

# Claret, cragtop courier

*When you find yourself growing on the streets of a mercantile town, because your bankrupted merchant father abandoned you at the age 7 years old, you learn how to make best use of your talents. Many street-bred kids at the same age as Claret survived by small thefts and robberies. But people in the docks of Ridge Harbor town is poor, and thievery is more risky than*

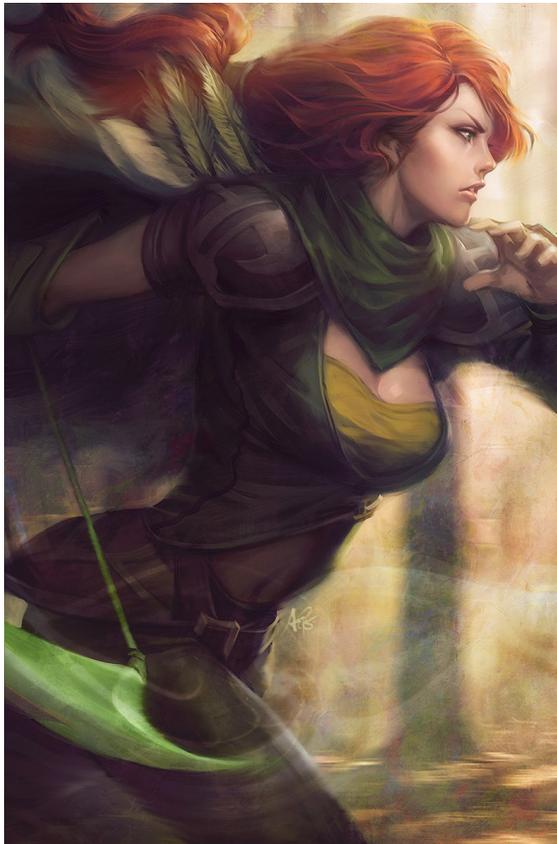


Figure 1: Claret's personal balance - Fire 2, Light 1, Electricity 2, Water 1, Stone 3, Darknes 1, Air 2.

*profitable. Claret tried it herself a couple of times, it is then that she discovered how fast and agile she could run. She could climb any wall or cliff, never being exhausted by the effort: her legs have wings of their own, people said.*

The unique running capabilities of Claret brought her naturally to work in the Western Haedra delivery company. There she made a name for herself, quickly becoming one of the most prized couriers of the Kingdom. She takes care of the most precious packages and the fastest deliveries, never needing a horse.

## Talent - Wind Stride (Air, Stone)

*When Claret runs, she looks like an antelope, dashing and swift. She looks like a sailing ship, lifted by the winds. She looks like a rolling boulder, tenacious and unstoppable.*

The dashing speed that Claret can reach is an impressive show to see, never beaten in her whole life. But her running talent does not limit to speed, but to resistance as well: she can keep running at almost full speed without needing rest for days, sometimes until she drops by lack of sleep. This allows her to take care of the deliveries of small packages without relying on a mount, which she could not afford anyway.

## Trait - Cliffhanger (Stone)

*I tell you, that courier girl is in reality a squirrel, or maybe a goat. I never saw somebody walk as easily in vertical as it is in horizontal.*

Claret always loved heights. Since she was an abandoned kid, she used to climb the rooftops of Ridge Harbor, both to escape trouble and to see if she could look further on the sea horizon. Then she started climbing the coastal rifts and cliffs, higher and higher until she could barely make out the difference between climbing and walking. Often, during pauses between one delivery and the next, she climbs a mountain of rocky formation to see the world from above. Few things please her more.

As she noticed her business requires to defend herself sometimes, she favors weaponry which is also useful for overcoming obstacles, like staves, or helpful in her climbing routine, like pickaxes.

## Trait - Trapmaster (Electricity)

*What is the best way to survive while you are often in the wild, on the move, and always on the same roads? Making traps of course.*

The timing is crucial: Claret's perfect combination is when an animal gets caught in one of her traps just



while she is completing her last job. A well-deserved dinner is already waiting for her, and money is in her pocket. This type of traps are mostly meant for small game, but she is quite confident she can catch bigger prey, if she wished.

## Vice - Impatient (Fire)

*Did you see Claret? She was here one minute ago, I wanted to tell her something... oh well, she is probably in Windswept by now.*

What Claret hates the most is being forced to wait, while doing nothing (or feeling she is doing nothing). The same goes when she stays too long in the same place. She just grows bored immediately, restlessly puffing, in the end she either quits or skips directly to the next task.

