

## 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

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## 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)

## Arsenal

Name	Speed	Accuracy	Damage	Defence	Rate	Range	Tags
Punch	5	+1	6	+0 3 B	+2 4 3		N
Kick	5	+0	5	+3 6 B	-2 2 2		N
Clinch	6	+0	5	+0 3 B	+0 3 1		C,N,P
Slashing Sword	4	+1	9	+3 6 L	+0 4 3		
Dague de qualité exceptionnelle	4	+2	10	+6 9 L	+1 5 2		
Short Daiklave	4	+4	12	+3 6/2 L	+2 5 3		O,Th
Short Daiklave	4	+4	12	+3 6/2 L	+2 5 3		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	2 2	-0	0
Effective	7 6 5	2 2	0	0

## Movement & Health

Move	Dash	Jump (H/V)	Health Levels	Rules
4	10	10	5	-0
3	9	8	4	-1
2	8	6	3	-2
1	6	2	1	-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	6	Dodge DV	5	Knockdown	4	6	Stunning	2	4																																																				
						Threshold / Pool																																																							
Order of Attack Events						Common Actions																																																							
<ol style="list-style-type: none"><li>1. Declare Attack</li><li>2. Declare Defence</li><li>3. Attack Roll</li><li>4. Attack Reroll</li><li>5. Subtract Penalties/Apply Defenses</li><li>6. Defence "Reroll"</li><li>7. Calculate Raw Damage</li><li>8. Apply Hardness &amp; Soak, Roll Damage</li><li>9. Counterattack</li><li>10. Apply Damage, Knockdown &amp; Stunning</li></ol>						<table><tr><td>Action</td><td>Speed</td><td>DV</td><td>Pen</td></tr><tr><td>Join Battle</td><td>Varies</td><td>None</td><td></td></tr><tr><td>Ready Weapon</td><td>5</td><td>-1</td><td></td></tr><tr><td>Physical Attack</td><td>Varies</td><td>-1</td><td></td></tr><tr><td>Coordinate Attack</td><td>5</td><td>None</td><td></td></tr><tr><td>Aim</td><td>3</td><td>-1</td><td></td></tr><tr><td>Guard</td><td>3</td><td>None</td><td></td></tr><tr><td>Move</td><td>0</td><td>None</td><td></td></tr><tr><td>Dash</td><td>3</td><td>-2</td><td></td></tr><tr><td>Miscellaneous</td><td>5</td><td>Varies</td><td></td></tr><tr><td>Jump</td><td>5</td><td>-1</td><td></td></tr><tr><td>Rise from Prone</td><td>5</td><td>-1</td><td></td></tr><tr><td>Inactive</td><td>5</td><td>Special</td><td></td></tr></table>				Action	Speed	DV	Pen	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	
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Full combat rules on pages 140-158.																																																													
Knockdown						Stunning																																																							
<p>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.</p>						<p>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.</p>																																																							

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

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Languages	
High Realm, Old Realm, Riverspeak	

  

Experience	
301 total - 301 spent = 0 banked	

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