

EVERWAY

NAME

WHISPER WALKER

MOTIVE

BEAUTY

VIRTUE
THE HERMIT

(wisdom)



FAULT
**DROWNING
IN ARMOR**
(protective measures
turn dangerous)



FATE
THE PHOENIX

(rebirth vs.
destruction)



POWERS

0

MAGIC

4



EVERWAY HERO SHEET

MAGIC and POWERS

POWERS

Vision of the Departed Spirit, 0: Whisper Walker can tell by sight whether a person is awake, unconscious, or dreaming.

MAGIC

Open Chalice (Water), 4: Whisper Walker can sense energies of all kinds, though particularly subtle energies may be difficult or impossible for her to identify. Negative energies disturb her, and very powerful, negative energies can weaken her or even knock her out.

Whisper Walker can see unusual auras of any kind, noticing supernatural disturbances and extremes. She can tell that an item is magical, that a person is a mage (or is otherwise magical), that an area is imbued with some sort of energy, and so on. She cannot tell if someone is lying or detect general personality traits. Only extremes of some sort are visible to her.

Whisper Walker can open herself to spirits, call them into herself, and let them act through her. (While a spirit is "possessing" her, the gamemaster runs Whisper Walker.) She can usually reassert herself at will. She can also communicate with spirits that others cannot see or hear. Powerful spirits are likely to overcome her and may resist giving up possession of her body. The most powerful spirits may not even "fit" in her; contact with spirits of this kind can hurt or damage her. Whisper Walker's magic puts her in a dangerous position: she is advanced enough to accept spirits without always being powerful enough to control them.

Whisper Walker's magic lets her communicate with animals, but the communication is always nonverbal. (Her Magic is tied to Water, not Air, so it is silent, rather than spoken.)

Whisper Walker has a special ability that she calls "Soul's Wall of Stone." It is her technique for erecting a psychic barrier to prevent intrusion. (In game terms, it's simply her Earth Specialty, giving her an effective score of 5 to resist magical intrusions.)

Whisper Walker has incense and herbs that she uses in her rituals. Some herbs she burns or crumbles into dust. Others she steeps, forming a drink. If she has time to prepare for a ritual, she is more likely to meet with success.

See the section "Magic Among the Realms" in the *Heroes* chapter of the *Playing Guide* for information about ghosts and spirits.

QUESTIONS for DEVELOPMENT

- How does Whisper Walker feel about average people, who cannot sense the energies and spirits that she lives among?
- What's the scariest encounter that Whisper Walker has ever had with a spirit?
- In what way may she be unprepared to meet people from different cultures?
- What does she especially dream of seeing or doing now that she is traveling?

POSSESSIONS

- many magical herbs and incense sticks
- ritual items: wooden chalice, ceramic pitcher, small metal mirror, and so on, all wrapped in a colorful cloth
- curved dagger
- several changes of clothes for various needs, including various earrings, face paints, bangles, and other adornments
- traveling kit with twine, flint and iron for starting fires, knife, whetstone, bedroll, and so on

WHISPER WALKER

When Whisper Walker was a child, a village ceremony went horribly wrong and several malign spirits took possession of her. The village's medicine woman drove the spirits away, but when they fled, the medicine woman saw that one was carrying an object of some sort. It looked like a large, dark egg or stone, and the medicine woman said that it was some "part" of Whisper Walker.

Since then, Whisper Walker has been sensitive to the world of spirits. Under the medicine woman's guidance, she has developed into an accomplished spirit woman herself.

Whisper Walker's name was given to her at her puberty ceremony. It refers to the belief that the gods and goddesses created people by speaking and created the spirits by whispering. Thus her name means "She who walks among spirits." She has other names given to her by family members and the village leaders: Cub, Gentle River, Bright Eyes, Mother's Joy, and Hope. She may sometimes choose to use these names, though she prefers "Whisper Walker."

Now that Whisper Walker is a woman, she has decided to explore the many worlds the spirits have told her about. She told her family that she is seeking the "egg" that the spirits took from her, but in her heart she knows that she really just wants to travel beyond the horizon and see new and wonderful things.

BACKGROUND



EVERWAY

NAME

SERENITY
FREEMANSDAUGHTER
 (SECRET NAME: FARBRIGHT)

MOTIVE

WANDERLUST

VIRTUE

DEATH
 (change)



FAULT

KNOWLEDGE—
reversed
 (falsehood)



FATE

THE FISH
 (the soul prevails vs.
 shallowness)



POWERS

0

MAGIC

5



EVERWAY HERO SHEET

MAGIC and POWERS

POWERS

Troll Friend, 0: Trolls (and other earthy, magical beings) generally take a liking to Serenity.

MAGIC

Flux (Fire), 5: Serenity can transform people and things. She needs no words to do her work, but she must stare at the thing to be transformed and project her energy with hand gestures. As sight is the sense connected to fire, this magic works through her concentrated gaze.

Serenity can easily make minor changes in little animals and small objects, altering textures, colors, hair coverings, and other details with hardly any effort. She can also change the sizes and shapes of inanimate objects, though this takes more effort. All these changes are temporary, and the altered things revert to normal within a day. (Certain actions, such as naming the transformed thing or touching the thing with iron, can make it revert to its normal form sooner.)

Serenity can also alter people's features, but she cannot turn them into animals or the like, nor can she switch their genders. She can alter hair color, skin color, facial features, height, and so on. She can make a person about a foot taller or shorter and alter a person's weight by about one-fourth more or less. Anyone with an Earth score of 5 or stronger, however, is hard to transform, unless the character also has a strong Water score and welcomes the change. These changes are also temporary.

As Serenity's magic is tied to fire, the least predictable of elements, her magic sometimes has unpredictable results.

Transforming things is hard work, but Serenity's good Earth score (4) allows her to cast a fair number of spells before wearing herself out.

QUESTIONS for DEVELOPMENT

- What are some of Serenity's favorite spells to cast?
- What was troll society like, and what does Serenity think of it?
- What's the most violent or destructive thing that Serenity has ever done?
- As a mage and a trader, Serenity has had ample opportunity to cheat people. What's her attitude about using her magic to take advantage of others?

