

# Efnisyn

[ɛvːniːsən]



Kismet

## Backgrounds & Circumstances

*Also known as 'Evnissen', 'Ochre Wind', or 'Oren' — you are the Lord of Storms.*

You have a shock of copper hair. You wear an orante leather vest with bare arms, a tartan cloak, and your *infamous* crimson scarf. You think that keeping a single ruler *would* make more sense than diving up the country and leaving you to fight for generations... but alas, you can't help but wonder "why couldn't it have been me?" *Maybe it still could be.*

**Note:** Nisien is your twin, while Fran, Manawydan, and Branwen are your half-siblings & cousins. The history between your father Euroswydd, your mother Penarddun, and your uncle King Llyr has never been made clear. There was some contest, it seems, and Llyr once broke free of prison.

# Principles

- ▶ If we're breaking with tradition, let us see proof of who is best to rule.
- ▶ If I can befriend Dormadd, maybe I can twist the prophecy in my favor?

## Goals

When a Goal is advanced, you earn a Lot. If it's *completed*, you regain Ego.

- ▶ I take every opportunity to show my superior strength over Nisyn.
- ▶ I frequently disobey people; especially mother, much to her dismay!

## Habits

When a Habit gets you in trouble, or creates interesting drama, you regain Ego.

- ▶ Fortune favors the bold, and you minds are best for making bold decisions.
- ▶ If I can make someone smile or laugh each day, then I'm doing good.

## Creeds

When a Creed is adhered to, after being questioned or doubted, you gain a Lot.

# Jobs

ADVOCATE	1
DECEIVER	5
LEADER	4
Appeal	Dice

## Assets

- + *Runic Stone Axe*
- + *Dragon-scorched Shield*
- + *Man of the People*
- + *The Quartz Spyglass*

Add a **+1D** bonus to *any and all* rolls for which an asset seems useful.

# Gambit

Used: ☐

# Voice of Thunder

*The Lord of Storms is no stranger to being seen before heard... But sometimes you want to be heard before you're seen!*

Shout and be heard by all within the valley. Your voice echoes for miles. Perhaps even the heavens can hear you?

*The wind picks up and it usually starts raining after you do this too...*

Your gambit can be used *once per day*.  
**Durations** are instantaneous, and  
*can be used out of turn.*

## Quirks

- ☐ Ambitious
- ☐ Brash
- ☐ Jealous
- ☐ Warped

Use a Quirk after *roleplaying appropriately* to first inflict a **-1D penalty** on yourself.

Afterwards, on a *different* roll, you may use the Quirk again to gain a **+2D bonus** instead.

## Specialties

- ☐ Confidence
- ☐ Improvisation
- ☐ Persuasion
- ☐ Quick Reflexes
- ☐ Rebellion
- ☐ Sleight of Hand

Each specialty can be used to reroll a die once per session, counting as a KISS.

