would call it anyway and I had access to many wise and worldly advisers whose only desire was to keep me happy. It was very early that I received information of what you call the Umbra. I was told it had the ability to remove my current form and transform me into the thing that I desired most. I was introduced to the Maiden Mother of the bird wakers. A sect of what many feared were witches that lived on the mountaintops of my world.

I was inducted and initiated in secrecy for it would have brought great shame to my family had this become common knowledge. They stood for an ideal that I could not. Rigid adherence to tradition, the strength of justice and above all the honor of all that is set in the tomes of law. For me it was only freedom and change that would set me free.

As an initiate I flung myself from the highest peak and trusted in the teachings of the Maiden Mother. I allowed myself to be free in heart and mind for the very first time and let the Umbra shift me. Before I hit the ground my bones broke and twisted. The hairs on my body sprouted and my robes fell tattered away from my body.

I never hit the ground as the Umbra transformed me into my greatest wish and I felt my heart soar as my wings instinctively kept me aloft. I was now a true bird waker, and along with it a mistress of the Umbra. I had learnt the lessons of the Maiden Mother, as few others had before. I sailed over the failed initiates bleached bones at the bottom of the cliff and imagined what it could have been had I not been so fastidious in my practice.

With praise the Maiden Mother taught me the secret of the Grand Stair. She told me that I was in her domain and that I would now need to find the Grand

Stair and find that place that I fit among it. I would not be welcomed back into my home if I stayed as the Maiden Mother told me I could no longer hide what I was. I could walk as a human only so long before the lust of freedom would overcome me and I would have to reveal myself. I knew this to be true and with no ill feeling I stepped out onto the path to find the true nature of my soul.

I am Shiandar, Swan Queen of Alabrand. Come fly with me.

100 Point Version

ATTRIBUTES

Psyche: 17
Strength: 11
Endurance: 5
Warfare: Paragon

POWERS

Mistress of the Umbra (50 Points)
Warden of the Stair (10 Points)

DOMAIN

Alabrand (10 Points)

This Gossamer reality is wild and tempestuous, much like the good Queens temperament. There is little in the way of settlement here but the domain is full of life. The landscape is dominated by mountain spires, wild forests and deep swamps. Her realm is over run by vicious wild, chaotic creatures that seem to rise from the primordial swamps and terrorize the ground dwellers just as quickly as they disappear. The greatest number of all lifeforms are the birds in this realm. They are large and rule the domain with no contest. The birds hold court with Shiandar in a magnificent crystalline palace formed on the crown of the highest mountain peak. This palace is known as *Lastflight*.

- Primal World (4 Points)
- Control of Destiny (4 Points)
- Restricted Access (2 Points)

STUFF

Bad Stuff +3

200 Point Version

ATTRIBUTES

Psyche: 41
Strength: 16
Endurance: 17
Warfare: 4

POWERS

Mistress of the Umbra (50 Points)

Sorcery (15 Points)

Warden of the Stair (10 Points)

ARTIFACT

Tiara of the Swan Queen (33 Points)

This is the device depicting ruler ship over the domain of Alabrand that Shiandar has fashioned. It is designed to supplement her already capable grip over the realm of the Umbra.

- Confers Power to Wearer (10 Points) *Regeneration*
- Confers Quality to Wearer (5 Points) *Engine Speed*
- Integral to a Power (4 Points) *Umbra*
- Regeneration (4 Points)
- Engine Speed (4 Points)
- Extraordinary Psychic Sense (4 Points)
- Capable of Hanging Named and Numbered Spells (2 Points)

DOMAIN

Alabrand (10 Points)

STUFF

Good Stuff +4

300 Point Version

ATTRIBUTES

Psyche: 63

Strength: 21

Endurance: 33

Warfare: 15

POWERS

Mistress of the Umbra (50 Points)

Warden of the Stair (35Points)

Sorcery (15 Points)

ARTIFACT

Tiara of the Swan Queen (33 Points)

Gown of the Swan (19 Points)

This shimmering white translucent dress is the clothing of choice of Shiandar when she is in *Lastflight* and accepting visitors. It makes her look incredibly regal and innocent. Two things she is definitely not accused of by those who have seen her true nature.

- Confers a Quality to Wearer (5 Points) *Tireless Stamina*

- Integral to a Power (4 Points) *Sorcery*

- Limited Shape Shift (4 Points)

- Tireless Stamina (4 Points)

- Capable of Hanging Named and Numbered Spells (2 Points)

DOMAIN

Alabrand (10 Points)

STUFF

Good Stuff +6



Star Leach of Ataxia

I have spent my life living through experience. What are we but a culmination of experience and knowledge? I enjoy my connections and see value in all that I have been through. I have lived in relationships abusive and experienced the tender kiss of a lover in the park as the jealous looked on. I have travelled many worlds and wandered the Grand Stair soaking up much of its grandeur, beauty and desolation.

Many seek me as an ally and others fall in love with me. It is an easy thing to do for I am free spirited and caring at heart. I devote my time only to things that enrich my life and the lives of those that I care about and I cannot bear to think that I have caused harm on others. That also means, paradoxically, that I often cause harm to myself and sometimes others as living in the moment has its perils. There is a special place for me where I keep these memories and remind myself of the good times that these pains have brought me.

I wander the stair to find a place that I can truly call my own. I seek a domain that truly reflects myself and my nature. A free wheeling, loving and caring realm where the darkness of the Shadow will never find me. A changeable place that will allow me to experience rich diversities in people and places. Overall I want myself and those that crowd around me to be safe. I want to be able to lead them to a place where they will all be satisfied with their lot in life, so that they can see that positive attitudes are won only through perceptions and experiences. Knowledge will be greatly revered, a knowledge of life, not of books though. Unless of course they are fantastic novels that teach us about ourselves and the way that we perceive the things in our own realities.

Until such time that I find this place (and some believe I never will) you will find me trying the doors that I am lead to by my skills. I will explore them and experience them. When I find the one I will announce myself and the peoples of the place will realize me for who and what I am. A lover, a mother, a fighter but most of all someone who has seen it all. Someone who will not judge them for wanting the right to experience all that life has to give. We will love, laugh, party, sing and dance every night away in my own realm. All around me will realize that life's meaning is whatever you want it to be and it is within their power to create that meaning and find it.

I heard a song once in a Gossamer reality called Earth and in it there was a beautiful lyric that I live my life by. If you too find meaning in its words, come to Ataxia, which will be the name of my domain and sing the lines with me;

In your tears and in your blood
In your fire and in your flood
I hear you laugh, I heard you sing
I wouldn't change a single thing
"Til Kingdom Come" by Coldplay¹

100 Point Version

ATTRIBUTES

Psyche: 18
Strength: Paragon
Endurance: 10
Warfare: 11

POWERS

Wrighting (30 Points)
Warden of the Stair (10 Points)
Umbra Affinity (10 Points)

ARTIFACT

The Fortunes of the Leach (7 Points)

Star often uses these cards as an extension of her knowledge of the Umbra to try and find the domain that she would dearly love to seek out and settle in. Each card has an Icon of a person that Star has never met before and adds to the deck whenever and wherever she can in hopes that one of the Icon's will one day lead her to her own realm. The cards take on the images of Star's Icons for her Wrighting ability and are ever changing.

- Able to Speak in Tongues and Voices (4 Points)
- Set of Icons (2 Points)
- Psychic Sensitivity (1 Point)

ALLIES

Followers of Star (3 Points) Partisan Support

All who surround Star find her exceptionally alluring and find her charisma an irresistible draw to her. This helps Star fit into most realities as if she spends any time with natives they soon become won over by her easy going relate-able manner and her understanding and wide range of knowledges in nearly every field.

STUFF

Good Stuff +1

¹ "Til Kingdom Come" by Coldplay, as written by Guy Rupert Berryman, William Champion, Christopher Anthony John Martin, Jonathan Mark Buckland Lyrics © Universal Music Publishing Group. Above image in Public Domain.

200 Point Version

ATTRIBUTES

Psyche: 32
Strength: Paragon
Endurance: 14
Warfare: 25

POWERS

Mistress of the Umbra (50 Points)
Wrighting (30 Points)
Invocation (20 Points)
Warden of the Stair (10 Points)

ARTIFACT

The Fortunes of the Leach (12 Points)

- Able to Speak in Tongues and Voices (4 Points)
- Integral to the Umbra (4 Points)
- Danger Sensitivity (2 Points)
- Set of Icons (2 Points)

ALLIES

Followers of Star (3 Points) Partisan Support

STUFF

Good Stuff +4

300 Point Version

ATTRIBUTES

Psyche: 51
Strength: Paragon
Endurance: 22
Warfare: 31

POWERS

Greater Mistress of the Umbra (75 Points)
Mistress of the Stair (35 Points)
Wrighting (30 Points)
Invocation (20 Points)

ARTIFACT

The Fortunes of the Leach (14 Points)

- Able to Speak in Tongues and Voices (4 Points)
- Integral to the Umbra (4 Points)
- Extraordinary Psychic Sense (4 Points)
- Set of Icons (2 Points)

ALLIES

Followers of Star (3 Points) Partisan Support

Lucien, Lord of the Grand Stair (5 Points) Lord of Gossamer

Lucien spent some time travelling with Star and recording her knowledge of the Stair. He sees in her a free spirit that has a very different outlook on her travels than he, but a very valuable ally.

