

The Woman with Three Shadows.

*If you must have a Legend, why not make it multiple-choice?
Tales are told of the mortal sorceress who gave up her humanity to slay a great evil and free the chained realms. Her name is lost, and she rules now from the shadows as the Silverthorn Countess. Meanwhile, in a land nearby, a lonely barmaid is growing up and building her life as Mayor of a strange little town. The Legend of Sedgewick is slowly growing, and mighty heroes from far lands come to delve into its dungeons. One of those is a sun-tressed enchantress. A fae hero who wields all aspects of magic.*

Gain a powerful Glamour that separates your roles and confuses any but the most powerful of gods. Gain an ability aligned to each of your roles.

The Lonely Barmaid: Your tavern is part of your realm and controlled by you. No one but you may use poison within it. If you choose to, you can increase the potency of alcohol consumed for an evening by 50%.

The Silver Sorceress: Your **Moon Blade** spell is twice as effective, doing $400 + (5 \times \text{DEX})$ damage, and may cause critical hits like a ranged attack. If you expend the mana each round, the silvery scimitar will continue to attack your enemy.

The Silverthorn Countess: In your own land, you control the Silverthorne that grows everywhere, and it is a foolish person who disregards their poisonous thorns. When traveling, your daggers drip with the poison that pervades your realm. Add $100+5x$ (Poisoner Skill) to all attacks with Silverthorn weapons.

Name:	Suzette	Titles: The Lonely Barmaid, The Silver Sorceress, Countess Silverthorn, Priestess of Hermes, Dungeon Keeper, Mayor of Sedgewick, Witch of the White Circle	
Class:	Contract Worker: Barmaid with Three Shadows (+5 CHA, +5 RAD, +5 INT)		
Level: 16	16	63000/73000 needed for Level 17	
Race:	High Fae		

Heritage:	Lady Morninglade's Apprentice					
Legend:	The Girl with Three Shadows					
Role:	The Lonely Barmaid					
Quest: Rats in the Cellar	Clear the rats in the basement of the Lonely Lass tavern.					
Quest: Rats in the Cellar 2	Investigate the BIG rats in the cellar and where they come from.					
Quest: Dungeons Dark and Dangerous	Venture into a Dungeon and bring back proof of having killed one of the terrifying bosses that live there.					
Quest: Unicorns?	Find out if unicorns are real and where they are coming from? Suzette needs three hairs from a unicorn tail.					
Quest: To the Market We Go	Find the mysterious market and bring back a cup of toadstool powder to make an antidote for ghoulish infections.					
Quest: Stinky Cheese Part 1	Find out who is stealing the cheese from Betty, the Milk Maid					
Stats:	Base (200+200 per L)	Perks and Gear	From Stats	Total		
Health	3400	400+50+800+500=1750	2710	7860		
Stamina (x3)	3400 x3 = 10200	+500x3=1500	8070	19770		
Mana	3400	2000+1400+1000+500=4900	10160	18460		
Characteristics						
Stat:	T4 Base	Rank	Cap	Experience	Gear and Bonuses	Total
STR	22	0	5	9		
DEX	34	0	5	21		
AGI	37	0	5	24		

CON	21 (23)	0	5	13	+2		
INT	42	0	5	24			
WIS	27	0	5	14			
CHA	50 (58)	0	5	31	+8		
PER	7	0	5	4	+1		
RAD	51 (58)	0	5	33	+4+3		
Magic Items		Description					
Sun Blessed Staff of Evergreen		<p>-Spells cast from the domains of Light, Nature, or the Sun will have increased effect and damage.</p> <p>-Spells granted by the Goddess Evergreen will have increased effect and damage.</p> <p>-The bearer of this staff increases their Radiance by +1 point per Tier</p>					
Phial of Elder Starlight		<p><i>Created at the dawn of humanity by a Fae Lord who loved a mortal, it will give light in dark places if worn by someone with mortal blood.</i></p> <p><i>When worn by a descendent of the Fae, the Phial helps them to see the truth behind illusions.</i></p>					
Souvenir T-Shirt from the Red Chapel		+10 mitigation, +2 Con					
Signet Ring		+100% Poison and Silver Damage. Storage Device					
Coronet		<p><i>500 Mana Per Tier, +100 Health Per Tier, +2 CHA Per Tier</i></p> <p><i>When the coronet is visible, the ruler is clothed according to their station in a flowing gown of white silk trimmed in silver and jade or a full set of Fae-made Silverthorne armor</i></p>					
High Clerics Merciful Ring of the Eagle		Healing spells +100 health, +1 Perception					
Minor Ring of Health		+50 Health					
Brilliant Silver Hoop		+2 RAD					
Bright Copper Hoop		+1 RAD					
Lady Mourninglade's Hair Sticks		<p>Lady Mourninglade's hair sticks. (Legendary)</p> <p><i>These enchanted hair sticks seem quite ordinary and will keep a lady's hair in place, no matter how a battle or storm rages. These manticore tooth daggers seem quite ordinary are disguised as hair sticks. They will penetrate most armors easily, delivering a deadly, poisonous bite. Each use per day diminishes the poison effect.</i></p>					

