

Player Name \_\_\_\_\_



Cracked Moxole

# Tephra



## Lillian Isis

Character Name \_\_\_\_\_  
**Farishtaa** \_\_\_\_\_ **Dalvozzean** \_\_\_\_\_  
 Race \_\_\_\_\_ Nationality \_\_\_\_\_  
**Jinzium** \_\_\_\_\_ **25** **6'6"** **202 lbs.**  
 Religion \_\_\_\_\_ Age \_\_\_\_\_ Height \_\_\_\_\_ Weight \_\_\_\_\_

### Weapon

#### Eyelid-Fusing Bio-Zapper

Description

**Medium** **Bio-Zapper** **25 ft.**  
 Size Type Reach

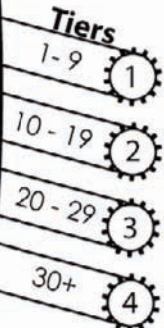
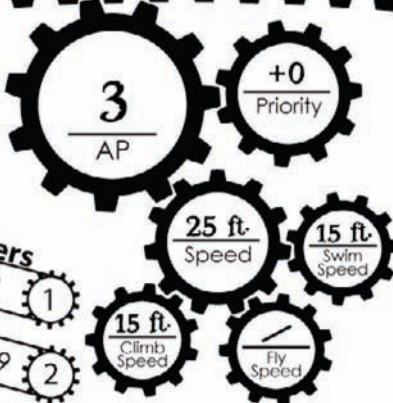
AP to Use **2** **0** AP to Ready

Accuracy **+1** - Strike

Damage Class - - - -

Notes/Augments:

Blinds target (-4 to accuracy and evade) if hit.  
 Can be resisted with a Tier 2 Brute result.  
 Target may also spend 1 AP to inflict 1 wound damage to themselves in order to open eyes.



### Weapon

#### Pistol

Description

**Medium** **Firearm** **100 ft.**  
 Size Type Reach

AP to Use **2** **1** AP to Ready

Accuracy **+1** - Strike

Damage Class **4** **8** **12** **16**

Notes/Augments:

Costs 0 AP to Ready if using two hands

### Armor

#### Fancy Clothing

Description

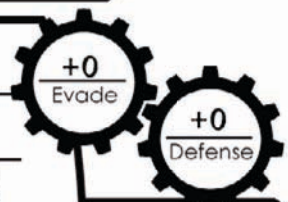
**Minimal** **1**  
 Size Soak Class

Evade Penalty -

Speed Penalty -

Climb/Swim Penalty -

Notes/Augments:



### Deflection

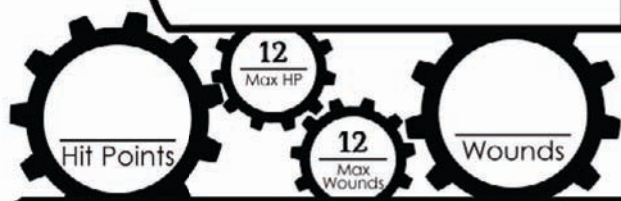
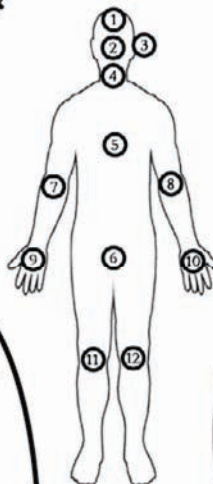
None

Item

### Evade Bonus

vs Ranged  vs Melee

1 AP to Activate



Wound Effects:

Fatal Effects:

Status Effects:

Alchemy \_\_\_\_\_ **3** Bio-Flux  
 Armsmith **1** \_\_\_\_\_ Engineer  
 Automata **2** **2** Gadgetry

Misc ( ) **+8** **Science**

Espionage \_\_\_\_\_  
 Expertise \_\_\_\_\_  
 Showmanship \_\_\_\_\_  
 Tactical \_\_\_\_\_ **Cunning**

