Concept: Vengeresse silencieuse Caste: Scourge 000000 Motivation: Briser sa famille Personal Pool 16 (16) Total / ___ Available Sex: femme Hair Color: miel Skin Tone: moyenne Eye Color: verts Age: 22 Peripheral Pool 33 (33) Total / ___ Available Totemic Anima: Serpent horticole, vert avec des yeux et une langue rubis Attributes Virtues Anima Compassion ●●000 00000 Temperance Strength · Cause Caste Mark to glow brightly (1 mote) ullet \circ \circ \circ \circ \bullet \bullet \circ · Cause anima to glow bright enough to read by (1 mote) ●●●●○ ○○○○○ Dexterity . Know the nearest entrance to Hell (1 mote) Stamina ●●○○○ ○○○○○ Conviction Valor Charisma •••oo ooooo • 0 0 0 \bullet \bullet \circ ●●●●○ ○○○○○ Manipulation ●●●○ ○○○○○ Appearance Motes Banner Flare Stealth 1-3 Caste Mark glitters Normal Urge ●●●○○ ○○○○○ Perception 4-7 Caste Mark burns +2 ●●●○○ ○○○○○ Intelligence 8-10 Coruscant Aura Impossible Wits ●●●○○ ○○○○○ 11-15 **Brilliant Bonfire** Impossible Urge: Eroder les fondations de l'Empire écarlate 16+ Totemic Aura Impossible Abilities Willpower Social Combat 00000 00000 Join Debate 5 Dodge MDV 6 Archery ☐ Martial Arts ●0000 00000 Deception Attack/MDV Honesty Attack/MDV Attack ●●●○○ ○○○○○ Rate Melee Presence 4 5 6 3 00000 00000 ☐Thrown □ War 00000 00000 Intimacies Performance 6 7 4 8 4 1 Investigation 5 6 l 3 7 4 2 ●●●○○ ○○○○○ Famille "proche" - Haine (3/5), Suivant (famille) - Familiale Integrity Common Actions Action Spec Common DV Modifiers Source Modifier (3/5), Boubou - Affection (3/5), Train de vie luxueux (3/5), Performance ●●●●○ ○○○○○ DV Empire écarlate - Hypocrisie (2/5), Duun (2/5), Cynis Belar ●●○○○ ○○○○○ Presence None -2 -2 -2 Join Debate Appearance Motivation Difference 5 Above Rokujai (2/5) ●0000 00000 Resistance Intimacy ●0000 00000 ☐ Survival ☐ Craft ••000 00000 Arsenal ●●●00 00000 Investigation Name Speed Defence Tags ●●●○○ ○○○○○ Lore Punch +1 6 +0 2 В +2 4 Ν ☐ Medicine 00000 00000 Kick 5 +0 5 +3 5 B -2 2 2 Ν ●●●○○ ○○○○○ ☐ Occult Clinch 6 5 +0 2 B 3 1 C,N,P+0 +0 ••000 00000 + Athletics Slashing Sword 4 +1 8 +3 5 L +0 4 3 ●●000 00000 Awareness 4 Dague de qualité exceptionnelle 4 +2 9 +6 8 L +1 ●●●○○ ○○○○○ + Dodge + Larceny ●●●○○ ○○○○○ ●●●○○ ○○○○○ + Stealth **•**0000 00000 ☐ Bureaucracy Linquistics **•**0000 00000 Panoply + ☐ Ride 00000 00000 Soak (B/L/A) Name Hardness (B/L) Mob.Pen. Fatigue □ Sail 00000 00000 Natural Soak 2 1 ●●●○○ ○○○○○ Socialize Chain Shirt +3 0 0 -0 1 +1 +3 Crafts +6 1 Lamellar +8 +6 0 0 -2 ••000 00000 Craft - Air Effective 10 7 6 0 0 1 -2 00000 00000 Craft - Earth 00000 00000 Craft - Fire Movement & Health Craft - Water ●0000 00000 Move Dash Jump (H/V) Health Levels 00000 00000 Craft - Wood Health: Bashing damage heals 1 health level per 3 8 -0 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 00000 00000 7 2 -1 00000 00000 00000 00000 resulty. Aggravated damage reast 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: 6 0 0 1 -2 00000 00000 0 0 П 4 -4 Specialties Dying ☑ Bashing ☑ Lethal ☑ Aggravated П Incap Yards | Accounts for wound & mobility pen Performance - Jouer la comédie ••0 Larceny - Déguisement **••**0 Combat 000 000 Dodge DV 3 Join Battle 5 Knockdown 3 6 Stunning 2 3 000 Threshold / Pool 000 Knockdown
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. Order of Attack Events Common Actions 000 Declare Attack
Declare Defence
Attack Roll
Attack Roll
Subtract Penalties/Apply Defenses
Defence "Reroll"
Calculate Raw Damage
Apply Hardness & Soak, Roll Damage
Counterattack 000 Join Battle Ready Weapon Physical Attack Coordinate Attack Varies 000 Varies Stunning
Characters who suffer more health levels of damage than their Stun Threshold in a single blow must make reflexive Stun roll (damage - Stamina) or be stunned until their attacker next acts. Stunned characters take -2 internal penalty to all non-reflexive physical rolls. Guard None None -2 Varies Counterattack Apply Damage, Knockdown & Stunning Jump Rise from Prone : This ability is commonly affected by mobility penalty Full combat rules on pages 140-158

