

Day Realm Brief



“Day is insightful, cerebral, rational and calm”

Resonances – Divination, Revelation, Mastery, Perfection, Focus and Force

Realm Soldiers - You are a soldier, not a messenger, not a diplomat, not a servant

Sent to fight - Your Eternal has sent you to fight, to destroy, to cleanse

“Day lives in the quest for mastery of the self and the world”

- Leviathan – The Deepest One; History, foundations, causation
- Phaleron – The Great Library; Knowledge, preservation
- Sinokenon – The Turning Mirror; Hierarchy, connections, religion
- Kimus – Of the Thousand Eyes; Light, scrying, observation
- Ylenwe – The Dove; Harmony, mathematics, music
- Roshanwe – The Navigator; Discovery, wisdom, truth
- Zakalwe – The Strategist; Conflict, logistics, strategy

Scions of the Sun

Unyielding and emotionless soldiers

- Militant heralds of an unknown eternal
- Sent to purge the irrational
- Uncompromising and defiant
- Mysterious and cold creatures

Last Light of Oblivion

A specified herald can spend 30 seconds calling on the “Cold Sun” to execute an unresisting character, having magical fire consume the body in flame

“End the irrational; Remove the flawed; Seek destruction”

Soldier

- Heavy armour
- Great weapon
- 5 hits
- 3 hero points
- Mortal Blow
- 1/day Shatter

Mage

- Mage, Battle Mage
- Shield and Rod
- 3 hits
- 10 personal mana
- Empower, Repel
- 1/day Paralysis

Archer

- Heavy armour
- Bow
- 3 hits
- 3 hero points
- Get it Together
- 1/day Impale

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Sanctifier

- Heavy armour
- Hand Weapon
- 4 hits
- 5 hero points
- Walk it Off
- 1/day Shatter

Walk it Off

You may restore the use of a limb that has been CLEAVED or IMPALED by spending a hero point and performing at least five seconds of uninterrupted roleplaying encouraging them to push through the pain. If you or your target attacks another character or either of you are hit then the attempt to use Walk it Off fails. Your hero point is not lost but you must begin the roleplaying again. You must be close enough to touch the target and it does not restore any hits or work on a torso that has been been CLEAVED or IMPALED.