Manawydan [ma:na:ʊid:an]

Kismet

Backgrounds & Circumstances

Also known as 'Manannán', 'Golden Forest', or 'Melyn' — you are the Lord of Fortune.

Your hair is long, blonde, and tied back. You wear many colored robes and a slightly conical hat. You are the second born of King Llyr. You are a respected druid, as well as a Lord, but father always called you a witch... Though you grieve for your father, the lost King, you are quietly elated to learn that your foretelling seems to be coming true. But your siblings will blame you for this, even if they don't say it with their words, they say it with their eyes even now. You've never wanted power. Not the power of a King anyway.

Lots:

Ego:

Principles

- I must ensure that the transfer of power is peaceable.
- Whatever else happens tonight, I will keep my place in this court.

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

- I am weak for the natural beauty of the world.
- I have a spell for that! (Just give me a little time).

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

- My magic is real and *earned*. No one can take that away from me.
- A King must live in service of their people. I'm glad that's not me.

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

Abilities

Abilities	Rank
Appeal	≥ 4
Brains	≥ 3
Finesse	≥ 5
Brawn	≥ 4

Jobs

Advocate	5
Deceiver	4
Leader	1
Appeal	**Dice**
Inquisitor	4
Steward	3
Philosopher	6
Brains	**Dice**
Crafter	4
Hunter	2
Thief	5
Finesse	**Dice**
Guard	2
Nurse	4
Warrior	3
Brawn	**Dice**

Assets

- + *Curved Silver Sword*
- + *Herbs & Reagents*
- + *The Cauldron of Vitality*
- + *Wearer of the Tallhat*

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

Gambit

Used: ☐☐☐

Uncontrollable Magic

When you want to cast a spell, roll a d6 and *interpret the effect:*

1. Impending Curse
2. Flourishing Growth
3. Explosive Firebolt
4. Blessings of Fate
5. Transform Body
6. Prophetic Vision

Choosing a spell requires a ritual.

This gambit can be used *thrice per day.* **Casting times are instantanous**, and ***can be used out of turn.***

Quirks

- ☐ Apprehensive
- ☐ Misunderstood
- ☐ Obliging
- ☐ Tender

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

- ☐ Fae Magic
- ☐ Folklore
- ☐ Harsh Truths
- ☐ Herbalism
- ☐ Local History
- ☐ Wise Aphorisms

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

MENTOR. PHYSEDGE.