

Piersym: Crystal Hunter (Maseia)

Stats

Agility: d6  
Smarts: d8  
Spirit: d8  
Strength: d6  
Vigor: d6

Parry: 5      Toughness: 6(5)      Charisma: +2

Hindrances:

Overconfidence  
*None can tell the greatest tale but the greatest story teller*

Delusional: Paranoid  
*The downside of everyone knowing who you are is that you're only one step away from being found*

Vow (Major)  
*Agent's Code*

Edges:

Arcane Background (Crystal Channeling)  
*Can use the abilities of their crystal*

Crystal Power: Boost/Lower Trait  
*+1 die type on a success, +2 on a raise*

Crystal Power: Burst  
*Cone effect; target save vs. Agility; 2d10 damage*

Charismatic  
*+2 to Persuasion*

Skills

Crystal Chanelling: d6	Athletics: d8	Fighting: d6	Knowledge (Crystals): d6
Notice: d6	Performance: d10	Persuasion: d8	Stealth: d6

Crystal

Name	Theme
<i>Resonance</i>	<i>Harmonious: Works to lift up find common ground</i>

Disposition	Casual Use
<i>Pacifist: Minor</i>	<i>Can create emotionally appropriate background music</i>

Background:

*You belong to a group of Syn Agents. You hail from Maseia, the land of open plains, countless lakes and naturally-occurring flying mountains. Dozens of Maseian tribes travel the plains and valleys, talking highly of self-discovery, enlightenment, and living by yourself off the land, while in actuality keeping a tightly structural society with stiff traditions and strict social mores. Maseians dress in ways that reflect their role in their tribe.*

Gear

*Syn Suit (Armor +1), Harp, Sword (str+1d4, Parry +1)*