**Patrin-Godbound PC Creation**: 3-1-17

**Campaign Background**:

Welcome to the newest (3rd) installment of the Patrin Campaign.

**What Has Gone Before (Patrin Campaign Part I)**: Exaltation

The first installment of the Patrin Campaign began decades ago with the PCs being well into their adventuring careers in and around the Kingdom of Caithness. The PCs were human adventurer who explored dungeons, and gained wealth and magic by searching out and destroying monsters in the region and acting as mercenaries for local officials. After one such successful adventure the PCs became trapped in the city of Blythe which came under attack by a Mystical Knight called Lord Blackstar (later known to be a Raksha), his Black Steel Mount, and his Epic Wolf ally. The PCs lead a group of refugees through the sewers to escape. Later however, when the PCs made it to the capital of Caithness, Carrick, that city was attacked by terrifying sand creatures as the desert expanded into the realms of men. When the PCs were sent to find the city’s Archmage in his tower to help defend the city, the tower collapsed on them, and they Exalted.

The PCs used their newfound powers to turn back the attack and destroy the sand goblins and giant sand worms, and their Archmage Ogre leader, Sentesh the Eater of Cities. The PCs were then knighted, and became bodyguards and councilors to King Richard of Caithness.

Weeks later during a hunting trip with the King, Richard found the tracks of the Great Silver Bull of Cardiel, and began tracking it. He found it, and it then promptly knocked him out. The Bull transformed into a man-bull hybrid, showed its unparalleled strength and power, and explained that the PCs had exalted, and he, Strength of Many, was to take them to be trained.

With little choice, the PCs went with this immortal being, and met another along the way. A Fox woman named Seven Devils Clever, a much more sociable guardian, took over leading the PCs to their tutor. After weeks of travel, the PCs met a third Patrin, a Praying Mantis creature known as the Last Hunter of Xaal. The Last Hunter spent weeks training PCs in their powers, teaching them the Sacred Hunt, how to shapeshift, and gain mystical Charms, and perhaps most importantly, the history of the Patrin. Once the PCs finished their training they became full-fledged Patrin whose goal was to escape the Labyrinth and free their people from a milieu of imprisonment and torture. This ended Part 1 of the Campaign.

**The Labyrinth and its history**:

1. Thousands and thousands of years ago, the Patrin were created by the Gods as perfect weapons to overthrow the Primordials, the cruel and capricious creators of the Multiverse.

2. The Patrin were too successful and the Gods became fearful of their power. The Patrin were ambushed and overthrown by the Gods (with the help of some other Exalted), and were cast, along with their closest followers, into the bound or “dead” remains of one of the first Primordials they defeated, which took to form of a 30 mile-long ram's horn.

3. Inside the Primordial there was originally no sentient life, only deadly hostile creatures that grew from the hate of the dead Primordial seeking vengeance. The Wyld creatures of the Labyrinth were mimics of creatures in the minds and imaginations of the mortals and the Patrins prisoners.

4. Some of the Patrin survived the initial imprisonment. They bred with each other and used their magics, in order to create new sentient species to house their Exalted Shards if they died. Over the 10,000 years, the Patrin have bred millions of Mortals, Beastmen, ½ Castes, and Terrestrial Beastmen within the Primordial. Essentially acting like a disease, the Patrin overwhelmed the Primordial's immune system in an attempt to break out.

5. Inside the Primordial was nigh infinite space. To escape the Patrin had to cross through one chamber after another (chambers being the size of worlds), passing through terrifying Gates, with each new land/chamber more deadly than the last.

6. It took the Patrin on average, more than a year to travel the distance between Gates. It took much longer to travel that distance guiding civilizations of humans and other offspring. The actual distance between each gate was usually about 10,000 miles. The Patrin spend a lot of time scouting for ways around the Deep Wyld and Pure Chaos that filled each cavern, because it was almost impossible to lead large groups of mortals through these areas. Each crossing cost the Patrin hundreds of thousands of mortal lives.

