Essence Concept: Stone Killer Caste: Night 000000 Motivation: Free Exaltations of all Deathknights. Personal Pool 16 (16) Total / ___ Available Sex: male Hair Color: black Skin Tone: black Eye Color: grey Age: 25 Peripheral Pool 30 (30) Total / ___ Available Totemic Anima: Huge pale gold cougar prepares to pounce. Attributes Virtues Anima Compassion ●●●●○ ○○○○○ Temperance Strength Cause Caste Mark to glow brightly (1 mote) \bullet \bullet \circ 0000 · Cause anima to glow bright enough to read by (1 mote) ●●●●○ ○○○○○ Dexterity • Know the precise time of day (1 mote) Stamina ●●●●○ ○○○○○ Conviction Valor Charisma •••oo ooooo • 0 0 0 • • • ●●000 00000 Manipulation ●●000 00000 Appearance Motes Banner Flare Stealth 1-3 Caste Mark glitters Normal ●●●●○ ○○○○○ Virtue Flaw Perception 4-7 Caste Mark burns +2 ●●000 00000 Intelligence 8-10 Coruscant Aura Impossible ●●●○○ ○○○○○ Wits 11-15 **Brilliant Bonfire** Impossible Heart of Flint: Frustrated by the childish nature of the world 16+ Totemic Aura Impossible Abilities Willpower Social Combat Archery 00000 00000 123 000Join Debate 6 Dodge MDV 6 Martial Arts **••••** 00000 123 Speed Honesty Attack/MDV Rate Attack Deception Attack/MDV Melee 00000 00000 3 2 4 4 2 2 Presence 00000 00000 ☐Thrown 6 5 3 4 2 1 Performance □ War 00000 00000 Intimacies 5 Investigation 3 4 2 2 ●●000 00000 123 Opressed in the Creation Integrity Common DV Modifiers Source Modifier Common Actions Action Speed ●●000 00000 123 Performance DV Presence ●0000 00000 123 Join Debate Appearance Motivation Resistance ●●00 00000 123 Monologue Miscellaneous 5 Intimacy ●0000 00000 123 □ Survival ☐ Craft 00000 00000 123 Arsenal Twilight ● 000 00000 123 Investigation Speed Accuracy Damage Defence Rate Range Tags Name ●0000 00000 Lore Punch +1 9 +0 4 В +2 Ν ☐ Medicine 00000 00000 123 Kick 5 +0 8 +3 7 B -2 3 2 Ν 00000 00000 123 ☐ Occult Clinch 6 8 +0 4 В 4 1 <u>C,N</u>,P +0 +0 + Athletics ●●000 00000 123 Smashfist - Punch (Martial Arts) 5 +3 11 +5 9/2 B +3 6 3 M,O●●00 00000 123 Awareness 7 Smashfist - Clinch +2 10 +4 8/2 В +1 5 2 C,M,O,P **000000000123** + Dodge + Larceny ●●000 00000 123 **••••** 00000 123 + Stealth 00000 00000 123 Bureaucracy Linguistics ●●000 00000 123 Panoply + Ride 00000 00000 123 Soak (B/L/A) Mob.Pen. Hardness (B/L) Fatigue Name ☐ Sail 00000 00000 123 Natural Soak 4 2 ●0000 00000 123 ☐ Socialize Artifact Chain Shirt +5 +7 +7 3 3 -0 0 00000 00000 9 7 3 0 Effective 9|| 3 0 00000 00000 00000 00000 Movement & Health 00000 00000 Move Dash Jump (H/V) Health Levels 00000 00000 Health: Bashing damage heals 1 health level per 3 4 10 12 6 -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 00000 00000 3 9 10 5 -1 00000 00000 resting. Aggravated damage heals at the same rate 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: 2 8 8 4 -2 00000 00000 4 2 П 6 -4 Specialties Dying П Subtract Mob. Pen. Twice for h. jump Incap Investigation - Intentions **•**00 •00 Lore - Local Customs Combat **•**00 Awareness - Listening **•**00 Stealth - Cities Dodge DV 4 Join Battle 6 Knockdown 7 7 Stunning 4 7 000 Threshold / Pool Threshold / Pool 000 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 000 Declare Attack
Declare Defence
Attack Roll
Attack Roll
Subtract Penalties/Apply Defenses
Defence "Reroll"
Calculate Raw Damage
Apply Hardness & Soak, Roll Damage
Counterattack 000 Join Battle Ready Weapon Physical Attack Coordinate Attack Varies 000 Varies None Sturning
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

Background	ds
Artifact (Smashfist)	●00000
Artifact (Chain Shirt)	●00000
Contacts (Guild)	●00000
Resources	●●0000
Cult	●●000 0
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Experience

23 total - 21 spent = 2 banked

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

			Charms		
lame	Cost	Туре	Duration	Details (Keywords, Targets)	Source
Seneric Charms					
Second (Ability) Excellency	2 m per success	Reflexive (1/2)	Instant	Add successes, Max = (Attribute + Ability) / 2	Ex2, 184
Resistance	·	, ,		•	
Ourability of Oak Meditation	2 m	Reflexive (7)	Instant	Combo-OK, Dawn	Ex2, 206
Spirit Strengthens the Skin	1 m per pre-soak damage die removed	Reflexive (7)	Instant	Combo-OK, Dawn, Obvious	Ex2, 207
Body-Mending Meditation	10 m	Supplemental	Until day ends	Combo-OK	Ex2, 208
athletics					
Graceful Crane Stance	3 m	Reflexive	One scene	Combo-OK	Ex2, 222
stealth					
asily Overlooked Presence Method	3 m	Simple	One scene	Combo-OK	Ex2, 230
Mental Invisibility Technique	5 m, 1 wp	Simple	One scene	Combo-OK, Compulsion	Ex2, 230
nvisible Statue Spirit	5 m	Simple	Indefinite	Combo-OK	Ex2, 230
Celestial) Solar Hero Style					
ists of Iron Technique	1 m	Reflexive	One action	Combo-OK, Enhanced	Ex2, 242
Oragon Coil Technique	3 m	Reflexive (1)	Until next action	Combo-OK, Enhanced	Ex2, 242
hunderclap Rush Attack	1 m	Supplemental	Instant	Combo-OK, Martial-ready: Archery, Melee, Thrown	Ex2, 190
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