POSSESSIONS

- sack of baubles, including fine chains, pretty stones, strips of leather, fish bones, a wooden toy soldier, and other odds and ends
- large, heavy, bronze dagger (actually about the size of a short sword) with runes pounded into it
- sling, used mostly for hunting
- practical traveling and cold-weather clothes, including thick leggings, a heavy cape with a hood, mittens, a wool coat, and so on
- fishing hooks and line
- traveling pack
- sack of unpolished, uncut gems for trade
- crude, stone statuette of a pregnant woman ("Great Grandmother")

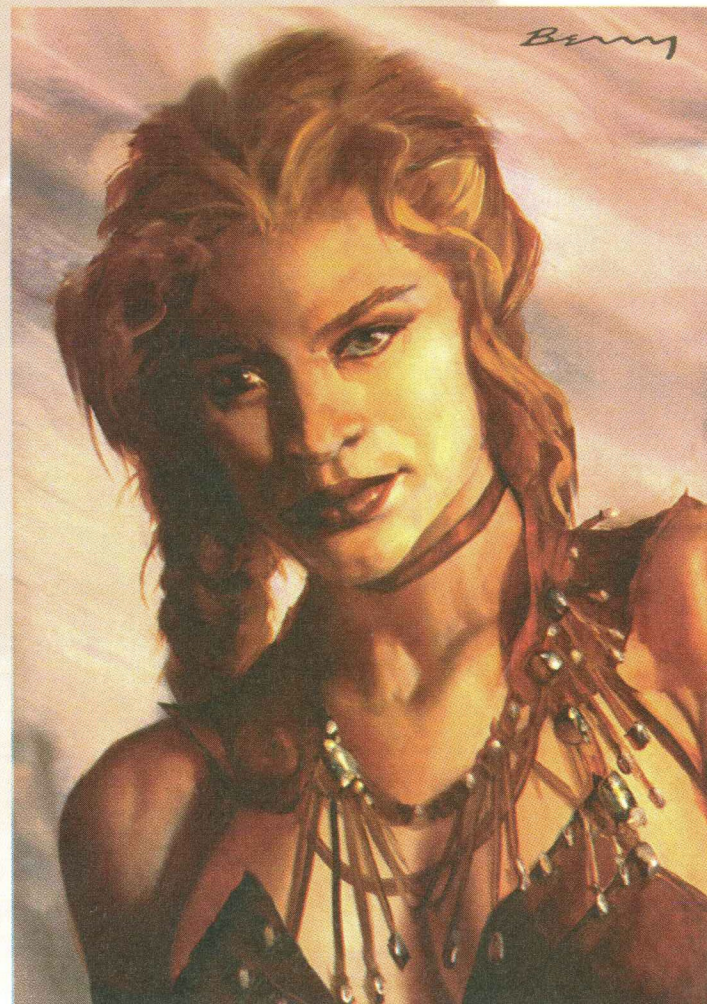
Serenity is a "fourthling", meaning that she is one-fourth troll. Her mother's mother was a troll, and Serenity secretly learned magic from her. It was the grandmother, Hillshaker, who gave Serenity her secret name: "Farbright."

Serenity learned and practiced her magic in secret, but she found it hard not to use her magic to make her life easier. After people in the household and around her family's homestead began to suspect she had secret powers, she left. She traveled up and down the coast of her land and up and down a few rivers, trading for a living and spending a good deal of time alone in the wilds. When her younger sister became ill, she returned home to be with her.

Now that her sister has died, Serenity has decided to leave again, but this time she intends to travel very far away. To keep Serenity safe, Hillshaker gave her a bronze dagger, some gems, and a statue of "Great Grandmother."

It is Serenity's "wild" side that gives her a penchant for boisterous parties, a tolerance for harmful substances, and a sensitivity to fnerie magic.

BACKGROUND



S E R E N I T Y

EVERWAY

NAME

AMBER

MOTIVE

AUTHORITY

SUMMER

(energy)

VIRTUE



THE FOOL—

reversed

(lack of connection)

FAULT



KNOWLEDGE

(truth vs. falsehood)

FATE



POWERS

3

MAGIC

0



EVERWAY HERO SHEET

MAGIC and POWERS

POWERS

Weretiger, 2 (frequent and major): Amber can turn into a tiger or into a two-legged half-tiger. In the tiger-woman form, she is invulnerable to non-magical weapons (including natural weapons, such as fangs), except for weapons made of (or coated with) gold. Weapons seem to do damage, but she recovers almost instantly. She can change her shape any time she wills it. Her clothes change with her but things she's carrying (even in her pockets) don't.

Silence of the Hunter, 1 (major): When stalking her enemies, Amber becomes almost undetectable until she is upon her prey. Only those with special senses or strong Water scores (5 and up) can sense her.

Resistance to Death Magics, 0: Magical abilities that specifically kill instantly only incapacitate Amber, but other magics harm her normally (and can kill her).

MAGIC

None.

In the remote mountain village in which Amber grew up, all the people are weretigers. They carefully conceal this fact from their neighbors, following strict rules of conduct to keep their secret hidden. They consider themselves distinctly separate from, if not superior to, humanity. Except for Amber, that is.

When war between clashing empires brought pillaging soldiers to the mountains, other villages suffered greatly. Amber wanted to help them, but the elders of her village said that using their tiger powers to help humans would endanger their secrecy. Amber chose to help the humans anyway, and for that act she has been exiled from her village and cut off from her family.

Wandering first on her own world and then on others, Amber has come to regard herself as a human with tiger powers rather than as a different creature altogether (though sometimes she fears she's fooling herself). Regardless, she feels compelled to use her powers to right wrongs, correct injustice, and protect the innocent. She sees her abilities as a gift from heaven, and she feels obliged to put that gift to its best use.

