

# EMBER

A mote of fire, brightly glows,  
Sent forth by its mother flame;  
Carried on the wind of need,  
Flying t'ward its destined fame;  
Carry out her primal will  
That granted fleeting life to thee  
To put aright such weighty wrongs  
As upset this world's symmetry  
– Ballad of the Ember

Embers are otherworldly beings created from a fragment of the Primal Essence of Matta Nu. They are brought into existence by this ancient entity, in times of great need, to help correct a dire imbalance in the world.

Like a mote of fire birthed from flame, Embers exist only briefly – by cosmic standards, at least – just long enough to fulfil their purpose.

**Note to readers of this preview:** Matta Nu is an ancient and mysterious entity from an aetheric realm who created the world of Faya.

## Otherworldly Beings

Embers bear a similar appearance to Elves, though with cobalt skin and eyes that glow with the Primal Essence from which they were formed.

An otherworldly aura, combined with their distinct appearance, imbues these rare beings with an air of mystique, drawing intense curiosity from most who encounter them.



Embers emerge as mature elfinoids, endowed with intellect, language, and a simple knowledge of the world they've been born into. Beyond that, however, these nascent beings are largely ignorant of the subtle nuances and complexities of the world, and many are guided by a childlike curiosity thereof.

Despite their otherworldly origins, Embers are corporeal beings. As such, they must eat and rest, and can be killed, like their Fair Kin brethren.

Furthermore, though crafted from Matta Nu's essence, Embers are independent beings who form, through their own worldly experiences, distinct personalities and opinions as varied as any of the Fair Kin.

When Embers die, their bodies dissolve back into Primal Essence, like burning motes scattered to the wind, leaving nothing behind but worldly possessions and their memory in the hearts and minds of their companions.



## Created for a Purpose

Embers are avatars of Matta Nu, created by the ancient being to help restore balance during periods of destructive chaos or suffocating order extreme enough to destroy the world of Faya.

Their existence is contingent upon the need for such otherworldly interventions, such that when balance is restored, they are called back to the Primal Essence of their creator.

This dissolution is normally a voluntary act on the Ember's part, though not without misgivings about having to give up corporeal existence and bid farewell to friends made and allies won.

Embers live a brief existence. It should be noted, however, that "brief" is a relative term, in the world of Faya, that could describe a time frame encompassing months, years, or even decades, depending on the degree of imbalance that prompted their creation.

## Surreptitious

The curiosity Embers attract can be distracting to their purpose. On a darker note, deadly foes of Everrot sometimes hunt down Embers in particular as a way of striking a blow against Matta Nu. Whatever the reason, Embers usually try to obscure their distinct appearance, such as beneath a hood or a helm, to protect themselves and those they travel with.



## Ember Characteristics

- You embody the essence of your otherworldly origin, thereby adding +1 to your **Presence**.
- Your **Walk** speed is 6.

## Special Qualities

All Embers possess the following special quality:

### Magical Flight

As a living fragment of Matta Nu's creative will, you possess an inherent magical ability to fly. In combat, your flying speed is equal to your Pace, but you can forego your Action to fly at double your Pace.

While advantageous, flying does pose inherent risks – especially in combat – as explained in the "Adventuring" section in Part II.

## Ember Variants

An Ember's sense of purpose is expressed through one of the following variants:

- the gallant Greatheart Ember,
- the inquisitive Brightmind Ember, or
- the rebellious Wayward Ember.

Choose a subculture for your Ember hero.

### Greatheart Ember

You favour action over words, ready to leap into the fray at a moment's notice to smite your foes and protect your allies. Your sense of self worth derives from your bravery in battle and the gallantry you strive to maintain in all situations. You are an Ember, after all – a beacon of hope in a world facing darkness.

#### A BRAVE HEART

The thought of failing in your task scares you more than any foe. Therefore, you have a +5 bonus to Intuition rolls to resist being terrified.



## Brightmind Ember

You are driven by a curiosity of the world you've been born into, and you're intent on learning as much as you can before your time in it is done.

### OTHERWORLDLY INSIGHTS

When you dream, you experience your ancient progenitor's memories. After a night's rest, you can make one attempt to gain helpful insight into your current struggle by meditating on your dream. Your Game Master will decide what, if anything, you manage to glean this way.

## Wayward Ember

You've turned away from the purpose for which you were made and rail against the injustice of a destiny imposed upon you.

To pursue your dreams, to forge a legacy, to fall in love – as an Ember, whose sole reason for existence is to restore balance to the world, you are not meant to know such things. This perturbs you.

You cannot ultimately escape your destiny, no matter how far from it you may try to flee. One day, it will catch up to you, for such is the way of Matta Nu.

But not today.

### NO ONE OF CONSEQUENCE

You've learned to manipulate your otherworldly essence to avoid notice when you wish to be ignored, even by those you're standing right in front of.

You can make a Soulforce roll with a +2 bonus to cause others to momentarily forget about you or fail to notice you in the first place.

Your Difficulty is 10 + the highest Intuition modifier among those whose attention you're trying to throw off. Each repeated attempt on the same subjects before the next sunrise increases the Difficulty by +2.

This does not work on your companions, nor can it dissuade adversaries in combat.

This document is a work-in-progress preview of the Ember, one of the six playable races of **LoreFolke** – an original d20-based tabletop roleplaying game and campaign setting in which players take on the roles of faery-sized heroes in an oversized forest realm. This preview is made available to give you a hint of the tone, art direction and mechanics of the final game.



To get updates on the game's development, including crowdfunding announcements, go to **LoreFolke.GamingGeek.ca** (or the QR code above with your smartphone) and subscribe with your email address.



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