Marcello Cavalier (5 Points) Lord of Gossamer

Star has recently found out the lengths that Marcello would go to in order to protect her. She does not want to cause him anguish though so this is an ally that she will call on only in her last resort.

STUFF

Good Stuff +8



Telina Vass

My people told me that I was formed from the clay of the earth, dried by the air, shaped by water and baptised by fire. The truth I may never know for I never knew another like me and the natives of Sapphire are a superstitious primitive lot. They are of course my superstitious, primitive lot. They feared and worshiped me and for a millennia before I thought that there must be more to existence, if I truly was the Witch goddess of this world that is.

It is true that I am able to control near any spell and drive fear into the heart of any creature but I was always catching glimpses of something else. Some unknown power that eluded me at critical moments that could truly make me the most powerful being known. I studied hard, leaving the swamp and moving in to the newly formed villages. So much life and such a sad end the villagers had. But I needed my privacy to study and it was here that I found the minor secret of the doors. I could leave and travel the Grand Stair and that is exactly what I did. I would find someone that knew more of these fleeting dalliances with a power I could not grasp.

My travels on the stair have been long and eventful. I have heard of this Vala who others claim to rule over us. I am happy to seek out others like Fambol who believe her rule nothing but an unwanted charade. I do this for Fambol as he spoke with me at length and told me of the powers that I had been seeking. Umbra and Eidolon. Order and Decay. A cycle that all are entwined within and none escape, not even the Witch Goddess of Sapphire. He could not teach it to me though as he only knew of its names and their effect so I travelled more, finding my Vonelo. Who knew that when I started this journey my tutor would also become my lover?

I am now in control of the Eidolon and seek now to further my power and complete the cycle within myself. Mastering Umbra as well is a mythical task indeed. It is lucky I was born a goddess...

100 Point Version

(110 Points with attribute relegation)

ATTRIBUTES

Psyche: 35
Strength: Paragon
Endurance: 5
Warfare: Superior

POWERS

Cantrips (27 Points) – All listed
Sorcery (15 Points)
Warden of the Grand Stair (10 Points)

ARTIFACT

Telina's Pearl Necklace of Witchcraft (4 Points)

A beautifully crafted necklace dripping with giant black/silver pearls. The necklace is capable of releasing the spells stored in them using a variety of command words that only Telina knows.

- Capable of Hanging and Using Spells (4 Points)

DOMAIN

Sapphire (1 Point)

Sapphire is a primitive planet of swamps, volcanoes and rocky islands. The beings on the island are lizard like and at times have made some major evolutionary or technological leaps. Each time this has occurred though the race suffers a disaster that wipes out the improvement and leaves them stagnant still living in the swamps of the planet.

- Personal Domain (1 Point) Sapphire

ALLIES

Vonelo of Restolon (5 Points) Lord of the Gossamer Worlds

Vonelo is largely a self centred criminal who does anything to ensure that he is revered and kept in good stead in relation to all those around him. He is however deeply in love and fearful of Telina as he sees her as a powerful and dangerous lover. He teaches her the measure of Eidolon as she teaches him the mysteries of Sorcery.

STUFF

Good Stuff: +8

200 Point Version

ATTRIBUTES

Psyche: 51
Strength: Paragon
Endurance: 17
Warfare: Paragon

POWERS

Master of the Eidolon (50 Points)
Cantrips (27 Points) – All listed
Sorcery (15 Points)
Warden of the Grand Stair (10 Points)

ARTIFACT

Telina's Pearl Necklace of Witchcraft (4 Points)

Vonelo's Diadem of Protection (11 Points)

Vonelo crafted this jewellery piece as thanks and a display of commitment for Telina. He imbued it with the power to protect his lover from ordinary weapons after an unfortunate incident in Tartarus. He has also imbued it with the ability for Telina to further hang her spells from making her an even more potent spell caster.

- Confer Quality to Wearer (5 Points) – *Invulnerable to Normal Weapons*
- Invulnerable to Conventional Weapons (4 Points)
- Capable of Hanging Named and Numbered Spells (2 Points)

DOMAIN

Sapphire (1 Point)

ALLIES

Vonelo of Restolon (5 Points) Lord of the Gossamer Worlds

STUFF

Good Stuff: +9

300 Point Version

ATTRIBUTES

Psyche: 71

Strength: Paragon

Endurance: 27

Warfare: Paragon

POWERS

Master of the Eidolon (50 Points)

Wrighting (30 Points)

Cantrips (27 Points) – All listed

Invocation (20 Points)

Sorcery (15 Points)

Warden of the Grand Stair (10 Points)

ARTIFACT

Telina's Pearl Necklace of Witchcraft (4 Points)

Vonelo's Diadem of Protection (11 Points)

Telina's Lithograph's of Power (6 Points)

A collection of small brooch sized Lithographs that help power Telina's wrighting, invoking and sorcery skills.

- Set of Icons (2 Points)
- Capable of Hanging Named and Numbered Spells (2 Points)
- Linked to a Power (2 Points) – *Invoking*

Sari of Many Colours (15 Points)

Telina's sari is actually capable of allowing her to shift in shape and form allowing her to move disguised

throughout the Grand Stair and beyond should she need to. Her favored form is that of a taller humanoid wrapped in a wreath of shadowy flames.

- Confer Power to Wearer (10 Points)
- Limited Shape Shift (4 Points)
- Mold Gossamer Matter (1 Point) – *ensures reactions needed to change shape are guaranteed in all Gossamer realities*

DOMAIN

Sapphire (1 Point)

ALLIES

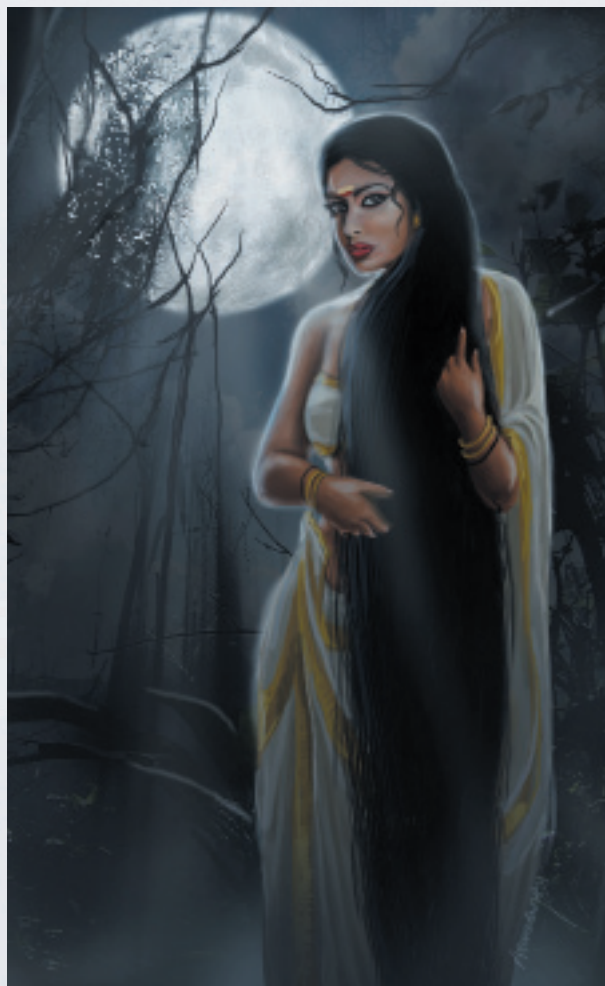
Vonelo of Restolon (5 Points) Lord of the Gossamer Worlds

Fambol the Kind (5 Points) Lord of Gossamer Worlds

Fambol had always kept an eye on Telina and as she has increased in power he now seeks her counsel and aid in certain delicate situations.

STUFF

Good Stuff: +1



Trey DeLaforce of Earth

Sure I had training but as you are tracking down your mark in the Afghani caves you don't really expect to rush through a door into an Edwardian staircase. Our mark was some guy named Fambol. Looked more like a spoiled English brat than anything else. We had this item that had been found in his luggage at JFK international. Seemed to be some kind of high tech detonation device. We heard that the guy had fled to the terrorists in the hills and the squad were sent after him to get some answers.

