

## Miiginya (Me-gi-ne-ya)

**Archetype - Seeker:** Seekers see the world through an unusual lens and often question basic assumptions. Understanding the very nature of reality, or even realities, plural, is their goal. This role can often take the person to dark and dangerous places, put them in front of rare magics and ceremonies, have them travel to The Black, and face previously unknown spirits.

**Path - Spider:** Bound with the spirit of the spider, Miiginya strengths are Perception and Strength.

**Motivation - Wealth.** The acquisition of things and money is at the core of your being. In the end, the winner is the one with the most toys.

### Background:

Miiginya is a product of tremendous changes undergone by the people of the Masking. Grew up in a community steeped with tradition but seeing the potential new technological can bring.

Traits:

- Stubborn, willful, deisures what others have.
- Creative, inventive, but always willing to work.
- Ambitious, greedy, fearful of losing the little he has.

Miiginya grew up in a bit of a backwater village on the border of warning nations. Always living in fear. Fear for his family, friends, the food they harvested, the goods they made, and for his own life. That is until his village was slaughtered in a raid. Miiginya only survived because he was away hunting for his family.

Aftwards, Miiginya was sent to live with a relative, his uncle. There, Miiginya was exposed to a whole new world. A world of technology, comfort, and security. But Miiginya never forgot his previous life and the fear it brought. This fear manifested in a desire for Miiginya to acquire this growing notion of "personal wealth" for his security and benefit rather than that of the community.

His uncle though had other beliefs. Kochoov was an elder of the community, ex Sutyata, and renown hunter. Elder Kochoov was a firm believer in the old ways, where the community needs stood higher than the personal needs. Where one's spirit is tied to the contributions they make. Needless to say, this put him at odds with Miiginya.

### Stats

Physical/Power	Strength: 2	Endurance: 3
	Agility: 3	
Mental/Finesse	Intelligence: 4	Perception: 3
	Wisdom: 3	
Spiritual/Reserves	Spirit: 3	Charisma: 3
	Will: 2	

### Derived Stats

PD: 7 (8)	MD: 6	SD: 5
Body: 8	Mind: 10	Soul 8
Initiative: 8		

### Skills (total Dice Pool):

Charm: 4	Deception: 7	Skullduggery: 6
Coercion: 6	Melee Weapons: 7	Tracking: 6
Investigation: 7		

### Gifts & Burdens:

- Secrets: Knows information about the elders. For Coercion, Charm, Deception, checks involving the elders, the Difficulty is reduced by 1.
- Addiction: Desire to acquire wealth, and the status he sees from it, to the point of it being an addiction. Rolls involving will are at a -1 when the potential for wealth is involved.

### Ability - Far Sight

- Activation: Primary Action, 2 points of Mind
- Dice Check: Wisdom and Perception
- Far Sight allows your Character to see, hear, and experience their natural senses from distant locations or through people they are familiar with.

### Equipment:

- Anicha Short Blade (+3, 0/+2/X)
- Knife (+1)
- Survival Kit (-1SN Survival)
- Niisi (smart phone)
- Enhanced Clothing 2 (+2PD vs Environmental Damage)

## Elder Kastiki (Kas-ti-ki)

**Archetype - Warrior:** They are often comfortable with violence and generally solve their problems with direct physical action. Travelers along remote routes are often troubled by bandits, animals, or other dangers.

Warriors are often trail defenders, often an inherited title, are known for protecting certain routes, ensuring those on the route arrive at their destination safely.

**Path - Buffalo:** Bound with the spirit of the buffalo, Kastiki strengths are Strength and Will.

**Motivation- Status:** Wealth and power are fine, but you want recognition. You want a title or an office and the praise that comes with it.

### Background:

Elder Kastik, a lifelong friend of Elder Kochoov, has been instrumental in growing Nazivizaam. Not only into the technological community it has become but also one that has maintained the balance with the cultural and spiritual belief of the people.

Traits:

- Stubborn, strong, a warrior at heart.
- Passionate, honorable, always willing to help.
- Traditional, spiritual, believes the needs of others come before his needs.

Elder Kastik was a former, well respected Sutyata (private police force), He has a strict sense of honor and believes every child of Nazivizaam should be trained in combat skills and participate in warrior's trial before being considered a man. Without the trials, how would one know what challenges they can overcome?

