

SOULKEEPER: FATE'S GAMBIT

SEVENTH FATE STUDIOS



CHARACTER BIBLE



NON-ARCANA

FATE.....2
 DESTINY.....2
 SOULKEEPER.....2

MAJOR ARCANA

ALARIC.....3
 AMBROSE.....3
 ANDROMEDA.....4
 ARMSTEAD.....4
 AUDREY.....5
 CAFELL.....5
 CAREW.....5
 CASAMIR.....6
 DINAH.....6
 EDEN.....6
 FORTUNA.....7
 HEIOS.....7
 HITORI.....8
 IMOGEN.....8
 KARLOS.....8
 LUNA.....9
 MARA.....9
 MORDRED.....10
 POLARIS.....10
 SIR ROOK.....11
 THE CHILD.....11
 WICKER.....11

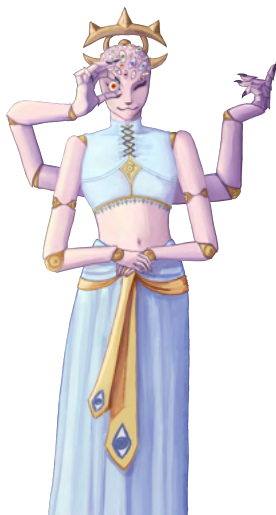
NON-ARCANA

FATE

The One-Eyed Goddess. She/They.

The older of the twins, Fate has always viewed herself as more important than her sister. After all, she came into being first, therefore the various material realms they oversee are clearly hers by birthright.

Fate has made many attempts to tip the scales in her favour, including creating a method of combat that would allow her to gain more power (one that is still used in Arcanum to this day), and claiming many souls in the process. Despite her scheming she has yet to fully defeat her sister, instead agreeing to a begrudging peace while she seeks new methods of control.



DESTINY

The Many-Eyed Goddess. They/She.

Since their creation Destiny has been vying to undermine her sister at every turn. She spread an opposing doctrine, created even more new types of beings, and even stole her sister's eye. After centuries of back and forth with no clear winner, she convinced Fate to come to an agreement. They would let the mortals decide for themselves, without outside interference.

Despite being the younger deity, Destiny is currently the stronger of the twin goddesses. This is due to her having a more widespread following amongst the mortals, much to her sister's anger.

SOULKEEPER

Agent of Fate. They/Them.

Whilst the two sisters had agreed to no longer meddle in the affairs of the various realms' inhabitants, Fate has managed to find a work around. Enter, Soulkeepers. Representatives and enactors of her will on the material realms, Soulkeepers collect the souls of both believers and non-believers alike with a calm and polite dispassion.

Currently in Arcanum, the scales of belief and power are heavily weighted in Destiny's favour. Fate takes a gamble and decides to make another Soulkeeper to enact her will and make her stronger, possibly even enough to remove her sister from the equation entirely.



MAJOR ARCANA

ALARIC

The Emperor. Human. He/Him. (DEAD)



Alaric was born to Arcanum's Royal family, his only job being to find a wife and ensure his family's continuous survival and power. He was never worried about it, after all it was his fate to do so. He encountered Andromeda one day whilst journeys through the mountains towards the lower towns. His parents didn't particularly approve but Alaric was certain she was the one. Andromeda moved in that same week.

A few years into marriage Alaric's parents passed away in a tragic accident. Due to the matriarchal nature of Arcanum, Andromeda assumed the throne. Alaric didn't mind. He was happy for his wife. Quiet and unassuming, he kept out of the limelight while the new Queen ran Arcanum. When he disappeared sometime later barely anyone noticed, or cared.

AMBROSE

The Hierophant. Wolf Man. He/Him.

When he was a child Ambrose learned what his future was to be, and he followed the instructions and path to the letter. He became an acolyte of Fate, working his way to the top, becoming her representative in Arcanum. Nowadays he answers only to her, or her Soulkeepers.

If anyone ever asks for guidance, he would read from Fate's scripture, remind them of his story, tell them that Fate had a path laid out for each of them, and all they needed to do was follow it.



ANDROMEDA

The Empress. Dragonfolk. She/Her.

Once a young hatchling born in Arcanum's mountains, Andromeda only had one goal in mind. Protection. She would do whatever it took to protect her kind's rapidly depleting numbers. She became a guardian of the mountains, shielding them all from hunters, knights and other threats.

A chance encounter with Arcanum's prince led her to seek an alternate path. She seduced the naive, arrogant man and became his wife. Two unfortunate deaths later, she was now Queen, immediately passing laws to protect her race.

