



# WARDENS OF THE BLUE ROSE

## WARDENS OF CLAYTHROW LAKE PRE-GENS

The following Wardens are available to play. Their genders and some other details have been omitted so you can customize them. In addition to the listed equipment all Wardens have food, tents, and miscellaneous supplies. If the Narrator agrees it would be plausible for a Warden to possess an item, they have it.

You may change any Bond to a romantic Bond with another Warden, but only if you have that Warden's player's permission.

<b>CHARACTER NAME</b>	Arazan
<b>PLAYER NAME</b>	
<b>ANCESTRY</b>	Vata'sha
<b>CONCEPT</b>	Curious Adept

<b>LEVEL</b>	1
<b>ARMOR RATING</b>	0



<b>FORTUNE</b>	20
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ABILITIES	
RATING	ABILITY
4	Healing Arcana
2	Survival
2	ANCESTRAL: Animism Arcana
-2	Socializing in Crowds

BONDS	
RATING	ABILITY
2	ANCESTRAL TALENT: Animism Arcana
2	TALENT: Healing Arcana
2	BELIEF: I must chain my power to humility and compassion.
2	RELATIONSHIP: I admire Megari for their bravery, but I don't know how to express it.

### OTHER ABILITIES

- **ANCESTRAL QUALITY—NIGHT VISION:** You can see in the dark as if it was daylight.
- **ANCESTRAL QUALITY—BRIGHTBLINDNESS:** You can't see (-5 to visually based tests) for one round after being exposed to the light of a cloudless day or its equivalent.
- **ANIMISM ARCANA:** You have the magical power to influence and sense information from non-intelligent animals and plants. If you spend 2 Fortune and succeed at a TN 11 Animism Arcana test, you can communicate with one such entity or know what it perceives. If you increase the TN to 13, you can instead influence such plants and animals. You can cause plants to shift aside or scare off a hostile creature, for example. Your influence does not affect intelligent creatures, including rhydan. You can use your Animism Arcana Bond to improve tests or gain Fortune and Stunt Points. If you fail the test, you lose the Fortune and must try again. Effects typically last no longer than one round. Affected entities must be right next to you.
- **HEALING ARCANA:** You have the magical power to heal living creatures. If you spend 2 Fortune and succeed at a TN 11 Healing Arcana test, you can remove one Minor Condition gained by yourself or an individual from an injury or illness, if they're in your immediate vicinity. You can also cure minor scrapes and illnesses, such as a skinned knee or a light cold. If you increase the TN to 13 you may instead remove a Major injury-based Condition or serious illness instead. You can use your Healing Arcana Bond to improve tests or gain Fortune and Stunt Points. If you fail the test, you lose the Fortune and must try again. The effects are permanent. This cannot remove long-term or inherited physical traits or Conditions.

CONFLICT			
TYPE	ATTACK	ADJ.	OUTCOME/DAMAGE
Combat	Staff	0	+1d6
Social	Quietly Articulate	0	0

EQUIPMENT
Tough travel robes
Warden badge
Pouches full of herbs and other useful plants
Staff

### BACKGROUND

You're Arazan, a young Vata'sha, one of the two Vata ethnic groups. Vata'sha have onyx to night blue complexions, while their cousins, Vata'an, have stark white skin. Both groups almost always have silver hair, and eye colors that range from deep red to green, blue, and violet eyes. Vata are slightly taller than humans, and age slowly after adulthood—but you're not an adult yet.

Your teachers were Vata elders whose long, slow lives made an impression on you, encouraging you to be shy and humble—maybe a bit too much of both. The Wardens gave you an opportunity to meet young people living at the same pace as you, relieving your loneliness. Now, the challenge is for you to reach out.

You're an adept. All Vata have the psychic gifts that Aldins call arcana, but you've gone beyond your innate skill, which gave you some strength in Animism, to become a competent healer. Perhaps using your gifts will provide opportunities to talk to people and get to know the world beyond your arcane studies. When you need time to yourself you return to the wild, where you first awakened to your magic.

<b>CHARACTER NAME</b>	Megari
<b>PLAYER NAME</b>	
<b>ANCESTRY</b>	Human
<b>CONCEPT</b>	Happy Protector

<b>LEVEL</b>	1
<b>ARMOR RATING</b>	4 (Physical)



<b>FORTUNE</b>	20
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ABILITIES	
RATING	ABILITY
4	Knightly Arts
2	ANCESTRAL: Farmer
2	Brawling
-2	Sneaky

BONDS	
RATING	ABILITY
2	ANCESTRAL TALENT: Athletics
2	BELIEF: People are obliged to use their strengths to protect those without them.
2	TALENT: Sword Fighting
2	RELATIONSHIP: I want to become as well-spoken as Thodin.

