

Aspects

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- Concept:** Corrupted Knight of the astral realms
- Trouble:** Bound against my will by blood and magic
- Discipline:** The ether made flesh
Guardian of the veil between worlds



Approaches

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- Careful  6
- Clever  4
- Flashy  6
- Forceful  10
- Quick  8
- Sneaky  12

Disciplines

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- Perserverance  10
- Stalking prey  10
- Hack & Slash  8
- Cunning  4
- Deviating from the mission  4

Conditions

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- Mild (3) Moderate (3) Severe (2)

Stunts

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Incorporeal

Because I hail from the other side I can become incorporeal at will and am immune to harm from physical weaponry

Soul reaper

Because my blade was not meant for mortal flesh mild conditions may not be used to soak hits from its attacks.

BFG: Relentless Purpose

Because I am driven by a relentless purpose I gain one bonus d10 to use when I act to fulfil my mission. Discover and invoke my Trouble to use this die against me.

Aether Knights serve as guardians between the astral and earthly realms and have but one purpose - to hunt down the gravest threats that have pierced the veil. They are relentless and emotionless, consumed by their endless mission.

Summonings require that the Knights be tasked with a direct and simple mission, most commonly the assassination of high value targets. Defeating a Knight is no simple task and for most it is far safer to attempt to dispell the magics binding them than engage drectly.

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