We were the highly specialized black ops team you always seem to hear about but never see any proof of and we were closing in on this guy. But of course the first thing you learn is not to get cocky so I was following my training when we caught a glimpse of him. The squad got overconfident and by the time that I made it to the rendezvous it appeared that this Fambol had dealt with nine tenths of the team.

I caught a glimpse of his strawberry blonde head and I knew he was heading straight into a dead end. I moved cautiously to the door of the chamber he had entered and called for him to give it up. I heard the cupboard door inside slam shut but I had done the recon of this area. It was just a cupboard. There was nowhere left for him to go. I decided to wait him out but after an hour of waiting I began to question myself. Had I checked it thoroughly? Was there a way out?

I burst in and ran for the cupboard door. The device in my pocket, Fambol's detonator, gave a shrill beep and as I swung open the door I saw the impossible. Here was a grand staircase made from rich oak, beautifully polished with an air about it. A grandness that made me wonder. I stepped in, all thought of Fambol vanished for a moment and the door closed behind me.

So, that is how I found this place. It would be a good year now since I crossed the threshold. I am still looking for Fambol now as I am beginning to piece together what his real plans were, and he needs to be stopped. If you see him, give me a heads up, here is a card with my icon on it. I have to get going, I heard that there is a cell of his followers going to cause some trouble by the Agora and I am not going to miss this chance to get some intel. Thanks for the drink friend. And remember, we never met.

100 Point Version

ATTRIBUTES

Psyche: Paragon

Strength: 4

Endurance: 10

Warfare: 17

POWERS

Wrighting (30 Points)

Warden of the Stair (10 Points)

ARTIFACTS

Trey's Sidearm (13 Points)

So used to wielding a pistol Trey has sought out a weapon with great similarity to the Beretta that he used on Earth. He intends this weapon to be his insignia whilst on the stair and it always features in his use of icons of himself.

- Confers Quality to Wielder (5 Points) *Psychic Barrier*
- Deadly Damage (4 Points)
- Psychic Barrier (4 Points)

Trey's Info Glass (10 Points)

The glasses that Trey wears offer him an insight into the Grand Stair and its inhabitants, constantly feeding him information in the form of a stream of text and pointers much like a heads up display.

- Invulnerable to Conventional Weapons (4 Points)
- Able to Speak in Tongues and Voices (4 Points)
- Set of Icons (2 Points)

STUFF

Good Stuff +6

200 Point Version

ATTRIBUTES

Psyche: Paragon

Strength: 11

Endurance: 33

Warfare: 45

POWERS

Wrighting (30 Points)

Invocation (20 Points)

Warden of the Stair (10 Points)

ARTIFACTS

Trey's Sidearm (13 Points)

- Confers Quality to Wielder (5 Points) *Psychic Barrier*
- Deadly Damage (4 Points)
- Psychic Barrier (4 Points)

Trey's Info Glass (14 Points)

- Integral to a Power (4 Points) *Invocation*
- Invulnerable to Conventional Weapons (4 Points)
- Able to Speak in Tongues and Voices (4 Points)
- Set of Icons (2 Points)

CREATURES

Trey's Agents (20 Points)

Selected from different realities and the Grand Stair itself, Trey is trying to set up a network of Agents that can infiltrate and report on Fambol's organization and movements.

- Able to Speak and Reason (2 Points)
- Follow Path (2 Points)
- True Name is Known (1 Point)
- Psychic Resistance (1 Point)
- Mobility (1 Point)
- Superior Stamina (1 Point)
- Combat Training (1 Point)
- Resistant to Normal Weapons (1 Point)
- Named and Numbered (x2 Points)

DOMAIN

Trailback (3 Points)

Trey's domain where he does his planning and organization of bringing Fambol to justice. This location is little more than a lodge where Trey intends to train all of his operatives to bring down Fambol.

- Personal Domain (1 Point)
- Communication Barrier (1 Point)
- Control of Contents (1 Point)

STUFF

Good Stuff +1

300 Point Version

ATTRIBUTES

Psyche: Paragon

Strength: 19

Endurance: 42

Warfare: 67

POWERS

Master of the Stair (35 Points)

Wrighting (30 Points)

Invocation (20 Points)

ARTIFACTS

Trey's Sidearm (17 Points)

- Destructive Damage (8 Points)

- Confers Quality to Wielder (5 Points) *Psychic Barrier*
- Psychic Barrier (4 Points)

Trey's Info Glass (14 Points)

CREATURES

Trey's Agents (51 Points)

- Search Through Worlds (4 Points)
- Combat Mastery (4 Points)
- Able to Speak and Reason (2 Points)
- True Name is Warded (2 Point)
- Psychic Neutral (2 Point)
- Mobility (1 Point)
- Superior Stamina (1 Point)
- Resistant to Normal Weapons (1 Point)
- Horde (x3 Points)

DOMAIN

Trailback (3 Points)

STUFF

Good Stuff +2



Tristan Stolt

I was born in Bolshaya Elnya just outside of Nizhny Novogorod, Russia. I was born a long time ago and I was born to a witch, or so it is said. I never knew my mother for she died giving me the life of a savant. Many of the people from my home would not dare talk to me as I was gifted with certain minor abilities from birth. These abilities and a series of birthmarks running down my spine caused the locals to sell me to the gypsies when they first arrived. It was a blessing as I would never have found the path that I walk on now without them.

As soon as I could walk I performed in a circus of sorts. Every stop was a feast or a famine with the local populace but we would perform and steal from them while they were distracted if their purses were too tight during the performance. It was perhaps not honorable but without these skills we would have starved a long time ago.

When I reached the age of sixteen I ceased to age. No one realized it but me for at least a further ten years but when they did the Gypsies believed it to be an omen of good luck and they altered their path to take me to some kind of sorcerer that they knew. He was a kind old man named Sevenski and he offered to take me and teach me the things "I needed to know" to become a true artist with my skills.

I spent ten years with him mastering some astounding abilities and one evening he took me to a cavern nearby. I had never known that it existed but we stood in its cramped damp enclosure and stared at what appeared to be a door shaped coloration formed by the rocks. Sevenski offered me the choice of three items. The first was a sprig of fragrant witch hazel picked from a bush on the day of the winter's first snow. It is an ingredient used often in linking magic. The next item was a slender rod of amber formed by wounding the branch of a yew tree each day for eleven days. This was an item used to power all sorceries that I had been taught. It is also a rare and valuable item as the wounds given to the tree must be perfect.

The final item was the one I took. A glass eye with an iris colored as the rainbow. I look back at it and think that I took it as it was the one item that I knew no spell for and thought Sevenski would track me it. In reality though I think I took it as I could feel its call. When I grasped it Sevenski smiled and asked me to look back at the cavern wall. I was shocked to find that the door coloring was no more and a grand door with intricate carvings and messages displayed now stood before me.

I said nothing but grasped the handle and disappeared into the Grand Stair. I was born to travel this maze and I wonder now if my mother knew it too? Perhaps one day I will find out...

100 Point Version

ATTRIBUTES

Psyche: 25
Strength: Paragon
Endurance: 13
Warfare: 2

POWERS

Cantrips (27 Points) *All listed*
Invocation (20 Points)
Warden of the Stair (10 Points)

ARTIFACT

The Eye of Sevenski (6 Points)

This is the eye that activated Tristan's power in full. Sevenski had a theory of the nature of the formation in the cavern but knew it was not for him so had been training a string of magicians in the hope that one may eventually broach the veil. Tristan's hunger for learning proved that he was the one destined to take to the stair. The eye talks to Tristan *telepathically*.

- Extraordinary Psychic Sense (4 Points)
- Able to Speak and Reason (2 Points)

ALLIES

Sevenski (3 Points) *Mentor*

Sevenski is a stout supporter of Tristan and is able to assist him talk through and make sense of the stories of the stair that Tristan brings to him.

STUFF

Bad Stuff +5

200 Point Version

ATTRIBUTES

Psyche: 56
Strength: 1
Endurance: 30
Warfare: 3

POWERS

Wrighting (30 Points)
Cantrips (27 Points) *All listed*
Invocation (20 Points)
Sorcery (15 Points)
Warden of the Stair (10 Points)

ARTIFACT

The Eye of Sevenski (6 Points)

Tristan's Kaleidoscope (4 Points)

This is a solid extendable brass tube that at first looks like a telescope to the casual observer. Instead

this kaleidoscope serves dual purposes for Tristan. The first is his ability to hang spells from the object and the second is that it stores icons that only Tristan (or others with skills in Wrighting) can see when using the kaleidoscope. To any other user it operates just like a kaleidoscope.