BACKGROUND

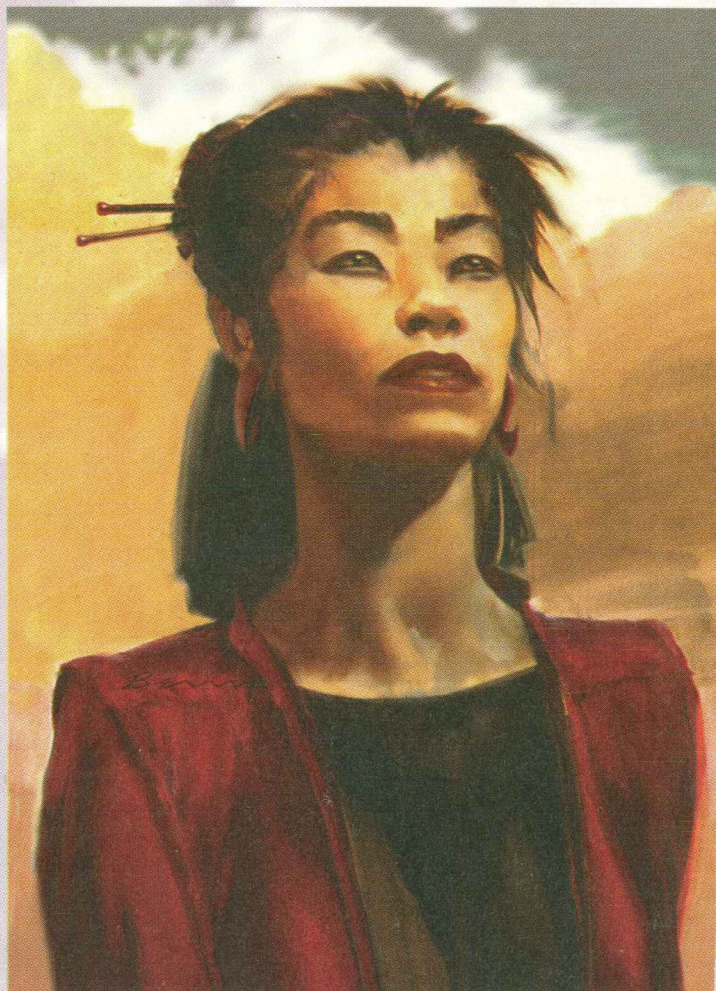
QUESTIONS for DEVELOPMENT

- Having grown up in a remote village, Amber may have some strange ideas about what's right and wrong. What crimes does she consider most horrible? Are there actions that most people think are criminal that she tolerates?
- How does she prefer to deal with injustice? Through force? By revealing deceit? By helping the victims fight for themselves?
- How does she present herself to people she's just met?
- Has she ever been unable to right a wrong? If so, what happened?

POSSESSIONS

- robe, tunic, sash, pants, and sandals (all of which change with Amber when she changes form)
- twin short swords, in sheathes on her back
- coins, gemstones, precious pelts, rare spices, incense, and other valuables: gifts that grateful people have given Amber, which she would rather give away in turn and depend on hospitality than use to buy food and lodging
- silver mirror

AMBER



EVERWAY

NAME

PRAISES BE

(NICKNAME: PRAISE)

MOTIVE

CONQUEST

VIRTUE

THE EAGLE

(the mind prevails)



FAULT

**THE DEFENDER—
reversed**

(peril)



FATE

LAW

(order vs. treachery)



POWERS

0

MAGIC

6



EVERWAY HERO SHEET

MAGIC and POWERS

POWERS

Universal Reading, 0: Praise can read "the Tongue" in any alphabet.

MAGIC

Words of Power (Air), 6: Praise's magic uses spoken and written words to affect living things, spirits, and magic. His spells fall into three general types: spoken words, rituals, and inscriptions.

By speaking magic words, Praise can compel a spirit to obey him, kill an average person (3 Earth), or force a group of average people to back away. (Average people forced back cannot approach Praise again for about a minute, but those with strong Fire scores can approach again much sooner.) He can easily force back or command animals, but they are no easier for him to kill than people are. The effects of one word of power are negated when Praise utters another word of power. For instance, if he has caused bandits to hold back with a word of power and then he uses a word of power to kill one of them, the others are freed from their spell and are once again able to attack him.

Praise can inscribe objects with magic words so that the objects have magical effects. A magical inscription, however, takes a lot of time and energy to do, and it's not as powerful as a spoken word. For example, Praise could create scrolls to be used as talismans that protect their wearers from Magic of level 3 or weaker. (Thus, a mage with a score of 3 would not be able to cast spells on the protected person.) If the name of the wearer is worked into the inscription, it protects against level-4 Magic, and if the name of the mage whose magic is to be countered is worked into the formula, it protects up to level 5 (the most powerful protection Praise can offer). Praise can also work talismans to protect people against other supernatural dangers or to have other magical effects. Depending on the strength of the talisman, it takes Praise anywhere from an hour to a day to inscribe one, with more powerful talismans taking longer. Talismans' power wanes quickly.

Praise's rituals are for major magical actions, such as imprisoning a powerful spirit, warding an area against magical intrusion, and other such feats. Praise's rituals last from an hour to a day, and they leave him weary.

Praise's average Earth score (3) means that he tires after doing any significant magic. His Magic score is so high that he can quickly fatigue himself to unconsciousness if he casts powerful magic too quickly.

Praise's magic depends on his ability to speak words or to inscribe words and symbols.

After defeating his master in a contest of magic, Praises Be concluded that there was little left for his master to teach him. He set out to explore the universe and test his abilities against the challenges to be found among the infinite spheres. When he champions a cause, it is usually to test his abilities, not to help others or to win rewards.

BACKGROUND

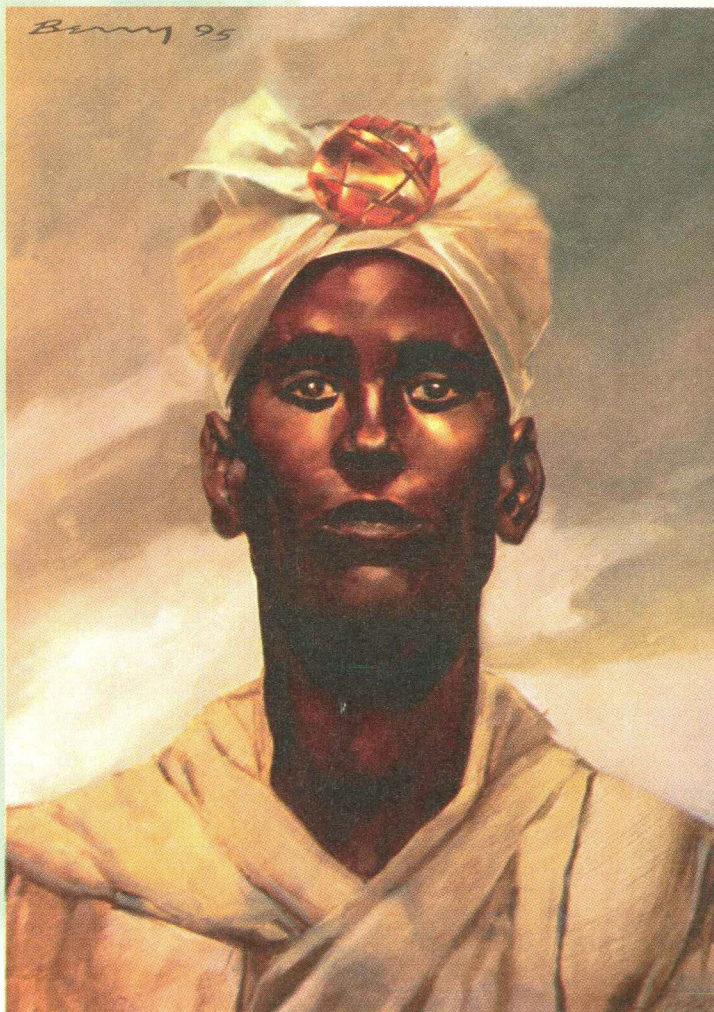
QUESTIONS for DEVELOPMENT

- Are there certain lessons that Praise did not learn from his master that he should have learned?
- As a powerful mage, Praise is likely to get many requests from people for his help. How does he feel about being called upon like this?
- How does Praise present himself to strangers? How much does he tell them about his magical powers?
- What is Praise's greatest fear?
- What is his reaction to things he does not understand?

