

Delgado, yellow healer

It is only in the peace and isolation of the lonely yellow monasteries that men and women of faith can experience harmony, communion, and dedicate their lives to prayer, meditation and study. Such is the life of the yellow monks, following the old way of the gods, where true freedom and spiritual fulfillment is obtained by detachment of the mind from mundane distractions, for only a soul without desires can achieve true enlightenment.

Many are those who join the yellow cult out of their own decision. But not Delgado: he was discovered by an old travelling monk, who saw a poor boy with innate, divine power in his hands. As a clear sign of the will of the gods, the old monk offered Delgado a new



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

life, where he should no longer suffer hunger, where he could do some real good. His parents accepted for the sake and health of the boy, and over time, the young novice learnt to like his life in the monastery. The monks told him how to control his power, and use it for healing purposes.

Delgado grew with the belief that the gods chose him for a reason: that he has an important role to play in the history of this civilization, and he will do everything in his power to fulfill his destiny, for that is the challenge carved for him by the divines.

Magic Power - Healing Rites (Light, Water)

I saw it myself: the monk laid his hand on the wounded soldier for a mere few minutes. And after that, the wound was just gone. No infection, no scar, no trace was left at all.

Delgado can cure wounds in a much faster fashion than natural healing, given the right concentration and time. He needs to be completely focused on the task, which can take a few minutes per wound to heal: during this time, he needs to pray the divines and meditate, staying in contact with the patient, eventually sanctifying the ritual site (for example by burning incense or spreading blessed water) prior to starting the ceremony, for a better chance of success. The healing process is too slow to save magically a recipient which is visibly bleeding to death, but if the bleeding is stopped or slowed down by mundane means, then the wound can be cured even when critical. Performing a healing rite is an exhausting activity for Delgado, which is dazed afterwards and needs to take at least a short rest. Healing deeper wounds requires even more effort, which may even knock him out for some time. Delgado can even heal himself, but doing so takes longer time and more concentration than normal.

Trait - Chi Palms (Light)

An open hand is the only way to express force without violence. An open hand is the only way to make a stand without aggression.

The chi palms technique is the unarmed fighting style of the yellow monks. It is based on precisely aimed blows, dealt with the open palm rather than the closed fists, which convey the user's inner energy into the opponent's body spiritual centers. The aim of this technique is not to physically harm the target, but rather to disable it or make it harmless. To make examples, there are blows which temporarily paralyze some of the target's limbs, some that confuse or disorient his mind, some that deal flinching pain without wounding the enemy.



Trait - Preacher (Water)

It is not enough for a yellow monk to comprehend the old way of the gods, you have to teach them to the others as well.

Delgado has a deep knowledge of religion, philosophy and mysticism (and medicine as well); not only, but he is also an excellent teacher, capable of passing to any willful student his expertise. But what he really excels at is making speeches to crowds. He has a voice pattern which is naturally captivating, and it captures the attention of any people passing by, and then he carefully chooses his words so that every listener is kept committed to his speech.

Vice - Stubborn (Stone)

I walk the old path of the gods, and that is the only righteous way. You have no hope to change my mind.

Delgado grew up in an isolated environment, surrounded solely by the most devout monks, this made him quite close-minded. He rarely listens to arguments and motivations, if they do not match what he believes to be right. On the bright side, he does

