



Asavellana-Mithika, Silent Apothecary of the Lost Ylv

			<h2>Personality Traits</h2> <div style="text-align: center;"> <p>Current</p> <p>17</p> <p>Max</p> </div> <table border="0"> <tr> <td>9</td> <td>Adaptable</td> <td>Steadfast</td> <td>11</td> </tr> <tr> <td>6</td> <td>Bold</td> <td>Cautious</td> <td>14</td> </tr> <tr> <td>9</td> <td>Impulsive</td> <td>Deliberate</td> <td>11</td> </tr> <tr> <td>9</td> <td>Altruistic</td> <td>Egoistic</td> <td>11</td> </tr> <tr> <td>9</td> <td>Confident</td> <td>Humble</td> <td>11</td> </tr> <tr> <td>10</td> <td>Empathetic</td> <td>Detached</td> <td>10</td> </tr> </table>			9	Adaptable	Steadfast	11	6	Bold	Cautious	14	9	Impulsive	Deliberate	11	9	Altruistic	Egoistic	11	9	Confident	Humble	11	10	Empathetic	Detached	10	<h2>Who is Asavellana?</h2> <p>Asavellana is a native of the Emerald Sea, a great rainforest that once served as a natural greenhouse for the Old Masters. It sits in a deep crater on the northeastern border of Vardare, causing the top canopy to stretch out as the waves of a verdant sea (hence the name). She is from Asa, a garden known for expertise in alchemical and medicinal arts.</p> <p>She never fully completed her apprenticeship, only learning the basics of alchemy work. She was much more keen to seek and hunt the ingredients herself, and let her mentor create the decoctions and infusions. This led her to develop a wide set of exploratory skills. After meeting Niklaus on a hunt outside of the Sea, they married through Thaddeus as he was traveling to Wakare. She is curious, shy, and still tends to act quietly and quickly when threats arise, as do all from Asa.</p>																																																																								
			9	Adaptable	Steadfast	11																																																																																																
			6	Bold	Cautious	14																																																																																																
9	Impulsive	Deliberate	11																																																																																																			
9	Altruistic	Egoistic	11																																																																																																			
9	Confident	Humble	11																																																																																																			
10	Empathetic	Detached	10																																																																																																			
<p>TENACITY </p>																																																																																																						
<p>Height 5'8"</p> <p>Weight 135 lbs</p>			<h2>Boons & Banes</h2> <p>Overloaded Skill Penalty <input type="checkbox"/> Endurance Challenge from Wounds <input type="checkbox"/></p> <p>Extra Combat Actions <input type="checkbox"/> Prone <input type="checkbox"/> Down <input type="checkbox"/> Dying <input type="checkbox"/></p>																																																																																																			
<h2>Skills</h2> <table border="0"> <tr> <th colspan="2">Physical Skills</th> <th colspan="2">Perceptive Skills</th> </tr> <tr> <td>Athletics</td> <td>32</td> <td>Lightfoot</td> <td>34</td> </tr> <tr> <td>Brawn</td> <td>11</td> <td>Listen</td> <td>45</td> </tr> <tr> <td>Drive</td> <td>30</td> <td>Sense</td> <td>22</td> </tr> <tr> <td>Ride</td> <td>27</td> <td>Spot</td> <td>25</td> </tr> <tr> <th colspan="2">Mental Skills</th> <th colspan="2">Social Skills</th> </tr> <tr> <td>First Aid</td> <td>56</td> <td>Carouse</td> <td>15</td> </tr> <tr> <td>Folklore</td> <td>42</td> <td>Coerce</td> <td>11</td> </tr> <tr> <td>Literacy</td> <td>32</td> <td>Convince</td> <td>24</td> </tr> <tr> <td>Hide</td> <td>50</td> <td>Sincerity</td> <td>31</td> </tr> <tr> <th colspan="4">Resistance Skills</th> </tr> <tr> <td>Dodge</td> <td>42</td> <td></td> <td></td> </tr> <tr> <td>Endurance</td> <td>20</td> <td></td> <td></td> </tr> <tr> <td>Willpower</td> <td>34</td> <td></td> <td></td> </tr> <tr> <th colspan="4">Trained Skills</th> </tr> <tr> <td>Alchemy</td> <td>25</td> <td>Forage</td> <td>32</td> </tr> <tr> <td>Appraise</td> <td>29</td> <td>Hunt</td> <td>48</td> </tr> <tr> <td>Chirurgy</td> <td>53</td> <td>Mechanisms</td> <td>33</td> </tr> <tr> <td>Fieldcraft</td> <td>22</td> <td>Navigate</td> <td>24</td> </tr> </table>			Physical Skills		Perceptive Skills		Athletics	32	Lightfoot	34	Brawn	11	Listen	45	Drive	30	Sense	22	Ride	27	Spot	25	Mental Skills		Social Skills		First Aid	56	Carouse	15	Folklore	42	Coerce	11	Literacy	32	Convince	24	Hide	50	Sincerity	31	Resistance Skills				Dodge	42			Endurance	20			Willpower	34			Trained Skills				Alchemy	25	Forage	32	Appraise	29	Hunt	48	Chirurgy	53	Mechanisms	33	Fieldcraft	22	Navigate	24	<h2>Status</h2> <div style="text-align: center;"> <p>under → Daze</p> <p>6</p> <p>equal → Wound</p> </div> <p>Wound Threshold 6</p> <p>Knockdown Threshold 13 DMG</p> <p>Recovery Rate 3/night</p>			<h2>Defenses</h2> <div style="text-align: center;"> <p>Armor</p> <p>← This Armor Value is subtracted from any incoming attack damage.