7. The original name for the Primordial (Labyrinth) was **Ogma the Ravine of Whispers** (a large open mouth/cavern), whose original Fetich Soul was “The Binder of Pain”. After slain by the Patrin tens of thousands of years ago it became **Labyrinth, the Binder in Pain**, whose Fetich Soul is Arad the Hunter.

**What Has Gone Before (Patrin Campaign Part II)**: Migration and Escape

The PCs spent the last couple of decades ushering and herding the remnants of the populations of their “World of Origin, Yrth”, and the land of Caithness, consisting of tens of thousands of people, where the PCs were first mortal.

After its destruction the PCs traveled through Gate after Gate trying to survive and keep their people, the remnants of Caithness and their newly found Beastmen children, alive. Past worlds of ice, vast oceans, darkness, fire and magma, and much worse, PCs manage to make it to the Final Gate, a peaceful place they named Sanctuary, yet they were still imprisoned no less. Sanctuary had one last exit Gate the escape the Primordial Labyrinth, but the Patrin could not open it from the inside. The PCs managed to save about 300 of the descendents of Caithness, including Philip, the son of King Richard, and 54 of their Beastmen children. As a whole, the Patrin had saved about 30,000 mortals, a mere fraction of the hundreds of millions that had once lived.

But the Patrin’s luck after ten thousand years was about to change. A group of mortals “outside” had found the Labyrinth and the Gate. The Patrin were able to communicate with them and convince them to open the locks and release them from the outside.

 The Patrin had finally escaped to find themselves in the Silver Realm, also known as the Astral Plane, the in-between world of the infinite Planes. As far as they could tell, the gods did not know yet of their escape. After rewarding the mortals who released them, the Patrin are now looking for new worlds to colonize for themselves and their rescued populations, while avoiding the gaze of the jealous Gods.

**Prologue-Patrin Campaign Part III**: The Silent Note

 Mere hours after the mortals released the Patrin, they were rewarded and left. The Labyrinth struck back. Taking the energy and power it had drained from the imprisoned Patrin over thousands of years, The Binder in Pain reacted. The great horn blew one silent and soul shredding note. This Silent Note, certainly felt throughout the entire Silver Realm, shredded all life, essence, patterns, and souls and drained them back into itself for hundreds or thousands of miles around, with to goal of draining and re-trapping the Patrin Exalted Essences once again (Think of it as a massive Disjunction and Level Drain). The Silent Note damaged all the Patrin weakening them severely, draining memories, essence, and power, yet it is a testament to their strength and stamina that not a single one was drained completely or re-trapped back inside the Labyrinth.

 The game begins just after the Silent Note is sounded...

**Out of Character Knowledge**:

 In the beginning of this game, the PCs will lose and be drained of much of their previous power. They will be effectively 0 level Demigods. During the first few games, PCs will regain most of their powers and even surpass them. For Part III of the Patrin Campaign the goal is for PCs to go from Level 0 to Level 1 Demigods.

 I am changing to the **Godbound** system because it is less complex than Exalted, but complex enough for good tactical combat that won’t take forever to complete.

 PCs will regain their powers incrementally though rapidly. PCs will gain their powers incrementally in the form of “Charms” and we will continue to use Exalted terminology. For example PCs begin with the following Exalted Powers:

 A) **Tattoos**: Shapeshifting Word: Immune to Forced Physical Transformations,

 B) **Regain Ability to Shapeshift**-Ten Thousand Skins: Slow Basic Changing-ONLY what is in their Library (12 Forms) of Natural Animals, from size of house cat to moose, PC an change into other Forms 1/hour, **For each change beyond the first, the PCs take a step toward Incandescent Power**. If a PC reaches the third step, they change to one of their Primary Forms and are Form Locked.

 C) **Natural and Spirit Form**: Change to human & Spirit form at will, does not affect **Incandescent Power**

 D) **Charm-Ox Body Technique**: +1 HP/Level,

 E)  **Charm-Bruise Relief Method: Shapeshifting Word: Healing 1/day hit points equal to level,**

F) **Knack-Subtle Silver Declaration**: Ten Thousand Skins-Hide Tell, This Knack fails if Incandescent Power is activated.