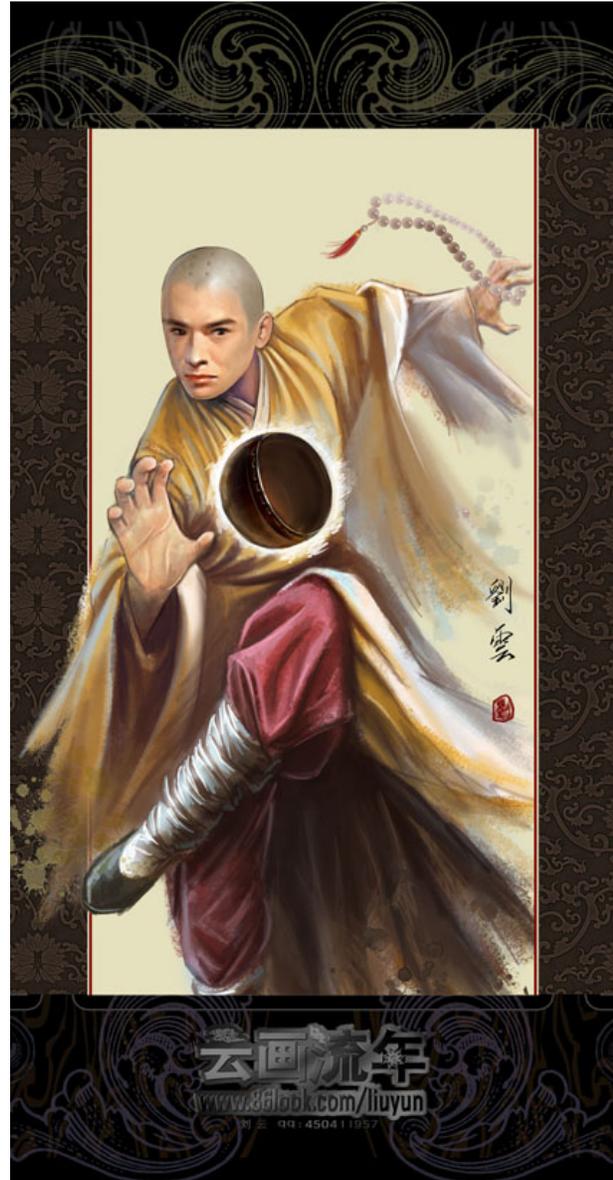
not usually force his ideals on other people, rather he would try to convince them they are acting wrongly with his preaching skills: one can not be forced on the righteous path, that path has to be chosen by oneself.

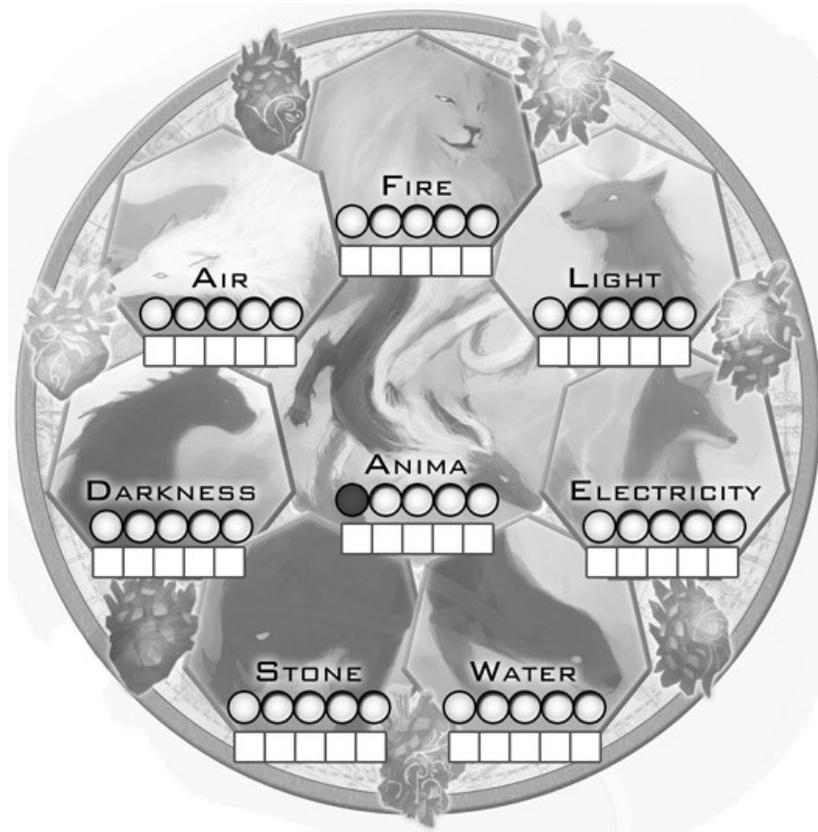
Minor traits

- **Revered:** Yellow monks are respected figures throughout the whole Kingdom. They are welcome and treated with regard in most social contexts.
- **Pure body:** Through constant mind-body training and discipline, Delgado's became resistant to most diseases, of both mundane and magical nature.
- **Vegetarian:** Yellow monks do not eat meat. They see eating meat as an act unnecessary for survival, whose only purpose is to satisfy a mundane desire, and thus impure.

PC Relationships

- **Lilian, violet haired princess:** *The fate of this Kingdom unravels around this girl. I must stay close to her if I want to walk the path to my destiny.*
- **Jura:** *An unrelenting soul. His heart is under constant turmoil, but he hides it well under a face of silence and secrets.*
- **Claret:** *Her free spirit roams the land seeking for answers. She ignores the fact that the answers are within herself.*
- **Sheeba:** *She feels the balance inside her. But she did not chose that path, it was just the only option available to her.*





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.