

Quenon Silverdark

Concept: Deadspeaker
 Motivation: Put neverborn back to sleep.
 Age: 25 Sex: Male Hair Color: Black Skin Tone: Pale Eye Color: Gray
 Caste: Eclipse
 Totemic Anima: Serpent of Lethe

Essence

Personal Pool 15 (15) Total / ___ Available
 Peripheral Pool 36 (36) Total / ___ Available

Attributes

Strength ●●○○○○○○○○○○○○○○○○
 Dexterity ●●●○○○○○○○○○○○○○○
 Stamina ●●○○○○○○○○○○○○○○○○
 Charisma ●●○○○○○○○○○○○○○○○○
 Manipulation ●●●●○○○○○○○○○○○○○○
 Appearance ●●●○○○○○○○○○○○○○○
 Perception ●●●○○○○○○○○○○○○○○
 Intelligence ●●●●○○○○○○○○○○○○○○
 Wits ●●●●○○○○○○○○○○○○○○

Virtues

Compassion ●●●○○○○
 Temperance ●●●○○○○
 Conviction ●●○○○○
 Valor ●○○○○

Virtue Flaw

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Anima

- Cause Caste Mark to glow brightly (1 mote)
- Cause anima to glow bright enough to read by (1 mote)
- Know the precise time of day (1 mote)

Motes	Banner Flare	Stealth
1-3	Caste Mark glitters	Normal
4-7	Caste Mark burns	+2
8-10	Coruscant Aura	Impossible
11-15	Brilliant Bonfire	Impossible
16+	Totemic Aura	Impossible

Abilities

Dawn

- Archery ●●●○○○○○○○○○○○○○○ 1 2 3
- Martial Arts ○○○○○○○○○○○○○○○○○ 1 2 3
- Melee ○○○○○○○○○○○○○○○○○ 1 2 3
- Thrown ○○○○○○○○○○○○○○○○○ 1 2 3
- War ○○○○○○○○○○○○○○○○○ 1 2 3

Zenith

- Integrity ●●○○○○○○○○○○○○○○ 1 2 3
- Performance ●○○○○○○○○○○○○○○ 1 2 3
- Presence ●●○○○○○○○○○○○○○○ 1 2 3
- Resistance ●○○○○○○○○○○○○○○ 1 2 3
- Survival ○○○○○○○○○○○○○○○○○ 1 2 3

Twilight

- Craft ○○○○○○○○○○○○○○○○○ 1 2 3
- Investigation ●○○○○○○○○○○○○○○ 1 2 3
- Lore ●●○○○○○○○○○○○○○○○○ 1 2 3
- Medicine ○○○○○○○○○○○○○○○○○ 1 2 3
- Occult ●●●○○○○○○○○○○○○○○ 1 2 3

Night

- Athletics ●○○○○○○○○○○○○○○○○ 1 2 3
- Awareness ●●○○○○○○○○○○○○○○ 1 2 3
- Dodge ●○○○○○○○○○○○○○○○○○○ 1 2 3
- Larceny ○○○○○○○○○○○○○○○○○○○ 1 2 3
- Stealth ○○○○○○○○○○○○○○○○○○○ 1 2 3

Eclipse

- Bureaucracy ●●○○○○○○○○○○○○○○ 1 2 3
- Linguistics ●●●○○○○○○○○○○○○○○ 1 2 3
- Ride ○○○○○○○○○○○○○○○○○○○ 1 2 3
- Sail ○○○○○○○○○○○○○○○○○○○ 1 2 3
- Socialize ●●●○○○○○○○○○○○○○○ 1 2 3

Crafts

Craft - Air ○○○○○○○○○○○○○○○○○
 Craft - Earth ○○○○○○○○○○○○○○○○○
 Craft - Fire ○○○○○○○○○○○○○○○○○
 Craft - Water ○○○○○○○○○○○○○○○○○
 Craft - Wood ○○○○○○○○○○○○○○○○○

Specialties

Archery - Power bows ●●●○○
 Presence - Creatures of death ●●●○○
 Presence - Persuasion ●●○○○
 Investigation - In library ●○○○○
 Lore - History ●○○○○
 Lore - Scavenger lands ●○○○○
 Occult - Ghosts ●○○○○

+: This ability is commonly affected by mobility penalty.
 123: Dark numbers indicate known Excellencies for this ability.