Kastik is also a traditionalist, believing the old ways are a blueprint to guide the community into the future. And guidance it needs as the rapid advancement in technology is at constant odds with the traditional ones. Kastik believes a balance can be found though, if one looks deep enough.

Miiginya, Elder Kastik feels, represents the problems the rapid technology is bringing. Putting personal needs above the community, a desire to acquire things just to have them, and "charging" for things the community needs just to ammass this "nizi" (dollar), absub.

Miiginya, like all youth, need to learn that survival of the community is paramount. Without community, there is no survival.

### Stats

Physical/Power	Strength: 4	Endurance: 2
	Agility: 2	
Mental/Finesse	Intelligence: 3	Perception: 3
	Wisdom: 3	
Spiritual/Reserves	Spirit: 3	Charisma: 2
	Will: 3	

### Derived Stats

PD: 7 (8)	MD: 5	SD: 6
Body: 10	Mind: 7	Soul 8
Initiative: 8		

### Skills (total Dice Pool):

Computers: 4	Investigation: 5	Survival: 6
Cooking: 3	Melee Weapons: 7	Tracking: 6
Crafting: 4	Piloting: 6	Unarmed
Farming: 4,		Combat: 6

### Gifts & Burdens:

- Blessing: Melee Weapons Master (Level 1) – Ignore the first "1" rolled when using a melee weapon
- Quirk: Pride – If a conversation does not go Kastik's way, then all future Spirit, Will, and Charisma checks will be at a -1 die.

### Ability - Skin of the Armadillo

- Activation: Primary and Secondary Action
- Dice Check: Charisma
- For each Success, the Character's Physical Defense is increased by one for one hour or until the end of the next Encounter, whichever comes first.

### Equipment:

- Combat Ax (+2, 0/+2/X)
- Knife (+1)
- Survival Kit (-1SN Survival)
- Niisi (smart phone)
- Enhanced Clothing 2 (+2PD vs Environmental Damage)

## Tatagis (Ta-ta-gis)

**Archetype - Scout.** Scouts use their flexibility, speed, mobility, or precision in their daily life. These people travel extensive lengths and sometimes face great physical dangers in their attempts to find, rescue, and preserve endangered strains of plants.

**Path - Fox.** Bound with the spirit of the fox, Tatagis strengths are Agility and Spirit.

**Motivation - Control.** You need to take control of part of your life as small as your own emotions or as grand as the weather itself.

### Background:

Tatagis is an old soul, very mature for his age. A maturity that came from living most of his life in the Wosagic region of the Masking. But this maturity also brings arrogance and assurednes. Being one of the most sought after scouts, Tatagis believes very few people can match his skills.

### Traits:

- Conceited, arrogant, believes his skills are above others... even if they aren't. .
- Inquisitive, honorable, always wanting to help... but to show off how good he is. .
- Traditional, spiritual, especially when it comes to nature.

Targis has heard of the valley where Elder Koosov disappeared though he has never been there. The stories, the legends, the myths while intriguing were enough of a warning to keep him away. Not to mention, he hasn't been able to find the entrance.

Now though, with the Elder missing. The party presumed dead. And the ramblings of this Miiginya how could he not go. Afterway, the party will not have a chance of survival without him.

### Stats

Physical/Power	Strength: 3	Endurance: 3
	Agility: 4	
Mental/Finesse	Intelligence: 4	Perception: 3
	Wisdom: 2	
Spiritual/Reserves	Spirit: 3	Charisma: 3
	Will: 3	

### Derived Stats

PD: 8 (9)	MD: 6	SD: 5
Body: 10	Mind: 9	Soul: 8
Initiative: 11		

### Skills (total Dice Pool):

Athletics: 7	Piloting: 5	Stealth: 7
Investigation: 5	Ranged Weapons: 7	Survival: 6
Knowledge: 4	- Mag-Bows: 8	Tracking: 6

### Gifts & Burdens:

- Quirk: Vigilant (Level 2) – +2 Initiative Score
- Curse: Unnatural Luck (Level 1) – If the Player ends a Check with four or more of the same number (besides 1s or 12s) a Story Event occurs (Story Guide directed).

### Ability - Chameleon's Shine

- Activation: Secondary Action, 1 point of Soul
- Dice Check: 2x Spirit
- For others to see a Character who is using this Ability, the Success Number is equal to the Character's number of Successes, plus their Ranks in Stealth.

