
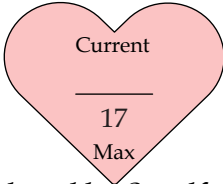

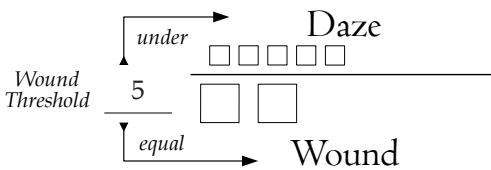



Thaddeus Ombrefeu, Priest-Emissary of Holy Paran

			<h2 style="margin: 0;">Personality Traits</h2> <div style="text-align: center; margin: 10px 0;">  </div> <table style="width: 100%; border: none;"> <tr> <td style="text-align: center;">17</td> <td style="text-align: center;"><i>Adaptable</i> Steadfast</td> <td style="text-align: center;">3</td> </tr> <tr> <td style="text-align: center;">10</td> <td style="text-align: center;"><i>Bold</i> Cautious</td> <td style="text-align: center;">10</td> </tr> <tr> <td style="text-align: center;">9</td> <td style="text-align: center;"><i>Impulsive</i> Deliberate</td> <td style="text-align: center;">11</td> </tr> <tr> <td style="text-align: center;">10</td> <td style="text-align: center;"><i>Altruistic</i> Egoistic</td> <td style="text-align: center;">10</td> </tr> <tr> <td style="text-align: center;">6</td> <td style="text-align: center;"><i>Confident</i> Humble</td> <td style="text-align: center;">14</td> </tr> <tr> <td style="text-align: center;">7</td> <td style="text-align: center;"><i>Empathetic</i> Detached</td> <td style="text-align: center;">13</td> </tr> </table>			17	<i>Adaptable</i> Steadfast	3	10	<i>Bold</i> Cautious	10	9	<i>Impulsive</i> Deliberate	11	10	<i>Altruistic</i> Egoistic	10	6	<i>Confident</i> Humble	14	7	<i>Empathetic</i> Detached	13	<h3 style="margin: 0;">Who is Thaddeus?</h3> <p>Raised in a nation and religion that taught his impure bloodline was 'incorrect,' Thaddeus drowned in devotion to prove himself worthy. Sacrificing part of his soul to the Pale Flame, he became a Flame Priest and spent decades evangelizing the Pure Truth.</p> <p>He was exiled to the fringes of his parish for nearly two decades, as his flock feared his exuberance and lack of control of the Flame's power. Eventually, his desperate lack of control resulted in multiple deaths and he quietly transferred into administrative ecclesiastical roles. After numerous incidences, he was sent to Wakare on the far side of Vardare to evangelize and establish oversight of international trade. He is a great negotiator, but also still very devout, in his evening years spent in Wakare.</p>																																																																																								
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Blood of the Gardener

Thaddeus is a Tokar-Human, genetically modified by the Old Masters to be Resolved and Aware.

Thaddeus has a steady eye, reducing the Running penalty of his Ranged Attacks by 1.

Thaddeus' Invocations of the Pale Flame

Invocations. Invoking costs 1 Action and lasts for the stated duration or until the Invoker is dead, whichever is first.

Pact Strength. Thaddeus has Pact-2. This means he rolls 2D6 on one table below (or split between them), and takes 2 Wounds.

Invoke Check. Each Success rolled on the Invoke Check converts 1 Wound → 1 Daze.

Focusing. Thaddeus may instead make a Difficult Invoke Check to choose two effects instead of rolling.

Area. Thaddeus' Invocations affect everyone/thing in a 30 Pace area around him.

Duration. Thaddeus Invocations last for 2 Combat Rounds, marking the remaining Duration based on the Environmental Response of each Combat Round. All beings in his Area are affected upon initial Invoking and during each Environmental Response for the duration.

Resist Challenge. With Pact-2, all stated Skill/Trait checks to resist or mitigate effects are at Normal (full value) Challenge.

D6	Fire Invocation Effect (duplicates stack)	Darkness Invocation Effect (duplicates stack)
1	<p>Passion. The passionate flames burn through your mind.</p> <p>You glow with red light, illuminating your Area. Reduce your Willpower Checks by (-1 Challenge). Your Heart, Bold, Impulsive, and Steadfast are considered (+1) for the Duration (opposing traits are unaffected).</p>	<p>Fear. The dark corners of your mind blacken your pupils, as the encroaching darkness reaches outward.</p> <p>All beings in your Area must succeed Deliberate to take Actions and then must succeed Bold or flee in terror (Use a Move Action to move away from you). Targets without Personality Traits are unaffected.</p>
2	<p>Intimacy. The passionate flames melt through your hands, reaching to touch others.</p> <p>Increase your Attack Damage by +1D6 and apply the Exhaust Effect to any strike attempt regardless of Success. All beings in your Area have their Wood and Primitive armors take (-1 AV) during the Environmental Response.</p>	<p>Concealment. The encroaching darkness leaks from your flesh and turns away the light.</p> <p>All beings must make a Spot, Listen, or Sense check target you at +1 Challenge for the Duration. Each success scored applies (-1 Challenge) to their Action, which starts at Impossible. (Impossible→Heroic→Difficult→Normal, etc)</p>
3	<p>Invigoration. The passionate flames scald your body as they rush to embrace others.</p> <p>All beings in your Area must Resist Endurance or gain (-1 Move Rate), +1 Fatigue, and +1 Daze. This is a Hot-Temperature Check, affected by armor normally.</p>	<p>Hallucination. The encroaching darkness swirls around you, confusing perceptions.</p> <p>All beings in your Area are beset by their own fears, making them Dodge/Deflect at +1 Challenge. (Normal→Difficult, etc)</p>
4	<p>Rejuvenation. The passionate flames crackle your flesh as it seeks to cauterize.</p> <p>All beings in your Area must succeed Endurance to recover (-1 Fatigue) and (-1 Wound). All beings in your Area take 1 Daze during Environmental Response.</p>	<p>Mystery. The encroaching darkness diffuses into the minds of those around you.</p> <p>All beings in your Area make Resist Checks at +1 Challenge. You gain Supernatural Defense (damage from non-magical/silvered sources deal -1D6 damage to you).</p>
5	<p>Attention. The passionate flames scald your heart, heightening your focus.</p> <p>All beings in your Area must succeed Willpower or be enamored by you. If they fail, they receive the Cow Effect. You gain +1 Tenacity, which may exceed your normal maximum for the Duration.</p>	<p>Irrationality. The encroaching darkness stills your heart, and sinks into the hearts of others.</p> <p>All beings around you reduce all of their Personality Traits by 2. This affects both Traits in a Pair, allowing them to not sum to 20. Targets without Personality Traits are unaffected.</p>
6	<p>Exultation. The passionate flames scatter your body to caress those around you better.</p> <p>All beings in your Area must succeed Brawn or be thrown outside your Area (5D6 fall damage), succeed Endurance or take 1 Wound, succeed Willpower or take 1 Exhaustion, and succeed Dodge or take 1 Daze.</p>	<p>Depth. The encroaching darkness consumes you, leaving only your shadow behind.</p> <p>You have 0 SIZ for the purposes of weight, height, and moving through spaces. Attacks and effects targeting you are +1 Challenge, and you take (-1D6 Damage) from all sources.</p>