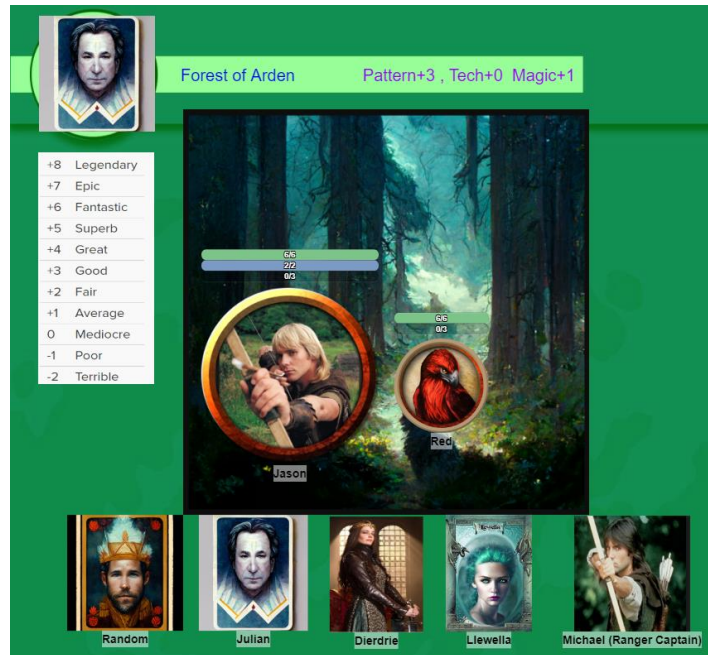


Amber Solo – JASON

Being the chronicles of Jason, son of Julian – Prince of Amber and Lord of Arden



Character Creation

NAME: Jason	ORIGIN: Blood of Amber (Julian)
ASPECTS	APPROACHES
Ranger Captain of Amber	Force: 3 Haste: 2 Intellect: 1
Too long in the Wilds	Flair: 0 Focus: 2 Guile: 2
A-Hunting we will go	
	FATE: 2 MAX FATE: 2
	Toughness: 2 Armour: 1
STUNTS	STRESS TRACKS... Boxes
+2 Damage (from Blood of Amber)	Normal STRESS 6 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2 Toughness (from Blood of Amber)	FATIGUED 3 Stress (-1 on rolls) 1 <input type="checkbox"/>
Pattern (Shadow Walk) - Walked the Pattern	BROKEN 6 Stress (-2 on rolls) 1 <input type="checkbox"/>
Pattern (Shadow Manipulation)	PATTERN 3 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Magic I (3 x 0 or 1st level Conjuraction spells)	MAGIC 2 <input type="checkbox"/> <input type="checkbox"/>
Beast Companion II	
General Stunt - Raise Focus Approach by 1	<input type="button" value="+Add"/> <input type="button" value="Modify"/>

This is my custom Roll20 Charactersheet for Amber Accelerated. Jason has been created as a new character with the Blood of Amber origin. Like all Amberites, he starts off competent and powerful.

His Key Concept (the first Aspect) is "Ranger Captain of Amber". This could be useful in any attempts to perform acts of physical strength, toughness or will power as it refers to his Amber heritage. It

should also be good for hunting, riding and other wilderness pursuits along with the commanding of troops.

His Trouble (the second Aspect) also has some obvious positive applications but could easily be compelled as social awkwardness, blunt speaking etc.

The screenshot shows a character sheet interface with the following sections:

- GEAR** (Green header): Leather Armour, Longsword, Dagger, Bag of old gold coins and small gems.
- NOTES...** (Green header): Red is a combination of Familiar and Beast Companion.
- RELATIONSHIPS** (Blue header): Julian (Father), Michael - Ranger Captain (Rival), King Random (friendly), Queen Vialle (friendly), Dierdrie - favourite Aunt, Llewella - an acquaintance. Includes +Add and Modify buttons.
- YOUR TRUMPS** (Blue header): Julian, Dierdrie, Llewella. Includes +Add and Modify buttons.
- HAS YOUR TRUMP** (Red header): Julian, King Random, Llewella. Includes +Add and Modify buttons.
- FAVOURS OWED BY YOU** (Red header): Includes +Add and Modify buttons.
- SPELLS** (Green header): Find Familiar - "Red" an enhanced super-Hawk, Fog Cloud, Produce Flame. Includes +Add and Modify buttons.