- Set of Icons (2 Points)
- Capable of Hanging Named and Numbered Spells (2 Points)

ALLIES

Sevenski (3 Points) *Mentor*

STUFF

Bad Stuff +3

300 Point Version

ATTRIBUTES

Psyche: 67

Strength: 2

Endurance: 44

Warfare: 4

POWERS

Master of the Umbra (50 Points)

Wrighting (30 Points)

Cantrips (27 Points) *All listed*

Invocation (20 Points)

Sorcery (15 Points)

Warden of the Stair (10 Points)

ARTIFACT

The Eye of Sevenski
(6 Points)

Tristan's Kaleidoscope
(4 Points)



CREATURE

Dilson Fish (15 Points)

This fish is from the Gossamer World of Wilfor and provides a regenerative quality to the individual who swallows it. The fish lives in the digestive tract from that point onward continuously providing regeneration to the swallower.

- Confers Power to User (10 Points) *Regeneration*
- Regeneration (4 Points)
- Mold Gossamer Matter (1 Point) *Required to keep the correct mineral balance in the individual for the fish to confer the power*

ALLIES

Sevenski (3 Points) *Mentor*

STUFF

Good Stuff +3



Turadok of Tomheer

The tribe chieftain once told me that on the night I was born on the bridge of the Tomheer that I did not cry. I fought my way from my mother's womb to emerge and look through the large crystal screen that showed our ships trajectory. The inky blackness was reflected in my eyes and that was the day the chieftain knew I would rise and take his place one cycle.

I was always stronger, always faster, and always smarter than the others. As we moved through the endless tunnels and corridors of the ship that sailed the seas of the void I would easily remember my paths. I was called on often to find the others that had lost their way chasing me. Had I been chieftain I would have let them starve and die in the bowels of that ship. The tribe does not need the weak bringing them down.

None knew how to pilot the damn ship. Perhaps we never did. The recorded histories suggest we were always here but I am not sure, knowing what I do now. The Tomheer was our provider. Our nurturer, our protector and in the end our doom. Nowhere in the ship was there to be found a door. There were many tribes in the various levels and I knew them all at one stage or another and in my travels there was never a door, except once. There was no portal to the outside. No entry or exit that could be called on. There was only one transparent section on the bridge. The area of our tribe's domain. We travelled through the void. No star or planet was visible. Just darkness. Swirling patches of darkness that sometimes felt like it was watching you.

It was the day of my ascension. My rise to manhood. I awoke and knew instantly that there was something amiss. First, I could not hear the steady drone of the engines. It is funny that you would miss such a thing for I had not really registered them before. But their absence was deafening. It was perhaps them stopping that woke me. Also, there was pure darkness. The Tomheer was always awash in electric lighting but today not even a simple warning light was lit and I may as well have closed my eyes for the good that they did me.

I called to my father and mother but all that responded to me was the echo of my voice off the walls of the cavernous bridge. I knew it immediately. I was alone.

My memory of the layout of the ship served me well in that month that not a single light shone. I moved from tribe to tribe space to find that not only had my tribe vanished, but I was the only one left on the ship of my race. But I was not truly alone. In the darkness creatures of the void stalked me at every turn. It was a blessing

in a way for without the power the Tomheer was my worst enemy. It could not provide for me. As I fought these monsters in the dark, their raw flesh succored me through the long cold dark.

I used my knowledge of the ship. Found batteries and engineered pieces of technology together so I could make my armor. It would sustain me and protect me through this hell. As the outer regions of the ship became colder the monsters became more active and I had to fight for every breath of life. I knew that I must head to the power source at the centre of the ship. It was only there that there would be warmth enough to keep me alive and also perhaps an answer to this whole mystery.

It took me the better part of a month to make it there. Battles slowed me, but the ship was almost the size of an entire planet so the journey was long. The horrors I endured there showed me that I had the strength to face any challenge. But the challenge that presented to me at the power source perplexed me.

I had been here before. Several times. But this time something blocked the entrance. The lights on my armor illuminated it enough for me to see it. Some kind of barrier had closed off the space between myself and the irthidium core of the Tomheer. I laugh now that I thought it so strange knowing what I have become. But it was a door. The first I had ever seen and it was waiting for me.

It was a beautiful door. Made of a strange alloy that shimmered blues and purples in the light from my armor. It also had words on it, though I did not know then how to read them I believe from memory that they warned me of the illness that could be contracted without care. I sat for a full day trying to make sense out of this thing that I had never seen. No monster came near and it seemed to baffle me. All I really needed to do was reach out and touch the pressure sensor and it would have opened I am sure but there seemed something a little more to this.

As I sat there, I heard voices within me. They spoke of things that I had never thought of. Concepts as alien to me as I am to you but as they uttered them to me, as their whispers caressed my inner ear I knew the truth of their meaning instantaneously.

I reached out and said a word that they had taught me. I gestured precisely as I knew I must and the door disappeared back into the wall. I had learnt the secrets of the doors and mastered them. The doors were now mine to command though I did not fully understand that then.

What I saw beyond that door, well, that is another story all together.

110 Point Version

ATTRIBUTES

Psyche: Paragon

Strength: 11

Endurance: 3

Warfare: 33

POWERS

Master of the Grand Stair (35 Points)

ARTIFACT

Proformic Armor (25 Points)

Turadok's armor provides a wide range of abilities to Turadok as well as being able to morph into many useful forms.

- Engine Speed (4 Points)
- Combat Mastery (4 Points)
- Invulnerable to Conventional Weapons (4 Points)
- Extraordinary Psychic Sense (4 Points)
- Double Damage (2 Points)
- Named and Numbered Alternate Forms (2 Points)
 - Armor
 - Snow Capsule
 - Space Bubble
 - Flame Retardant Suit
 - Toxic Survival Suit
 - Impact Resistant Suit
 - Survival Suit
 - Magnetic Suit
 - Camouflage Suit
 - Radiation Suit
 - Formal Armor Suit
 - Wing Suit
- Confers Quality on the Wearer (5 Points) *Engine Speed*

STUFF

Good Stuff: +3

200 Point Version

ATTRIBUTES

Psyche: 16

Strength: 21

Endurance: 3

Warfare: 58

POWERS

Master of the Grand Stair (35 Points)

Wrighting (30 Points)

Invocation (20 Points)

ARTIFACT

Proformic Armor (27 Points)

- Engine Speed (4 Points)
- Combat Mastery (4 Points)
- Extraordinary Psychic Sense (4 Points)
- Invulnerable to Conventional Weapons (4 Points)
- Double Damage (2 Points)
- Set of Icons (2 Points)
- Named and Numbered Alternate Forms (2 Points)
 - Armor
 - Snow Capsule
 - Space Bubble
 - Flame Retardant Suit
 - Toxic Survival Suit
 - Impact Resistant Suit
 - Survival Suit
 - Magnetic Suit
 - Camouflage Suit
 - Radiation Suit
 - Formal Armor Suit
 - Wing Suit
- Confers Quality on the Wearer (5 Points) *Engine Speed*

STUFF

Even

300 Point Version

ATTRIBUTES

Psyche: 23

Strength: 25

Endurance: 9

Warfare: 64

POWERS

Eidolon Mastery (50 Points)

Master of the Grand Stair (35 Points)

Wrighting (30 Points)

Invocation (20 Points)

ARTIFACT

Proformic Armor (50 Points)

- Engine Speed (4 Points)
- Combat Mastery (4 Points)
- Invulnerable to Conventional Weapons (4 Points)
- Extraordinary Psychic Sense (4 Points)
- Psychic Barrier (4 Points)
- Regeneration (4 Points)
- Double Damage (2 Points)
- Set of Icons (2 Points)

- Named and Numbered Alternate Forms (2 Points)