## Minor traits

- **Roadwise:** Claret knows how to handle herself on the road. She can orient herself according to sun and stars. Also, she can always figure out the shortest path between two points, or the safest one (they never match).
- **Cartography:** Claret can read and memorize maps easily. Given the proper equipment she could even draw a map herself from her field knowledge, assuming she can muster enough patience for such task.
- **Little trust for men:** Being abandoned by her father when still a child, Claret has developed an innate distrust for males in general. They are selfish and unreliable, better to handle them with care.

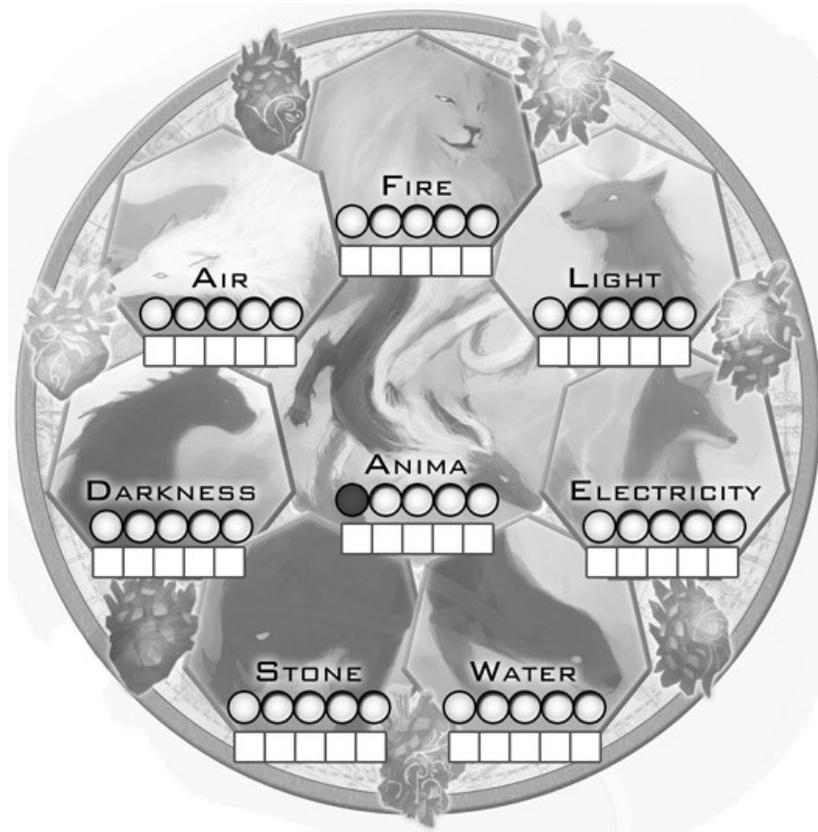
## PC Relationships

- **Lilian, violet haired princess:** *Princess Lilian is a true Leader. And thank goodness, we should have more female leaders in general. She has also good looks, which appear to attract the*



*attention of every man around: she should better be careful of those. Being too used to the easy life, she ends up being too naive for her own good.*

- **Erik:** *A drunkard and a wild, feral creature. At least he does not lie, which is more than what can be said about most men.*
- **Oscar:** *The typical dandy boy, trying to enchant every girl with his honeyed words. With his rapier he speaks volumes, though.*
- **Jura:** *A respectable fellow, who does not talk if he has nothing to say, and mostly prefers to act. Maybe elves ARE better, after all. Who knows.*



## Quick game mechanics

On a player action, The Game Master may call *resolution by balance*. An element related to the action is established (Fire for aggressive actions, and so on). The player then draws from the scenario balance deck. She can redraw as many times as his personal anima points beyond the first in the selected element (discarding previous draws), as long as she is not satisfied or until she draws Aether. Check the match between action element and drawn element:

- **Perfect Success** (same element or pure anima draw): Success AND. The action works better than expected.
- **Outside Success** (one step away): Success BUT. The action works but there are mitigat-

ing circumstances.

- **Neutral Success** (two steps away): Failure BUT. No serious ground is gained but there is a somewhat positive effect alongside.
- **Total Failure** (opposite element or aether draw): Failure AND. The action fails and things get possibly worse.

## Anima Surge

Instead of drawing, a player can BURN an anima point from her personal balance, of an element with two or more points. The draw is considered to be of that element, and one card of that element is added to the scenario balance. Burnt anima points are restored between sessions.