Essence Quenon Silverdark Concept: Deadspeaker Caste: Eclipse 0000000 Motivation: Put neverborn back to sleep. Personal Pool 15 (15) Total / ___ Available Sex: Male Hair Color: Black Skin Tone: Pale Eye Color: Gray Age: 25 Peripheral Pool 36 (36) Total / ___ Available Totemic Anima: Serpent of Lethe Attributes Virtues Anima ●●000 00000 Compassion Temperance Strength Cause Caste Mark to glow brightly (1 mote) \bullet \bullet \circ \bullet \bullet \circ · Cause anima to glow bright enough to read by (1 mote) ●●●○○ ○○○○○ Dexterity • Know the precise time of day (1 mote) Stamina ●●○○○ ○○○○○ Conviction Valor Charisma ••000 00000 • 0 0 0 0 \bullet 0 0 \mathbf{C} ●●●●○ ○○○○○ Manipulation ●●●○○ ○○○○○ Appearance Motes Banner Flare Stealth 1-3 Caste Mark glitters Normal Virtue Flaw ●●●○○ ○○○○○ Perception 4-7 Caste Mark burns +2 ●●●● ○ ○ ○ ○ ○ ○ Intelligence 8-10 Coruscant Aura Impossible Wits ●●●●○ ○○○○○ 11-15 **Brilliant Bonfire** Impossible 16+ Totemic Aura Impossible Abilities Willpower Social Combat Archery ●●00 00000 123 0000Join Debate 6 Dodge MDV 5 ☐ Martial Arts 00000 00000 123 Honesty Attack/MDV Speed Rate Attack Deception Attack/MDV 00000 00000 Melee 2 4 4 2 6 3 Presence 00000 00000 ☐Thrown 6 3 2 3 1 Performance 5 □ War 00000 00000 Intimacies Investigation 5 2 5 3 2 ●●000 00000 123 Syrael (pity) (0/5), Zarek (pity) (0/5), Sijan (patriotism) (0/5), Integrity Common Actions Action Spe Common DV Modifiers Source Modifier Aja (shame) (0/5), Aurelius (0/5), Rist (0/5) Performance ●0000 00000 123 DV Join Debate Attack ●●000 00000 123 Presence Appearance Motivation Resistance ●0000 00000 123 Monologue Miscellaneous 5 Intimacy □ Survival 00000 00000 123 ☐ Craft 00000 00000 123 Arsenal Twilight ●0000 00000 123 Investigation Speed Accuracy Damage Defence Rate Range Tags Name ●●●○○ ○○○○○ Lore Punch +1 4 +0 2 В +2 3 Ν Medicine 00000 00000 123 Kick 5 +0 3 +3 5 B -2 1 2 Ν ●●00 00000 123 Occult Clinch 6 3 +0 2 B 2 1 C.N.P +0 +0 + Athletics **000000000123** Short Powerbow - Target 6 +2 10 +2 4 L 250 2,B ☐ Awareness ●●000 00000 123 Short Powerbow - Frog Crotch 6 +2 10 +6 8 L 250 2,B ●0000 00000 123 + Dodge 10 6 В 250 Short Powerbow - Fowling 6 +2 +4 2,B + Larceny 00000 00000 123 Short Powerbow - Broadhead 6 +2 10 +4 6 L 250 2,B + ☐ Stealth 00000 00000 123 ●●000 00000 123 Bureaucracy ●●00 00000 123 Linguistics Panoply + Ride 00000 00000 123 Soak (B/L/A) Mob.Pen. Hardness (B/L) Fatigue Name Sail 00000 00000 Natural Soak 1 ●●●OO OOOOO 1 2 3 Socialize Crafts 00000 00000 Craft - Air 0 0 Effective 2 1|| 0 0 00000 00000 Craft - Earth 00000 00000 Craft - Fire Movement & Health Craft - Water 00000 00000 Move Dash Jump (H/V) Health Levels 00000 00000 Craft - Wood Health: Bashing damage heals 1 health level per 3 3 9 6 3 -0 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 00000 00000 2 8 4 2 -1 00000 00000 00000 00000 resulty. Aggravated damage reast 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: 7 2 1 -2 00000 00000 П 5 0 П 0 -4 Specialties Dying ☑ Bashing ☑ Lethal ☑ Aggravated П Subtract Mob. Pen. Twice for h. jump Incap Archery - Power bows ••0 Presence - Creatures of death Combat ullet00 Presence - Persuation •00 Investigation - In library Dodge DV 4 Join Battle 6 Knockdown 3 4 Stunning 2 3 **•**00 Lore - Histrory Threshold / Pool **•**00 Lore - Scavenger lands Knockdown 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. Order of Attack Events Common Actions Declare Attack Declare Defence Attack Roll Attack Reroll Subtract Penalties/Apply Defenses Defence "Reroll" Calculate Raw Damage Apply Hardness & Soak, Roll Damage Counterattack Occult - Ghosts •00 Join Battle Ready Weapon Physical Attack Coordinate Attack 000 Varies 000 Varies Stunning Characters who suffer more health levels of damage than their Stun Threshold in a single blow must make reflexive Stun roll (damage - Stamina) or be stunned until their attacker next acts. Stunned characters take -2 internal penalty to all non-reflexive physical rolls. Guard None None -2 Varies Counterattack Apply Damage, Knockdown & Stunning Jump Rise from Prone + : This ability is commonly affected by mobility penalty 123: Dark numbers indicate known Excellencies for this ability Full combat rules on pages 140-158