Previous Patrin Heroes:

Jim: **Viox**, Rogue Ninja, **Waning Moon**, Spirit Animal: Scorpion,

Joe: **Karth**, Martial Artist who has lost everything, **Full Moon**, Spirit Animal: Sabre Tooth Tiger,

Alan: **Kren**, Priest, who has questioned his faith, **Waxing Moon**, Spirit Animal: Tortoise,

Darren: **Davion the Fate Weaver**, Advisor and Tactician, **Half Moon**, Spirit Animal: Spider,

Jeff: **Moonfeather/Aquilla**, **No Moon**, Spirit Animal: Eagle,

Michelle: **Snow Lotus**, **No Moon**, Spirit Animal: Owl

**Patrin PC Creation/Conversion**:

1. **Determine Previous Patrin Characteristics**: Including Spirit Shape and Tell.

2. **Caste**: PCs choose their Caste, each of which has three Primary Attributes. PCs must **pick one** of the three **which will later be equivalent to Facts**.

No Moon (Sorcerers/Crafters/Mystics): Intelligence, Wisdom, Dexterity

 Full Moon (Warriors): Strength, Constitution, Dexterity,

 Waxing Moon (Priests/Courtiers): Wisdom, Charisma, Intelligence,

 Half Moon (Observers/Tacticians): Intelligence, Constitution, Dexterity

 Waning Moon-Changing Moon (Tricksters/Spies): Dexterity, Intelligence, Charisma

 3. **Create Three Facts about PC**: A Fact is an important truth about your hero, one that shapes their past and abilities (Pre-Exaltation). One Fact should be about where they came from or their origins, one Fact should be about how they acquired the skills they used to survive before awakening to their divine power or their past Profession, and one Fact should be about some sort of important relationship or organization, religion, or other group they're involved with. Facts add +4 to PC’s Attribute Rolls/Saves when appropriate.

 All PCs begin with a free fourth Fact: You are a Patrin who Survived the Labyrinth (This give PCs +4 on all survival, hunting and tracking rolls).

 One Fact PCs might consider is having been taught the Martial Strife of the Hunting Beast.

4. **Roll/Pick Attributes**: Roll 4d6, take the best 3, and put them in any order for Strength, Dexterity, Constitution, Wisdom, Intelligence, and Charisma. **OR** you may simply take the set numbers: 16, 14, 13, 13, 10, 8, Please keep track of your original Attributes. PCs might raise them with future Words or Gifts, and may then shift them around.

5. **Record Saving Throws**: Subtract the higher modifier of the appropriate attributes from 15 to determine your three saves. Hardiness (Strength/Constitution), Evasion (Dexterity/Intelligence), and Spirit (Wisdom/Charisma). Patrin can automatically succeed on a roll with the cost of an Effort.

6. **Prowess of Perfect Form**: If any of their Physical Attributes are below 13 they raise to 13 (**2nd Excellency of Strength, Constitution, and Dexterity**)

 7. **Hit Points**: Begin with 8 +1 (**Ox Body Technique**) + Constitution Modifier.

8. **1st Word of Creation (Shapeshifter)**: All Patrin begin with the **Word**: Shapeshifter. This grants immunity to any unwanted Form Change (representing their **Moonsilver Tattoos**), & once per day the ability to Smooth Form (Charm-**Bruise Relief Method**) heal 1 hp/level as an Instant Action.

9. **Free Divine Gift**: Ten Thousand Skins (Lesser/Shapeshifter): **THIS POWER WILL BE SEVERLY LIMITED IN THE BEGINNING OF THE GAME**. See Below

PCs have lost much of their Shapeshifting powers due to the Silent Note. PCs will only retain **12** Natural Animal forms they have gained in their “Library”, and those may only be from the size of a house cat to the size of a moose. PCs will need to Sacred Hunt to gain more shapes.