</p> <p>Reduce by 1 to downgrade Wound → Daze → Fatigue.</p> </div> <table border="0"> <tr> <th colspan="3">Worn Armor</th> </tr> <tr> <th>Name</th> <th>AV</th> <th>Notes</th> </tr> <tr> <td>Outer</td> <td>--</td> <td>--</td> </tr> <tr> <td>Inner</td> <td>Doublet</td> <td>3</td> </tr> <tr> <td>Helm</td> <td>--</td> <td>--</td> </tr> <tr> <td>Other</td> <td>--</td> <td>--</td> </tr> </table>			Worn Armor			Name	AV	Notes	Outer	--	--	Inner	Doublet	3	Helm	--	--	Other	--	--
Physical Skills		Perceptive Skills																																																																																																				
Athletics	32	Lightfoot	34																																																																																																			
Brawn	11	Listen	45																																																																																																			
Drive	30	Sense	22																																																																																																			
Ride	27	Spot	25																																																																																																			
Mental Skills		Social Skills																																																																																																				
First Aid	56	Carouse	15																																																																																																			
Folklore	42	Coerce	11																																																																																																			
Literacy	32	Convince	24																																																																																																			
Hide	50	Sincerity	31																																																																																																			
Resistance Skills																																																																																																						
Dodge	42																																																																																																					
Endurance	20																																																																																																					
Willpower	34																																																																																																					
Trained Skills																																																																																																						
Alchemy	25	Forage	32																																																																																																			
Appraise	29	Hunt	48																																																																																																			
Chirurgy	53	Mechanisms	33																																																																																																			
Fieldcraft	22	Navigate	24																																																																																																			
Worn Armor																																																																																																						
Name	AV	Notes																																																																																																				
Outer	--	--																																																																																																				
Inner	Doublet	3																																																																																																				
Helm	--	--																																																																																																				
Other	--	--																																																																																																				
