

ALESSIA™

*Seirye Qin,
Captain of the Skyship Amethyst Myst.*

THE ICONIC ISH'RA ROGUE

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THE WORLD OF ALESSIA WAS IMAGINED
BY JERE MANNINEN
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SEIRYE, ISH'RA ROGUE

"Seiye? Seiryne Qin of the Amthyst Mist?
Out of Pasccti? Never heard of her."

—Hasa, a sarcastic rival.



BACKGROUND (REBEL)

A native of Pasccti, a small hold in the southern Province of Yunni, in the growing Empire of Xian, Seiryne grew up the daughter of a single mother. An engineer by trade, Seiryne's mother raised the young girl around cutting-edge technology all of her life. Because she displayed the curiosity and intellect for it, most of Seiryne's family (and several close friends) expected her to travel to the capital, complete her education, and follow in her mother's footsteps.

She did not.

With more than a dozen fines logged on her 'trade' ship and it locked away in the Capital Docks, Seiryne has recently taken to "adventuring" to earn enough credits to get her ship, **The Amethyst Mist**, back.

STUNTS

In addition to running or attacking, Seiryne knows the following stunts: **Leap**, **Quick Study**, and **Uppercut**. These stunts are special actions she can take in place of or in addition to her normal movement and attacks.

Leap You can spend your **dash** action to leap up to 10 ft. Any environmental factor or condition that would restrict you from taking the dash action also restricts you from using the this stunt.

Quick Study You can spend your **bonus** action to quickly assess a situation, location, item, or individual, known more commonly as the target. When you spend your dash action in this way, select one of your skills. You gain advantage on rolls with that skill against the target until the beginning of your next turn.

Uppercut You can spend your **bonus** action to make a quick, decisive strike against an adjacent foe. Uppercut, Melee Attack +5, reach 5 ft., one target. Hit: 1d4+3 (6) damage. On a critical hit, the target must succeed on a DC 13 Constitution save or gain the unconscious condition. Larger creatures (any creature at least one size category larger than you) are immune to your uppercut.



SEIRYE, ISH'RA ROGUE (SKY BUCCANEER)

Medium humanoid (ish'ra), chaotic good

Armor Class 13 **Initiative** +2
Hit Points 20 (3d8+3) **Proficiency Bonus** +2
Speed 30 ft., climb 15 ft **Bonus** Cunning Action

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	16 (+3)	9 (-1)	11 (+0)

Saving Throws Dexterity +4, Intelligence +5

Skills Acrobatics +6, Athletics +4, Deception +2, Perception +1, Piloting +6, and Stealth +4.

Damage Resistances cold, psychic

Senses darkvision 60 ft., passive Perception 15*

Languages Ish'ra, Thieves' Cant, Trade Tongue, Xian

Challenge 1/2 (450)

Dasun Watch Bot IIV The Dasun Watch bot is attuned to Seiry, automatically following her and staying within 5 ft. of her at all times. While active, Seiry uses its passive Perception score instead of her own. Additionally, the Watch Bot can cast the spell *alarm*. It must complete a long rest before it can cast this spell again.

Rain of Arrows Seiry carries an Asprene Energy Bow, which she can use to fire a special volley of arrows. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Hit 20 (4d8) piercing damage. Seiry must complete a short rest to reset her bow before she can make this attack again.

Sneak Attack Seiry deals an extra 7 (2d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of one of her allies (who cannot be incapacitated) and Seiry doesn't suffer disadvantage on that attack roll.

FLAW

Patch Seiry lost an eye during a battle to save her skyship. Seiry suffers disadvantage on any Wisdom (Perception) checks she makes that rely primarily on her sight.

ACTIONS

Asprene Energy Bow Ranged Weapon Attack +5 to hit, range 150/600 ft., one target. Hit 5 (1d8) piercing damage. On a critical hit, the Asprene Energy Bow also deals 2d6 (7) points of lightning damage.

Dasun B-90 Ranged Weapon Attack +5 to hit, range 60 ft., one target. Hit 5 (1d8) points of fire damage. On a critical hit, the target must succeed on a DC 13 Constitution save or gain the stunned condition until the beginning of your next turn.

Emperor's Edge Melee Weapon Attack +4 to hit, reach 5 ft., one target. Hit 5 (1d6+2) slashing damage. On a critical hit, Emperor's Edge also deals 2 (1d4) points of bleed damage each round.

*Seiry uses her Watch Bot's passive Perception score when they're together.

RESOLVE

Resolve 2

Seiry begins each day with **two points of resolve**. Any time Seiry succeeds on an action that brings her closer to recovering her ship, she gains an additional point of resolve.





WHAT IS ALESSIA?

The world of Alessia is a world of high fantasy that combines Wuxia, science fiction, and magic-driven technology. It is a massive world where magic and technology coexist, impacting every aspect of life, from the Healing Houses of Sil-lias to the great Towers of Xin. It is a land where Fyrean Genies meet with Asrian Wardens and The Gangs of Khatu push their Drifters across the desert sands, seeking resources and victims of every kind.