### Equipment:

- Mag-Bow (+4, +0/-1/-2, critical: bleeding),
- Knife (+1)
- Survival Kit (-1SN Survival)
- Niisi (smart phone)
- Enhanced Clothing 2 (+2PD vs Environmental Damage)

## Mii Wah (Me Wah)

**Archetype - Tinkerer.** They think their way through their problems and rely upon precise logic. Astronomers have found that with clearing skies, there is a wealth of knowledge to be discovered by looking up and asking the right questions. These people often want to travel, trying to find new, better vantage points for viewing and tracking, or experiencing new stellar phenomena.

**Path - Owl.** Bound with the spirit of the fox, Tatagis strengths are Endurance and Intelligence.

**Motivation - Order.** You need things to be structured. You may need to impose your order on the world around you, whether it is your personal world, or perhaps everywhere.

### Background:

Mii Wah comes from a family of engineers and of strict parents. They held Mii Wah to extremely high standards, expecting him to excel more than his fellow students. To achieve this, Mii Wah spent his spare time studying and not learning those interpersonal skills necessary for building friendships.

### Traits:

- Inquisitive, analytical, questions everything.
- Challenging, intrusive, a tad meddling when it comes to equipment.
- Untraditional, irregular, but still believes in the lessons of the "old ways"

Due to this, Mii Wah is comfortable with anything mechanical but is awkward around people. Awkward to the point people think he is rude.. Oddly enough, this shared arrogant trait allowed him to form a friendship with Tatagis. They met when Mii Wah was brought in to help set up some of the solar generators the villages used during winter time.

Mii Wah was in the outpost helping with some upgrades and repairs to the solar arrays when Miiginya was found. And when Tatagis was recruited by Elder Kastiki, Mii Wah could not resist tagging along.

### Stats

Physical/Power	Strength: 2 Agility: 3	Endurance: 4
Mental/Finesse	Intelligence: 3 Wisdom: 2	Perception: 3
Spiritual/Reserves	Spirit: 3 Will: 3	Charisma: 3

### Derived Stats

PD: 7 (8)	MD: 6	SD: 5
Body: 8	Mind: 10	Soul: 8
Initiative: 8		

### Skills (total Dice Pool):

Computers: 8	Investigation: 4	Ranged Weapons: 6
Cybernetics: 5	Piloting: 7	Survival: 5
Deception: 6		

### Gifts & Burdens:

- Blessing: Digital Savant (Level 1), Receives -1SN to all Computer Skill Checks.
- Quirk: Nightmares (Level 2) – Regains 2 less Spirit when sleeping during a Long Rest (minimum of zero).

### Ability - Eagle's Insight

- Activation: Secondary Action, 1 point of Mind
- Dice Check: None
- If used out of an Encounter, your Character may spend a point of Mind to substitute their Intelligence for any other Stat.
- During an Encounter the Character may spend a point of Mind and a Secondary Action to study an opponent. On the following Round, they gain an additional die to any Dice Check against that opponent. The Character may stack this Ability.

### Equipment:

- Mag-Sling (+2, -1/+0/+2)
- Knife (+1)
- Survival Kit (-1SN Survival)
- Niisi (smart phone)
- Enhanced Clothing 2 (+2PD vs Environmental Damage)

## Mathuk (Ma-thu-k)

**Archetype - Warrior.** They are often comfortable with violence and generally solve their problems with direct physical action. Travelers along remote routes are often troubled by bandits, animals, or other dangers. Warriors are often trail defenders, often an inherited title and are known for protecting certain routes, ensuring those on the route arrive at their destination safely.

**Path - Buffalo:** Bound with the spirit of the buffalo, Kastiki strengths are Strength and Will.

**Motivation - Power.** More isn't enough. You crave power — whether raw physical strength or mastery of an art, you always strive for the next level.

### Background:

Mathuk is the oldest sibling in a family of eight from the Free Lands. Growing up in a rural, rather poor area, Mathuk parents treated their kids more as laborers rather than children. Being rather large for his age, Mathuk was expected to work harder than his siblings. As such, Mathuk didn't have much time to play. Not that there was play anyway.

Traits:

- Aggressive, stubborn, a bully in short. .
- Irresponsible, unethical, doesn't really care much for anything other than himself.
- Combative, warrior, enjoys a good fight. Any fight.