### OTHER ABILITIES

- None

CONFLICT			
TYPE	ATTACK	ADJ.	OUTCOME/DAMAGE
Combat	Sword	+4	+2d6
Combat	Sheathed Sword	+4	+1d6
Social	Deception	-2	0
Social	Knightly Boldness	+4	0

EQUIPMENT	
Light chain shirt (light leather armor: AR 3 vs. physical attacks).	Shield (+1 to defense rolls against melee attacks, if you know they're coming)
Warden badge	
Family Sword (+2d6 damage, or +1d6 sheathed)	

### BACKGROUND

You're Megari, a young human from a long line of back-country martial protectors. Two of your parents are affiliated with the legendary Knights of the Blue Rose (the third runs the family farm). It's an amazing legacy—and one that leaves you feeling a bit less than free. You decided to join the Wardens rather than complete a full squire's education with your family. It's not that your parents had expectations, because they believe in Aldin values of free choice, they're just...curious why you made that choice.

You know it's to make sure you make a fully informed choice about your future—one you really want. It's not like you haven't told anybody that's the reason. You're honest and forthright by nature. You're brimming with positivity to be on the road, where you can help and learn all about the people of Aldis instead of going right from the farm to the frontier.

You're big, bombastic, and look out for people in trouble. You don't expect to get in fights. You have your family blade, a mail shirt, and a shield to keep up your training. If you were to get in a brawl your first step would be to use your sword with its sheath secured to it: an effective bludgeon.

<b>CHARACTER NAME</b>	Sera
<b>PLAYER NAME</b>	
<b>ANCESTRY</b>	Human
<b>CONCEPT</b>	Wandering Student

<b>LEVEL</b>
1

<b>ARMOR RATING</b>
3 (Physical)



<b>FORTUNE</b>	20
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ABILITIES	
RATING	ABILITY
4	Aldin Lore
2	ANCESTRAL: Tracking
2	Brawling
-2	Politeness

BONDS	
RATING	ABILITY
2	ANCESTRAL TALENT: Scouting
2	TALENT: Academics
2	ECCENTRICITY: I tell the truth when anything short of lives are on the line.
2	RELATIONSHIP: I want to know how Arazan sees the world but am afraid I'll scare them with my bluntness.

### OTHER ABILITIES

- None

CONFLICT			
TYPE	ATTACK	ADJ.	OUTCOME/DAMAGE
Combat	Thorny Walking Stick	0	+1d6+1
Social	Clever Etiquette	-2	0
Social	Arrogant Loredump	+4	0

EQUIPMENT	
Leather jack (light leather armor: AR 3 vs. physical attacks).	Buckler (+1 to defense rolls against melee attacks, if you know they're coming)
Warden badge	Thorny Walking Stick
Notebooks and writing utensils	

### BACKGROUND

You're Sera, a young human obsessed with lost lore and the geography of Aldis. You were an itinerant learner even as a child, poking about creeks, learning old languages before the rise of the Standard Aldin tongue—and memorizing the sinister markings on ruins of the Empire of Thorns. The Wardens were a perfect fit for you. You traveled with the Roamers—a nomadic nation within Aldis—to apply at the capital.

You accurately described your abilities and flaws; your honesty made you look alternately arrogant or self-deprecating, but you know you're not the most diplomatic person. Maybe working with the crew can help. You know you have a lot to contribute, such as your grab-bag of facts about the Commonwealth's history.

You've had to take care of yourself in tricky situations, so you have tough leathers, a buckler at your belt, a thorny walking stick with a heavy head, and good boots, but you prefer consulting and writing in your books to the rough and tumble. You're good at sneaking around, which you believe to be a better pursuit for a young scholar than clubbing heads.

<b>CHARACTER NAME</b>	Thodin
<b>PLAYER NAME</b>	
<b>ANCESTRY</b>	Night Person
<b>CONCEPT</b>	Sneaky Poet

<b>LEVEL</b>	1
<b>ARMOR RATING</b>	0



<b>FORTUNE</b>	20
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ABILITIES	
RATING	ABILITY
4	Expression
2	Sneaky
-2	Intimidation

BONDS	
RATING	ABILITY
2	TALENT: Attractive
2	TALENT: Poet
2	TALENT: Thievery
2	ANCESTRAL TALENT: Enforcer

### OTHER ABILITIES

- **ANCESTRAL QUALITY—MIGHTY:** You may reroll a test you fail if it required physical strength. The second result is final.
- **ANCESTRAL QUALITY—NIGHT VISION:** You can see in the dark as if it were daylight.
- **ANCESTRAL QUALITY—BRIGHTBLINDNESS:** You can't see (-5 to visually based tests) for one round after being exposed to the light of a cloudless day or its equivalent.

