	Chant du	Renouveau			Essence
Concept: Chanteur co Motivation: Promouvoi Age: 0 Totemic Anima:	r la paix entre les peuples par le cha	Caste: Serenity nt : Skin Tone:	Eye Color:	Personal Pool Peripheral Pool	19 (19) Total / Available 54 (54) Total / Available
	A 44 mile v 4 a a	Vistori			A mima a
Strength Dexterity Stamina	Attributes	Compassion Compassion Compassion Compassion Conviction	Temperance Output Temperance Output Valor	Cause Caste Mark to glov Cause anima to glow brig Recognize nearby gateway	ht enough to read by (1 mote)
Charisma Manipulation Appearance				Motes Banner Flare	Stealth
Perception Intelligence Wits	•••00 00000 •••00 00000 •••00 00000	Flawed Limit Break: Pursue utter joy for		1-3 Caste Mark glitte 4-7 Caste Mark burn 8-10 Caste Mark burn 11-15 Soft Halo 16+ Burning Halo	s lightly Normal
	Abilities	Willpoy	wer	Soc	ial Combat
Resistance + Ride Sail Survival Thrown	●●○○ ○○○○ 123 ●○○○ ○○○○ 123 ●○○○ ○○○○ 123 ●○○○ ○○○○ 123 ●○○○ ○○○○ 123	Intimac		Join Debate Attack Speed Presence 4 Performance 6 Investigation 5	5 Dodge MDV 9 Honesty Attack/MDV Deception Attack/MDV Rate 8 4 7 4 2 10 5 9 5 1
Craft + □ Dodge □ Linguistics □ Performance □ Socialize	•••• 0 00000 123 •••• 0 00000 123 •••• 0 00000 123 •••• 0 00000 123 ••• 0 00000 123			Common Actions Action Speed DV Join Debate 5 No Attack Above -2 Monologue 3 -2 Miscellaneous 5 -2	Common DV Modifiers Source Modifier
☐ Archery	00000 00000 123 ••••0 00000 123 •0000 00000 123 •••00 00000 123 00000 00000 123	Name Punch Kick Clinch	Speed Accuracy 5 +1 11 5 +0 10 6 +0 10	Damage Defence +0 4 B +2 +3 7 B -2 +0 4 B +0	Rate Range Tags 6 3 N N 4 2 N C,N,P
Investigation Larceny Lore Occult Stealth	●●○○○ ○○○○○ 123 ●●○○○ ○○○○○ 123 ●●●○○ ○○○○○ 123 ●●●○○ ○○○○○ 123 ●●●○○ ○○○○○ 123				
□ Awareness □ Bureaucracy □ Integrity ■ Martial Arts □ Medicine	●●○○○ ○○○○○ 123 ●●●○ ○○○○○○ 123 ●●●○ ○○○○○○ 123 ●●●○ ○○○○○○ 123 ●●●○○ ○○○○○ 123	Name Natural Soak	Pan Soak (B/		ess (B/L) Mob.Pen. Fatigue
Craft - Air Craft - Earth Craft - Fire	Crafts	Effective	Movemen	4 2 0	0 0 0 0
Craft - Water Craft - Wood Craft - Technomagie Craft - Destin	00000 00000 •••00 00000 ••000 00000 00000 00000	4 10 14 7	Health Levels	Rules Health hours. L incapac resting. Se Beath Death Lethal o	h: Bashing damage heals 1 health level per 3 ethal damage healing rate varies (-0 = 6 = 2 days; -2 = 4 days; -4 = 1 week; itated = 1 week). Double these times if not Aggravated damage heals at the same rate but cannot be healed majcially. and Dying: If characters incapacitated by r Aggravated suffer further damage, they lose go level per 'Inactive' action.
	Specialties	1 7 8	4 -4 -4	Dying Past	ng Damage: ning ⊠ Lethal ∭ Aggravated
Craft - Palestris	●00	Yards Accounts for wound & mobility per	n. Incap. \Box		
Performance - Chante Lore - Premier Âge	r •00		Con	nbat	
Occult - Art de la géor		Join Battle 5	Dodge DV 7		9 Stunning 4 7
Occult - Art de la géor Martial Arts - Style du		Order of Attack Events 1. Declare Attack 2. Declare Defence	Knockdown Characters are knocked dov raw damage than their Knoc Knockdown Roal (2) to avoid	wn if an attack deals more Actio	nmon Actions
+ : This ability is commonly aff	000	Declare Defence Attack Roll Attack Roll Attack Roll Subtract Penalties/Apply Defenses Defence "Reroll" Calculate Raw Damage Apply Hardness & Soak, Roll Damage Counterattack Apply Damage, Knockdown & Stunni	reflexive Stun roll (damage -	nysical rolls. Phys Coon Aim Guar Aim Staminal or be stunned Stunned characters take a Stunned characters take a	9 0 None 3 -2 Blaneous 5 Varies 5 -1
123: Dark numbers indicate kno		Full combat rules on pages 140-158.	11 ' '	Rise	from Prone 5 -1 ive 5 Special

