

Syrael Sandstorm

Concept: Voice of the Desert Caste: Malefactor Rules: 2nd Edition
 Motivation: Bring as many Exalted as possible to the side of the Yozi.
 Age: 34 Sex: Male Hair Color: Black Skin Tone: Sun-tanned Eye Color: Silvery gray
 Totemic Anima: _____

Essence

Personal Pool 14 (14) Total / ___ Available
 Peripheral Pool 30 (30) Total / ___ Available

Attributes

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

Virtues

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

Urge

Urge: Urge to command

Anima

- ◆ Cause Caste Mark to glow brightly (1 mote)
- ◆ Cause anima to glow bright enough to read by (1 mote)
- ◆ Know the nearest entrance to Hell (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

Slayer
 Archery ○○○○○○ ○○○○○○
 Martial Arts ○○○○○○ ○○○○○○
 Melee ●●●○○ ○○○○○○
 Thrown ○○○○○○ ○○○○○○
 War ○○○○○○ ○○○○○○

Malefactor
 Integrity ●●○○○ ○○○○○○
 Performance ●●●○○ ○○○○○○
 Presence ●●●○○ ○○○○○○
 Resistance ●●○○○ ○○○○○○
 Survival ●●○○○ ○○○○○○

Defiler
 Craft ●●○○○ ○○○○○○
 Investigation ○○○○○○ ○○○○○○
 Lore ○○○○○○ ○○○○○○
 Medicine ○○○○○○ ○○○○○○
 Occult ●●○○○ ○○○○○○

Scourge
 Athletics ○○○○○○ ○○○○○○
 Awareness ○○○○○○ ○○○○○○
 Dodge ●●○○○ ○○○○○○
 Larceny ○○○○○○ ○○○○○○
 Stealth ○○○○○○ ○○○○○○

Fiend
 Bureaucracy ○○○○○○ ○○○○○○
 Linguistics ●●○○○ ○○○○○○
 Ride ●○○○○○ ○○○○○○
 Sail ○○○○○○ ○○○○○○
 Socialize ●●○○○ ○○○○○○

Crafts

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

Specialties

Melee - Sabres ●○○○
 Performance - Speeches ●○○○
 Presence - Persuasion ●○○○
 Craft - Chalcant ●○○○
 _____ ○○○○
 _____ ○○○○
 _____ ○○○○
 _____ ○○○○

◆ : This ability is commonly affected by mobility penalty.

Willpower

●●●●○ ○○○○○○

Intimacies

Social Combat

Join Debate **3** Dodge MDV **5**

Attack	Speed	Honesty Attack/MDV	Deception Attack/MDV	Rate
Presence	4	7	4	2
Performance	6	7	4	1
Investigation	5	4	2	2

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

Arsenal

Name	Speed	Accuracy	Damage	Defence	Rate	Range	Tags
Punch	5	+1	4	+0	2	B	N
Kick	5	+0	3	+3	5	B	N
Clinch	6	+0	3	+0	2	B	C,N,P
Reaper Daiklave - Weapon	4	+5	11	+7	9	L	

Panoply

Name	Soak (B/L/A)	Hardness (B/L)	Mob. Pen.	Fatigue
Natural Soak	2	1		
Buff Jacket	+4	+3	+3	0
Total	6	4	3	0

Close Combat Range

Movement & Health

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

Health Levels: -0, -1, -2, -4

Subtract Mob. Pen. Twice for h. jump. Incap.

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 **3** Dodge DV **4** Knockdown **4** **5** Stunning **2** **4**

Threshold / Pool Threshold / Pool

Order of Attack Events	Knockdown	Common Actions
1. Declare Attack	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.	Join Battle Varies None
2. Declare Defence		Ready Weapon 5 -1
3. Attack Roll		Physical Attack Varies -1
4. Attack Reroll		Coordinate Attack 3 None
5. Subtract Penalties/Apply Defenses		Aim 3 -1
6. Defence "Reroll"		Guard 3 None
7. Calculate Raw Damage		Move 0 None
8. Apply Hardness & Soak, Roll Damage		Dash 3 -2
9. Counterattack		Miscellaneous 5 Varies
10. Apply Damage, Knockdown & 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.	Jump 5 -1
		Rise from Prone 5 -1
		Inactive 5 Special

Full combat rules on pages 140-158.