+2 when dealing with people

Misc ( ) **+2**

( ) **+0**

Brawl \_\_\_\_\_  
 Frenzy \_\_\_\_\_  
 Overpower \_\_\_\_\_  
 Resilience \_\_\_\_\_ **Brute**

Misc ( )

( )



**2** Ace  
 \_\_\_\_\_ Agility  
**1** Marksmanship  
 \_\_\_\_\_ Swashbuckling

( ) **+3** **Dexterity**

\_\_\_\_\_ Faith  
**1** Grace  
 \_\_\_\_\_ Luck  
 \_\_\_\_\_ Shamanism

Misc ( )

( ) **+1** **Spirit**

## Specialties

		Accuracy	Evade	Strike	Defense	Priority	Speed	Augments	DIY	Wounds	Hit Points
	Totals	+1						6	3		12
	Misc	+1									
Lvl	1										
	1	Bio-Zapper Developer ( <i>bio-flux</i> )						+2	+1		4
	1	Clockwork Crafter ( <i>automata</i> )						+2	+1		4
	1	Pyrotechnician ( <i>gadgetry</i> )						+2	+1		4
	2										
	3										
	4										
	5										
	6										
	7										
	8										
	9										
	10										
	11										
	12										

Stories: Member of the Night Society

Racial Traits: Born to be Airborne, Emotional Unavailability, Unpredictable

10 p

Money on-hand

Money in bank

### Gear

Clockwork Automaton  
(Follow-Me Directive mq.I,  
Protect-Me Directive mq.I)  
6 Mq.I Explosives  
(Concussive mq.I, Knock  
Back mq.I)  
Bio-Zapper (Eyelid-Fusing  
mq.I, Micro-Zapper mq.I)  
Pistol (medium firearm)  
Fancy Clothing (minimal  
armor)  
Cartridges

### Augments

Bio-Zappers:  
Eyelid-Fusing  
Micro-Zapper  
  
Clockwork:  
Follow-Me Directive  
Protect-Me Directive  
  
Explosives:  
Concussive  
Knock Back

### Notes

# Lillian Isis

Born into a wealthy elven family in Dalvozzea, her family decided while she was still young to infuse themselves with essence and become farishtaas. The effect was more traumatic than they hoped. Her once close family failed to recognize each other, and Lillian grew aloof and lonely. She became rowdy, almost violent. Her personal servant, Yahto, guided her through these tough times. The Isis family fractured, but paid for Lillian to attend university in Daion. She gained a reputation for her elitist, often irrationally violent nature. She graduated with top honors, but, unwilling to return to her old estate, she moved south, to Evangless, hoping to learn everything she could about essence, aether, automatons, and warfare.

## Special Actions

### Clockwork Automaton

Lillian has a clockwork automaton that follows her around. It has 20 wounds and can walk up to 10 feet per turn. It is wearing super-heavy armor. If targeted, it has a -4 to its evade, no defense bonus, and a soak class of 5. It will move toward Lillian once per turn (at its full 10 feet) until it is adjacent to her. Once per turn, if the automaton is adjacent to Lillian, it will take the damage of an incoming attack for her. It is still able to soak this damage.

Lillian can fix or replace her automaton during any period of downtime.

### Emotionally Unavailability

If Lillian is subject to a fear effect, she takes the effect one tier lower than normal (negating tier 1 fear effects).

### Explosive

COST: 1 AP to activate, 2 AP to throw

Lillian can activate an explosive for 1 action point and throw it for 2 more. She can throw it up to 25 feet. The explosive will explode at the beginning of her next turn after setting it. When the explosive goes off, it deals 10 damage to everyone in the space of the explosive and all adjacent spaces. It knocks everyone within the blast of the explosive 5 feet away from the center of the explosion and disorients them for 1 turn (causing them to lose 1 AP). Anybody caught within the blast may spend 1 AP reflexively to roll their Dexterity to resist. A tier 2 moves them out of the blast radius and they take no ill effect.

Lillian can craft 6 of these without spending money. She can replenish her stocks during every downtime.