Skills:							
Name	Stat	Level	T3 Total	Earned in T4			P/S/T
Road of Shadows (Aspect of Shadows)	CHA	15	10500				Primary
Light of the World (Aspect of Radiance)	RAD	15	10500				Primary
The Green (Aspect of Nature)	WIS	15	10500				Primary
Virulent Magic (Aspect of Poison)	INT	15	10500				Primary
Nigh-Invulnerable Poison Resistance	CON	15	10500				Primary
Garrote	STR	15	10500				Primary
Knife Fighting	DEX	15	10500				Primary
Dart/Shuriken	DEX	15	10500				Primary
Probably Poisoned Pie	DEX	15	10500				Tertiary
Poisoner	INT	15	10500				Primary
Enchantment	CHA	15	10500				Tertiary
Brewing	WIS	15	10500				Tertiary
Stealth	AGI	15	10500				Primary
Climbing	AGI	15	10500				Primary

Crippling Strike	INT	15	10500				
Shadow Assassin's Avoidance	AGI	15	10500				Tertiary
Skinning	DEX	5	1000				Primary
Scrimshaw	DEX	3	350				Primary
Shark Hunting	STR	3	500				Primary
Woomera	DEX	5	1000				Primary
Fishing	WIS	5	1000				Primary
Hide Crafting	DEX	5	1000				Primary
Hermetics	INT	15	10500				Primary
Strange Alchemy	INT	10	4500				Hermetics Sub-skill
Rune Lore	INT	5	1000				Hermetics Sub-skill
Astrology	WIS	0	0				Hermetics Sub-skill
Strike Undead	RAD	10	4500				Primary
Teaching	INT	7	2100				Tertiary
Bulldogging	STR	1	100				Primary
Bull Leaping	AGI	5	1000				Primary
Butchering	STR	8	2800				Primary
Slaughter	STR	5	1000				Primary
Choice Cuts	WIS	5	1000				Primary

Precision Cuts	DEX	5	1000				Primary
Anatomy of a Monster	INT	5	1000				Primary
Meat Hook	DEX	2	150				Primary
Nigh-Invulnerable Poison Resistance	CON	15	10500				Primary
Adze	STR	15	10500				Primary
Strike Undead	RAD	15	10500				Primary
Demon Slaying	RAD	15	10500				

Enhancements :	Description	Next Rank	Cost	
Extra Mana 5	+1400 Mana total	Extra Mana 6	30	
Extra Health 4	+800 Health total	Extra Health 5	25	
Pack Hunter 3	+60 damage vs elite monsters when in a group.	Pack Hunter 4?	Unknown	
Distant Shot 2	+100% range to all ranged attacks.	Distant Shot 3	10	
Critical Shot 2	Increased chance of a critical hit when using a ranged attack.	Critical Shot 3	30	
Jumping Jack 3	You may leap four times your normal distance.	Jumping Jack 4	3	
Endless Breath 2	You may hold your breath for 10 minutes of normal activity.	Endless Breath 3	3	
Trust Me! 4	Your Winning Smile inspires trust in all tier 2 creatures and helps with tier 3.			
Mitigation 3	You take less damage from physical attacks. 30 less damage, total of 60.			