POSSESSIONS

- quarterstaff tipped with iron on both ends
- satchel of vellum sheets, inks, feather pens, string, and wax
- robes with plenty of pockets, turban, soft shoes
- traveling kit in a pack, including a bedroll, tarpaulin, tinder box, razor, knife, twine, and rope

P R A I S E



EVERWAY

NAME

CHANCE

MOTIVE

ADVERSITY

THE PEASANT
(simple strength)

VIRTUE



THE GRIFFIN—reversed
(cowardice)

FAULT



WAR
(great effort vs. effort misspent)

FATE



POWERS

1

MAGIC

0



EVERWAY HERO SHEET

MAGIC and POWERS

POWERS

Berserk, 1 (frequent): In combat, particularly when threatened by overwhelming odds or an unexpected foe, Chance sometimes goes berserk. His strength and endurance increase, but he becomes completely lost to reason. He becomes unpredictable, striking out at friend and foe alike. Once the battle is over, Chance regains control only with difficulty. Going berserk leaves him exhausted.

Inured to Pain, 0: While at least as vulnerable to emotional pain as others, Chance endures physical pain easily.

MAGIC

None.

Born in a small village, Chance was the product of a chance encounter (if you will forgive the expression) between a local woman and a renowned warrior from another land. From the beginning, Chance's bastardy set him apart from the other villagers, and his strength and fighting skills, inherited from his father, only served to widen the rift. He left home at an early age and made a living for several years as a mercenary.

Despite his hard life, Chance has a poet's soul (note his strong Water score). The first time he went berserk in battle, he frightened himself quite badly. Eventually, all the fighting became too much for him, and he quit his mercenary company. Now he walks the spheres searching for a way to reconcile the two very different halves of his nature (the Warrior and the Poet). He also awaits word of his father, hoping that by meeting the man who sired him he will come to know himself a little better.

BACKGROUND

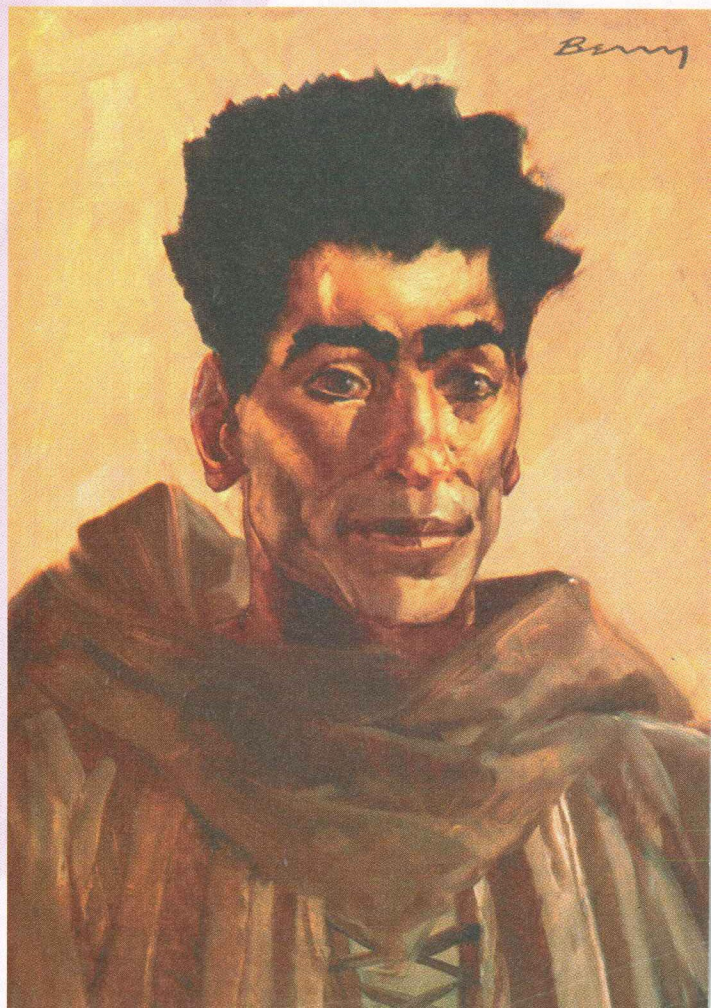
QUESTIONS for DEVELOPMENT

- How does Chance feel about his father? How does he imagine their meeting will turn out?
- What's the worst thing that Chance has ever done, the thing that troubles his poet's soul the most?
- What virtue or quality does Chance most value (in others as well as in himself)?
- In Chance's past, who was his best friend ever?

POSSESSIONS

- steel scimitar and dagger
- spare clothes and traveling kit
- gold medallion, given to his mother by his father
- a few coins from a realm he's visited recently

CHANCE



EVERWAY

NAME

DETRITUS

MOTIVE

KNOWLEDGE

VIRTUE

WINTER
(maturity)



FAULT

**STRIKING THE
DRAGON'S TAIL**
(underestimating the
challenge)



FATE

SPRING
(new growth vs.
stagnation)



POWERS

3

MAGIC

0



EVERWAY HERO SHEET

MAGIC and POWERS

POWERS

Detritus's long studies have given him several magical gifts. The items listed here only work for Detritus, who knows the secrets to activate them.

Rune of Lurking Unseen, 1 (frequent): While grasping an ancient stone with a mystic rune carved in it, Detritus can concentrate on magical symbols and become invisible. If he moves or makes noise, however, he becomes visible again.

Ancient Gesture of Clarity, 1 (major): With a complicated gesture, Detritus can dispel magical illusions.

Invulnerable Sphere of Infinite Sound, 1 (frequent): This crystal sphere can, at Detritus's mental command, make any manner of sound, as loud as thunder or as quiet as mouse's sigh. Detritus must be within a hundred yards of the sphere to make it sound.

Illuminating Clap, 0: With a clap, Detritus can illuminate the area around him with a gentle glow. The glow follows him as he moves. It fades gradually, dimming out entirely in about an hour.

MAGIC

None. (While Detritus knows some magic tricks, he has not studied magecraft and does not know the theory behind the tricks he performs.)

QUESTIONS for DEVELOPMENT

- What is Detritus's attitude toward romance? What sort of romantic life has he led?
- What were his relationships with his siblings like when he lived in his home city? What are they like now?
- What is Detritus's biggest fear?
- When was the last time Detritus was home? What happened there?