 In alternate forms, PCs retain their own attributes, hit points, and combat bonuses (to hit), but may use whatever movement types that are natural to your new shape. You may communicate with beasts of your assumed kind when wearing their shape. You do also take on the other shape's natural weaponry, but lose your Strength/Dexterity bonuses to damage (pg. 160).

 The PCs can change to human & Spirit form (these are their natural forms) at will, without activating Incandescent Power.

 **PC may change into other Forms once per hour** without difficulty. **For each change beyond the first, the PCs take a step toward Incandescent Power**. If a PC reaches the third step, they change into one of their Primary Forms and are Form Locked for the scene (into one of their True Forms).

 PCs have also learned the following Knack: Ten Thousand Skins: Knack-**Subtle Silver Declaration**-The PCs can hide his or her Tell, Moonsilver Tattoos, and any other noticeable characteristics such as scars, birthmarks and blemishes that would identify the Patrin. This Knack fails if Incandescent Power is activated.

10. **Pick 2 more Words**: These will be gained in the future. PCs must choose their second Word from their Caste (See list below), and may choose a Word from any list as their 3rd choice. Once PCs have chosen their other two Words, I will email them their list of Powers later. Some Words chosen may affect Attribute choices.

No Moon (Sorcerers/Crafters/Mystics): Beast, Artifice, Knowledge, Sorcery (Cannot take Adept of the Throne),

 Full Moon (Warriors): Beast, Bow, Might, Sword,

 Waxing Moon (Priests/Courtiers): Beast, Command, Health, Passion,

 Half Moon (Observers/Tacticians): Beast, Endurance, Journeying, Luck,

 Waning Moon-Changing Moon (Tricksters/Spies): Beast, Alacrity, Deception, Night,

11. **Choose Weapon/Armor**: PC can choose any from List Below (Their magic items have been drained by the Silent Note)

12. **Determine Wealth**: PCs start with 0 Wealth (not particularly important to PC Demigods).

13. **Determine Attack Bonus and Damage**: Base Attack is +1 plus attribute modifier, Damage is based on weapon + attribute modifier,

14. **Determine Armor Class**: Based on Armor and Attribute Modifiers

15. **Record Effort**: 1

16. **Record Influence**: PCs begin with 0, but will gain some in the future.

17. **Record Dominion**: PCs begin with 0, but will gain some in the future.

18. **Create Background**: Give basic background and history of PC

19. **NOTE Patrin No Moon Sorcerers**: Patrin may not take Adept of the Throne (Sorcery Greater Gift).

 20. **Other Characteristics**: All Patrin have Consuming Temptation (PCs must choose one) and Incandescent Power (See below).

**Armor Types**: **Base AC**: **Examples**:

None 9 Skin or Clothing

Light 7 Leather or Hides

Medium 5 Mail or Light Plate, -4 to one save (Evasion)

Heavy 3 Heavy Plate, -4 to two saves (Evasion and choice of other)