	Colleges		Astr	rology
	☐ The Captain	00000		
s	☐ The Gull	00000	Astrology 1. Prayer Phase	Triggers
Lue Lue	☐ The Mast	00000	Charms (varies)	Simple: +1 Paradox Intelligent: +3 Paradox
Journeys	_		Lengthy Prayer (+1-3 dice)	Intelligent: +3 Paradox
٦	☐ The Messenger	00000	Create Petition (+1/3 dice)	
	☐ The Ship's Wheel	00000	Cosignatures (+1 die per cosigner) Countersignature (+3 dice)	Scope
	■ The Ewer	••••		0. Individual
-			2. Roll for Effect	Individual Alone
Ξ	The Lovers	•••00	Compose Plans (+dice per successes) Compute Horoscopes (+dice per successes)	2. Small Group or Clique
Serenity	The Musician		Ritual Behavior (+3 dice)	S. Extended Family or Hamlet Clan or Village (Censure)
0	The Peacock	00000	Multiple Sidereals (+helpers Essence dice)	5. Town or Neighborhood (+1 Paradox, Censure)
	The Pillar		3. Effect Phase	6. City (+1 Paradox, Censure)
		00000	Choose Effect	7. Principality or Prefecture (+3 Paradox, Censure)
	The Banner	00000	Roll for Paradox	8. Kingdom or Dominion (+3 Paradox, Censure) 9. Local Region (+3 Paradox, Censure)
es	☐ The Gauntlet	00000		10. Astrological Direction (+3 Paradox, Censure)
Battles	☐ The Quiver	00000	Ascending and Descending Destinies	
ω	☐ The Shield	00000	Artises Prodimy Rieseing: -1 TN +1 DV	Duration
	☐ The Spear	00000	Artless Prodigy Blessing: -1 TN, +1 DV Blissful flot Blessing: -1 difft, +1 success on opposed rolls, +1 DV Hound-Chases-Rabbit Blessing: Gain temp. Willipower on successful relevant	0. 4.84
	I me opean		I I rolls	0. A Month 1. A Season
	☐ The Guardians	00000	Fortified Spirit Blessing: +1 Virtue Sloped-Floor Curse: +1 TN, -1 DV	2. A Year
ts	☐ The Key	00000	Ruin Without Failure Curse: +1 diff -1) V	3. 10 Years
Secrets	☐ The Mask	00000	Heart-Piercing Curse: Lose temp. Willpower on failed relevant roll Name Destroying Curse: -1 Virtue	4. 20 Years
Se	☐ The Sorcerer	•••00		5. 60 Years 6. 140 Years
			Posplandent Dectiny	7. 260 Years
	☐ The Treasure Trove	00000	Resplendent Destiny	8. 600 Years
	☐ The Corpse	•0000	Resplendent Destinies may spend Effect Points on Scope, Duration, or	9. 1000 Years
S	'		Endurance.	10. 2000 Years
Endings	☐ The Crow	00000	Scope must always use exactly two Effect Points, regardless of Essence.	
ndi	☐ The Haywain	00000	Endurance is used to fuel Resplendencies, and is bought one-for-one with Effect Points.	Frequency
ш	☐ The Rising Smoke	00000	The Resplendent Destiny ends immediately when Duration expires or	1. Weekly
	☐ The Sword	•••00	Endurance reaches zero. The exact identity may never be recovered or	2. Daily (+1 Paradox)
	_		resumed.	3. Once per Scene (+1 Paradox, Censure)
				4. Anytime (+3 Paradox, Censure)
)		
	Arcane Fate		Connections	Resplendency Paradox Dice
	Arcane rate		Connections	Respictivelity Faradox Dice
• +3	3 dice to all Performance, Presence, Socializ	ze or Larceny		Every out-of-character act: 1
poo	ls used to masquerade. Bonus does not app	oly when		Every month you live in a location where you've had a dozen
imp	ersonating a specific person.			known resplendent destinies in the last decade: 1
• TI	ne difficulty of Intelligence + Larceny rolls for	r disguise is		Character wearing a resplendent destiny activates anima
alwa	ays 1.			banner
• A	dditional +3 dice to disguise as a donned res	splendent destiny.		at the 4-7 level or above: 1
• -3	dice penalty on rolls to build relationships, t	trust or love.		at the 8-10 level or above: +2
• M	ortals suffer -3 dice for rolls to spot the Side	real.		Confusing meeting as the Exalted self with someone you've
	oll Wits + Integrity - 3 (diff. 1) to attempt to re	1		had contact with as a resplendent destiny: 1
	ereal. Requires (Sidereal's Essence) succes			Confusing meeting wearing a resplendent destiny with
	ne failure to forget completely.	oral rollo to rodall,		someone you've had contact with as a past resplendent destiny:
0.0	no landro to lorget completely.			2
				and they conclude you're one resplendent destiny imitating
				another: +1
				and they conclude you're a supernatural being: +2
				and they conclude you're a supernatural being. +2
	Resplendent Destiny	/	Paradox	Resplendent Destiny
Col	lege:			College:
	ne:			Name:
	ect Dice:		Current Effects:	
			See pages 210 - 211 for full rules	Effect Dice: Duration:
	ration:			
EITE	ects:		Acquaintances/Familiars	Effects:
-			7 toquell training 5	
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Tra	ppings:			Trappings:
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l				
	Deeplendent Deeting		Posplandant Destiny	Rosplandant Destinu
	Resplendent Destiny		Resplendent Destiny	Resplendent Destiny
Col	lege:		College:	College:
1	me:		Name:	Name:
	ect Dice:		Effect Dice:	Effect Dice:
1	ration:		Duration:	Duration:
	ects:		Effects:	Effects:
	·····			50.0.
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=			Topologic	Tourstone
ı Irai	opinas:		Trappings:	Trappings:

Backgrounds	
Allies (Fille de la Bienveillance)	•••000
Familiar (Providence)	$\bullet \bullet \bullet \bullet \bullet \circ$
Sifu (Aurore Calme)	●00000
Backing (Division de la sérénité)	●●0000
Backing (Convention du Bois)	●00000
Backing (Sous-convention de la Rena	
Savant	●●●○○ ○
Salary	●●00000

	Possessions
	
	

Languages	
Riverspeak, Old Realm, Forest-tongue, Low Realm, High Realm, Flametongue	

Experience

0 total - 0 spent = 0 banked

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

		C	harms		
Name	Cost	Туре	Duration	Details (Keywords, Targets)	Source
Generic Charms		.,,		(,g,	
Second (Ability) Excellency	2 m per success	Reflexive (1/2)	Instant	Add up to (Essence) successes to Ability rolls.	Ex2, 184
Propitious (Ability) Excellency	2 m +2m per reduction, 1 wp	Simple	One scene	Reduces the cost of the first three Excellencies.	Sid2, 127
Craft	, ,				
Mending Warped Designs	5 m	Simple (5, -2)	Instant	Combo-Basic, Shaping, Virtue (Valor)	Sid2, 142
World-Shaping Artistic Vision	None	Permanent	Permanent	Native	Sid2, 141
Excellent Implementation of Objectives	4 m	Supplemental	Instant	Combo-OK	Sid2, 140
Elemental Vision	None	Permanent	Permanent	Social, Virtue (Compassion)	Sid2, 140
Dodge				, , ,	
Duck Fate	10 m	Reflexive (2)	Instant	Combo-Basic	Sid2, 143
Avoidance Kata	2 m	Reflexive (2)	Instant	Combo-Basic, Illusion, Shaping	Sid2, 143
Absence	2 m	Reflexive (2)	Instant	Combo-OK	Sid2, 143
Integrity		,			, ,
Compassionate Essence Replenishment	None	Special	Permanent	-	Sid2
Preservation of Resolve	2 m +2 per point of	Simple	One scene	Combo-OK, Social	Sid2, 178
	MDV	Sp.0	5 555110	23	J.32, 110
Investigation					
Auspicious Prospects for Battles	1 m	Simple	Instant	Combo-Basic	Sid2
Auspicious Prospects for Serenity	1 m	Simple	Instant	Combo-Basic	Sid2
Linguistics					
Blue Vervain Binding	1 m per character	Simple (6 LT, -2)	Indefinite	Combo-OK, Training	Sid2, 145
Favorable Inflection Procedure	5 m	Simple	Instant	Combo-OK, Emotion, Virtue (Compassion)	Sid2, 145
Abandoned Words Curse	5 m, 1 wp	Supplemental	Instant	Combo-OK, Illusion	Sid2, 145
Lover's Oath	20 m, 1 wp	Simple (DA, -1)	Instant	Combo-OK, Overdrive, Prayer Strip	Sid2, 146
Occult					
Mark of Exaltation	3 m	Reflexive	One scene	Combo-OK, Obvious, Virtue (Compassion)	Sid2, 169
Incite Decorum	2 m	Simple	One scene	Combo-OK, Compulsion	Sid2, 169
Telltale Symphony	5 m	Simple (5, -0)	One hour	Combo-Basic	Sid2, 169
Performance					
Defense of Shining Joy	5 m, 1 wp	Simple (5, -1)	One scene	-	Sid2, 147
Faultless Ceremony	1 m	Supplemental	Instant	Combo-OK	Sid2, 146
Heart-Brightening Presentation Style	None	Permanent	Permanent	Virtue (Compassion)	Sid2, 146
Perfection in Life	5 m	Supplemental	Instant	Combo-OK, Virtue (Compassion)	Sid2, 147
Song of Spirit Persuasion	5 m, 1 wp	Simple (4 LT, -1)	Instant	Combo-Basic, Servitude, Social	Sid2, 148
Resistance					
Ox-Body Technique (2x)	None	Permanent	Permanent	Stackable	Sid2, 127
Someone Else's Destiny	4 m	Reflexive	Indefinite	Combo-OK	Sid2, 128
Water and Fire Treaty	5 m, 1 wp, 1 bashing hl	Simple	Indefinite	Combo-OK, Touch	Sid2, 127
(Celestial) Art of Victorious Concession Style	1				
Softening Cruel Tidings	3 m, 1 wp	Reflexive (2)	Instant	Combo-OK	SotM:IL, 25
Opening the Door	2 m	Reflexive (2)	Instant	Combo-OK	SotM:IL, 24
An Oath of Presence	3 m or more motes, 1 wp	Simple (6, -0)	One scene	Combo-OK, Obvious	SotM:IL, 25
Showering Foes with Friendship	6 m, 1 wp	Extra Action	Instant	Combo-OK	SotM:IL, 25
Lesson of the Rod	2 m, 1 wp	Reflexive (9)	Instant	Combo-OK, Counterattack	SotM:IL, 26
Spoken in Kindness	1 m	Reflexive (2)	Instant	Combo-OK	SotM:IL, 24
Instruction in Good Will	5 m	Simple	One scene	Form-Type (MA)	SotM:IL, 24