POSSESSIONS

- small pouches and strings of spices, herbs, gems, and coins collected from his extensive travels (He uses these to start conversations with strangers and to trade for necessities that are too heavy for him to carry.)
- foreign jewelry, which he wears proudly, including gifts from admiring colleagues and souvenirs from interesting realms
- large pouch of bound papers and a writing brush, carried over his shoulders
- small hand drum (though he's not much good at playing it)

DETritus

Detritus was the youngest of a large royal clan. Because he was nowhere near the top of the line of succession, Detritus never aspired to leadership, preferring instead to occupy himself with scholarly pursuits. Detritus's fascination with the natural and cultural worlds blossomed early; he was often discovered by his nursemaid far from home, dissecting large insects, making sketches of plants, or digging up broken pots and tools. (It was his interest in old, broken things that earned him his name.) From the earliest, Detritus was independent and never minded being on his own, though as he's grown older, he's found he craves companionship more and more.

Studying with the city's most learned master, who was also his grandfather, Detritus eagerly absorbed everything that could be taught. He developed a keen interest in dead civilizations that has never faded. At the age of nineteen, after his coming-of-age ritual, Detritus went wandering alone for five years, as is customary among his people.

When Detritus returned to his city, he found things had changed: his mother had died and his father had bestowed leadership to his eldest living child. Detritus's eldest brother, the new leader, was interested in overcoming neighboring city-states and spent enormous effort building an army of skilled warriors. Detritus opted to extend his scholarly journeys indefinitely, exploring the spheres for the rest of his life, compiling what he hopes will be a comprehensive book about past civilizations.

He is fifty-seven years old.

BACKGROUND



EVERWAY

NAME

PUMA

MOTIVE

AUTHORITY

VIRTUE

THE
DEFENDER
(safety)



THE
DRAGON—
reversed
(blind fury)

FAULT



FATE

THE CREATOR
(nurture vs.
abandonment)



POWERS

1

MAGIC

0



EVERWAY HERO SHEET

MAGIC and POWERS

POWERS

Speak to Animals, 1 (frequent): Puma can speak to and understand all animals. (This Power, however, doesn't mean that the animals want to talk to her, or that they have much to say.)

Cat's Leap, 0: Puma can jump fifteen feet straight up from a standing position.

MAGIC

None.

Puma is a hunter, the only known survivor of an earthquake that killed her people when she was eighteen. She was hunting alone in the forest, and when she returned to her village, she found that the ground had swallowed it up. She believes it was the great spirits' will, but she is angry at the great spirits for taking her people. She wishes that they had taken her too.

Puma's people, a nomadic tribe of hunters and fishers, were faithful followers of Nature, performing ceremonial rites in her honor on holy days and dutifully protecting her creatures. They killed animals only with great remorse and thankfulness, and moved from site to site trying to tend to all of Nature's forests, rivers, mountains, and flowers.

Now that she's alone, Puma is especially careful to carry on these responsibilities. She fears her people had fallen into Nature's disfavor and hopes, in her heart of hearts, that if she serves Nature well, the goddess will again bestow her with great blessings. Perhaps a new tribe will be born. . . .

Puma is quick-tempered and fiercely protective of animals and children. She despises seeing the strong take advantage of the weak. She is quick-thinking and sure-footed, and she always seems to be moving. She can creep up right next to most people without their ever hearing or seeing her. It is unwise to dishonor her patron goddess in her presence.

BACKGROUND

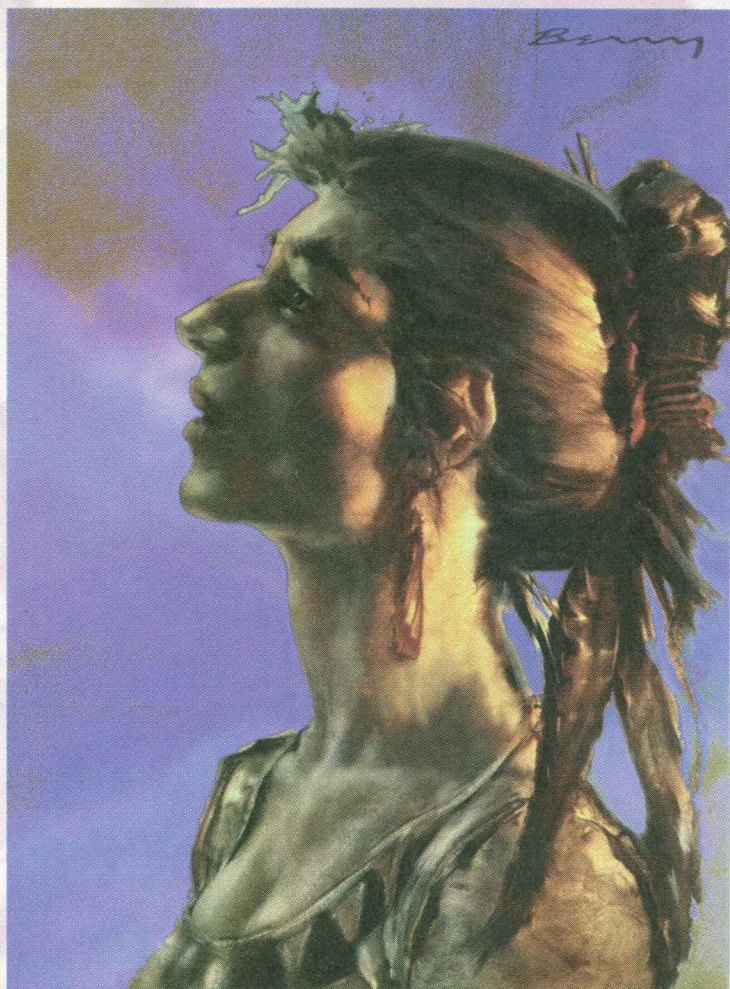
QUESTIONS for DEVELOPMENT

- What was Puma's childhood like? Did she have strong ties to her parents or siblings?
- Has Puma ever killed a person? If so, under what circumstances? If not, would she?
- Why does Puma believe that the great spirits let her live when the rest of her tribe was killed?
- How well does she get along with other people?