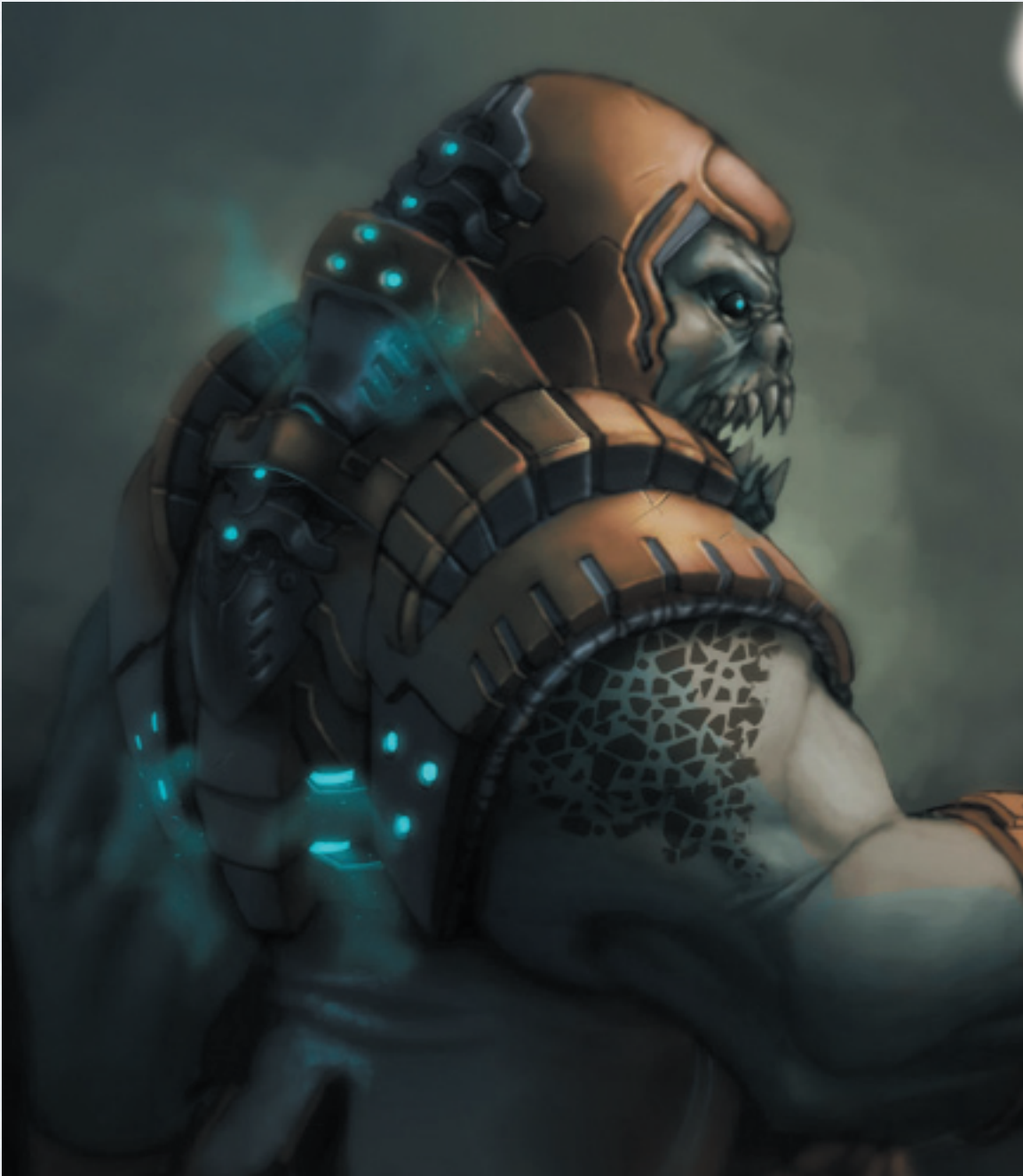
- Armor
- Snow Capsule
- Space Bubble
- Flame Retardant Suit
- Toxic Survival Suit
- Impact Resistant Suit
- Survival Suit
- Magnetic Suit
- Camouflage Suit

- Radiation Suit
- Formal Armor Suit
- Wing Suit

- Confers Quality on the Wearer (5 Points) *Engine Speed*
- Confers Quality on the Wearer (5 Points) *Psychic Barrier*
- Confers Quality on the Wearer (5 Points) *Regeneration*

STUFF

+1 Bad Stuff



Vonelo of Restolon

Life can be hard in the backwaters of the galaxy. I am the overseer of the Restolon settlement and I have made certain of that for some time. There is good money in mining asteroids and where there is good money there are good takings to be had.

In essence I live like a king at the expense of others' toil. You may feel that makes me some kind of tyrant but I just believe it makes me smart. Little effort and a lot of fear causes me to be very comfortable here. But one thing I am always after is to make just that little bit more if I can.

It was a traveler that spoke to me. I knew they were from off rock from the strange get up. Way too colorful, not even safe from a pressure loss. Had to be from way off rock. She managed to charm everyone in my organization, something magical. It was certainly not the lines of structure that I manipulate and control. Something much more personal, perhaps considered but it intrigued me so we danced the dance. I put my defenses up and we danced.

She saw in me a companion. A companion for her bed but also a companion who could teach her something. She wanted to learn about the lines, what I called the purification, but she gave me its real name, the Eidolon. If I agreed to show her the way to manipulate it she would show me as many worlds I could imagine and more. She would teach me her magic, which I scoffed at, and how to be considered a god amongst ignorant beings.

Of course I agreed. I thought she was mad but she was mad and mine. She made me feel alive. How did I know that everything she said was true...

100 Point Version (125 with attribute relegation)

ATTRIBUTES

Psyche: 65
Strength: Paragon
Endurance: Paragon
Warfare: Average

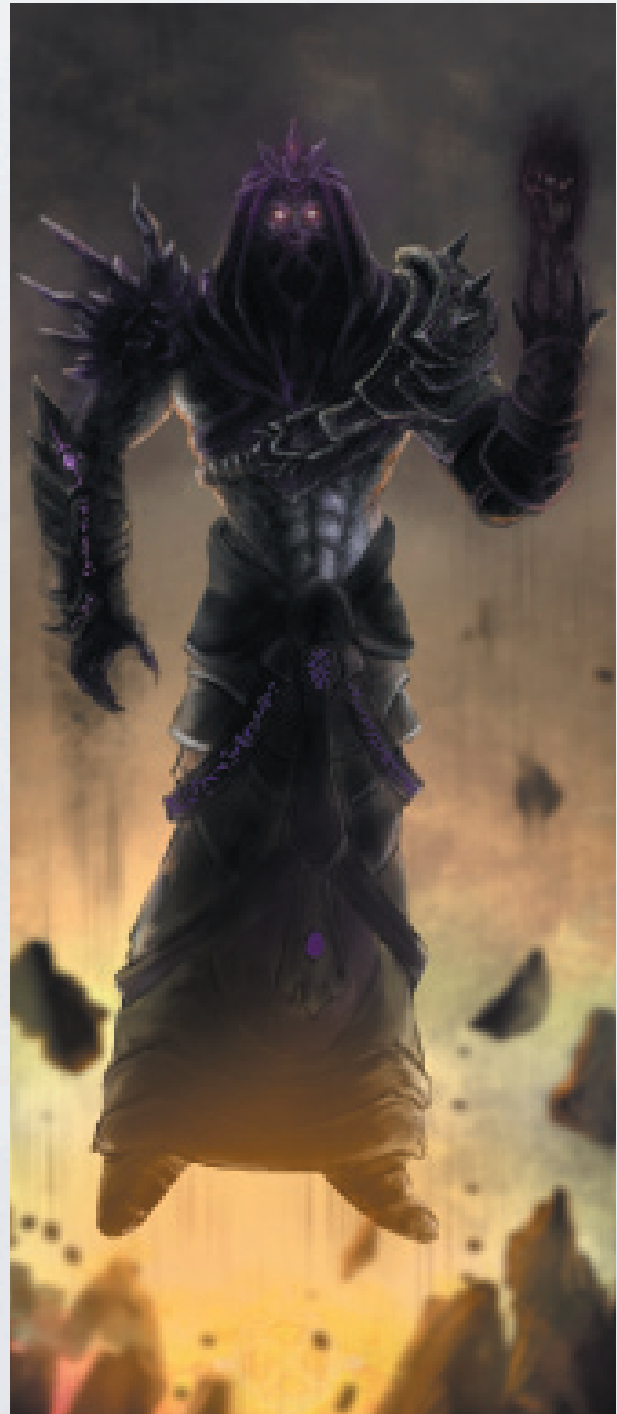
POWERS

Eidolon Mastery (50 Points)
Warden of the Grand Stair (10 Points)

ALLIES

Telina Vass (5 Points) Lady of the Gossamer Worlds

Telina is from a primitive planet where her powers as a witch drove her to further experiments which caused her to find the Grand Stair. As she found world after world she used her charms and spells to corrupt one and all. She found greater buried mysteries and eventually found the tales that alluded to the Eidolon. It consumed her





with curiosity and it took her four new worlds before she found a con artist with the power. He did not know the powers he had but she would teach him her lesser abilities in return, and satisfy a few itches along the way.

STUFF

Bad Stuff: +5

200 Point Version (210 with attribute relegation)

ATTRIBUTES

Psyche: 81
Strength: 10
Endurance: 5
Warfare: Superior

POWERS

Eidolon Mastery (50 Points)
 Master of the Stair (35 Points)
 Cantrips (15 Points)
 • Charm
 • Clarity
 • Eidolon negation

- Focus
- Glitch
- Grasp
- Jam
- Loosen
- Mana
- Nullify
- Open
- Reveal
- Shut
- Surge
- Umbra Negation

Sorcery (15 Points)

ALLIES

Telina Vass (5 Points) Lady of the Gossamer Worlds

STUFF

Bad Stuff: +6

300 Point Version

ATTRIBUTES

Psyche: 92
Strength: 21
Endurance: 24
Warfare: Paragon

POWERS

Eidolon Mastery (50 Points)
 Master of the Grand Stair (35 Points)
 Cantrips – All Listed (27 Points)
 Invocation (20 Points)
 Sorcery (15 Points)

ALLIES

Telina Vass (5 Points) Lady of the Gossamer Worlds

ARTIFACT

Vonelo's Black Focus (6 Points)

A carefully crafted magical device, forged as a black crystal, from iron. Created as an anniversary present for Vonelo by Telina Vass.

