

Jura, spy of the order

Very few people know that, if peace between the Blossom Kingdom and the Cendre Empire lasted for so many centuries, much is due to the secret, unrelenting efforts of the Spies of the Lotus Order. These skilled individuals are not heroes. They are blank spaces on forgotten sheets of paper, yet without their



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

efforts the kingdom would be a land of turmoil, war, revolution, and disaster. They act in the shadows to preserve order and the greater good, often acting in ways at the boundaries of the law.

Jura the elf has served in the Lotus Order for many years. His mission ranged from scouting, to information retrieval, to diplomatic envoy, and even murder. Ethic in the order works differently from the mundane world. One must put aside his own will and beliefs to act for the future of the Kingdom, and Jura made up his mind to keep detached long ago.

Talent - Shadow Trickster (Darkness, Electricity)

There are plenty of scary things in this world, but the one you should be most afraid of are those you can not see.

The first and most important lecture for a Lotus Spy is the ability to avoid detection. Many are the way to pass unobserved: stepping in the shadows, melding with the environment, blending into a mob of people, or just being an unremarkable individual at an inn's counter. Jura knows every single one of these tactics, and uses his elven grace to make the best of it. As long as the target can not see you, he will always be one step behind. When Jura is requested to carry out a bloody type of mission, he favors weapons that can be easily concealed and act silently, like daggers, garrots, and throwing knives.

Trait - Underground network (Stone)

In the Lotus Order information is more valuable than mere gold. Some of the secrets kept within the spy networks may cost the life of plenty innocent people, if they fell in the wrong hands.

In the order information is mostly distributed according to a specific need basis: who needs to know is told what he needs to know, no more than that. But even this systems has leaks, and you can learn many secrets if you have the right connections. Jura has plenty, and his long lifespan helps him keeping contacts among various human generations of spies.

Trait - Keen senses (Light)

When your job is about stealing the whispers of people, you are thankful to be born with the superior hearing of an elf.

Jura is not only born with the superior perception senses typical of the elvenkind, he also received special training to intercept secret communication: he can read lips, decipher encrypted language, distinguish dialects, and interpret willing gesture language.



Vice - Solitary (Darkness)

If you want to do things for good, you should better do it alone.

Jura never liked the company of other people. Sure, he does not complain when a job requires him to fit into a social context, and carries the mission out to the best of its skills, but that does not make him feel comfortable either. As a consequence, he does not speak much, and when he does, it is to say something relevant.

Minor traits

- **Etiquette:** Jura knows how to sound and look appropriate when he has to relate to member of the upper society. He is acknowledged in the cus-

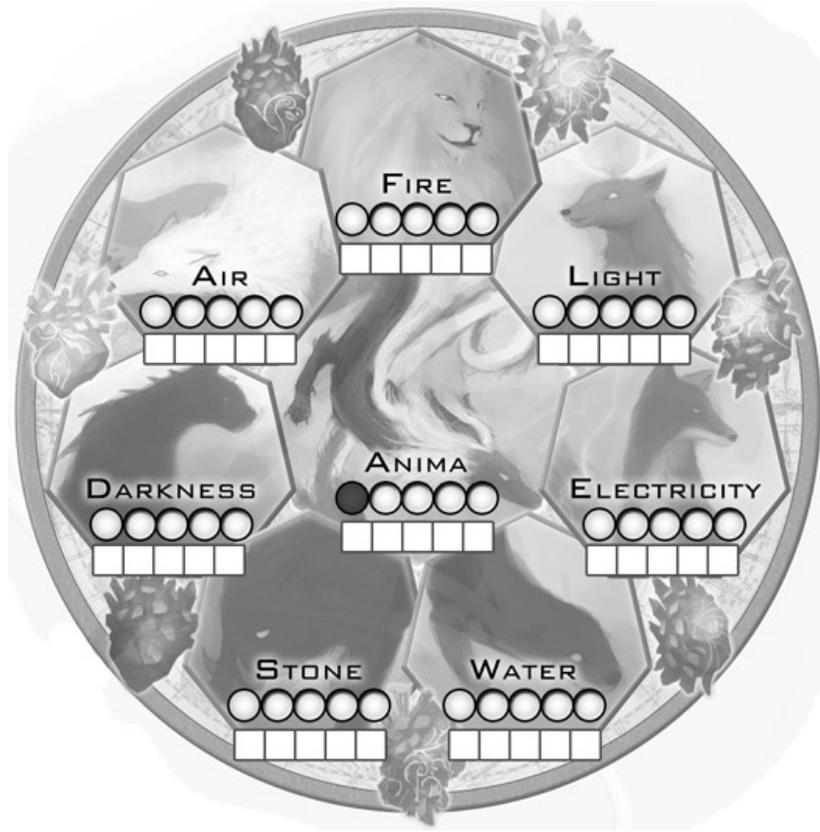
toms, traditions, and celebration rituals of several cultures and regions.

- **Knack for Art:** Jura likes art and poetry. He does not consider himself an artist or poet, although he made some attempts in the past. He usually prefers to contemplate other people's artistic pieces.
- **Lacking sense of humour:** Jura thinks most jokes are stupid, and that common people's need to laugh is only a weakness.

PC Relationships

- **Lilian, violet haired princess:** *It is hard to have a complete view on that human girl. It is clear that she has been coddled and overprotected her whole life, and yet, she has a readiness, a brilliance that you rarely see in noble youth. She is indeed special, and her magic attunement is remarkable.*
- **Erik:** *You would not like to hear this giant's laughter, it is hideous. Much better when he screams of anger. He is a useful tool, nevertheless. There are always obstacles on the road meant to be removed by brute force.*
- **Oscar:** *There is no denying that this guy has potential, but much of it is wasted by his inability of closing his mouth for one minute. With his reckless pranks, he is more likely to put Lilian at risk rather than help her.*
- **Claret:** *That young human lady looks like she is fleeing from something, restless. She is definitely an asset but needs somebody to keep her on a leash.*





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.