

Lyra

Lyra Sonare Concordia

Brawling:	Gr(+2)(15)	Reputation:	Gd(+1)(10)
Agility:	Gd(+1)(10)	Health Points:	46
Strength:	Cm(0)(6)	Story Points:	41
Endurance:	Gr(+2)(15)		
Willpower:	Gd(+1)(10)		
Intelligence:	Gd(+1)(10)		
Perception:	Gr(+2)(15)		
Resourcefulness:	Cm(0)(6)		

Skills

Language: Traveler's Creole, Human (Central), Rakshasa Vak.
Acrobatics: (+1) bonus when defending in combat.
Pressure Points: deliver a knockback, knock out, or critical hit even when no damage is done.
Quickstrike: (+1) bonus to Perception in hand-to-hand combat.
Weapons, Blunt: (+1) bonus when fighting with blunt weapons.
Unarmed Combat: (+1) bonus to Brawling when unarmed.



Powers

Rakshasa Shapeshifting: Pr(-1)(4)

Lyra is a Rakshasa, a species long thought to be extinct from the world of Haven. As a natural shape-shifter, she has learned to take on four different forms, but can never revert back to her true form (inherent limitation). By default, she appears to be a human female under every technological, magical and psychic test available on Haven. Her three other forms are:

Snowy Owl

B	A	S	E	W	I	P	R	Rep	HP	SP
Gd	Gd	Pr	Gr	Wk	Wk	Cm	Dr	--	39	11

- Sharp Attack: **Pr**
- Enhanced Vision: **Gd**
- Night Sight: **Gd**
- Flight: **Cm**

Black Bear

B	A	S	E	W	I	P	R	Rep	HP	SP
Gd	Cm	Ou	Ou	Wk	Wk	Pr	Dr	--	56	9

- Sharp Attack: **Ou**
- Speed: **Wk**
- (+1) bonus when making wrestling holds.

Silver-Grey Otter

B	A	S	E	W	I	P	R	Rep	HP	SP
Wk	Gd	Wk	Wk	Wk	Wk	Cm	Dr	--	16	11

- Sharp Attack: **Wk**
- (-1) penalty to being detected, followed, or tracked.

Sense Rakshasas: Pr(-1)(4)

When Concordia gets within 80 m (240 ft) of other Rakshasas, no matter what form they've taken, she feels a particular kind of warmth and vibration in her skin, and becomes immediately aware of them. It is the only way to detect a Rakshasa.

Magic: Ex(+4)(30)

As an Orange Wizard, Lyra follows the path of *Muk Wu Jen* in the magical traditions of Haven, a specialization that gives its practitioners several bonuses and penalties:

- All spells tap *The Source Without*.
- (+2) bonus and +2 levels damage / effect when casting *muk* spells that are attack-oriented Physical powers.
- (+1) bonus and +1 level damage / effect when casting all other *muk* spells.
- No bonuses or penalties for casting *fo*, *bhum*, *shui*, *feng*, and *kung* spells.
- (-3) penalty and -3 levels damage / effect when casting all other spells, including spells that are Mental powers, plus Sense Magic, Invisibility, and Control Weather.
- (+1) bonus when casting spells on herself.

Her repertoire of spells includes:

- Sense Magic³
- IR Sight + Night Sight^{1 4}
- Enhanced Touch¹
- Enhanced Taste¹
- Enhanced Hearing¹
- Adapted to Water¹
- Extra Attacks, +5^{1 2 5}
- Corrosive Attack^{1 2}
- Blunt Attack^{1 2}
- Sharp Attack^{1 2}
- Armor¹
- Regenerate¹
- Conjure³
- Quickening: **Extraordinary** Strength boost.^{1 2}
- Riastartha: **Extraordinary** Brawling and Agility when defending in combat; **Extraordinary** Perception when determining who goes first.^{1 2}

¹ *Muk* spells.

² *Muk* spells that are attack-oriented Physical powers.

³ "Other" spells.

⁴ This spell counts as two spells.

⁵ This spell counts as six spells.