Shield -1 Bonus No save penalty

**Weapon Types**: **Damage**: **Attribute**: **Example**:

Unarmed 1d2 Str/Dex Punch, kick, bite

Light 1d6 Str/Dex Dirk, club, rapier

Medium 1d8 Str Sword, spear, mace

Heavy 1d10 Str Great Sword, maul

1H Ranged 1d6 Dex Pistol, javelin, knife

2H Ranged 1d8 Dex Bow, crossbow, rifle

The Words of Creation

Alacrity Agility and swiftness in motion

Artifice Building, repairing, and destroying objects

Beasts Command and transformation of beasts

Bow Ranged combat and impossible accuracy

Command Leadership, rule, and enforced obedience

Deception Trickery, stealth, illusion, and lies

Health Vigor, healing, and the command of disease

Journeying Swift, unhindered travel over far distances

Knowledge Knowledge both mundane and supernatural

Luck The having and giving of luck good and bad

Might Raw strength and its use in tremendous deeds

Night Darkness, sleep, night-passage and dreams

Passion Emotion, devotion, grudges, and yearnings

Sorcery Initiation into theurgic spellcasting

Sword Melee combat and unarmed struggles

**Consuming Temptation (Primordial Curse/Virtue Flaw)**:

Patrin are prey to some titanic passion or dark compulsion that tends to surface at moments of strain. When the character is created, the player chooses one ambition, craving, or drive for the PC, perhaps as a tremendous hunger for beauty, a hatred of a type of foe, or a craving for being glorified by others. This ambition can change during play with the GM's permission and a suitable rationale. If the Patrin ever has **all their Effort Committed** in a moment of great strain or danger where they are facing the loss of something precious to them or have been brought below half their maximum hit points, the stress and passions of the moment are subverted by the temptation. While they can control themselves long enough to deal with the immediate combat or crisis that provoked the temptation if their lives are at stake, they immediately afterwards are driven to throw themselves into indulging their craving.

After the crisis, until they somehow extravagantly satisfy the temptation or spend at least a day pursuing it with utter disregard for their own best interests or prudence, they cannot Commit Effort or Influence to anything not related to pursuing that temptation. Existing Influence Commitments will rapidly collapse unless the Patrin satisfies their passions soon enough to return to overseeing their projects. A Consuming Temptation can flare up no more than once per month, no matter how many moments of crisis the Patrin faces.

**Incandescent Power (Anima Banner)**:

Using the Patrin's abilities may results in some obvious penumbra or insignia. A certain amount of the Patrin's Effort is "subtle" and may be Committed without causing any obvious effects, beyond whatever gift or miracle is being used in a scene. **At first level**, **this is one point of Effort per Scene**, increasing by one point at levels 3, 6, and 9. All the rest of the Patrin’s Effort is overt. Committing this Effort to a gift, automatic saving throw, or miracle will cause some sort of visible effect.

The first overt point Committed will cause some minor but perceptible change. The Patrin's Caste mark glitters and is visible from all angles and his Tell becomes prominent. These changes are usually only perceptible to someone within melee range or someone who's already watching the PC. Subtle Silver Declaration begins to fail.

The second overt point Committed will amplify the effect: the Patrin's Caste mark and tattoos burn and shine with a blue silver fire through anything placed over them. This insignia has no mechanical effect, but it's obvious to anyone in the Patrin's immediate vicinity and makes non-magical stealth largely impossible.

The third and further overt points Committed increase the Caste Mark, tattoos, burning aura, and Totemic image Anima to its biggest, brightest, loudest level. The coruscating beacons and burning banners created at this level are not just obvious to those around the Patrin, but are bright or loud enough to attract attention several hundred feet away. Also at this stage the PC changes to one of their Primary Forms and are Form Locked for the scene.

These insignia die away at the end of a scene, even if the Effort is still Committed. Committing and de-Committing the same point of Effort counts toward the total, so a PC who activates a gift with a point of overt Effort, deactivates it, and then activates it again with the same point has stacked up two points worth of insignia. The specific nature of the insignia usually depends on the type of Patrin, though it often has a personal touch unique to the specific hero's powers and nature. Patrin with the gifts of Deception or other divine powers of concealment can stifle these insignia as part of their powers. Thus, a Patrin who uses their powers to go invisible will not be given away by a blaze of light. Once they drop their abilities, however, any current insignia are extremely perceptible.

**Martial Strifes**:

 Martial Strifes are the equivalent of Exalted Terrestrial/Celestial Martial Arts. They are broken down into Lesser Strifes and True Strifes. The PCs only have access to **The Strife of the Hunting Beast**. PCs may choose to have learned all three levels of the Lesser Strife of the Hunting Beast by dedicating a Fact to having learned it. In order to learn the True Strife Techniques, the PC must dedicate one Point of a Lesser Gift to learn each technique (If PCs had already taken one or more Martial Arts Charms, they should consider using a Fact to have learned the Lesser Levels).