When Alaric was summoned by Fate she elected to remain behind on her throne, ruling over Arcanum with a calm compassion not seen in her position for many generations. Dragonfolk live for a long long time, so it is likely she will hold such a title for decades to come.



ARMSTEAD

The Hermit. Dragonfolk. He/Him.

Life was never the kindest to Armstead since he left the mountains. Judged and feared due to misinformation about his kind, he kept to himself, wandering from town to town at night to avoid meeting people on the road.

After Andromeda's laws were passed things calmed down but he could never quite bring himself to trust strangers. Nowadays he still wanders Arcanum, travelling where the wind takes him, offering guidance if sought out. Despite what others may think, he's content.



AUDREY

Strength. Tiefling. She/They.

Growing up in a small village by the endless ocean, Audrey found that she was a natural leader. Not that she cared, more than happy to just spend her days climbing, swimming and wrestling. She gained a reputation as a hot-headed yet effective hunter, assisting in the capture of criminals and dangerous creatures.

Raising enough to settle down, she took a job as a travelling teacher, using her skills and expertise to bring in live specimens for her classes. Kind, and knowledgeable, her lessons are wildly popular amongst Arcanum's youth.



CAFELL

The High Priestess. Cat Woman. She/Her.

Cafell never envisioned her life turning out this way. Born to a small litter in a small town she'd always assumed she'd grow up to work in the family business just like her many siblings. Then, during a trip to the city she found herself in Destiny's Temple and her life changed.

Cafell joined the local Justiciars, working to protect local towns and bring ne'er-do-wells to justice. After several years of service she moved careers again, joining Destiny's clergy and has been preaching in her goddess' name ever since.

CAREW

The Chariot. Centaur. He/Him.

Born to an upper class merchant family, Carew is a city boy through and through. Left to his own devices to carve his own path, he already knew what he wanted to do. He was going to do his civic duty and protect the city.

He joined as a patrol guard, bouncing between posts for years before being promoted to captain. He enjoys his job, but recently a string of disappearances has left him confused, and unsure who to trust.





CASAMIR

The Devil. Bat. It.

Casamir only knows two things. One, others cannot be trusted. Two, survival matters above all else.

Anyone who dared enter its territory usually left fast, or in pieces. Legends sprang up amongst the locals about the beast in the mountains, and soon Casamir was given a wide berth. Exactly how Casamir likes it.

DINAH

Justice. Elf. She/Her.

From the first time she saw the Town Justiciar uniform, Dinah knew what she wanted to be when she grew up. It was her destiny to lead them and help those that couldn't help themselves. The rest, as they say, is history.

A hard worker, and firm yet fair Justiciar, Dinah enjoys her job, especially its clothing perks. Her latest goal is to dismantle the local crime ring, and show them what happens when you mess about with the wrong side of the law.



EDEN

The World. Goat. It.

Life is good for Eden. Since it was born it's been a wanderer, travelling the realm for years. Eventually it was offered a job as a postal worker.

These days it travels Arcanum, delivering letters and missives to the locals, and can often be seen ambling along the roads or just off the beaten track carrying a large sack of letters.



FORTUNA

The Wheel of Fortune. Golem. It. (DEAD)

Fortuna was one of the first beings in Arcanum to gain sentience all those millennia ago. It spent its time wandering the lands, assisting the other races in building their homes and lives. It became known as a knower of things and weaver of tales, people travelling from far and wide to learn of their futures, attracting the attention of the twin goddesses.

Both sisters sought the obedience of the golem, but it was Destiny and her tenants that Fortuna favoured. In a jealous rage, Fate converted the noble being, ripping out its soul and sealing it inside a card for eternity.



HEIOS

The Sun. Centaur. He/Him.

When Heios was a young foal growing up in the open plains of Arcanum he never particularly wanted to grow up, content to just spend his days roaming around in the sunshine.

He met Luna in a chance encounter in the woods, the two growing to become close friends, and he grew to view Luna's little sister, Polaris, as his own. Despite his happiness, he yearned to return to the warmth of the open fields instead of the cool quiet forests.

After Polaris' unfortunate death at the hands of the creature known as Casamir, he vowed to protect all of Arcanum's children. Now he roams Arcanum as a hunter, protecting towns and villages from perceived threats.



HITORI

The Lovers. Fae. They/Them. (DEAD)

Hitori lived for love. Growing up, each day they waited for their soulmate to arrive. And eventually, she did. But Fate is not always kind, for his love appeared in the form of a young human, sick from illness.

They spent two happy years together before she passed, leaving Hitori wracked with grief. Lonely and in pain, they isolated themselves in the mountains until they saw no other way out.



