

ALESSIA™

*Zhange Wei,
Human Peacekeeper &
Paladin of the Celestial Emperor.*

THE ICONIC HUMAN PALADIN



THE WORLD OF ALESSIA WAS IMAGINED
BY JERE MANNINEN
AND BROUGHT TO LIFE
BY JAYE SONIA



ZHANG WEI, HUMAN PALADIN

"He's one of the good ones. He's young, eager, and smart, too. Those are qualities you need to push back the darkness"

—Pathex, Ish'ra Blade Master



BACKGROUND (CADET)

Born and raised inside the Empire of Xian, you spent most of your life training for what you knew was your destiny – to stand as a Guardian of the Light, a Champion of the Celestial Emperor. After overcoming countless challenges and tests, you were admitted and trained at the Academy of Ascension in the capital. You've recently been ordered to Qingshan and are excited to be touching down. You'll be working alongside your beloved companion, **Ferrix**, keeping the streets of Qingshan safe from rogues, pirates, and the darkness in their hearts.

STUNTS

In addition to his normal array of abilities and powers, Zhang Wei knows the following stunts: **Shield & Drone**, **Sprint**, and **Takedown**. They are described below.

Shield & Drone You can quickly deploy an automated ally. You can spend your **reaction** to deploy your 3xDS. Once deployed, this drone grants you damage resistance thunder (it absorbs all the damage it reduces) and increases your total AC by 1. Once the drone has intercepted, absorbed, or suffered 30 points of damage, it ceases to function. You must complete a short rest to reset and repair the drone before deploying it again.

Safe Sprint When you take the **Dash** action, you gain a +2 to your AC until the beginning of your next turn. You must complete a short rest before you can use the Dash action to Sprint again.

Takedown You gain advantage on the first Strength (Athletics) check you make to grapple a target. You must move 10 or more feet before using this stunt. You must complete a short rest before using it again.

RESOLVE

Resolve 3

Zhang Wei begins each day with **three points of resolve**. Any time Zhang Wei succeeds on an action that protects, safeguards, or helps a citizen of Xian, he gains an additional point of resolve.



ZHANG WEI, PEACEKEEPER & PALADIN OF THE LIGHT (IMPERIAL WHISPERER)

Medium humanoid (human), lawful neutral

Armor Class 15 (t. armor) **Initiative** +1
Hit Points 20 (3d8+3) **Proficiency Bonus** +2
Speed 30 ft. **Bonus** Shield & Drone

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 13 (+1) | 14 (+2) | 12 (+1) | 15 (+2) | 14 (+2) |

Saving Throws Wisdom +4, Charisma +4

Skills Athletics +5, Insight +4, Medicine +3, Religion +3

Damage Resistances thunder

Senses darkvision (HUD) 60 ft., divine senses, passive Perception 14.

Languages Human, Trade Tongue, Xian

Challenge ½ (450)

The Law In the Empire of Xian, Zhang holds the rank of a 2nd Lieutenant. He understands the legal codes and the empire's laws well, too. When discussing legal matters, Zhang gains advantage on Charisma (Intimidation) checks.

Stun & Suppress The Academy of Ascension trains all of its cadets to deploy nonlethal tactics against other sentient life whenever possible. Whenever Zhang declares his attacks are doing nonlethal damage, he gains advantage on his attack rolls. Zhang may not move more than 5 ft. while making an attack in this fashion.

ACTIONS

Imperial SRx17 Ranged Weapon Attack +3 to hit, range 300/600 ft., one target. Hit 5 (1d8) points of fire. On a critical hit, the target must succeed on a DC 13 Constitution save or gain the stunned condition for 1d4 rounds.

Imperial Baton Melee Weapon Attack +5 to hit, range 5 ft., one target, Hit 8 (1d8+3) point of bludgeoning damage. On a critical hit, the target takes double damage and makes a DC 13 Dexterity save or gains the prone condition.

Imperial War Blade Melee Weapon Attack +5 to hit, range 5 ft., one target, Hit 11 (2d6+3) point of slashing damage. On a critical hit, the target takes double damage.

FERRIX

Zhang Wei's companion, Gerrix, is an Imperial War Cat that was trained in the Capital City. **Ferrix** uses the statistics provided for the **tiger** in the *Dungeons & Dragons Monster Manual*.



FLAW

Naïve Zhang Wei is still relatively new to the Peacekeepers and has a lot to learn. Because he's prone to rushing into things, he suffers a disadvantage on Wisdom (Insight) rolls to identify an ambush.