Gear

(2) Twin Wands

Price: **Ph(+5)(40)** each

- Material: **Ph(+5)(40)**, mystically reinforced *malus* (apple wood), capped with jade on each end. On mental command, these twin wands can change size from being as small and thin as a pencils to grow as large as a three meter (10 ft) poles. Lyra prefers to use them at the length and thickness of fighting staves.
- Protection from Physical Attacks: **Ou(+3)(20)**
- Protection from Energy Attacks: **Ou(+3)(20)**
When crossed together, in her hands or on the ground, the wands can generate protective shield around Lyra.
- Telekinesis: **Ou(+3)(20)**
Anything pointed to within 400 m (1,200 ft) can be hit, picked up, moved, or thrown back with **Outstanding** force, but more complex manipulations aren't possible.
- Protection from Magical Possession: **Ou(+3)(20)**
The wands are bonded to Lyra; They will not work for anyone else unless she gives them as gifts, or she dies. When separated from them, she can call them mentally, and they'll fly to her from as far away as 400 m (1,200 ft).

Leather Coat, Trousers, & Gaiters

Price: **Cm(0)(6)**

- Material: **Pr(-1)(4)**, leather, dyed a vibrant orange.
- Armor: **Pr(-1)(4)**

Contacts

Lord Lex Starling of Zephyr Run: Ou

Primary contact for the patrons of the Band of the Sky Mark.

Description

Appearance

Lyra Sonore Concordia appears to be a human female in her mid thirties, about 175 cm (5 ft 9 in) tall and weighing about 55 kg (120 lbs), with a slim build, tan skin, hazel-blue eyes, and golden curls. She usually dresses in vibrant orange to declare herself a follower of the *Muk Wu Jen* path of Wizardry, and trims her skirts and trousers in a paler version of the diamond pattern signifying the human Clan Harlequin. As a snowy owl, she sports a sprinkling of silvery-grey feathers on her otherwise white body and has a pair of golden eyes. As a bear, she's a dark wall of muscle and fur. As an otter, she's a silent silvery flash, darting from the underbrush to the water before most people even notice her.

Background

In the time of Lord Starling's great grandfather, the first Lex, Zephyr Run started to face a variety of dangers unlike the bandit raids, border skirmishes, and piracy of its past. From farmers stumbling across ancient Rakshasa weapon caches, to Couatl mating in the wheat fields, to Living Clouds wrecking havoc with the weather, Lex the First needed responses different from those his military could provide. His solution was to organize a small band of martial, magical, and psychic specialists who could find creative ways to defend his realm. This group first met inside the Sky Mark, a star-shaped crater dating back to one of the Wars of the Falling Stars, so he dubbed them the Band of the Sky Mark. Now, the band draws its members from across a loose alliance of realms that includes Zephyr Run, and the present-day Lord Starling acts as a liaison between the band and its patrons. Lyra joined the band a few years ago and has thus far served with distinction.

Notes

Tactics

Since all remaining Rakshasas have decided to "stay extinct", and since the typical reaction on Haven to shape-shifting magic is irrational fear, Concordia will never shift her shape in front of another person unless she thinks that they're about to die. She most often uses her animal forms for reconnaissance, infiltration, and quick escapes. Lyra might, for example, shrink her wands down to their smallest size, shift into her snowy owl form, fly into the upper window of a fortress with the wands in her beak, then shift to human form, conjure up some typical servants' livery, and begin her mission deep in enemy territory.

The worst thing an opponent can do when facing Concordia is give her time to prepare for a fight. With even one turn to spare, Lyra will start casting her best spells on herself. She usually starts with Armor, then depending on the opponent and the available time, will cast Extra Attacks, Regenerate, Quickening, and Riastartha.

Story: Although she was written specifically for the world of Haven, Lyra can be adapted to many other fantasy settings.

Character points: (5,526 - 0 in limitations =) 5,526

Unused Character Points: 74 (built with 5,600 points)



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This should go without saying, but this work is a supplement to a *game*, **Ten Thousand Worlds**, and is meant to make a rainy afternoon more enjoyable for you and a few friends. This game requires you to use your imagination. If you have trouble telling the difference between fantasy and reality, then this game is not for you.