

Céleste - Cynis Zia

Concept: Vengeresse silencieuse

Caste: Scourge

Motivation: Briser sa famille

Age: 22

Sex: femme

Hair Color: brune

Skin Tone: moyenne

Eye Color: verts

Totemic Anima: Serpent horticole, vert avec des yeux et une langue rubis

Essence

Personal Pool 16 (16) Total / ___ Available
Peripheral Pool 22 (22) Total / ___ Available

Attributes

Strength ●●○○○ ○○○○○
Dexterity ●●●●○ ○○○○○
Stamina ●●○○○ ○○○○○

Charisma ●●●○○ ○○○○○
Manipulation ●●●●○ ○○○○○
Appearance ●●●●○ ○○○○○

Perception ●●●○○ ○○○○○
Intelligence ●●●○○ ○○○○○
Wits ●●●○○ ○○○○○

Virtues

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

Urge

Urge: Eroder les fondations de l'Empire écarlate

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 ○○○○○ ○○○○○

Specialties

Performance - Jouer la comédie ●●●○
Lore - Géomancie ●●○○
Occult - Art de l'astrologie ●○○○
Larceny - Déguisement ●●○○

+: This ability is commonly affected by mobility penalty.

Willpower

●●●●●●○○○

Intimacies

Famille "proche" - Haine (3/5), Suivant (famille) - Familiale (3/5), Boubou - Affection (3/5), Train de vie luxueux (3/5), Empire écarlate - Hypocrisie (2/5), Duun (2/5), Cynis Belar Rokujai (2/5)

Social Combat

Join Debate 5 Dodge MDV 6

Attack	Speed	Honesty Attack/MDV	Deception Attack/MDV	Rate
Presence	4	5	3	2
Performance	6	7	4	1
Investigation	5	6	3	2

Common Actions	Speed	DV	Common DV	Modifiers
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	6	+0	2	B	N
Kick	5	+0	5	+3	5	B	N
Clinch	6	+0	5	+0	3	1	C,N,P
Slashing Sword	4	+1	8	+3	5	L	
Dague de qualité exceptionnelle	4	+2	9	+6	8	L	
Short Daiklave	4	+4	11	+3	5/2	L	O,Th
Short Daiklave	4	+4	11	+3	5/2	L	O,Th

Panoply

Name	Soak (B/L/A)	Hardness (B/L)	Mob. Pen.	Fatigue
Natural Soak	2	1		
Discreète Armure de Quintessence	+5	+5	+5	0
Effective	7	6	5	0

Movement & Health

Move	Dash	Jump (H/V)	Health Levels	Rules
4	10	8	4	-0
3	9	6	3	-1
2	8	4	2	-2
1	6	0	0	-4

Yards | Accounts for wound & mobility pen. Incap. Dying

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	Dodge DV	Knockdown	Stunning
5	5	3 6	2 3
Threshold / Pool		Threshold / Pool	

Order of Attack Events	Knockdown	Common Actions
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	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 non-reflexive physical rolls. 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.	Join Battle Varies None Ready Weapon 5 -1 Physical Attack Varies -1 Coordinate Attack 5 None Aim 3 -1 Guard 3 None Move 0 None Dash 3 -2 Miscellaneous 5 Varies Jump 5 -1 Rise from Prone 5 -1 Inactive 5 Special

Full combat rules on pages 140-158.

Backgrounds	
Cult (Patron)	● ○ ○ ○ ○ ○
Backing (Patron)	● ● ○ ○ ○ ○
Influence (Patron)	● ● ○ ○ ○ ○
Resources	● ● ● ● ● ○
Followers	● ○ ○ ○ ○ ○
Demonic Familiar (Boubou)	● ● ● ○ ○ ○
Artifact (Tatouage Chrysogone, Inf p.195)	● ● ○ ○ ○ ○
Past Life (Zaoh le Flamboyant)	● ● ● ○ ○ ○

Possessions

Buff Jacket, Chain Shirt, Lamellar, Tatouage de l'assistant - Chrysogone

Languages	
High Realm, Old Realm	

Experience	
205 total - 202 spent = 3 banked	

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