With his family poor, Mathuk often took to stealing things he wanted and hiding them from his family. But, this often was to no avail as they were often attacked by the less than friendly Keetoowagi Federation and Haudenosaunee raiding parties.

As he aged, Mathuk grew under the constant raids by the less than friendly Keetoowagi Federation and Haudenosaunee. Those raids allowed him to hone his combat skills. Eventually, Mathuk left his family and began making his way as a mercenary, enforcer, really anything that allowed him to “pound something” and continue to hone his combat skills.

Mathuk was in Wasagic when Elder Kastiki was recruiting. And while the later did not approve of Mathuk, he was quick to see his value. Mathuk was also approached by some “locals”. Locals that have more than a causal interest in what Miiginya might know. Like something about potential minerals in the valley.

### Stats

Physical/Power	Strength: 4 Agility: 2	Endurance: 2
Mental/Finesse	Intelligence: 3 Wisdom: 2	Perception: 3
Spiritual/Reserves	Spirit: 3 Will: 4	Charisma: 2

### Derived Stats

PD: 7 (8)	MD: 5	SD: 6
Body: 10	Mind: 7	Soul: 8
Initiative: 8		

### Skills (total Dice Pool):

Computers: 4	Investigation: 5	Survival: 6
Cooking: 3	Melee Weapons: 7	Tracking: 6
Crafting: 4	- War Clubs 8)	Unarmed
Farming: 4	Piloting: 6	Combat: 6

### Gifts & Burdens:

- Blessing: Melee Weapons Master (Level 1) – Ignore the first "1" rolled when using a melee weapon
- Quirk: Anger. If Mathuk takes PD or loses a Social Encounter, make a Will Check. If he fails to gain two Successes, he attacks the person responsible. Each Round after, a Will Check to stop attacking.

### Ability - Warrior's Fire

- Activation: Secondary Action, 2 Points of Mind
- Dice Check: When Activated, the Character adds one Critical Die to their Strength-based Dice Pools for the rest of that Encounter.
- Once per day, may choose to go into a rage, allowing them to upgrade damage from Strength based attacks.

### Equipment:

- War Club (+3, Critical: Stat Damage)
- Knife (+1)
- Survival Kit (-1SN Survival)
- Niisi (smart phone)
- Enhanced Clothing 2 (+2PD vs Environmental Damage)

## Wigikuni (Wi-gi-ku-ne)

**Archetype - Seeker:** Seekers see the world through an unusual lens and often question basic assumptions. Understanding the very nature of reality, or even realities, plural, is their goal. This role can often take the person to dark and dangerous places, put them in front of rare magics and ceremonies, have them travel to The Black, and face previously unknown spirits.

**Path - Spider:** Bound with the spirit of the spider, Miiginya strengths are Perception and Strength.

**Motivation - Curiosity:** You strive to learn for learning's sake. You are moved by knowledge and can't resist a closed door, a locked box, or an unanswered question.

### Background:

Wigikuni is the youngest of six siblings. Always curious, Wigikuni rarely takes life seriously. This attitude was fostered by her family despite the attitudes of others. Wagikuni's parents understood the need to understand the world around them.

### Traits:

- Naive, frivolous, a bit juvenile in their behavior.
- Curious, investigative, scrutinizes everything.
- Contributive, collaborative, believes information should be shared.

This has led to a keen sense of adventure, playfulness, and curiosity he/she aged. It also set a firm belief in life as nothing more than a series of mysteries to be solved.

This belief has led Wagikuni to explore the Masking, recording everything he sees. From mysterious plants, weird and wonderful animal life, to unknown artifacts from ancient cultures. These recordings are sent back to his home in Thoo Wamot where they are reviewed, cataloged and supplied to anyone who is interested.

While gathering new supplies in Wasagic, Wagikuni heard about Miiginya's tragedy. And when the call came for folks to return to the valley, Wigikuni could not resist. How could one resist and why would the world not want to know.

