	esert Caste: Malefactor ny Exalted as possible to the side of Sex: Male Hair Color: I			Personal Pool Peripheral Pool	14 (14) Total / Available 30 (30) Total / Available
A 44	trib ut a	Vistua			
Strength Dexterity Stamina	●●○○ ○○○○ ●●○○ ○○○○ ●●○○ ○○○○	Virtues Compassion	Temperance OOOO UUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUU	Cause Caste Mark to glow Cause anima to glow brigh Know the nearest entrance	t enough to read by (1 mote)
Charisma Manipulation Appearance	•••• 0 00000 ••• 0 00000		• 0 0 0	Motes Banner Flare	Stealth
Perception Intelligence Wits	•••00 00000 •••00 00000	Urge Urge: Urge to command		1-3 Caste Mark glitters 4-7 Caste Mark burns 8-10 Coruscant Aura 11-15 Brilliant Bonfire 16+ Totemic Aura	Normal +2 Impossible Impossible Impossible
Δ	bilities	Willpower		Socia	l Combat
☐ Archery ☐ Martial Arts ☐ Melee ☐ Thrown ☐ War	00000 00000 00000 00000 00000 00000 00000 00000			Join Debate	
Integrity □ Performance □ Presence □ Resistance □ Survival	••000 00000 ••000 00000 ••000 00000 ••000 00000			Common Actions Action Speed DV Join Debate 5 None Attack Above -2 Monologue 3 -2 Miscellaneous 5 -2	Common DV Modifiers Source Modifier Appearance Difference Motivation +/-3 Virtue +/-2 Intimacy +/-1
☐ Craft ☐ Investigation ☐ Lore ☐ Medicine ☐ Occult	••000 00000 00000 00000 00000 00000 ••000 00000	Name Punch Kick Clinch	Speed Accuracy 5 +1 4 5 +0 3 6 +0 3	Damage Defence +0 2 B +2 +3 5 B -2 +0 2 B +0	Rate Range Tags 3 3 N N 1 2 N N C,N,P
+ Athletics Awareness + Dodge + Larceny + Stealth	00000 00000 00000 00000 00000 00000 00000 00000	Reaper Daiklaive - Weapon	4 +5 11	+7 9 L +1	4 3 — — — — — — — — — — — — — — — — — —
Bureaucracy Linguistics Ride Sail Socialize	00000 00000 •0000 00000 00000 00000 •0000 00000	Name Natural Soak Buff Jacket	Pano Soak (B/L 2 +4	/A) Hardness	
	Crafts	Total	6		0 -1 2
Craft - Air Craft - Earth Craft - Fire	00000 00000 ••000 00000		Close C		
Craft - Water Craft - Wood Craft - Vitriol	00000 00000 00000 00000 00000 00000 00000 00000 00000 00000	Move Dash Jump (H/V) 3 9 4 2 2 8 2 1 1 7 0 0 1 5 0 0	-1	3 hours. Le hours: 1 = Incapacitate resting. Agg as lethal bu Death a Lethal or Ag lose one D) Marking Marking	=
Melee - Sabres	ecialties •OO	Subtract Mob. Pen. Twice for h. jump.	Incap.	Bashing	g 🔀 Lethal 🛣 Aggravated
Performance - Speeches Presence - Persuation	• • • • • • • • • • • • • • • • • • •		Coml	bat	
Craft - Chalcanth	●00 000	Join Battle 3	Dodge DV 4	Knockdown 4 5 Threshold / Poo	
+: This ability is commonly affect	OOO OOO OOO OOO	Order of Attack Events 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 Full combat rules on pages 140-158.	Knockdown Characters are knocked dow raw damage than their Knock Knockdown Pool (2) to avoid requires an action. Prone che external penalty to all nonrefl Stunning Characters who suffer more than their Stun Threshold in a reflexive Stun roll (damage stunned until their attacker n characters take a -2 internal reflexive physical rolls.	m if an attack deals more kdown Threshold. Roll Join Batt Ready W Physical Coordina Aim Aim Single blow must make > Stamina) or be ext acts. Stunned	/eapon 5 -1 Attack Varies -1 ste Attack 5 None 3 -1 3 None 0 None 3 -2 heous 5 Varies 5 Varies

Syrael Sandstorm

Essence

Backgrounds					
Backing (Patron)	●00000				
Influence (Patron)	●000000				
Cult (Cecelyne)	●000000				
Resources (Drugs (Maiden's Tea))	●●0000				
Unwoven Coadjutor	●000000				
Past Life	●●0000				
Artifact (Reaper Daiklaive)	●●0000				
Cult (Patron)	●000000				

(Possessions						
٠							

Languages
old Realm, Flametongue, Riverspeak
_
)

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
(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

Co opoulio (1 oz.)							
Charms							
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 Excellency	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 charm use	Ex2		
Cecelyne: Demonic Primacy of Essence		_	_				
Demonic Primacy of Essence	None	Permanent	Permanent	Servitude, Social	Inf2, 119		
Cecelyne: Transcendent Desert Creature							
Transcendent Desert Creature	None	Permanent	Permanent	-	Inf2, 121		
Sand-Slip Trick	None	Permanent	Permanent	Obvious, Shaping	Inf2, 121		
Scorpion-Tailed Mirage Technique	6 m (Or 4m), 1 wp	Extra Action	Instant	Combo-OK, Obvious, Shaping	Inf2, 122		
Sand Through Fingers Defense	3 m	Reflexive	Instant	Combo-OK, Obvious	Inf2, 123		
Sandstrike Blast	1 m or 3m (or 3m, 1wp)	Simple	One scene	Combo-OK, Messianic (1), Obvious, Shaping, Sorcerous	Inf2, 124		
Cecelyne: Holy Land Infliction							
Holy Land Infliction	15 m, 1 wp	Simple	Until Stopped	Combo-OK, Obvious, Shaping, Sorcerous	Inf2, 125		
Cecelyne: Hellscry Chakra							
Hellscry Chakra	5 m	Simple	Indefinite	-	Inf2, 118		
			-				
			-				
			-				
		-	-	-			
	_						
		-	-	-			