Willpower

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Intimacies

Syrael (pity) (0/5), Zarek (pity) (0/5), Sijan (patriotism) (0/5),
 Aja (shame) (0/5), Aurelius (0/5), Rist (0/5)

Social Combat

Join Debate **6** Dodge MDV **5**

Attack	Speed	Honesty Attack/MDV	Deception Attack/MDV	Rate
Presence	4	4	2	6 3 2
Performance	6	3	2	5 3 1
Investigation	5	3	2	5 3 2

Common Actions	Speed	DV	Common DV Modifiers	Source	Modifier
Join Debate	5	None	Appearance	Motivation	Difference
Attack	Above	-2	Virtue		+/- 3
Monologue	3	-2	Intimacy		+/- 2
Miscellaneous	5	-2			+/- 1

Arsenal

Name	Speed	Accuracy	Damage	Defence	Rate	Range	Tags
Punch	5	+1	4	+0 2 B	+2 3 3		N
Kick	5	+0	3	+3 5 B	-2 1 2		N
Clinch	6	+0	3	+0 2 B	+0 2 1		C,N,P
Short Powerbow - Target	6	+2	10	+2 4 L		2 250	2,B
Short Powerbow - Frog Crotch	6	+2	10	+6 8 L		2 250	2,B
Short Powerbow - Fowling	6	+2	10	+4 6 B		2 250	2,B
Short Powerbow - Broadhead	6	+2	10	+4 6 L		2 250	2,B

Panoply

Name	Soak (B/L/A)	Hardness (B/L)	Mob. Pen.	Fatigue
Natural Soak	2 1			
Effective	2 1 0	0 0	0 0	0 0

Movement & Health

Move	Dash	Jump (H/V)	Health Levels
3	9	6 3	-0
2	8	4 2	-1
1	7	2 1	-2
1	5	0 0	-4

Rules:

- **Health:** Bashing damage heals 1 health level per 3 hours. Lethal damage healing rate varies (-0 = 6 hours; -1 = 2 days; -2 = 4 days; -4 = 1 week; Incapacitated = 1 week). Double these times if not resting. Aggravated damage heals at the same rate as lethal but cannot be healed magically.
- **Death and Dying:** If characters incapacitated by Lethal or Aggravated suffer further damage, they lose one Dying level per "Inactive" action.
- **Marking Damage:**
 - Bashing
 - Lethal
 - Aggravated

Combat

Join Battle **6** Dodge DV **4** Knockdown **3 4** Stunning **2 3**

Threshold / Pool

Order of Attack Events	Knockdown	Common Actions																																							
<ol style="list-style-type: none"> 1. Declare Attack 2. Declare Defence 3. Attack Roll 4. Attack Reroll 5. Subtract Penalties/Apply Defenses 6. Defence "Reroll" 7. Calculate Raw Damage 8. Apply Hardness & Soak, Roll Damage 9. Counterattack 10. Apply Damage, Knockdown & Stunning 	<p>Characters are knocked down if an attack deals more raw damage than their Knockdown Threshold. Roll Knockdown Pool (2) to avoid. Rising from prone requires an action. Prone characters take a -1 external penalty to all nonreflexive physical rolls.</p> <p>Stunning Characters who suffer more health levels of damage than their Stun Threshold in a single blow must make a reflexive Stun roll (damage - Stamina) or be stunned until their attacker next acts. Stunned characters take a -2 internal penalty to all non-reflexive physical rolls.</p>	<table border="1"> <thead> <tr> <th>Action</th> <th>Speed</th> <th>DV Pen</th> </tr> </thead> <tbody> <tr> <td>Join Battle</td> <td>Varies</td> <td>None</td> </tr> <tr> <td>Ready Weapon</td> <td>5</td> <td>-1</td> </tr> <tr> <td>Physical Attack</td> <td>Varies</td> <td>-1</td> </tr> <tr> <td>Coordinate Attack</td> <td>5</td> <td>None</td> </tr> <tr> <td>Aim</td> <td>3</td> <td>-1</td> </tr> <tr> <td>Guard</td> <td>3</td> <td>None</td> </tr> <tr> <td>Move</td> <td>0</td> <td>None</td> </tr> <tr> <td>Dash</td> <td>3</td> <td>-2</td> </tr> <tr> <td>Miscellaneous</td> <td>5</td> <td>Varies</td> </tr> <tr> <td>Jump</td> <td>5</td> <td>-1</td> </tr> <tr> <td>Rise from Prone</td> <td>5</td> <td>-1</td> </tr> <tr> <td>Inactive</td> <td>5</td> <td>Special</td> </tr> </tbody> </table>	Action	Speed	DV Pen	Join Battle	Varies	None	Ready Weapon	5	-1	Physical Attack	Varies	-1	Coordinate Attack	5	None	Aim	3	-1	Guard	3	None	Move	0	None	Dash	3	-2	Miscellaneous	5	Varies	Jump	5	-1	Rise from Prone	5	-1	Inactive	5	Special
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Full combat rules on pages 140-158.