Fae Sight 5	Discern magical auras on creatures to Tier 6. Identify magical items to Tier 6. See clearly in complete Darkness. Identify spells by name and effect as they are cast.	Fae Sight 6	30	
Shadow Skulker 4	Move silently and unseen with the help of shadows. Perception tests are suppressed by -20 points. Light and your actions can negate this. Affects Tier 5 and lower creatures.	Shadow Skulker 5	25	
Fae Resistance 2	<i>Before, your thin blood made you resistant to charms and beguiling. Stronger now, you resist all harmful magics.</i> There is a 35% chance that a harmful spell does not affect you. If the spell causes you damage, you take 35% less. The exception to this is the spells crafted by those who hunt your kind. Be wary of the Inquisition.	Fae Resistance 3	30	

Perk Name	Description	
Perk: Dig 4	Dig at ten times the normal rate creating tunnels that don't cave in.	
Perk: Haul 5	You may pick up and move objects weighing six times your normal limit.	
Perk: Sleepless in Seattle 2	You only need 2 hours per day of sleep.	
Perk: Endure 4	Nothing gets you down or keeps you from working.	
Perk: Push Onward 2	Usable once per day. Cost: 1000 Stamina or Health. Gain +5 STR, and +5 Universal Mitigation for 10 minutes. Usable a second time for a cost of 2000 Stamina, and a third and final time for 3000 Stamina.	
Perk: Tastes like Steak	Convert food and food-like substances you put in your mouth tasty roasted meat, or another of your favorite dishes.	
Perk: Hunter's Slyness	Your scent is masked from both other hunters, and your prey. High Perception can negate this.	

Perk: Fae Resistance	<p><i>Before, your thin blood made you resistant to charms and beguiling. Stronger now, you resist all harmful magics.</i></p> <p>There is a 30% chance that a harmful spell does not affect you. If the spell causes you damage, you take 30% less. The exception to this is the spells crafted by those who hunt your kind. Be wary of the Inquisition.</p>	
Milestone Abilities		
Milestone Bright as the Sun (CHA and RAD)	<p><i>Magic and Light are your heritage.</i> High CHR and RAD reward you with +1000 Mana.</p>	
Milestone Three Shadows (CHA and INT)	<p><i>The Fae walk among mortals unseen, showing the face that suits them for a time.</i> High CHR and INT have given you the ability of Three Shadows, a powerful Glamour. Are you a dark-haired Lonely Barmaid? Or a sun-haired daughter of the Fae? Or something more terrible? Your identities are very distinct, and not a simple illusion. Only those you choose to trust will know the truth. Gain three additional Perks, only usable with one of your shadows.</p>	
Milestone Healing Aura (RAD and CHA)	<p><i>Fairy magics do not need the clumsy gestures and shouted words of mortals.</i> High DEX and CHR reward you with Subtle Casting. It takes a keen eye to see that you are casting a spell. Devising a counter to your spells or reacting to them is difficult even for a skilled mage.</p>	
Milestone Grace of the Elder Race (AGI and CHR)	<p>The natural grace of your heritage is augmented by your high AGI and CHR, bestowing upon you the Grace of the Elder Race. +30% to any avoidance skill, or a skill involving balance. Your posture and poise show in every move you make.</p>	
Milestone Insight (RAD and INT)	<p>Quick minds and sharp eyes discern the truth. High RAD and INT give you the perk: Insight. You spot the lies others tell, and the more they talk, the more they reveal about themselves. Half-Truths and carefully worded truths might still fool you. Simple glammers and illusions are seen for what they are.</p>	
Milestone Healing Aura (RAD and DEX)	<p>Those around you are blessed by the Healing Aura that you can project. Anyone within ten feet of you will have small wounds slowly healed and larger wounds made smaller. Whenever an ally within 100' of you is injured, you may use Triage to heal 200 health and stop active bleeding. Cost: 50 mana.</p>	
Milestone Light Step (AGI and RAD)	<p><i>Like all the Fae of Alfheimr, you can dance across the morning dew and race upon the snowflakes leaving no tracks.</i> RAD and AGI give you the perk: Light Step. Rough ground, ice, slippery stone shingles, or a hallway covered in caltrops will not impede your step or slow</p>	