True Strifes are learned in a particular order. First, the pupil learns the entrance technique for the art, the first technique listed in the Strife's description. Learning this technique costs one point, the same as learning a lesser gift. Next, the student learns any or all of the four following gifts that form the body of the art, paying one half of a point for each. Once all five earlier techniques are mastered, the adept may perfect the finishing technique of the Strife for one gift point. Thus, completely mastering a Strife costs four gift points

**The Lesser Strife**:

Many hunting tribes are known for preserving versions of this lesser Strife, teaching their most capable warriors the secrets of the prowling predator's arts. Outsiders are rarely invited to learn these things without winning the respect of the tribe's elders, and that process can often involve numerous painful feats, including some assaults on rival tribes that might not sit well with a student's conscience.

Initiate: The initiate treats their training as a helpful Fact for all stealth or ambush ability checks. They gain a +4 bonus to hit and damage rolls against an unwary target.

Disciple: The adept’s unarmed attacks count as weapons that do 1d6 damage. By spending an action, the disciple can vanish into natural outdoor surroundings for a round, becoming imperceptible to onlookers. This ability can be used only once per scene, and worthy foes can roll a Spirit save to resist it.

Master: The adept’s unarmed attacks count as magical weapons that do 1d8 damage. They may Commit Effort for the day to attack a target twice. For mortals with multiple attacks in an action, all attacks are doubled. This ability can be used once per target per scene.

**Techniques of the Hunting Beast**:

The God that Prowls: Vanish to one enemy target

Mask of Grasses: Disappear briefly in nature

Talons of the Stalking Beast: Your unarmed blows are silent

The Taste of Blood: Track a bloodied foe unerringly

Cull the Huntsman's Pack: Slaughter guard beasts

Red Jaws of Frenzy: Berserk against a chosen foe

**This Strife disallows armor or non-melee weapon use with it**.

**The God that Prowls**: On Turn. The adept chooses one visible creature as prey, becoming imperceptible to that target. If the adept launches a weapon or unarmed attack against the victim, the blow hits automatically and does maximum

damage. Once the adept has attacked a target, they are immune to this technique for the rest of the scene. Only one creature can be targeted at a time, and worthy foes get a Spirit saving throw to resist this power.

**Mask of Grasses**: Action. The adept vanishes into natural outdoor surroundings, becoming imperceptible to all onlookers for one round. The effect is broken if they attack or otherwise draw attention. Each use of this ability after the first in a scene requires the user to Commit Effort for the scene. Worthy foes can make a Spirit saving throw to pierce the concealment.

**Talons of the Stalking Beast**: Constant. The adept’s unarmed attacks count as a magic weapon that does 1d10 damage. Unarmed attacks made by the adept stifle all alarm cries or warning sounds made by the victim for one round after the attack.

**The Taste of Blood**: On Turn. Once the adept hits a victim or has tasted a victim’s freshly-shed blood, they can unerringly sense their direction and distance until dawn.

**Cull the Huntsman’s Pack**: Constant. The adept’s attacks against natural or magical guard beasts and other animal servitors of intelligent beings automatically hit, and their Fray die always does maximum damage if applied exclusively to the beast.

**Red Jaws of Frenzy**: Instant. Commit Effort for the day and pick a target. The adept may use their action to make three attacks against the target. They may repeat this action each round, but the first time they use their main action for

the round to do anything except physically attack this target or are prevented from attacking the target for a round, this gift ends and cannot be triggered against the same target during this scene. Movement, Instant, and On Turn powers may be used without disrupting the gift. If used by a creature with multiple attacks per action, their allowed attacks are doubled, but must all be targeted at the same foe. If used with The God that Prowls, only the first attack is an automatic hit.