CONFLICT			
TYPE	ATTACK	ADJ.	OUTCOME/DAMAGE
Combat	Dagger	0	+1d6
Social	Poetic Allure	+4	+1d6
Social	Intimidation	-2	0

EQUIPMENT
Fine clothing (+1d6 to social Outcome where applicable)
Warden badge
Poetry notebooks and writing utensils
Dagger

### BACKGROUND

You're Thodin, a young Night Person. Night People tend to have strapping builds, their lower canines are fangs, and they have skin on a blue-gray continuum, though all have black or steel-colored hair. Night People were enslaved by the Sorcerer Kings of the Empire of Thorns and forced to act as workers and shock troops—and in some places, like Kern beyond the mountains, they are still oppressed. Your family escaped Kern when you were a baby, but the humans they settled beside mistreated them for "carrying the evil of Kern." The Commonwealth strives for goodness, but it's not perfect.

You got tired of that and left for the city of Aldis, the capital, as a child. Your parents had never fully trusted the people there, and as a child they taught you to survive in more brutal environments. It was perfect for the Aldin criminal underworld, except that you never had it in you to make people afraid. You turned to poetry so you could protect yourself with wit, instead, and discovered a talent for it. Soon you were entertaining audiences by day—and robbing the best-dressed members at night. It didn't make sense; you were earning enough to survive performing, but maybe you wanted to be caught, as indeed, you were.

When one of your marks turned out to be a member of the Sovereign's Finest, an elite corps protecting Aldis, she said she was impressed with your diverse skills, and invited you to become a Warden. At first you did it to avoid more tedious forms of rehabilitation, but by the end you were hooked—and you realized the Wardway is an excellent route to recognition as a poet.

<b>CHARACTER NAME</b>	Leafstepper
<b>PLAYER NAME</b>	
<b>ANCESTRY</b>	Rhydan (Cat)
<b>CONCEPT</b>	Friendly Chaotic Cat

<b>LEVEL</b>	1
<b>ARMOR RATING</b>	0



<b>FORTUNE</b>	20
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ABILITIES	
RATING	ABILITY
4	Misdirection
2	Athletics
2	ANCESTRAL: Sneaky
-2	Leadership

BONDS	
RATING	ABILITY
2	ANCESTRAL TALENT: Hunter
2	TALENT: Cute
2	TALENT: Acrobat
2	BELIEF: Sometimes you need to cause a little chaos to bring out the best in people.

### OTHER ABILITIES

- **ANCESTRAL QUALITY—NO HANDS:** You do not possess hands due to your feline body.
- **ANCESTRAL QUALITY—NIGHT VISION:** You can see in the dark as if it was daylight.
- **ANCESTRAL QUALITY—MINDSPEECH:** You can speak to other creatures in your perceptual range through telepathic contact, sending words and images. However, all creatures who can perceive you with unaided senses can perceive these, “overhearing” your psychic speech.
- **ANCESTRAL QUALITY—NATURAL WEAPON (CLAWS):** In physical conflicts you can use your claws to inflict +1d6 damage.

CONFLICT			
TYPE	ATTACK	ADJ.	OUTCOME/DAMAGE
Combat	Claws	0	+1d6
Social	Fast Talk	+4	0
Social	Commanding	-2	0

EQUIPMENT
Personal pack harness

### BACKGROUND

You’re Leafstepper—well, among the rhy-cats of your colony that really means, “They who step on a leaf, alerting the prey another stalks.” You were the clown kitten, a practical joker who alternately amused and infuriated family and friends. Your upbringing only brought you into contact with two-legged folk from the city on rare occasions, and you definitely misbehaved whenever they came. It was your way of finding out about them. How do you know if they’re really friendly unless you test them? How do you know what they’re saying unless you sneak up and listen in?

Now you understand that you were eager to learn about the world and looking to get out of your slow little colony and its stodgy cats. Of course, it wasn’t in your nature to make this an easy revelation. You had to steal an envoy’s hat first. This member of the Sovereign’s Finest, an elite agent of the Commonwealth, stalked you over three days and, upon cornering you, invited you to join the Wardens.

As a rhy-cat you look like a brown and gray tabby with brilliant yellow eyes, but you’re the size of a mastiff, as rhydan from smaller species are often larger than their less intelligent counterparts. You know you’re “cute” to the two-legs, and that with minimal prompting you can persuade them to pet you, praise you, and underestimate your intelligence. You’re an agent of chaos because that’s how you can find out the truth about the situations and people around you. You respect your comrades, however.