

CERTIFICATE OF MEMBERSHIP IN THE SOCIETY OF RAFA



Let it be known that

.....
First Name bet [Parent] v' [Parent]

earned the title and responsibilities of Rafa having
successful completed training in the speciality of

.....
and has taken the Healer's Oath in
accordance to our traditions.

WHY DID YOU BECOME A RAFA AND CHOOSE YOUR SPECIALITY?
.....

PERSONALITY & MOTIVATIONS
.....

*What are your ideals? How well do you live up to them?
What are your regrets? What are you scared of?
What promises have you made?*

FLAWS & PETPEEVES
.....

*Does blood make you faint?
Are you messy, but other
messy people annoy you?*

HOBBIES
.....

*Do you perform at the Haven
Cafe? Enjoy debating the Frog
Scholars? Play w/ niblings?*

DEMOGRAPHICS
.....

Age _____

Hometown

- Kahal (*Village*)
- Terida (*City*)
- Other:

GENDER
.....

Pronouns _____

- Woman (*Assumed female at birth & remains so*)
- Saris (*Female but not assumed so at birth*)
- Androgynos (*Both male & female*)
- Timum (*Neither male nor female*)
- Alyonit (*Male but not assumed so at birth*)
- Man (*Assumed male at birth & remains so*)
- Other:

WHAT DO YOU LOOK LIKE?
.....

Eg. hair & eye color, build, style etc.

DISABILITIES & ACCOMODATIONS
.....

*Do you communicate in Shadow Tongue instead
of speech? Use a walking chair for mobility? Or
hire a Lapitoot to help you?*

LANGUAGES (*Top 3 Default*)
.....

- Loña (*Common Avodai*)
- Devir (*Sacred Avodai*)
- Markesi (*Local*)
- Shadow Tongue (*Sign*)
- Other:

WHAT IS YOUR POLITICAL ALIGNMENT & WHY?

Choose a political alignment or combine multiple.

LEGALIST

You fastidiously follow the Word according to the strictest interpretations. You believe Avodai should reject any outside influences. You may feel more comfortable in the more traditional Kahal over the progressive Terida. You believe in preserving Avodai communal rights over individual rights. You believe energy bending should be strictly used for bodily healing. Not even communication spells should be used.

MORALIST

You believe that the Word is the core to Avodai life, but work to find creative loopholes where outdated laws and traditions cause harm. While you may have some Lumdai friends, you believe Avodai should maintain their unique culture. You take a more expansive view of what health means for using energy bending. For example, people with energy limiting disabilities should have access to walking chairs.

MODERNIST

You believe in continuity and change. It is important for the Avodai to adapt to the modern world, while maintaining their core principles. You advocate for continued expansion of the individual rights of Avodai citizens within Markes and believe Avodai institutions, such as the Society of Rafa, should act as ambassadors to greater society. You believe energy bending should only be used in a limited capacity outside of healing, such as walking carts to preserve the backs of people and animals.

INNOVATOR

You believe in combining secular and Avodai knowledge. You expand Avodai practice through new rituals and religious interpretations. You believe Avodai should bring their unique perspectives to the greater society. You are active in the artistic Avodai enlightenment movement centered in Terida. You may be a member of the New Avodai Society, who believe energy bending should be used in innovations that benefit the community, such as energy-powered light

AGNOSTIC TRADITIONALIST

While you do not believe in the Light, you believe Avodai traditions are important for community cohesion and continuity. You work towards Avodai acceptance in society, while fearing persecution and discrimination. You are proud of your unique heritage. You have mixed feelings about energy bending outside of healing, as you do not want the techniques to fall in the wrong hands.

REBEL

You do not believe in the Light and chafe against Avodai strictures. You think the community is too stuck in the old ways. You seek new ideas and innovation in the greater society. You are more likely to marry outside of the community. You have many Lumdai friends

RAFA SKILLS CHEAT SHEET

EASE PAIN

A wise Rafa once said that pain leaves marks on the body and the mind. A deeply unserious Rafa once said that pain is weakness leaving the body, and they were made to retake their ethics courses twice.

This skill lowers a patient's pain. Tell the Rafa how the pain makes itself known as it departs the patient.

SIDE EFFECTS

- 1. Rash -1
- 2. Dizziness -1
- 3. Fatigue -1
- 4. Brain Fog -1

1. Reduce your **Life Energy** by **3**.
2. Roll **3d10**. Each die represents either a **success** (6+), a **neutral failure** meaning nothing happens (2-5), or causes a **negative side effect** (1).
3. If you have expertise, optionally **re-roll 1d10**.
4. Storyteller **increases patient's life energy by # of successes**.
5. If any **Side Effects**, Storyteller rolls **1d4** and references Skill to decrease patient's life energy by corresponding amount.
6. Storyteller describes **outcome** narratively.

Crafting Skills

Crafting Skills let you make Herbal Remedies or Shielding Amulets. It costs **3 life energy** and materials to craft a remedy or amulet.

Patients use the remedies or amulets with no rolls. They restore no life points unless specified by the remedy.

Depending on your Speciality, you may pack an already prepared remedy or amulets at no cost to your starting life energy.

Discovery Skills

Discovery skills cost **3 Life Energy** to use, but do not require a dice roll. The Storyteller describes how well it works.

Revive

If a character has 0 life energy, then players must perform **Energy Boost** immediately to stabilize them. If the current life energy doesn't return above 0, then the character dies.

LIFE ENERGY COUNTER

