Concept: Vedec Prukop		Caste: Defiler	Rules: 2nd E	dition	• • •	000000
Motivation: Create own Age: 25	Sex: Male	Hair Color	: Black Skin Tone: White	Eye Color: White	Personal Pool	14 (14) Total / Available
Totemic Anima:					Peripheral Pool	35 (35) Total / Available
At	ttributes		Virtue	s		Anima
Strength		00000	Compassion	Temperance	Cause Caste Mar	k to glow brightly (1 mote)
Dexterity	••00	00000				low bright enough to read by (1 mote)
Stamina		00000	Conviction	Valor	Know the hearest	entrance to Hell (1 mote)
Charisma		00000	$\bullet \bullet \bullet \circ \circ$	\bullet \bullet \bullet \circ \circ		
Manipulation Appearance		00000			Motes Banner FI	are Stealth
Perception		00000	Urge		1-3 Caste Ma	k glitters Normal
Intelligence		00000		1	4-7 Caste Mai 8-10 Coruscani	
Wits	•••0	00000	Urge: Urge to fit in		11-15 Brilliant Bo	onfire Impossible
)	16+ Totemic A	ura Impossible
	Abilities		Willpow	/er		Social Combat
Archery		00000			Join De	ebate 3 Dodge MDV 4
		00000			Attack	Speed Honesty Deception Rate Attack/MDV Attack/MDV
		00000			Presence	4 4 2 2 1 2
□War		00000	Intimac	ies	Performance	6 4 2 2 1 1
_ ☐ Integrity		00000			Investigation	5 7 4 5 3 2
Performance Presence Resistance		00000			Common Actions Action Speed	DV Common DV Modifiers Source Modifier
Presence		00000			Join Debate 5 Attack Above	None Appearance Difference -2 Motivation +/- 3
≅ Resistance☐ Survival		00000)	Monologue 3 Miscellaneous 5	-2 Virtue +/- 2 -2 Intimacy +/- 1
■ Craft		00000		Λνο	senal	
		00000	Name	Speed Accuracy		efence Rate Range Tags
☐ Investigation ☐ Lore ☐ □ Lore		00000	Punch	5 +1 6	6 +0 2 B	+2 4 3 N
■ Medicine ■ Occult		00000	Kick	5 +0 5		-2 2 2 N
_		00000	Clinch	6 +0 5	5 +0 2 B	+0 3 1 C,N,P
+ ■ Athletics D Awareness		00000	-			
Dodge Dodge Dodge	••••	00000				
→ Larceny+ □ Stealth		00000				
		00000				
☐ Bureaucracy ☐ Linguistics		00000	Name		noply (B/L/A)	Hardness (B/L) Mob.Pen. Fatigue
E Linguistics P → Ride	●000	00000	Name Natural Soak	Soak	3 1	Traininess (L/L) Mob. Feri. Traingue
□ Sail □ Socialize		00000				
Gocianze						
Craft - Air	Crafts	00000	Total		3 1 0	
Craft - Earth		00000		Clos	e Combat	Range
Craft - Fire	0000	00000		Moveme	nt & Health	
Craft - Water Craft - Wood		00000	Move Dash Jump (H/V)	Health Levels		Rules
Craft - Vitriol		00000	2 8 6 3 1 7 4 2	= -		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;
Craft - Genesis		00000				ncapacitated = 1 week). Double these times if not esting. Aggravated damage heals at the same rate
		00000	1 6 2 1	-2 🗆 🗆		as lethal but cannot be healed magically. Death and Dying: If characters incapacitated by
				_ = =		Lethal or Aggravated suffer further damage, they ose one Dying level per "Inactive" action. Marking Damage:
S	pecialties		1 4 0 0 Subtract Mob. Pen. Twice for h. jump.		I)vina	Bashing Lethal Aggravated
Resistance - Resist Dis Survival - Desert	ease	●00 ●00	Subtract Wob. Peri. Twice for h. jump.	пісар. Ц		
Craft - New Species		●00		Со	mbat	
Medicine - Infection		• 00	Join Battle 3	Dodge DV 5	Knockdown	5 5 Stunning 3 5
		000				shold / Pool Threshold / Pool
		000	Order of Attack Events	Knockdown Characters are knocked	down if an attack deals more	Common Actions Action Speed DV Pen
		000	Declare Attack Declare Defence Attack Roll	Knockdown Pool (2) to a requires an action. Prone	characters take a -1	Join Battle Varies None Ready Weapon 5 -1
		000	Attack Reroll Subtract Penalties/Apply Defenses Defence "Reroll"	external penalty to all not	nreflexive physical rolls.	Physical Attack Varies -1 Coordinate Attack 5 None Aim 3 -1
			7. Calculate Raw Damage 8. Apply Hardness & Soak, Roll Damag 9. Counterattack	I I than their Stun Threshold	ore health levels of damage d in a single blow must make	Guard 3 None Move 0 None Dash 3 -2
			Counterattack 10. Apply Damage, Knockdown & Stunni	ing a reflexive Stun roll (dam stunned until their attacke characters take a -2 inter	age - Stamina) or be er next acts. Stunned	Miscellaneous 5 Varies Jump 5 -1
+ : This ability is commonly affect	cted by mobility per	nalty.	Full combat rules on pages 140-158	reflexive physical rolls.	. , , , ,	Rise from Prone 5 -1 Inactive 5 Special
nspired by Voidstate			Created with Anathema http://anathema			Exalted ©2007 by White Wolf, Inc http://www.white-wolf.com