Alessia is a world where the gods, in an act of unification, merged into a singular pantheon – forming The Path of Light. It is a land where medical advancements, evolution, and ki energy form not only a methodology to achieve progress, but instead form a way of life. For the people of Alessia, the path to success is girded with honor, hard work, bravery, and a need to do good.

Alessia is a land at the height of its glory, held aloft by the Four Pillars of Light – Mercy, Truth, Hope, and Courage. Its churches largely unified and its clergy working in unison, the people of Alessia enjoy what others think is only an illusion – a slowly blossoming utopia. But Alessia is not without its challenges. Having suffered an ecological disaster that would have ended smaller planets, it's taken the people of Alessia nearly a thousand years to pull themselves up from the viscera of the War of the Sovereigns; from the decaying Galgaræ to the Shadows of Venn, the once-vanquished forces of darkness creep again, slowly pushing against the Ring of Heaven, hoping to find purchase in Alessia once more.

WHO ARE THE ISH'RA?

One of Alessia's oldest races, the Ish'ra were refugees when the Yökai were still young; fleeing from the dark spaces beyond the void, the Ish'ra voidship The Enduring Dream breached Alessia's atmosphere at the tail end of the War of Sovereigns, crashing into central Fyrea and depositing her survivors all along Fyrea's coasts. Having naturalized to Alessia over their millennia-long stay, the Ish'ra now proudly identify as natives to their new home. Natural psychics with several technical aptitudes, the Ish'ra have contributed to much of Alessia's progress.

STUNTS & RESOLVE

Alessia makes use of two new mechanical options for characters developed using the most popular edition of the world's favorite tabletop roleplaying game. Both Stunts and Resolve are described below.

STUNTS

In Alessia, in addition to their normal actions, abilities, and options – characters gain **stunts** as they advance. These stunts allow them to accomplish all sorts of things, from performing cinematic leaps to extra attacks. Stunts are tied directly to each character class. Prerequisites for any stunts are listed in the stunt's entry.

RESOLVE

As characters advance in the World of Alessia, they trigger events, places, and encounters (doubly so in the wake of a swift, decisive victory) that empower them, granting them **resolve**. As the characters gain resolve, they can spend it to overcome difficulties, shore up their defenses, defy their foes, and to complete strenuous activities or tasks. Although characters regain a little resolve each day, the pay-off while adventuring is often worth the risk.

Each character begins play with a small pool of resolve, which replenishes each day at the same time. Characters have no limit on the amount of resolve they can accumulate in a given day, but this pool resets to the listed amount each day. Some feats allow characters to adjust this pool.

DASAN WATCH BOT IIV

Small construct, unaligned

Armor Class 13 (natural armor)

Hit Points 18 (4d8)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	12 (+1)	16 (+3)	10 (+0)

Saving Throws Dexterity +4, Intelligence +3, Wisdom +5

Skills Medicine +5, Perception +5

Damage Immunities poison

Condition Immunities charmed, exhaustion, paralyzed, poisoned.

Senses darkvision 60 ft., passive Perception 15

Languages Hexa, Trade Tongue

Challenge 1/4 (50 XP)

Executables The Watch Bot is programmed with several applications that perform minor services for the hero. The Watch Bot is considered a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). The Watch Bot has the following applications (spells) prepared:

Cantrips (at will): *light, targeting mark, thaumaturgy.*

1st-level (2 slots): *alarm, detect magic.*

On Guard. When attuned to a hero, the Watch Bot grants the hero its passive Perception score, if it's better than that of its hero.

ACTIONS

Defensive Blast *Ranged Weapon Attack* +5 to hit, range 60 ft., one target. Hit 5 (1d8) points of fire damage. On a critical hit, the target must succeed on a DC 13 Constitution save or gain the stunned condition until the beginning of its next turn.

Stabilize *Melee Touch Attack* +5 to hit, range 5 ft., one target, Hit 1 (1d2), but that creature immediately gains 1d3+1 points of healing and stabilizes. The bot may stabilize up to three targets like this before it must complete a short rest.

NEW SPELL

On Alessia, magic and technology have merged. As a result, a number of the actions that creatures (such as the Watch Bot) can take function identical to spells, and are treated as such in many ways. The following spell is an application programmed into the Watch Bot. Wizards, sorcerers, and arcanists of all kinds could study and learn this application (given time) in the same way they could any spell.

TARGETING MARK

Divination cantrip

Casting Time 1 action

Range 30 feet

Components S

Duration Concentration, up to 1 round

You launch a pulsing, magical dart at a single target within range. If the target fails its Dexterity saving throw, it is briefly outlined in a soft, silvery light. Until the beginning of your next turn (or until the target takes damage), creatures attacking the target have advantage on their attack rolls.

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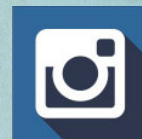
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Seirye Qin, Captain of the Skyship Amethyst Myst.
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