POSSESSIONS

- light, wooden frame on her back holding a bedroll, a whetstone, a flint and iron, a bow and flint-tipped arrows, warm clothes, some small baskets, and a cooking pot
- iron hunting knife, stone cooking knife, and an iron-tipped spear
- pouches with medicinal herbs and powdered pigments
- earrings made from things she found at the seashore
- leather cords and feathers in her hair

P U M A



EVERWAY

NAME
SHADOWBLADE
DRAGONSEEKER OF THE CLAN
OF THE SPIRIT MOUNTAIN
 (NICKNAME: SHADOW)

MOTIVE
MYSTERY

VIRTUE
THE DRAGON
 (cunning)



FAULT
AUTUMN—
reversed
 (want)



FATE
WAR
 (great effort vs.
 effort misspent)



POWERS
1

MAGIC
0



EVERWAY HERO SHEET

MAGIC and POWERS

POWERS

Shadow Slip, 1 (frequent): When wearing his “shadow gear” (a black outfit), Shadow can blend into shadows and become invisible. He can move about in the shadows and remain invisible. If Shadow ever leaves the shadows, however, he becomes visible again. Maintaining his shadow slip requires concentration, and it tires him to keep it up continually.

Weaponsmaster, 0: Shadow can use any sort of mundane, handheld weapon without training (though not necessarily siege engines, weapons that work by magic, and so on).

MAGIC

None.

Trained and retained as a spy by a noble house, Shadow lived a life of deceit and honor, etiquette and murder. As his skills increased, his lord and lady sent him on more serious and bloodier missions. Finally, his lady asked him to perform a delicate, dangerous, and ugly deed that crossed the bounds of what she could rightfully expect of him. He agreed to perform the deed on the condition that he would then be freed of his obligation to serve the nobles. He completed the mission and never returned to his home. He tells no one what the mission was.

Finally able to choose his own direction, Shadow has set out to learn about life's deeper mysteries: beauty, love, family, awe, worship, friendship, and sorrow. People often try to get him to help them defeat their enemies for causes they claim to be just, but Shadow holds most such people in contempt. He finds their squabbles petty and is sensitive and experienced enough to tell that most people are not honest with themselves, let alone with him. When his heart moves him, Shadow takes up a cause as if his own life depended on it, but no mere words or offer of pay can move his heart.

BACKGROUND

QUESTIONS for DEVELOPMENT

- What person, deity, creature, or legendary hero does Shadow admire most?
- As a spy, Shadow has often traveled under other names. Does he often use names besides “Shadow?” If so, what are they?
- What was the last mission that Shadow performed for his lady?
- Since being released from service, has Shadow killed?

POSSESSIONS

- shadow gear (see “Powers,” above)
- long, curved, single-edged sword and a narrow dagger
- seven throwing stars (they cause little damage but are good for distracting enemies)
- seven yards of thin, strong chain (wrapped in silk so that it makes no noise)
- miscellaneous gear for climbing, picking locks, foiling traps, and so on
- a dozen highly valuable gold coins stashed in hidden pockets around his body

SHADOW



EVERWAY

NAME

OPAL

MOTIVE

ADVERSITY

VIRTUE

THE PHOENIX
(rebirth)



FAULT

THE HERMIT—
reversed
(isolation)



FATE

THE
COCKATRICE
(corruption vs.
recovery)



POWERS

2

MAGIC

0



EVERWAY HERO SHEET

MAGIC and POWERS

POWERS

Persuasion, 2 (versatile and major): Opal is insightful and perceptive about human behavior. Because of her strong intuition about people, she is very effective at manipulating them. She can seduce nearly anyone and is extremely persuasive. (Note: the gamemaster may ask that you promise not to use this power to manipulate other heroes. Interfering with how other players portray their heroes is an easy way to ruin a game.)

Clench, 0: When wearing her metal gloves, Opal can grasp with great strength and endurance. She could hang all night by one hand if she had to.

MAGIC

None.

Opal's mother, a water priestess, was held captive by an evil wizard, a spirit in possession of a man's body. While pregnant with Opal, her mother performed a spell ensuring that her unborn child would seek revenge and murder the wizard. She died in childbirth.

The wizard held Opal captive, too, so she spent her life isolated from other people, her nursemaid her only trusted friend. It was the nurse who secreted to Opal the bird claw gloves and an opal pendant that had belonged to her mother.

As a young woman, Opal avenged her mother's death by ripping off the wizard's head with the clawed gloves. The wizard's spirit, having no body to inhabit, was rendered powerless. Opal hid the head in a large metal box and ran away as far as she could. She has since forgotten where she hid the box. Should the wizard reunite his head and body, he would seek revenge on Opal.

Opal, free from the wizard and away from the only home she's ever known, is now wandering, looking for. . . for something, but she doesn't really know what.

BACKGROUND

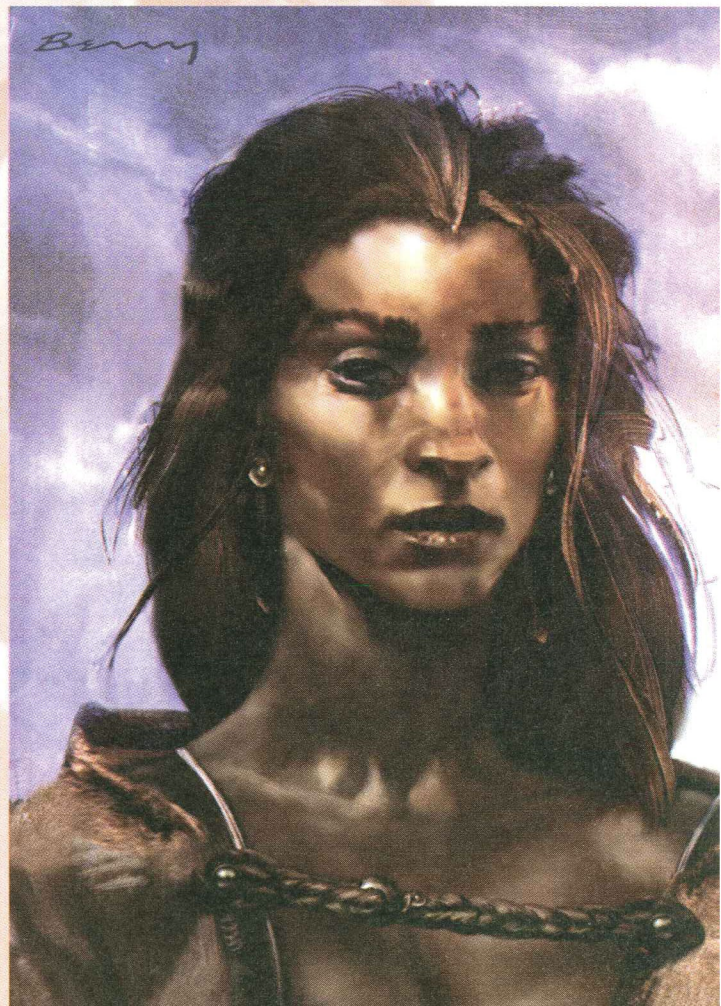
QUESTIONS for DEVELOPMENT

- When Opal killed the wizard, did she take any mysterious items from him? (Note: any such item can't be very powerful or it would count as one of Opal's Powers.)
- What sort of magic did the wizard use? Has it had any permanent effects on Opal?
- What is Opal's most treasured memory?
- What lessons did Opal's nursemaid teach her about life and about the world? Did the nurse have any favorite sayings or adages that Opal now repeats?