As I wanted to try having a powerful Beast Companion, I decided to mix it with a Magic spell (Find Familiar) to make the Companion summonable and dismissible. Jason only has low-level Magic abilities.

I bought all six possible starting Stunts so Jason starts with only 2 "Refresh". In Amber Accelerated, this gives me 2 FATE Points at the start of the Character's first adventure and then acts as a Maximum number of FATE Points he can have rather than a number received at the start of every session.

Also from his "Blood of Amber" origin, he gets "Toughness:2" and does an additional 2 damage in melee or with manually-propelled missiles or bows.

He has Pattern (Shadow Walk) and has already Walked the Pattern, Pattern (Shadow Manipulation), Magic I (3 x 0 or 1st level Conjuration spells), Beast Companion II (his hawk – "Red" and has used a general Stunt to raise his Focus Approach by 1.



As he has no Trump-related Stunts, he gets 3 Trumps and 3 people have his trumps.

Apart from giving him his father's Trump, I rolled the others randomly and got **Deirdre** and **Llewella**.

Deirdre in the novels is dragged into the Abyss, but in my version of Amber, will have been rescued by the Unicorn and has now recovered from her ordeal. I'll say she spent a couple of years recuperating in the Forest of Arden and befriended Jason (who is probably a bit love-struck and pestered her to give him her Trump!).

I decided that Julian and King Random would have Jason's card and randomly determined who else had one and got **Llewella**.

In my version of Amber, **Llewella** is a mysterious sorceress in Rebma – the secret power behind the throne. She makes use of mirror magic. With some help from an oracle table... it seems that Jason once had to escort her on a journey to a distant Golden Circle Shadow on a diplomatic mission. She must have been transporting something of great value and too fragile to ship by Trump. Llewella arranged to have Trumps made of both of them.



"Red" the Beast Companion

Jason has combined the "Find Familiar" spell with the "Beast Companion" option in Amber Accelerated, to create a much-enhanced companion creature.

The Find Familiar spell gives the Hawk speech and allows her to be magically summoned and dismissed. Even if she is killed, Jason can re-cast the Spell to call her back into existence.

Beast Companion I means that she would have Body 2, Speed 3 and Intellect 0 with 3 Stress and 2 Stunts. Beast Companion II gives her +1 to each of her three NPC Approaches and 2 more Stunts.

She has the Stunts of Shadow Trail, Dodge+1, Speech & Far-seeing+1

ASPECTS
Conjured Hawk - loyal and protective
Inhuman Appetites
Swift to Strike

NAME: Red	ORIGIN: Beast Companion (Hawk)
ASPECTS Conjured Hawk - loyal and protective Inhuman Appetites Swift to Strike	APPROACHES Force: 3 Haste: 4 Intellect: 1 Flair: Focus: Guile:
	FATE: 0 MAX FATE: Toughness: 0 Armour:
STUNTS 1. Shadow Trail 2. Dodging +1 3. Speech (Thari) 4. Far-seeing +1	STRESS TRACKS... Boxes Normal Stress 6 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Fatigued (2 Stress, -1 on rolls) 1 <input type="checkbox"/> Broken (2 Stress, -1 on rolls) 1 <input type="checkbox"/> +Add Modify
GEAR	NOTES... Created via Find Familiar Ritual and empowered by two levels of Beast Companion. Can be summoned and dismissed by re-casting the Find Familiar spell.

Nb. For non-player character/creatures, I'm using Force/Haste/Intellect as Body/Speed/Mind (the three short-cut versions of Approaches used for Mooks, NPCs, Creatures and Monsters).

In the next Session, Jason will be starting his adventures in the Forest of Arden, in pursuit of some Chaos Beast left over from when the Black Road reached all the way to Amber (about 5 years ago).