- Capable of Hanging Named and Numbered Spells (2 Points)
- Integral to Sorcery (4 Points)

STUFF

Good Stuff: +5

Xender Voil of Patrice

Oh sure, Patrice is a wonderful location. It is a water world of sorts, very little solid land you see. There is a good deal of tectonic activity that tends to make the land shelf, or islands as you all seem to like to call them, disappear under the waves almost as suddenly as they appeared. There were once settlements on the land but these have been abandoned for longer than our recorded history goes. Not that we have recorded history like you. Books and the like do not take well to flotillas, submarines and airships. There just is not a lot of room for this stuff so most of our recorded history is recorded in devices like the one on my wrist.

Oh I know, we look a primitive bunch but that is all about appearance isn't it? When we go exploring we try to blend in. Many of you Grand Stair walkers like a sword or a tight fitting leather bodice and so we do much the same thing. Of course, if you look closely enough, you will see our leather is patterned with the shape of scales. We tan it from what we eat, which is largely fish and the like. My armor was taken from a creature much like a shark that I battled whilst mining the shelf for minerals. It left me badly scarred and took a portion of my face before I was able to destroy it.

We are very active on Patrice but there are now only a few of us that know the way to it. It is rarely used by the other walkers of the Grand Stair as it is such a tumultuous and changeable place. I have heard tell of followers of the Eidolon coming once to provide stability! They lasted less than a day before the constant shifting and entropy of our Gossamer world brought the first of them to a near mental breakdown. Sure, occasionally you see apprentices of the Umbra in meditation on some new shoreline with their mentor nearby but they rarely bother us and we reveal nothing of what actually goes on in the land.

The Grand Stair is well known by all in Patrice. There are less than fifty of us in the world and those that have not made use of the Stair at one time or another are simply not powerful enough to do so yet. We explore the other Gossamer worlds for opportunities like Patrice. Sometimes the explorers never return and we wonder if they made that wonderful discovery, a world much more different to our own. You see, secret is, as volatile as Patrice is there is less and less of what we need to survive here being found. I cannot tell you what that is for fear of an invasion from other worlds, just know that it exists deep down and it is running out. who knows what will happen if it does, which is why I have come to explore. Surely somewhere else out there offers us what we need.

100 Point Version

ATTRIBUTES

Psyche: 5
Strength: Paragon
Endurance: 11
Warfare: Paragon

POWERS

Master of the Umbra (50 Points)
Warden of the Stair (10 Points)

ARTIFACT

Wrist Recorder (27 Points)

This device looks similar to a stylised watch that encompasses the lower half of the forearm. It is easily covered by clothing and the like to disappear out of sight. The device is chrome with a blue touch on it and has many symbols on it that are able to display at any point on the arm band. It is powered from the users own life function being attached as the user grows by needles on the inside of the band. There is no release mechanism to take the device off, the only way to accomplish this is by severing the arm that holds it. The device is like a library of data. It senses, catalogues and searches constantly. Its interface is a low key artificial intelligence that is considered "shy" by the naive as it only reveals itself when the device believes it, and its owner, are alone. it can be forced to reveal itself by the owner however.

- Invulnerable to Conventional Weapons (4 Points)
- Able to Speak in Tongues and Voices (4 Points)
- Psychic Resistance (1 Point)
- Horde (x3 Points)

STUFF

Bad Stuff +3

200 Point Version

ATTRIBUTES

Psyche: 9
Strength: Paragon
Endurance: 24
Warfare: Paragon

POWERS

Master of the Umbra (50 Points)
Warden of the Stair (35 Points)

ARTIFACT

Wrist Recorder (36 Points)

- Invulnerable to Conventional Weapons (4 Points)
- Able to Speak in Tongues and Voices (4 Points)
- Psychic Barrier (4 Point)
- Horde (x3 Points)

Armor of the Verjibeast (21 Points)

This armor has been taken from a large warm blooded fish that lives in the lower levels of Patrice's Endless sea. The fish has a chameleon like ability to alter its colouring and appearance to fool other prey and also has one of the toughest hides of any creature known on Patrice. The final advantage is the hide of this creature maintains most of these abilities after the fish is taken from the sea, as well as after tanning. It is also capable of operating in other Gossamer worlds with little to no alteration of effectiveness as it simply needs a thin coat of dampness, which it provides itself from the Gossamer substances of the world.

- Named and Numbered Alternate Forms (2 Points)
Actually adaptive camouflage
- Mold Gossamer Matter (1 Point) *Armor is always moist to touch*
- Named and Numbered (x2 Points)

Glove of Shaping (32 Points)

This glove is molded onto the users hand and powers itself from the thermal energies coming from the skin. This glove allows the user to manipulate the substance

of Gossamer worlds through manipulation of the Umbra. Umbra masters enjoy a higher order of power when using this glove.

- Confers Power to Wearer (10 Points)
- Mold Gossamer Reality (4 Points)
- Linked to a Power (2 Points) *Umbra*
- Named and Numbered (x2 Points)

STUFF

Bad Stuff +7

300 Point Version

ATTRIBUTES

Psyche: 26
Strength: 6
Endurance: 48
Warfare: 18

POWERS

Master of the Umbra (50 Points)
Warden of the Stair (35 Points)
Sorcery (15 Points)

ARTIFACT

Wrist Recorder (36 Points)
Armor of the Verjibeast (21 Points)
Glove of Shaping (32 Points)
Xender's Trident of Sorcery (9 Points)

- Deadly Damage (4 Points)
- Integral to a Power (4 Points)

Sorcery

- Alternate Form (1 Point) *If a trident is unwieldy the weapon can shift to a scimitar at command*

Amulet of Spells (2 Points)

- A simple amulet designed for the storage of sorcery spells
- Capable of Hanging Named and Numbered Spells (2 Points)

Steelcase Spellbook (2 Points)

- An electronic device capable of hanging spells for sorcery
- Capable of Hanging Named and Numbered Spells (2 Points)

STUFF

Even



Ylvana Sendar of the Shadow Realms

I have fled the Grand Stair to my domain so that I may finally live. I have spent too much time at the beck and call of others and I will now chase the things that I need to make me happy. Nothing and no one will stop me this time.

My realm manipulates the pure umbra energies so that it will enhance the changes in my life. I will over time tear away the façade of the Eidolon that my love Marcello hides behind so he will at long last see that his rightful place is here with me. He uses his structures to block me out and put me away but he shall be mine, in time.

In the meantime I investigate the Shadow, the spaces between and how it interacts with the ways of the Umbra. Its manipulation and influence on the Grand Stair is deeply under rated. Those that walk the stair frequently seem to forget this second, precious, essential format of the makeup of our own existence.

Do not think of the Shadow as a desolate wasteland though. It is full of mysteries that must be examined and investigated. I am doing exactly this as I build my skills to finally tear the Eidolon from his eyes and reveal his true lust for me. We will merge as one and remain together forever more.

100 Point Version

ATTRIBUTES

Psyche: 23
Strength: Paragon
Endurance: 17
Warfare: Paragon

POWERS

Mistress of the Umbra (50 Points)
Warden of the Stair (10 Points)

DOMAIN

Shadow Realms (6 Points)

This is a very chaotic realm where nothing seems particularly solid or substantial. That said materials can be temporarily fashioned easily enough as long as you have some control over the Umbra or sorcery. There are also pockets of this realm that seem almost to be made from the Shadow between Gossamer realities rather than Gossamer itself which is where Ylvana spends much of her time in research

- Restricted Access (2 Points)
- Personal Domain (1 Point)
- Control of Contents (1 Point)

STUFF

Bad Stuff +6

200 Point Version

ATTRIBUTES

Psyche: 41
Strength: Paragon
Endurance: 25
Warfare: Paragon

POWERS

Mistress of the Umbra (50 Points)
Mistress of the Stair (35 Points)
Cantrips (27 Points) *All listed*
Invocation (20 Points)

DOMAIN

Shadow Realms (6 Points)

STUFF

Bad Stuff +4

300 Point Version

ATTRIBUTES

Psyche: 83
Strength: Paragon
Endurance: 61
Warfare: Paragon

POWERS

Mistress of the Umbra (50 Points)
Mistress of the Stair (35 Points)
Cantrips (27 Points) *All listed*
Invocation (20 Points)
Sorcery (15 Points)

ALLIES

Cassandreth (4 Points) Dwimmerlaik Witch Ally

Cassandreth became an ally with Ylvana after the two met in Ylvana's realm. The fact that Ylvana was not automatically hostile, and much more curious about the Dwimmerlaik's presence allowed for a more diplomatic approach. When beginning to discuss the Shadow, Cassandreth felt that Ylvana would become a suitable ally.

