

## Cast

- **Aphrael** Golden-scaled Sentinel from the Ministry of Light.
- **Coal** Manipulative Earth Genasi with a talent for mischief.
- **Devon Abercrombie** Secretive worshipper of a powerful but cryptic Lithic.
- **"Drifter"** Stranger who arrived on the island as a refugee drifting on a boat.
- **Drop from Sky** Tabaxi abseiler extraordinaire.
- **Korgan Forgiarune** Cautious Dwarven wizard with an itchy trigger-finger.
- **Samuel Carter** Highly skeptical researcher who some (naive fools) might call a bit irrational.
- **Sivv, Son of Grunn** Stoic Goblin fisherman. Fishergoblin.



## Experience

At the end of each session, we'll answer the following for each character, adding 200xp for each answered positively. Before level 4, each may be counted only once. Thereafter, each question can be counted twice.

- **Goals:** Did you achieve one of the group's or your own stated goals?
- **Heritage:** Did you express a unique aspect of your *Class, Race, or Background*?
- **Motivation:** Did you express your *Alignment* in a way that made things more difficult for you?
- **Themes:** Did you discover something long lost or overcome terrible danger? Did you uphold or overturn a *Theory*?

## Factions

- **Ministry of the Light** Protectors of the Sun, maintainers of the Lighthouse.
- **Heaven's Grasp** Underground group attempting to steal the Sun itself.
- **The Unseen** The powerful being who rules over the world, and those who worship it.
- **Lithics** Magic/technological floating stone monolith gods of the realms.
- **The Defiant** Opposition to the rule of the Unseen.
- **Unknown** Ghost girl and friends.



## Skill Checks

- **Intent and task:** Declare up front what it is that your character is trying to achieve and how.
- No adjusted DCs. We'll use (dis)advantage, canceling out proficiencies, and rarely on raw modifiers. Skill checks will always be evaluated on the following (based on the classic DC15):
  - **Natural 20:** You know what it means!
  - **Modified 19+:** *Success* – Things work out how your character intended, no complications.
  - **Modified 15-18:** *Mixed* – Your character achieves their goal, with complication.
  - **Modified 1-14:** *Failure* – Your character doesn't achieve their goal, or does so only at cost. Often I'll offer a choice!
  - **Natural 1:** It is not good. Exception: if you end up with a modifier so high that a natural one is still 15+, it's still a success just with a nasty complication.
- **Background Proficiencies:** use of *Background* (and to a lesser degree *Race* and *Class*) as a proficiency in cases where it'd make sense.
- **Skill checks during combat:** Don't forget environmental manipulation, trickery, etc...
- **Inspiration:** Share backstory to earn a re-roll.



## NPCs

- **Tecla Moreu** Sponsor of the party's airship, *First Light*.
- **Captain Antarsena** Captain of the Airship *First Light*
- **Wit Malento** Insurance adjuster with a flair for philosophical debate.
- **Ugen Susa** Researcher from the Church of the Unseen.