Backgrounds									
Backing (Cult of Iluminated)	●●●○○ ○								
Contacts (Sijan)	●●000 0								
Artifact (Short powerbow)	●●0000								
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-	Possessions	

Languages
Riverspeak, Old Realm, Skytongue, High Realm

Experience

0 total - 31 spent = -31 banked

Generic Charms																									
First (Ability) Excellency	Archery	O Martial Arts	O Melee	O Thrown	O War	O Integrity	O Performance	O Presence	O Resistance	O Survival	O Craft	O Investigation	O Lore	O Medicine	Occult	O Athletics	O Awareness	O Dodge	O Larceny	O Stealth	O Bureaucracy	O Linguistics	O Ride	O Sail	O Socialize

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	_		Charms		_
Name	Cost	Туре	Duration	Details (Keywords, Targets)	Source
Generic Charms					
First (Ability) Excellency	1 m per die	Reflexive (1/2)	Instant	Add dice, Max = Attribute + Ability	Ex2, 183
Linguistics					
Language-Learning Ritual	5 m, 1 wp	Simple	One week	Stackable	DB2, 129
Resistance					
Ox-Body Technique	None	Permanent	Permanent	Stackable	Ex2, 208
Socialize					
Mastery of Small Manners	1 m	Reflexive (1/2)	Until next action	Combo-OK, Social	Ex2, 239
Archery					
Essence Arrow Attack	2 m	Supplemental	Instant	Combo-OK, Obvious, Fiery Arrow Attack	Ex2, 188
Occult					
Spirit-Cutting Attack	1 m	Supplemental	Instant	Combo-OK, Dawn, Obvious	Ex2, 221
Shadowlands Circle Necromancy	None	Permanent	Permanent	-	BT, 6
Spirit-Detecting Glance	3 m	Reflexive (1)	One scene	Combo-OK	Ex2, 221
Sorcery					
Blood Mirror Speech	10 m, 1 lethal hl	Shadowlands	-	Creature	BT, 24
Field of Fell Dreams	16 m	Shadowlands	-	Area	BT, 28
Gentle Call of Lethe	13 m	Shadowlands	_	Living creature	BT, 29
Master Puppeteer's Knife	14 m	Shadowlands	_	Area	BT, 30
Summon Ghost	15 m or more	Shadowlands	_	Ghost	BT, 34
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