DOMAIN

Shadow Realms (6 Points)

STUFF

Bad Stuff +1



Designer's Notes

The idea of the non-player characters (NPC) in this product is so that the GM can have a bunch of NPC's at hand to bring their worlds to life on the Grand Stair. I am, and always will be a massive fan of this game but it is the first dice-less game that I ever tried. I never played Amber, or read the books before getting involved with this game. I do not see this as Amber either. It has its own personality and style and so I created the characters presented here from my own imaginings of the Universe of LoG&S.

The reasoning behind the various builds of each character was so that the GM could choose from a selection of power levels for the same character. In my own imagining I know the stories of each of these characters between each of their builds but there is only so much space and the book is more about you using these characters in your own stories as opposed to me telling mine. The point values of 100, 200 and 300 are such a specific point but the characters are modular. You can add to them and take away from them to make sure they do exactly what you want. There are thirty separate NPC's here so you can probably see one that will suit the style of character you want.

I am often asked how to build an NPC for the Lords of Gossamer and Shadow (LoG&S) role-playing game because I have made many in the past. The trouble many people seem to have to start with is what sort of character should they create? In a game which can hold any eventuality or possibility for a character, where exactly do you start?

The rule book has a couple of paragraphs telling you that the LoG&S game is one that should be alive with NPC's. It states that the selection of Lords and Ladies of Gossamer in a later chapter are just a small percentage of what is likely to be encountered in a single adventure, and this is sage advice. Mind you, there is little there of substance to help guide you to making your own.

I am going to offer my advice about how to go about making NPC's for this awesome game. The first piece of advice is that a lot of the minor NPC's like in many games do not need any sort of statistics to be played. What they need is a name and an attitude or hook. Add in a little quirk so they can become memorable to the players, write these three things in your notes and voila! New NPC.

For example, the players have just fled the scene of a Gossamer World (aptly named Oraurus filled with intelligent dinosaurs) that had a comet diverted to strike the planet by the Dwimmerlaik. It was one of the player's domains and in the ensuing destruction their only Door to the Grand Stair was destroyed in the explosion. But

they are saved by a servant of the master Engineer, a young dinosaur named Belthwit who called to them as the explosion was set. Her eyes twitched as the stress got to her but as the players touched her she activated the teleportation device and got the players safely to the moon. See, Name: Belthwit; Attitude: Protective, Inventive; Quirk: Facial spasms when under pressure.

Those types of characters I pretty much leave to fill out when I need them. I may write down a list of names at the start of the night that I can choose from (a good internet name generator can be handy). It is easy to do and as long as you have a dedicated book or page for them it is quick and simple to keep them handy. With LoG&S it is probably a good idea to note down the individuals Gossamer World as well so they do not get mixed up later on.

There will be the need to make NPC's that have their own statistics though. These are going to be the NPC's that you want to use in your game and tie the adventures around or just have the players interact with and see what happens. For these characters you need to find a lengthier process. To illustrate what I do for this I am going to take you through an example.

LoG&S NPC Concept:

The first thing that I need here is a concept and this can be a very difficult task to undertake. The concept should factor in Who, What, When, Where and Why. In the game you should also think about relative power as well. I like to make three versions of my characters as I often offer them up on the site and if I have a 100 point, 200 point and a 300 point then they can slot into a lot of adventures as is or be used as a modular framework that I can add or take from as I need to. I am going to do that here too so you can follow my process of how I advance them.

The questions Who, What, When, Where and Why are not easy ones to just instantly come up with. Unless you have a solid concept in your head that you envision you need to build that concept. I am a very visual person and so I use images to guide me. I hop onto Google and look at portraits and art to make the NPC's. If they are going to be shared on my site I make sure that they are Public Domain or Creative Commons images. The image I am going to use here though is from the Icon Deck for the LoG&S RPG which is a proprietary image.

So, I have chosen the above image for adding statistics to. I did this by shuffling the deck for a minute and plucking off the top card. Let us answer some of the questions that now get answered as I consider the image.



Who?

This image is of a normal girl, mid to late twenties who believes in spiritualism (or has ties to Native Americans) and education. She is intelligent, well-mannered and reflective. I want to sum some of the above into a name that suits her. From the moment I turned the card the name Annabel ripped through my mind. It is a cultured name that holds strength and beauty so she is Annabel who? I grab my iPad and bring up the dictionary. I want this NPC to fill a slot that offers reliability and wisdom for the players. I want them to trust her and so I put Wisdom in and bring up the synonyms to see if there is something I can base a last name off of. The first glance is not good but then my eyes fall on *Sage*. Annabel Sage. There you have it. A simple name that I think sums her up well.

What?

What is her purpose for me? I want her to be a source of information that the players can tap into. So how does she come by her information? I can build some decent hooks out of this concept. Is she just another explorer or something else entirely? She is actually going to be a broker of information that runs a black market trade in information. She will run this out of the Agora and be relatively hard to find. She does not deal in money, coin or baubles though. For every bit of information that she can give, she will want something in return, probably favors initially, but then later when she calls those favors in adventures will probably result from them.

Due to this focus of hers she will likely be wanting to utilize information based powers and thus have a strong Psyche and Endurance. She will have a large network of contacts and followers willing to do her bidding. This will be important to consider when we come to stat her.

When?

When did she find she was destined to be a Lady of the Grand Stair? I am going to say, based on the picture, that perhaps while she was exploring her spiritual connections she made a discovery in the books of Yale where she was learning to become a Doctor. That story fits *really* well with the feeling that I got from the card and also with one of my favorite books too, *The End of Mr Y* by Scarlett Thomas which has a beautiful LoG&S feel to it as well. If you have not read it, give it a look.

In some of the books at Yale she found some obscure references to a Stair that she thought was to do with the path to enlightenment and so she followed the references to the letter. In an underground forgotten

area of the University she found a golden gilded door as the cryptic references lead her on to the Grand Stair for the first time. It was the late 1960's that twenty seven year old Annabel Sage went missing through the door and became a traveler on the Grand Stair.

Where?

This is pretty obvious in both cases by now. She came from Earth, a collegian of Yale and on finding the Stair she has never returned. She had realized her goal of finding what she perceives as the truth and knows that Earth holds nothing for her anymore. She has found the most travelled position she can on the Stair (the *Agora*) and seeks to discover the pattern that must exist to the Gossamer Worlds, the Shadow and the Stair itself.

Why?

Well, that is an interesting question. Why indeed? She has always been searching for an answer to her own beliefs and now she wants an answer to all of existence. What drove Annabel to this point? There must be a mystery to her character that we need to uncover. I want it to be poignant and intriguing so I am going to use a horrible trope of many movies and novels. She was orphaned at birth.

Her parents were massacred in the hospital within 8 hours of Annabel's birth. They were killed while she slept in her crib beside them in the hospital. She does not know the full details other than they were dismembered and some of their organs were missing. She was unharmed and in fact had been protected from the bloody mess by a pristine white blanket the killer had carefully lain across the crib. No one in the hospital had seen anyone that evening entering or leaving the maternity ward that was a stranger and the case is unsolved.

Annabel grew up with an Aunt, the sister of her Father. Her Aunt never spoke a word to Annabel of her parents and it was only out of Annabel's inquisitive nature that she ever found out about it. She wanted to do a family tree in junior high and her Aunt forbade her. Annabel did it anyway and found that she was not who she had thought she had been. This led her to a rebellious streak through her teens that drove her Aunt to an early grave. Annabel could only rely on herself and she knew that there was something out there that would give her the meaning to that life, perhaps there was a reason she had been left and protected that night. Information on that would likely be the only reason she would return to Earth, and also information on that could be leverage with her for the players too.

Building Annabel Sage's Statistics

Now that I know who this young lady is I can begin to think about her statistics. LoG&S has 5 statistics that you need to think about. Only four of those five can be dealt with initially. The statistics are Strength (used for physical strength and unarmed combat); Endurance (is a sort of flow on statistic for all of the other statistics and very important to pay attention to); Psyche (Used for a lot of the powers, spells and other things); Warfare (Used in any sort of armed battle and the understanding of tactics); and Bad/Good Stuff (which is a measure pretty much of how much the Universe likes/hates you). Bad/Good Stuff is determined after everything else is.