Example Patrin-Godbound NPC (New-Beginning NPC):

**Strength of Many**

Caste: Full Moon (Warrior):

Spirit Shape: Bull,

Tell: Bull Legs

Consuming Temptation: Berserk Anger-Kill anything that moves, beginning with hostile targets and ending with destroying everyone else and the local surroundings

Incandescent Power (Anima): A Great Silver Bull

Words: Shapeshifting, Might, Sword,

Level: 0/1st

Influence: 0

Dominion: 0

Effort: 1

Attributes Modifiers Check

Str. 16 (16) +2 5+

Dex. 13 (8) +1 8+

Con. 14 (14) +1 7+

Wis. 13 (13) +1 8+

Int. 10 (10) +0 11+

Cha. 13 (13) +1 8+

Facts: Facts that apply to the situation add +4 to attribute checks (not to hit/damage)

1) He is an escaped slave for the gladiator pits, who despises and hates slavery and slavers, doing his utmost to end it

2) Believes everyone needs to earn their place in life. Those who work hard and try are honorable, but those who live on the hard work of others are detestable.

3) He was taught The Lesser Martial Strife of the Hunting Beast by Uka the Boar

4) He is a Patrin who survived the Labyrinth.

Saves:

 Hardiness: 13+

Evasion: 14+

Spirit: 14+

Hit Points: (10):

AC (No Armor, Dex +1): 8

Weapons: Great Axe: 1-10 +2, Fist: 1-8 +2 (Counts as a magic weapon)

Wealth: 0

Equipment: None,

Fray Die: 1d8

**Gifts**:

 **Word (Shapechanging)**: No unwanted shape alternation, smooth wounds (Bruise Relief Method) 1/day (heal 1 hp/level),

Ten Thousand Skins (Free/Lesser/Shapechanging): Change into animals from size of a house cat to moose.

 Knack-Subtle Silver Declaration-The PCs can hide his or her Tell, Moonsilver Tattoos, and any other noticeable characteristics. This Knack fails if Incandescent Power is activated.

 Prowess of Perfect Form: If any of their Physical Attributes are below 13 they raise to 13 (2nd Excellency of Strength, Constitution, and Dexterity)

Ox Body Technique: +1 HP already added in.

NOTE: Strength of Many was tremendously strong before suffering from the Silent Note. He will regain his strength over the course of 0 and 1st Level.

Example Patrin-Godbound NPC:

**Seven Devils Clever**

Caste: Waning Moon (Trickster/Spy)

Spirit Shape: Fox

Tell: Tufted and pointed ears

Consuming Temptation: Heart of Tears-Can only weep at the wretched state of the world

Incandescent Power (Anima): Stylized Purple Fox

Words: Shapeshifting, Alacrity, Deception,

Level: 0/1st

Influence: 0

Dominion: 0

Effort: 1

Attributes Modifiers Check

Str. 13 (13) +1 8+

Dex. 13 (8) +1 8+

Con. 13 (10) +1 8+

Wis. 14 (14) +1 7+

Int. 13 (13) +1 8+

Cha. 16 (16) +2 5+

Facts:

1) She was a street urchin and rogue who survived on the tough streets of the city of Nexus.

2) She destroyed a Chimera who plagued her city using her intelligence and cunning.

3) She despises mafias' and street gangs that terrorize cities and the local poor.

4) She is a Patrin who survived the Labyrinth.

Saves:

 Hardiness: 14+

Evasion: 14+

Spirit: 13+

Hit Points: (10)

AC (None): 8

Weapons: Punch: 1-2 +1, Short Sword/Rapier Combo: 1-10 +2, Throwing Knives: 1-6 +2,

Wealth: 0

Equipment:

Fray Die: 1d8

**Gifts**:

**Word (Shapechanging)**: No unwanted shape alternation, smooth wounds (Bruise Relief Method) 1/day (heal 1 hp/level),

 Ten Thousand Skins (Free/Lesser/Shapechanging): Change into animals from size house cat to moose.

 Knack-Subtle Silver Declaration-The PCs can hide his or her Tell, Moonsilver Tattoos, and any other noticeable characteristics. This Knack fails if Incandescent Power is activated.

 Prowess of Perfect Form: If any of their Physical Attributes are below 13 they raise to 13 (2nd Excellency of Strength, Constitution, and Dexterity)

Ox Body Technique: +1 HP already added in.

NOTE: Seven Devils Clever was extremely dexterous and charismatic before suffering from the Silent Note. She will regain her attributes and gifts over the course of 0 and 1st Level.