FEATURE

Imperial Privilege

While actively serving the Empire of Xian, you receive a monthly stipend, in addition to a small apartment, access to imperial services (accounting, dining, and medical facilities anywhere in the empire). You can easily secure a hot meal, as well as lodging in most cities supporting an Imperial outpost.

WHO ARE THE PEACEKEEPERS?

The Celestial Emperor charges each graduating class of Imperial Peacekeepers with a single mission; to stand watch over the Light that infuses and watches over the Empire. Deployed all over Alessia and occupying thousands of roles, Peacekeepers do everything from patrol the streets to special operations in remote, shadow-touched lands. Oathbound to the Empire of Xian and dedicated to the Celestial Emperor in word and deed, Peacekeepers have kept the empire stable for over three centuries.

WHAT IS ALESSIA?

The world of Alessia is a world of high fantasy that combines Wuxia, science fiction, and magic-driven technology. It is a massive world where magic and technology coexist, impacting every aspect of life, from the Healing Houses of Sillias to the great Towers of Xin. It is a land where Fyrean Genies meet with Asrian Wardens and The Gangs of Khatu push their Drifters across the desert sands, seeking resources and victims of every kind.

Alessia is a world where the gods, in an act of unification, merged into a singular pantheon – forming The Path of Light. It is a land where

medical advancements, evolution, and ki energy form not only a methodology to achieve progress, but instead form a way of life. For the people of Alessia, the path to success is girded with honor, hard work, bravery, and a need to do good.

Alessia is a land at the height of its glory, held aloft by the Four Pillars of Light – Mercy, Truth, Hope, and Courage. Its churches largely unified and its clergy working in unison, the people of Alessia enjoy what others think is only an illusion – a slowly blossoming utopia. But Alessia is not without its challenges. Having suffered an ecological disaster that would have ended smaller planets, it's taken the people of Alessia nearly a thousand years to pull themselves up from the viscera of the War of the Sovereigns; from the decaying Galgaræ to the Shadows of Venn, the once-vanquished forces of darkness creep again, slowly pushing against the Ring of Heaven, hoping to find purchase in Alessia once more.

Today, the Empire of Xian and its Imperial Peacekeepers stand the watch, fulfilling their ancient compact with the citizens of Alessia. Working in unison with most of the Path of Light, these two forces have set out to keep Alessia safe, sound, and a bastion of hope for another millennium – no matter what.

The Prophet of Light,
Astarra

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THE CADET (BACKGROUND)

You are a new cadet, one of the elite few capable to withstand the rigorous training of the Academy of Ascension, where you learned of your true destiny in the service to the light. After years of training, you've been paired with a trusted companion, instructed in the use of your gear, and deployed to the edges of the Empire of Xian.

Skill Proficiencies Insight, Religion

Tool Proficiencies none

Equipment Cadets begin play with three sets of work uniforms, a service weapon (an energy pistol of choice), a set of medium tactical armor (AC 14), a light melee weapon of your choice, a 3xDS (Deployed Defensive Drone), and one set of urban response gear.

Special If you retire from duty, you are expected to turn over all of this issued armor, weapons, and gear. You begin play with 500 credits.

Specialty

Cadets graduating from the Academy of Ascension depart with not only the official blessing (and authority) of both the Empire of Xian and the Emperor, but also learn a valuable skill that furthers the empire's agenda in the region. Choose one of the following specialties for Zhang Wei, or roll a d12 on the table below:

| D12 | SPECIALTY | D12 | SPECIALTY |
|-----|-----------------|-----|---------------------------|
| 1 | Pilot (dasher) | 7 | Psy Ops |
| 2 | Pilot (drifter) | 8 | Special Tactical Response |
| 3 | Intelligence | 9 | Command |
| 4 | Logistics | 10 | Diplomacy |
| 5 | Engineering | 11 | Regional Field Ops |
| 6 | Arcanist | 12 | Global Field Ops |



Feature Imperial Privilege

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Suggested Characteristics

How you choose to represent the Empire of Xian is entirely up to you. Some individuals may play dour, lawful, and tired officers walking their beat, counting the days until their retirement, while others might play the cheerful, optimistic rookie – diving headlong into the parts of town the older officers knows better than to ask questions about. Remember – as a representative of the Empire of Xian, your word carries a lot more weight with citizens.

WANT TO KNOW MORE?

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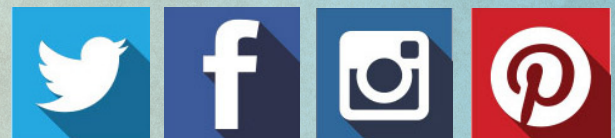
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Pathex, Ish'ra Blade Master



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