Ral Zarek

Essence

Backgrounds					
Cult (Patron)	●00000				
Backing (Patron)	●00000				
Influence (Patron)	●00000				
Resources	●●0000				
Savant	●●●○○ ○				
Artifact (Fourfold Demon Arm)	●●●○○ ○				
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	000000				

	Possessions
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Languages
old Realm, Flametongue

Experience

0 total - 0 spent = 0 banked

Generic Charms							
	Malfeas	Cecelyne	SWLiHN	Adorjan	Ebon Dragon	Kimbery	
First (Yozi) Excellency	0	0	•	0	0	0	
Second (Yozi) Excellency	0	0	0	0	0	0	
(Yozi) Mythos Exultant	0	0	0	0	0	0	
(Yozi) Inevitability Technique	0	0	0	0	0	0	
Effortless (Yozi) Dominance	0	0	0	0	0	0	
So Speaks (Yozi)	0	0	0	0	0	0	

So Speaks (Yozi)	0		O	0 0	
		CI	narms		
Name	Cost	Туре	Duration	Details (Keywords, Targets)	Source
Generic Charms					
First (Yozi) Excellency	1 m per die	Reflexive (1/2)	Instant	1 mote per die to roll.	Inf2
Second (Yozi) Excellency	2 m per success	Reflexive (1/2)	Instant	1 success per 2 motes.	Inf2
Effortless (Yozi) Dominance	-	Permanent	Permanent	Lowers the mote cost of First Excellency with repeated use	Inf2
(Yozi) Inevitability Technique	(1wp)	Permanent	Permanent	Lower the target number when using First Excellence	y Inf2
(Yozi) Mythos Exultant	-	Permanent	Permanent	Enhance stunt rewards when using First Excellency	Inf2
So Speaks (Yozi)	3m, 1 wp	Simple	One scene	Makes First Excellency activation not count as charn use	n Ex2
SWLiHN: Unshattered Tongue Perfection					
Disembodied Voice Tintinnabula	1 m, 1 wp	Reflexive	One scene	Combo-OK	BWC, 22
Unshattered Tongue Perfection	5 m	Simple	Indefinite	Combo-OK, Shaping, Sorcerous, Touch	Inf2, 132
SWLiHN: Factual Determination Analysis					
Analytical Modelling Intuition	3 m, 1 wp	Simple	Instant	Combo-OK	Inf2, 131
Factual Determination Analysis	2 m	Reflexive	Instant	Combo-OK	Inf2, 130
Essence-Dissecting Stare	- Special	Simple	One hour	Combo-Basic	Inf2, 133
SWLiHN: Mind-Hand Manipulation					
Principle-Invoking Onslaught	1 m (+1wp)	Supplemental	Instant	Combo-OK, Obvious, Shaping, Sorcerous	Inf2, 135
Mind-Hand Manipulation	10 m	Simple	Indefinite	Combo-OK, Obvious, Sorcerous	Inf2, 134
Unseen Force Application	None	Permanent	Permanent	-	Inf2, 135
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