<h2>Attacks</h2> <table border="0"> <tr> <th>Weapon</th> <th>Damage</th> <th>Range</th> <th>Reload</th> <th>Hands</th> <th>Skill</th> <th>Notes</th> </tr> <tr> <td>Knife</td> <td>1D6+2 S(P)</td> <td>Melee</td> <td>--</td> <td>1H</td> <td>29</td> <td>Primitive (Breaks on Fumble)</td> </tr> <tr> <td>Light Crossbow</td> <td>4D6 P</td> <td>3R</td> <td>2</td> <td>2H</td> <td>61</td> <td>Threatening, Hard to Dodge</td> </tr> </table>			Weapon	Damage	Range	Reload	Hands	Skill	Notes	Knife	1D6+2 S(P)	Melee	--	1H	29	Primitive (Breaks on Fumble)	Light Crossbow	4D6 P	3R	2	2H	61	Threatening, Hard to Dodge	<h2>Personal Inventory</h2> <table border="0"> <tr> <th>Name</th> <th>Quantity</th> <th>ENC</th> <th>Description/Notes</th> </tr> <tr> <td>Clothing</td> <td>1</td> <td>1</td> <td>Light coverage and materials (Harder Cold-related Checks)</td> </tr> <tr> <td>Cloak</td> <td>1</td> <td>1</td> <td>Protects against foul weather, Hooded (Easier to Hide self-identity)</td> </tr> <tr> <td>Doublet</td> <td>1</td> <td>3</td> <td>Made of nice cloth for middling protection</td> </tr> <tr> <td>Knife</td> <td>1</td> <td>-</td> <td>Primitive materials (Breaks on a Fumble); a reminder of home</td> </tr> <tr> <td>Light Crossbow</td> <td>1</td> <td>(3)</td> <td>Needs Bolts (usually borrows Niklaus'), kept on Niklaus' Donkey</td> </tr> <tr> <td>Healer Kit</td> <td>/8</td> <td>2</td> <td>Can perform Chirurgy Checks, Makes First Aid Checks easier if used</td> </tr> <tr> <td>Alchemy Kit</td> <td>/6</td> <td>(2)</td> <td>Used to make various potions, poisons and acids; kept at home</td> </tr> <tr> <td>Potion (Infusion)</td> <td>2</td> <td>1</td> <td>Recover 1 Daze and 1 Fatigue as an Action, must not be Down</td> </tr> </table>			Name	Quantity	ENC	Description/Notes	Clothing	1	1	Light coverage and materials (Harder Cold-related Checks)	Cloak	1	1	Protects against foul weather, Hooded (Easier to Hide self-identity)	Doublet	1	3	Made of nice cloth for middling protection	Knife	1	-	Primitive materials (Breaks on a Fumble); a reminder of home	Light Crossbow	1	(3)	Needs Bolts (usually borrows Niklaus'), kept on Niklaus' Donkey	Healer Kit	/8	2	Can perform Chirurgy Checks, Makes First Aid Checks easier if used	Alchemy Kit	/6	(2)	Used to make various potions, poisons and acids; kept at home	Potion (Infusion)	2	1	Recover 1 Daze and 1 Fatigue as an Action, must not be Down																																								
Weapon	Damage	Range	Reload	Hands	Skill	Notes																																																																																																
Knife	1D6+2 S(P)	Melee	--	1H	29	Primitive (Breaks on Fumble)																																																																																																
Light Crossbow	4D6 P	3R	2	2H	61	Threatening, Hard to Dodge																																																																																																
Name	Quantity	ENC	Description/Notes																																																																																																			
Clothing	1	1	Light coverage and materials (Harder Cold-related Checks)																																																																																																			
Cloak	1	1	Protects against foul weather, Hooded (Easier to Hide self-identity)																																																																																																			
Doublet	1	3	Made of nice cloth for middling protection																																																																																																			
Knife	1	-	Primitive materials (Breaks on a Fumble); a reminder of home																																																																																																			
Light Crossbow	1	(3)	Needs Bolts (usually borrows Niklaus'), kept on Niklaus' Donkey																																																																																																			
Healer Kit	/8	2	Can perform Chirurgy Checks, Makes First Aid Checks easier if used																																																																																																			
Alchemy Kit	/6	(2)	Used to make various potions, poisons and acids; kept at home																																																																																																			
Potion (Infusion)	2	1	Recover 1 Daze and 1 Fatigue as an Action, must not be Down																																																																																																			
<h2>Quiet Mind, Steady Aim</h2> <p>Asavellana was raised in the silent Garden of Asa in Ylv; she learned to focus on the solution, not the problem.</p> <p>Asavellana has a steady demeanor, allowing her to make Ranged Attacks even if Engaged in melee.</p>			<p>Fatigue 1 ea.</p> <p>Wealth 4</p>																																																																																																			