POSSESSIONS

- long metal gloves with birdlike talons, useful for climbing and fighting
- short knife (hidden in her boot) and a thin sword
- opal pendant
- pouch with basic small traveling necessities

OPAL



EVERWAY

NAME

CLARITY

MOTIVE

WANDERLUST

VIRTUE
INSPIRATION
(creativity)



THE
DEFENDER—
reversed
(peril)



FAULT

FATE
THE SMITH
(productivity vs.
evil effort)



POWERS

2

MAGIC

0



EVERWAY HERO SHEET

MAGIC and POWERS

POWERS

Ravenform, 2 (frequent and major): Clarity can take on the shape of a large raven at will. Her clothes change with her, but nothing that she's carrying (even in pockets) does.

Perfect Memory of the Bard, 0: Clarity can remember everything that she was trained to perform or learn as a bard. She can recall and recite perfectly every song and story that she has ever heard or seen, and she also remembers how to use every musical instrument she has ever played. She also quickly learns and retains new things that she learns of the bardic traditions.

MAGIC

None.

Clarity remembers nothing of the time before she traveled with Grace, the bard from whom she learned her skills. Grace told her that she was once a raven who had asked the goddess Brighid to give her the gift of song. Brighid, according to Grace's story, turned Clarity into a little girl and instructed Grace to teach her how to be a bard. Clarity traveled and studied with Grace for years; Grace was the closest thing to a mother that Clarity ever knew.

One day, when Clarity had grown to be a young woman, she and Grace were walking through a forest. They walked between a hawthorn and an ash that had grown together, and Clarity found herself suddenly in a cave in another world, a fearful wasteland. She went deep into the cave and emerged in the forest, where Grace was waiting for her. Grace explained to Clarity that she had the power of sphere-walking, a wonderful gift that she must put to good use. Grace told her to travel among the worlds, learning songs and poems and sharing them with others so that all the people of all the worlds could learn something of each other. Grace explained that as she lacked the power of spherewalking, she couldn't accompany Clarity. With a fond farewell, Clarity set off alone.

BACKGROUND

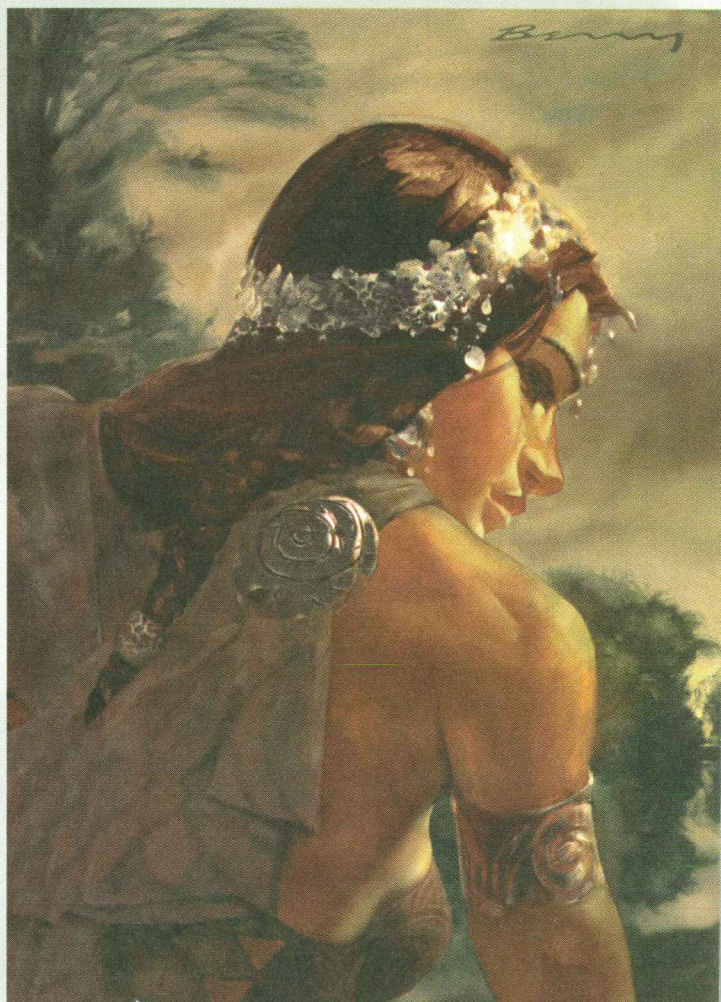
QUESTIONS for DEVELOPMENT

- How long has Clarity been traveling since she left Grace?
- What sorts of strange, frightening, and wonderful things has Clarity seen, first traveling with Grace, and now traveling on her own?
- For what purposes does she take a raven's form? For pleasure? For scouting ahead?
- Now that she's no longer with Grace, are there things Clarity is free to do that she wasn't free to do before?

POSSESSIONS

- cloak, dress, high boots (all of which change with Clarity when she becomes a raven)
- harp
- heavy knife (good for chopping)
- silver bracelets, armlets, earrings, and headband
- traveling kit in a leather pack
- gems, coins, spices, and other trade goods

CLARITY



EVERWAY

NAME

CLEFT

MOTIVE

MYSTERY

VIRTUE

THE LION
(the body prevails)



FAULT

**THE CREATOR—
reversed**
(abandonment)



FATE

THE PEASANT
(simple strength vs.
lack of vision)



POWERS

0

MAGIC

5



EVERWAY HERO SHEET

MAGIC and POWERS

POWERS

Earth's Surety, 0: If both of Cleft's bare feet are in direct contact with the living, level earth, he's almost impossible to knock down.

MAGIC

Soil and Stone (Earth), 5: Cleft draws on the fertile energy of soil and the enduring power of stone to work his magic. He is a healer, a ward against evil, and a source of strength and health.

As touch is the sense connected to earth, Cleft's magic works through touch, especially through the hands. He also uses the bounty of the earth—plants, herbs, dust, and clay—to work his strongest healing magic.

In a single day, under his direct and constant care, a simple wound heals as though two weeks have gone by. If Cleft tends a wounded person daily but not constantly, the person recovers twice as fast as normal. His touch can ease pain, stop bleeding, and keep a wound clean. With great and constant effort, he can prevent a mortally wounded person from dying and nurse that person back to health. Depending on the wound, it can take days to weeks of care to heal the person to the point at which death no longer threatens.