### Stats

Physical/Power	Strength: 2	Endurance: 4
	Agility: 3	
Mental/Finesse	Intelligence: 3	Perception: 3
	Wisdom: 2	
Spiritual/Reserves	Spirit: 3	Charisma: 3
	Will: 3	

### Derived Stats

PD: 7 (8)	MD: 6	SD: 5
Body: 8	Mind: 10	Soul: 8
Initiative: 8		

### Skills (total Dice Pool):

Coercion 6	Piloting 7	Survival 4
Computers 6	-- (Drones 8)	Tracking 6
Investigation 7	Ranged Weapons 7	

### Gifts & Burdens:

- Blessing: Judge of Character – The first time for a Coercion, Charm, Deception, or Investigation Check against another, the Difficulty is reduced by 1.
- Family: Sibling – Wagikuni must make a Successful Will Check as a secondary action anytime children are in danger and Wagikuni wishes to do something other than protect them.

### Ability - Quiet Mind (185)

- Activation: None
- Enter a meditative state (chanting and taking no other actions) Wigikuni may focus their mind. When entering the meditative state, they begin increasing their Mind by 1 every ten minutes. The total Mind cannot go above an amount equal to their standard Mind total plus twice the Character's Charisma.

### Equipment:

- Mag-Sling (+2, -1/0/+2)
- Knife (+1)
- Survival Kit (-1SN Survival)
- Niisi (smart phone)
- Enhanced Clothing 2 (+2PD vs Environmental Damage)
- Drone (Drone: Agility 3, Endurance 2, Strength 1, Investigation 4, -1SN to Wigikuni Long Range Attacks)

## Nizayi (Ni-za-ye)

**Archetype - Healer:** Healers make their way through the world with the strength of their heart and connection to the spiritual realm. Whether guiding herds, healing the sick, or acting as the moral center of their community, they have an ineffable quality.

Path - Snake: Bound with the spirit of the spider, Miiginya strengths are Spirit and Endurance..

**Motivation - Heroism:** You strive to prove your bravery. Maybe just to yourself or to others. Being a hero is about recognition, even if it is just from a single person.

### Background:

Nizayi is young and a bit naive, full of energy and has a strong desire to prove herself/himself. Nizayi sees herself/himself as a bit of a visionary but also suffers from low self esteem. When nervous or around new people, Nizayi often begins to babble in an attempt to seem smart.

### Traits:

- Naive, unsophisticated, a bit of a free spirit
- Ambitious, studious, wants to learn for self improvement
- Eager, devoted, wants to prove themselves

Nizayo excelled early on in the healing arts which led to a lifelong love of medicine. And growing up in Nazibizaan with Elder Kastiki as your uncle, there was never a shortage of wounds to practice on. And never a shortage of "encouragement" to excel.

When word came in about Elder Kochoov, Elder Kastiki picked up Nizayo and headed to Wasagic without even asking. Just expected Nizayo to come along. But the last thing Nizayo wanted was to go tromping in the Masking, filled with bugs, animals that want to eat you, and not a bed in sight.

### Stats

Physical/Power	Strength: 2 Agility: 4	Endurance: 3
Mental/Finesse	Intelligence: 2 Wisdom: 3	Perception: 3
Spiritual/Reserves	Spirit: 3 Will: 3	Charisma: 3

### Derived Stats

PD: 6 (7)	MD: 6	SD: 6
Body: 7	Mind: 9	Soul: 10
Initiative: 8		

### Skills (total Dice Pool):

Ceremony 8	Knowledge 4	RangedWeapons 6
Cooking 5	- (Folklore 6)	Survival 6
Investigation 6	Medicine 7	

### Gifts & Burdens:

- Quirk: Dogged (Level 1) – Anytime Jaya Fails a Skill Check in a Skill that they have at least 1 Rank in, they gain 1 point of Mind.
- Burden: Na ve (Level 1) – All Checks involving Jaya's Wisdom are at +1SN.

### Ability - Mender's Touch (192)

- Activation: Primary Action, 1 point of Mind, 1 point of Soul
- Dice Check: Spirit and Will
- Mender's Touch allows your Character to heal the Physical Damage of one or more Characters. To Activate, the Character must spend a Primary Action, 1 point of Mind, and 1 point of Soul. The Mender must be either sitting or lying down and be totally focused. They may not perform any Secondary Actions while using this Ability.

### Equipment:

- Mag-Sling (+2, -1/0/+2)
- Knife (+1)
- Survival Kit (-1SN Survival)
- Niisi (smart phone)
- Enhanced Clothing 2 (+2PD vs Environmental Damage)
- Ceremony Bag (-1 SN Ceremony),
- Medical Kit (-1 SN Medicine)

