

Oscar, artful fencer

The sword art of the Twilight Fencing Cloud is a dying discipline. It was once the jewel of the Rachwan emirates, before the province was swallowed by the Cendrian Empire. Practitioners of the sword art still roam the world keeping the ancient tradition alive: the old master of arms in castle Windswept of the Blossom lands is one of the few alive practitioners. Oscar, his son, has been trained in the art since he was a young boy, but his rash, reckless attitude bent the fighting style into a more independent fashion.



Figure 1: Oscar's personal balance - Fire 1, Light 1, Electricity 1, Water 3, Stone 1, Darknes 1, Air 4.

Oscar is indeed a talented swordsman, but, as he himself often says, his trusted rapier is only a secondary weapon. His words are his true cutting edge: he threatens, dares, taunts, challenges other people to his pleasure of the moment, usually without ever caring for consequences. Since he was a kid, he always enjoyed drama and comedy, and was always fascinated by the power of words, which could convey stories and transmit the most various feelings. Quickly, he learned how to use his way with words as an asset, in trading, persuading, and even hitting on



ladies. He even managed to seamlessly integrate his manipulative speech with his fighting style.

Talent - Uncanny Swiftness (Water, Air)

At the core of the Twilight Fencing Cloud style lies the principle that the true way to deal with aggression is to turn the aggressor's strength upon himself. Only by this teaching one can achieve true balance while defeating opposing forces. Similarly, passive obstacles are to be worked around, not bashed through.

The combat tactics of the Twilight Fencing Cloud focus mostly on active defense, counterattack, and reading one's enemy intentions. It is a martial art that relies on mobility, intuition, and quickness, thus its practitioners are heavily trained in dodging blows, repositioning, and use environment to their advantage. They have lightning reflexes and excellent balance. To match such combat style, Oscar favors light tactical weapons like rapiers, estocs, cutlasses and occasionally spears.

Trait - Persuasive (Air)

That young one, Oscar, would be able to sell milk to a cow. Or could convince a sheep that wool is made of clouds. I think he once persuaded the miller's son that he would grow wings if he ate enough chicken... now that guy runs a chicken farm anyway.

Oscar does not just have a way with words, he is also extremely convincing while doing so. He seldom stays silent, for any finely tuned skill requires constant training, but that training definitely pays off.

Trait - Empathy (Water)

A human soul is like a book, you can read it as long as you can understand the language. The language is indeed difficult to learn, but luckily it is universal.

Oscar is really capable at understanding other people's feelings, from their words, their body language, or even to their subtle reactions at his own speech. This is useful both for the fencing combat style, which relies on anticipation and adaptation, and for his social skills, as he can adapt his dialogue to meet other's needs (and weaknesses) of the moment.

Vice - Provocative (Air)

You should better not accept Oscar's challenges. Or if you do, then smack him hard on that smug face of his.

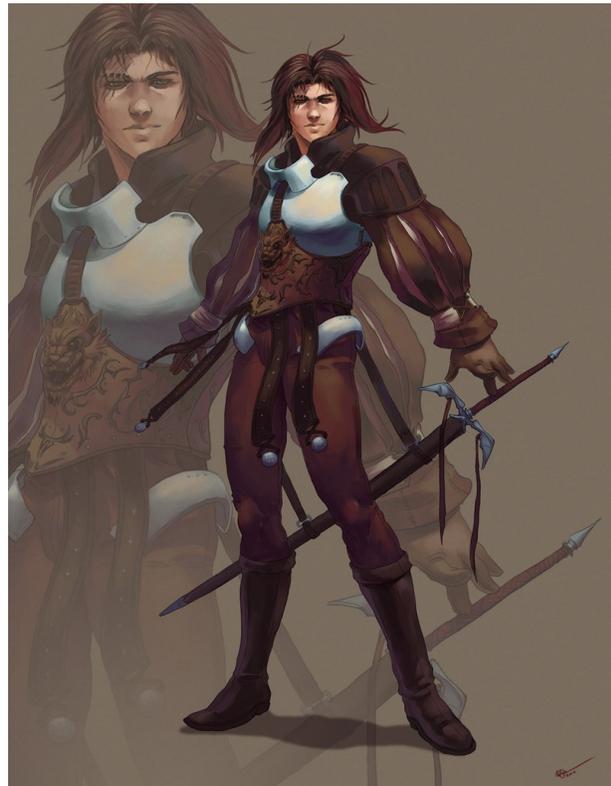
It is true that Oscar is confident with his words, maybe a bit overconfident. He firmly thinks that his manipulative nature is enough to give him a decisive advantage in every challenge he throws. Although this turns not to be always the case, he sees every situation as a potential challenge (against others and himself altogether). He is never the first one to attack, as for the Twilight Fencing Cloud credo, but he is very good at provoking others, and in the end the result is just the same.