Charms											
Name	Cost	Туре	Duration	Details (Keywords, Targets)	Source						
(Celestial) Art of Victorious Concession Style	Cost	Турс	Duranon	Details (Neywords, Targets)	Gource						
Honey-Coated Admonitions	4 m	Supplemental	Instant	Combo-OK	SotM:IL, 25						
Loving Oration	2 m or more motes, 1	Simple	One scene	Combo-Basic, Compulsion, Obvious	SotM:IL, 26						
-	wp or more willpower, 1 lethal hl										
Hearing the Unspoken Word	3 m	Simple (4, -1)	One scene	Combo-OK	SotM:IL, 23						
Soothing Word of Wisdom	2 m or 3m	Supplemental	Instant	Combo-OK, Stackable, Touch	SotM:IL, 25						
Flawed Dedication Consent	3 m, 1 wp	Reflexive (2)	Instant	Combo-OK, Counterattack	SotM:IL, 24						
(Celestial) Silver-Voiced Nightingale Style	•	. ,									
Inspiring Battle Hymn	2 m	Supplemental	One action	Combo-OK, Emotion, War	SotM, 103						
Aria of Tranquility	3 m	Reflexive (2)	One action	Combo-OK, Emotion, Obvious	SotM, 106						
Terrifying Battle Shriek	2 m	Supplemental	One action	Combo-OK, Emotion, War	SotM, 103						
Haunting Heart-Rending Melody	4 m, 1 wp	Simple	Instant	Combo-OK, Emotion	SotM, 104						
Weeping Nightingale Form	5 m	Simple	One scene	Form-Type (MA)	SotM, 105						
Harmony in Opposition Stance	3 m	Simple	Varies	Combo-Basic	SotM, 103						
Weapon-Tuning Resonance	4 m	Simple	One scene	Combo-Basic	SotM, 105						
Heartsong Meditation	5 m +1 mote per	Simple	Permanent	Stackable	SotM, 104						
	action, 1 wp, 3 permanent xp										
Voice of the Bard	3 m	Supplemental	Instant	Combo-OK, Obvious	SotM, 104						
Impending Silence	15 m, 1 wp	Simple	One scene	Combo-Basic, Emotion, Obvious	SotM, 106						
Resounding Songbird's Cry	10 m, 1 wp	Simple	Instant	Combo-OK, Obvious	SotM, 106						
Dulcet Nightingale Form	5 m	Simple	One scene	Emotion, Form-Type (MA)	SotM, 105						
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