Cleft's touch and care can also (in order of increasing difficulty) cure diseases, neutralize poisons, lift curses, and banish malignant spirits. Particularly deadly or profound diseases (such as leprosy), potent poisons (such as that of the cockatrice), powerful curses, and mighty spirits, however, can resist his magic.

Cleft can promote health and prevent harm by blessing people, crops, wagons, and so on. He can improve a person's resistance to a particular danger (such as poison, Words of Power magic, or cold), and such a blessing lasts three days and nights. (He paints a hand on the person to be protected to focus his protective power there.) He can, through a long ritual, bless fields to encourage bountiful crops. He can even give some protection to a large, unified body of people, such as an army, though only through a long and tiring ritual.

QUESTIONS for DEVELOPMENT

- What is the strangest thing that Cleft has seen so far in his travels?
- Whom does he miss the most from back home?
- What trait, virtue, or talent does Cleft admire most in others?
- What does he expect in return for using his magic to help others?

POSSESSIONS

- paints, clay, dust, sand, pigments, and other paraphernalia for rituals
- traveling goods wrapped in a blanket
- throwing sticks, used mostly for hunting
- shells, pelts, and herbs to trade
- loincloth

CLEFT

Cleft's talent for magic showed itself spontaneously, as a talent for music might. He trained in magic, as one might train in the playing of instruments. He never thought that his abilities made him any more special than others, such as those who followed the tracks of game, turned arguments into smiles, or told stories that carried the listeners to Dreamtime. He did his part in the village, as did everyone.

When another child in the village developed magical powers like Cleft's, the village storyteller said that this child was Cleft's replacement, the one who would free Cleft from his obligations to his village. When the child became an adult, Cleft left the village to roam through distant lands. Years and years from now, he intends to return to his people to share with them what he's learned.

Cleft's name comes from his mother's story that he was a spirit living in a cleft in a stone cliff before he entered her womb to be born a human.

BACKGROUND



EVERWAY

NAME

FIRESON

MOTIVE

ADVERSITY

VIRTUE

THE LION

(the body prevails)



FAULT

**DEATH—
reversed**

(stasis)



FATE

THE SOLDIER

(duty vs. blind obedience)



POWERS

3

MAGIC

0



EVERWAY HERO SHEET

MAGIC and POWERS

POWERS

Priestly Rites, 2 (major and versatile): Fireson can channel divine energies and the energies of worshipers through powerful rituals. These rituals can bind oaths, improve an army's fortune, bless a land's harvest, and accomplish other mighty ends. The rituals, however, require Fireson to work with a large number of worshipers, so he rarely has the opportunity to use them. Less powerful rites, such as those to sanctify marriages or ease the dead's passage from the world of the living, require less energy. Fireson can therefore perform them with fewer worshipers present or even alone.

Sweat Fire, 1 (frequent): Fireson can cause flames to come forth from his skin. He cannot hurl the fire, and the fire is only as hot as a campfire, but it is still useful for deterring attackers, burning enemies, starting fires, keeping friends warm on cold nights, providing light in the darkness, and so on. This effect burns his clothes but doesn't harm him.

Friend to Fire, 0: Though Fireson can feel heat, it neither pains nor harms him.

MAGIC

None. (Fireson's Priestly Rites Power would count as a type of Magic if he could use it at will rather than as part of elaborate rituals.)

Fireson was once a priest of a fiery deity. He offended his deity, however, and was banished from his homeland. Now Fireson wanders the spheres, hoping to discover a way to regain his deity's favor and gain the right to return to his land and take the role of priest once more. He is confident and energetic (note his strong Fire score and his Virtue, The Lion), but he can be stubborn and judgmental of those whose ways are not like his (his Fault is Death—reversed). Luckily, Fireson is used to being around people of lower status and ability, and he honestly tries to be tolerant.

BACKGROUND

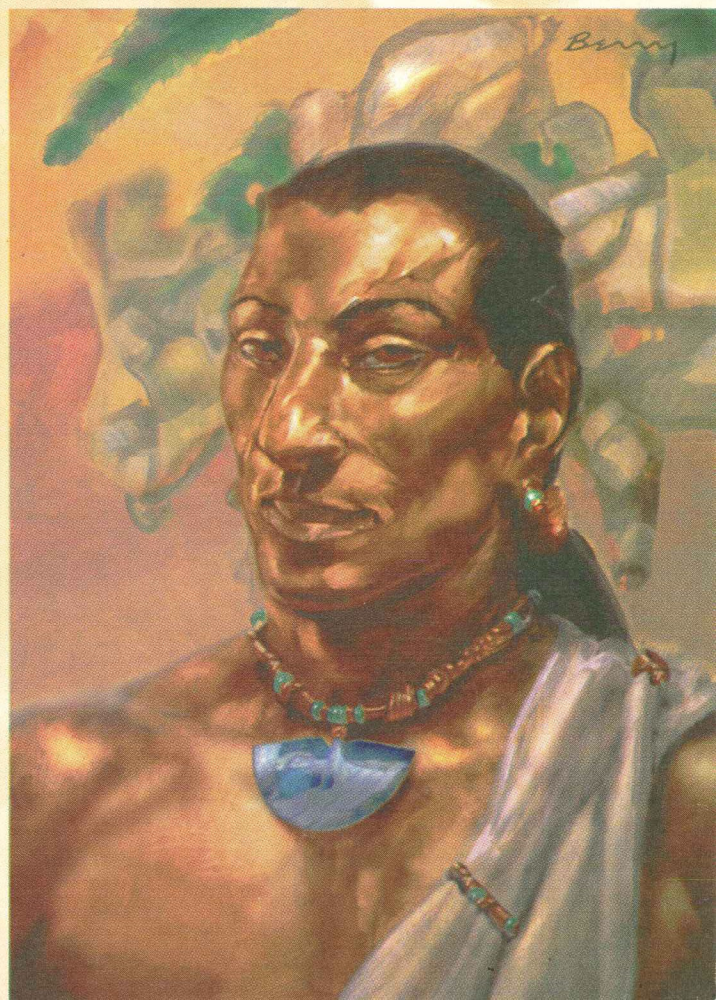
QUESTIONS for DEVELOPMENT

- What deity does Fireson follow? It could be just "the Sun," but it could also be Horus, Helios, Hephaestus, and so on.
- What did Fireson do to earn the displeasure of his deity?
- What possession does he keep as a memento of his life as priest?
- How honest is he about his past and about his fallen state?

POSSESSIONS

- short sword
- traveling clothes and kit
- a few gems and spices to trade

F I R E S O N



EVERWAY

NAME

MOTIVE

VIRTUE

FAULT

FATE



POWERS

MAGIC



EVERWAY HERO SHEET

MAGIC and POWERS

BACKGROUND

POSSESSIONS