Annabel is going to be built in a 100 point, 200 point and 300 point model. Obviously none of her statistics will reduce as she goes down. In the details above I noted that her Psyche and Endurance would be major factors. I do not see her much of a fighter and would likely have other contacts deal with the physical nature of her business. I come up with the following statistics for her;

100 Points: Strength: 2; Endurance: 19; Psyche: 28; Warfare: 5

200 Points: Strength: 6; Endurance: 36; Psyche: 49; Warfare: 7

300 Points: Strength: 6; Endurance: 63; Psyche: 72; Warfare: 10

So at the 100 point build I have spent 54 points giving me 46 to play with; at the 200 point level I have spent 98 points leaving 102 left to play with; and at the 300 point build I have spent 151 points leaving 149 points. I want this character to be balanced and for that I try and keep the statistics at around 50% of the points. If you want a seriously strong NPC with far fewer power capabilities then use 75-85% of the points on attributes. If you want someone incredibly versatile power wise then you will need to reduce the ratio to about 30-40% for attributes.

Powers, Domains, Contacts and Items

I am going to make a note here that I am going to use only the rules presented in the base rulebook here. There have been some nice additions to some of the powers and rules that would likely do Annabel well but I will steer clear to give a base rules friendly build. In this section I will go through the 100, 200 and 300 point builds individually so we can make a progression from each tier.

100 Point Build

I have 46 points to play with here without giving Annabel any Bad Stuff. I do not want Annabel to ever have Bad Stuff so I will have to work with what I have got and hopefully have a little left over to put into the

Good Stuff. The good news with that is that Annabel is not going to need a *domain* as she wants to be where the action is. Where she is accessible by those who are in the know or those who want to be in the know.

Let's start with her basic powers though. Unless there is some really good reason why not, you want to make the character a *Warden of the Grand Stair* at a cost of 10 points. This gives the NPC the ability to open a Door and we are already aware that Annabel has that trait so it is added for the 10 points leaving me 36 points. There will never be any intention in later stages to up this power for her. Annabel has no want or need to travel to Gossamer Worlds unless she is forced to and she is not averse to a little bit of a walk to do so.

At this stage of her career she is just beginning to learn of *Umbra* and *Eidolon* so we are not investing any points into those biggies (whopping 50 points!). What we need though is a way for her to gather information and use information. For that she needs to make contacts at this stage of her career and there is a power that helps her do just that through the creation of *Icons* with *Wrighting*. This power is set at 30 points so it is going to chew up a lot of her remaining points and leave her with very few points which means few contacts and no real followers.

What that means for the 100 point version of Annabel is that she is the character that is getting established. We find her here at her newest to the Stair. Perhaps some exploration and study but certainly new on the Stair. I have only 6 points left to deal with her and what I need is a solid ally. Perhaps the person that taught her the ability to Wright. So I spend my final 5 points in purchasing a Lady of the Grand Stair as an ally and looking through the book I find that Annabel would gel well with Dayle, who is also seeking meaning in her life.

That purchase allows me one point left over and so it slips into Good Stuff, meaning more often than not that Annabel will find herself aided in her path toward enlightenment.

200 Point Build

Where the 100 point build displayed Annabel as a relative new comer to the Grand Stair the upgrade to 200 points will see a good development of her as she has spent time establishing herself in the Agora and begun to build her network and reputation amongst those she wants to have heard of her. On her attributes we spent 98 points and for powers at the 100 point level she spent 45 points. Combined that is 143 points allowing us to further expand her growth to the tune of around 57 points.

Ideally I want Annabel to become an agent of change and entropy so I am aiming in the longer term for her to become an Umbra master but this is a longer term goal so will not happen in this incarnation. Right now what she needs is the ability to interact and manipulate people so she needs to pick up the *Invocation* special power which

allows her to begin to collect True Names of beings, manipulate, communicate and conjure them. Just what an information broker needs, especially in combination with Wrighting. The power costs 20 points so that is leaving me with 37 points left to spend.

I have thought about giving her some *Cantrips* but I just do not really see her as the sorcery/magic type so I am leaving that as a possibility for maybe the three hundred point build but even then I would be surprised if that is the direction I take. What we are going to look at here though is building a network of spies and informants. A network that is ubiquitous in every available location. That is going to be expensive because a ubiquitous network has every point on it that is spent multiplied by six.

The network will be known as *The Sage Informers*. I am happy to leave them as average beings so I do not need to enhance their statistics in any way. One thing that they do need though is to receive *combat training* at the cost of a point. Information is precious so they need to be able to protect it and work as a team. In an effort to enhance their ability as combatants the members of the group will each be given a token that makes them *resistant to normal weapons*. Handy against locals but not really much use in a tangle with anything stronger. It also costs a point.

A group of spies and informants need to be trusted too so Annabel has the token imbued with a field of psychic white noise giving them *psychic resistance* at the cost of a point. So far that means three points used (18 points due to ubiquitous) but we need these beings to be able to *pass through the doors* of the Stair and also that their *True Names be known* by Annabel adding another two points bringing the organization to a total of 5 points multiplied by 6 for ubiquity and a grand total of 30 points.

This leaves me with seven points to work with and I am going to use all of it to build the networks that I want to have in place for her at the 300 point build level. As Annabel is studying the Gossamer Worlds and the Shadow she needs an informant and that informant is going to be a *Dwimmerlaik Ally* for 4 points. Annabel has through her use of Wrighting and Invocation found a unique ability to deal with *Krovaliss* the Dwimmerlaik mentioned in the Threats section. On top of this though Annabel has the *partisan support* of a secret society that seeks to obtain the details contained in *Lucien's Black Files*. The organization is known simply as *The Mask*. This support costs a further 3 points meaning that Annabel is now even with her Good Stuff score!

300 Point Build

Being that the 200 point build was even that meant she spent 102 on the total of her packages (she had 98 in attributes). This means that at 300 point build Annabel has already spent a total of 253 points (151 attributes and 102 powers) leaving me only 47 points to spend. I had hoped to get *Umbra Mastery* for her but unfortunately this is not

going to happen at this point. It is certainly something she is interested in but not going to happen now.

There are a couple of things that I wanted to upgrade for her *Sage Informers* and that is to make them a more deadly force and also to give them the ability to shift shape to an *alternate form* thus giving them the ability to hide their true identities. This ability combined with *combat reflexes* making them more deadly costs a further two points but as they are ubiquitous those two points become 12. That gives me a grand total of 35 left to play with, which is great, but it leaves me at a crossroads.

I am really beginning to think that she needs the *Umbra Mastery*. It will really enhance her abilities to garner information as well as keeping her profile nice and shadowy. On the other hand I could build her an item or two that would really make her potent with her Wrighting and Invocation abilities. Only problem there though is there are too many points really to do it. You do not waste points with an insanely high Good Stuff when you can make them work for you. Weighing up my two ideas there is only one thing for me to do at this stage.

Umbra Mastery gets added to Annabel for 50 points. This puts me 15 points into Bad Stuff which means if I leave it like that she will die as soon as she steps out of bed! I have to make something give and it is going to be her attributes. I need about 19 points back from her attributes as I want her to have 4 Good Stuff at this level. Her attributes as they stand are;

300 Points: Strength: 6; Endurance: 63; Psyche: 72; Warfare: 10 and at 200 points were;

200 Points: Strength: 6; Endurance: 36; Psyche: 49; Warfare: 7

I need to come to a balance that is not lower than the 200 point level but are not as high as the 300 point level. I am immediately going to take back the 3 points I put into Warfare leaving 14 points to make up. Psyche jumped by only 23 whilst Endurance leapt 27 and so I am going to take 14 points from Endurance and 2 from Psyche leaving her with a killer Psyche score but still needs some work tempering herself to be able to truly be a master of her powers. So her redefined statistics look like;

300 Points: Strength: 6; Endurance: 49; Psyche: 70; Warfare: 7 and Good Stuff: 4

Now, I will just check my math – Statistics (inclusive of Good Stuff) are set at a combined total of 136 points adding on the 200 point build 102 points of powers makes that 238 points. Adding on a further 62 points from this build makes it the round 300 points!

Hopefully this has given you some idea as to a process that you can use to create memorable, interesting NPC's for LoG&S. We have included for your use a copy of each of the first thirty NPC's that I created for free to my website so that they can be more easily sourced and used in your own games. Good luck!

Infinite Worlds Means Infinite Options



Gossamer Options: Characters is a different kind of supplement for Lords of Gossamer & Shadow.

Originally created as a set of fan blog posts by designer Mark Knights, about 30 character builds presented at three different point levels (Low, Medium, and High), providing you with over 90 ready to use statblocks. These variant character builds of different power levels make them useful to players and GMs at all levels of play.

This product can function as both a collection of pregenerated characters for players and as a toolbox of NPCs for GMs. Rite Publishing is happy to be able to present them here as a 60+ page full-color Print and PDF product which will be available in June (The preorder is available now!).

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