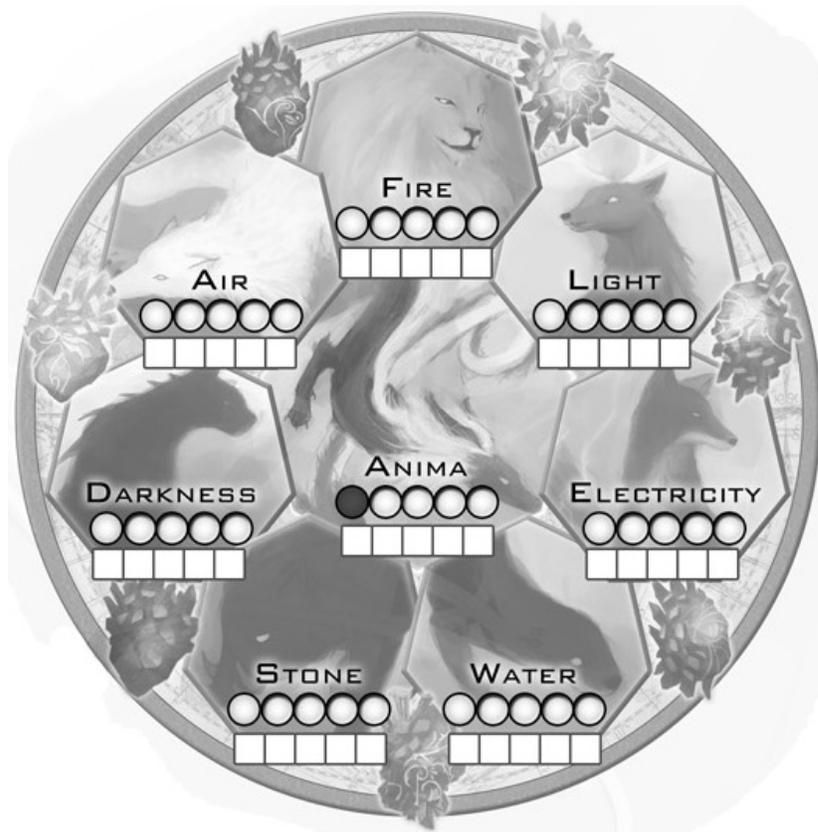
Minor traits

- **Musical:** Oscar has some basic music training, and he can decently play some small chord instruments like violins, and lutes. He does not possess such an instrument of his own, though, and he does not carry around his father's lute.
- **Good with names:** Oscar makes an effort to remember the name and the face of every person who is introduced to him, even apparently insignificant people. This gives a small edge in every conversation.
- **Gambler:** Among the challenges Oscar loves to dare, a most relevant is gambling games. He had always hard times to stop during a losing streak, and had to fight hard in the past to clean some debts.

PC Relationships

- **Lilian, violet haired princess:** *Rapturing, fascinating, and nevertheless unique. If you are not struck by her silken violet hair, her bright smile will do the trick. Alas, it does not happen often that she smiles, though. That castle-bred girl is much more likely to be pissed, especially if something does not fit her whims.*
- **Erik:** *If there is a subtle boundary between man and beast, the northener is the line itself. That man has no wits nor shame, he just thinks with his manhood and speaks with his muscles. It is so easy to trick people like him!*
- **Jura:** *A man that does not speak is a man that you can not know. An elf that does not speak is trouble, like Real trouble. He is controlled, calculating, secretive. Better don't lose sight of him.*
- **Claret:** *She is a fine, talented woman. Her distrust in men is even too evident. She requires a special touch to be dealt with, I am sure she is soft underneath.*





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.