	you down. You are sure-footed in the most extreme conditions. You leave no tracks when you travel.		
Milestone Metamagic (DEX and INT)	Fast Casting has been upgraded to Metamagic. Whenever you cast a spell, you may double its area of effect, range, damage, healing, or a number of targets. This comes at the cost of three times the normal mana cost.		
Milestone Alert (AGI and INT)	<i>It is nearly impossible to take a child of the Light Fae by surprise.</i> When conflict begins, your high AGI and INT make you Alert , and allow you to react quicker than your foes. Your weapons will appear in your hands, and spells will be ready to cast. You may attack before your opponent if you were not surprised or asleep. If you surprise opponents, you may attack or cast a spell before they realize they are in a fight, and then immediately do so again.		
Milestone Skilled Acrobat (AGI and DEX)	High AGI and DEX grant you the perk: Natural Acrobat . Your heritage gives you a supple body and perfect balance. You are skilled at tumbling, walking a tightrope, or swinging from a trapeze. If you have an evasive defense skill, it gains a 30% bonus .		
Trifecta Level 3	+500 to Health, Stamina, and Mana		
Quadratic Level 3	All of your items gained as rewards are now bonded to you and cannot be lost through death.		
Five Prophecies	-The 5th Hidden Lord continues to be interested in you. They note that you would only be constrained by the slow pace of learning in a College of Magic, and respect your choice to take power from your enemies. They encourage you to claim your own tower and teach others. -The Emperor on his yacht thinks of you often and thanks you for his day off. Perhaps he will come to visit? -Evergreen, Goddess of Nature, sends aid to your blighted land, twisting Druidic magic to your advantage. -Your Adversary has struck against you and failed. All hail the new Countess of the Fae Court. -The God of War's anger has grown. Find a way to placate him or you will face the full force of his wrath because of your actions. One of his captains plots against you, and will strike to gain his favor.		
Spell	Description	Mana Cost	Type
Circle of Runes	Create a basic circle of runes, limited by the runes you have studied. The circle will enhance spells cast from within it, if the runes have synergy with the spell.	100 to 1000	Fae Magic

Bugs!	Up to four Giant bugs the size of large dogs appear and do your bidding. You choose the type, which may give them special abilities. You may also choose to summon a swarm or normal sized bugs.	100 per Bug	Fae Magic
Minor Illusion	A simple illusion that will fool mortals, but not a High Fae. The least illusion spell.	100 or more depending on size and scope.	Fae Magic
Ignite	A simple spell that creates flame from a candle to a small campfire. Range of 100'. The fire lasts only a few seconds.	50 mana.	Fae Magic
Levitation	Release one to four willing people from the bounds of gravity, and move them up or down as you will. The unwilling may be affected, but with much higher cost and difficulty.	100 mana per person per minute.	Fae Magic
Grey Dogs	Summons two spirits of shadow who will protect you and guard your flanks. Over time they will become as intelligent as a trained dog, and grow more substantial.	400 mana	Shadow
Shadow Step	Teleport to a nearby shadow, with a chance to be hidden based on your stealth and shadow skulking skills.	100 mana	Shadow
Shaded	Shadows wrap around you, enhancing certain spells and granting +20% to avoidance skills if the area is not in bright light.	100 mana, duration 10 minutes.	Shadow
Death of the Sun	Absorb the light from a large area, creating shadows, and pools of darkness. This is a very noticeable effect and will persist as long as you concentrate.	1000 mana.	Shadow
Sacrificial Twin	Creates a double that takes any surprise attack. You teleport to a nearby shadow.	500 mana	Shadow
Moon Blade	(Attack spell of moonlight) A Silvery scimitar does direct damage (slashing).	200 base damage for 100 mana	Shadow
Triage	Whenever an ally within 100' of you is injured, you may use this spell to heal 200 health and stop active bleeding.	50 Mana	Nature
Frost Blaze	Small AOE, 5' radius, does either fire or cold, which ever hurts more.	100 mana cost.	Nature
Consecration of Stone	Consecrates an area of stone or similar material in preparation for rune carving or dedicating a building to a god or goddess.	10 mana per 1 square foot of stone	Nature

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