Asavellana's Alchemical Work

Using Asavellana's Alchemy Kit

Asavellana has very basic training in the Alchemy Skill, thanks to her apprenticeship as an Apothecary in the Garden of Asa. This allows her to make some basic potions, poisons, and acids.

Each item she can make has a different time-frame to craft, a Challenge Modifier to her Alchemy Skill, a Usage Modifier, and Result.

♥ **Time.** This is how many (H)ours or (W)atches, which is a 4 hour block, the recipe takes to mature. It represents preparation of materials, performing sub-mixes, decants, titrations, and considers general steepage times to generate appropriate potency.

→ If in a rush you may reduce the time by one step in exchange for making the Alchemy check harder by 1 Challenge step.

→ Ex: A Decoction takes 1W (1 Watch, or 4 hours) but can be attempted in 1H (1 hour) at +1 Challenge (Difficult→Heroic).

→ Ex: An Infusion takes 1H (1 hour) but can be attempted in 10 Minutes (Hours→ 10 Minutes)

♥ **Challenge.** This is the standard Challenge applied to the Alchemy Skill to create the item, such as 'Difficult'. Other external factors may make this Easier or Harder.

♥ **Usage.** The one's place of the Alchemy Skill check is compared to your Alchemy Kit Uses, with a '0' counting as a '10'. The Usage applies a Challenge modifier to your Kit Uses (Difficult = half your current Uses, Heroic = 1 effective use)

♥ **Result.** How many Uses of the item are gained per success from your Alchemy Skill.

Potions

♥ **Infusion.** Recovers 1 Daze and 1 Fatigue when consumed, must be conscious. Make a Usage check each week for degradation.

→ **Time.** 1H

→ **Challenge.** Normal

→ **Usage.** Normal

→ **Result.** Two Uses/Success; Max: 8

♥ **Decoction.** Recovers 1D6 Daze when consumed, must be conscious. Make a Usage check each month for degradation.

→ **Time.** 1W

→ **Challenge.** Difficult

→ **Usage.** Normal

→ **Result.** One Use/Success; Max: 4

Poisons

♥ **Ingested.** Deals 2 Wounds/Round for 2D6 Rounds; Target makes an Endurance Check each Round, reducing the Wounds taken that Round by 1 for each success made. Must be ingested to take effect.

→ **Time.** 2W

→ **Challenge.** Difficult

→ **Usage.** Heroic

→ **Result.** One Use/Success; Max: 3

♥ **Inhaled.** Affects anyone breathing Engaged with contact point (or 1 Pace). Affected targets must succeed a Willpower Check or take 1 Daze. Lasts for 1D6 Rounds, requiring those affected to make Willpower Checks each Environment Response until they leave the area.

→ **Time.** 2H

→ **Challenge.** Normal

→ **Usage.** Difficult

→ **Result.** One Use/Success; Max: 3

Acids

♥ **Organics.** Only affects non-metallic/non-stone objects and beings. Objects reduce their durability or AV by 1D6 over 1 round; organic beings take 1D6 Daze if applied directly. If applied to armor, any overflow AV beyond the armor's maximum is converted to Daze to the wearer if they have no further layers to absorb.

→ **Time.** 2W

→ **Challenge.** Difficult

→ **Usage.** Difficult

→ **Result.** One Use/Success; Max: 2