IMOGEN

The Fool. Human. She/Her.

Born into a comfortable but sheltered family, Imogen never wanted for much in life. A happy family, a cat or two, a nice home on the edge of town. She met her girlfriend, Cafell, during a local festival, the two spending many an enjoyable evening sitting in the fields and talking about life.

When Cafell joined Destiny's church, Imogen followed her, taking up a smaller role as a temple caretaker. It's simple work, but she enjoys it. Though Cafell's work often takes her all across Arcanum to preach, Imogen is more than happy to wait for her back at their little cottage on the town's outskirts.

KARLOS

The Hanged Man. Slime. They/It.

Karlos loved to dance. As a young child they would spend hours making up and practising routines, a passion that followed them as they grew older. They joined a troupe of travelling performers, able to show off their talents on many an evening, both on and off stage.

Currently, their troupe is performing at one of Arcanum's southernmost towns. At night Karlos dances to adoring crowds, and during the day they wander the streets searching for inspiration for their next performance.





LUNA

The Moon. Elf. He/They.

Named and born under a full moon, Luna has always felt a connection to the stars. He and his little sister Polaris would spend their nights studying and mapping the skies above them, covering their bedroom walls with diagrams and drawings. His friendship with Heois brought him out of his shell, though he immediately retracted back into it after Polaris' death.

These days Luna spends his days alone tending to his sister's garden plots and his nights watching the stars. He named the brightest one after her.

MARA

Death. Half-Elf. She/They.

Poisons and booze are the lifeblood of a civilisation and Mara knows it. After all, she's built a nice nest egg out of it. Whilst many would claim she simply took advantage of a gap in the market, Mara knew otherwise. Her advances had never been due to chance, no, she was simply being rewarded for her faith in the one-eyed goddess. Fate had written her story, and everything that had happened, had happened for a reason.

She often blurs her two passions, resulting in drinks that are wildly popular for mostly good reasons, but sometimes bad ones. Assassins and taverns alike carry her wares. Currently she is trying to develop an entirely new ale that will make her a household name.





MORDRED

Temperance. Human. They/Them. (DEAD)

Family expectations were always high for Mordred, not that they had any interest in following them. They were a caring empathetic soul, more interested in putting someone back together than taking them apart. Despite attempts to convince them otherwise, they knew medicine was their future.

They got a job as a medic, travelling with a local acting troupe. It was a simple, steady gig they found enjoyment in. Occasionally around the campfire they would regale the others with songs, much to the delight of their cohort. When Fate came eventually to claim them, they didn't fight back, happy to continue to assist others in a brand new way.

POLARIS

The Star. Half-Elf. She/They. (DEAD)

No matter how cloudy the nights got, Polaris always knew the stars were there, watching over her. Growing up in a cottage in the woods alongside her older brother she witnessed her fair share of cloudy nights and dark days. And although all she knew was the woods, the skies and her gardens, she longed to travel the rest of the realm one day.

After meeting Heois, her desire only grew, leading the three of them to take a trip to Arcanum's capital. She didn't make it past the mountains. Polaris, ever the explorer, wandered away from the others and met her fate at the hands of Casamir.



SIR ROOK

The Tower. Golem. It.



Protect the realm, whatever it takes. That was all Rook knew ever since it formed thought. It took inspiration from the other races' protectors, forming its body to mimic the knights it saw. It took to wandering the lands, tracking legends and rumours, slaying the creatures it deemed dangerous. Whether they were or not, didn't matter to Rook.

Recently it learned of the tales about the beast in the mountain caves, affixing the creature in its sights. It will protect the realm, and slaying this monster is just another step in that road.

THE CHILD

Judgement. Human. They/Them.

Nobody knows where The Child came from. One day they weren't there, the next, they were. Most attempts to learn anything about them were met with silent stares, or sassy remarks. They claimed a bed in a local tavern, and spend their days hanging out around the two major temples. Which goddess they follow, or how they afford the bed cost, nobody knows either.

The things people know about The Child are as follows. One, they claim to be waiting for someone. Two, they don't seem to be from Arcanum. And three, they appeared around the same time as The Soulkeeper.



WICKER

The Magician. Human. He/Him.

If there's a gap in the black market, Wicker knows how to locate and claim it. Despite multiple ventures he'd never been caught either, slipping away just in time. Wicker took it as a sign from the one-eyed goddess he was on the correct path.

In recent months, he has figured out how to replicate Soul Cards, specifically Major Arcanas. This has made him rather wealthy, however the sudden influx of strong card users has caught the attention of the local Justiciars. Not that Wicker is worried. Everything will work out for him in the end. It always has.