Céleste - Cinys Zia

Essence

Backgrounds	
Cult (Patron)	●00000
Backing (Patron)	●●0000
Influence (Patron)	●●0000
Resources	
Followers	●00000
Demonic Familiar (Boubou)	●●●○○ ○
Artifact (Tatouage Chrysogone, Inf p.1	9●●○○○ ○
Past Life (Zaoh le Flambovant)	••• 0000

Possessions	
Buff Jacket, Tatouage de l'assistant - Chrysogone	

Languages	
ligh Realm, Old Realm	
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Experience

150 total - 150 spent = 0 banked

Generic Charms															
Sorcerous Enlightenment of (Yozi) (Emerald) First (Yozi) Excellency	O O Malfeas	O Cecelyne	O SWLiHN	Adorjan Adorjan	O O Ebon Dragon	O O Kimbery	O O Cytherea	O O Elloge	O O Hegra	O O Isidoros	O O Metagaos	O O Oramus	O O Qaf	O O Sacheverell	O O Szoreny

Charms										
Name	Cost	Туре	Duration	Details (Keywords, Targets)	Source					
Generic Charms		21 -		, .,,						
First (Yozi) Excellency	1 m per die	Reflexive (1/2)	Instant	Add up to (Attribute+Ability) dice to Yozi-themed rolls.	Inf2					
Sorcerous Enlightenment of (Yozi) (Emerald)	None	Permanent	Permanent	Grants Access to Emerald Circle Sorcery.	Inf2					
Ebon Dragon: Loom-Snarling Deception										
Loom-Snarling Deception	0-8	Simple	Indefinite	Combo-OK, Illusion, Shaping	Inf2, 149					
Cracked Cell Circumvention	2 m (or 2m, 1wp)	Reflexive	Instant	Combo-OK	Inf2, 155					
Eldritch Secrets Mastery	None	Permanent	Permanent	-	Inf2, 149					
Ebon Dragon: Witness to Darkness										
Witness to Darkness	None	Permanent	Permanent	-	Inf2, 149					
Our Little Secret	4 m	Reflexive	Indefinite	Combo-OK, Compulsion, Emotion, Sorcerous,	IMB, 1					
				Stackable, Touch						
Adorjan: Unimpeded Perfection of Exertion										
Gravity Rebuking Grace	None	Permanent	Permanent	-	Inf2, 144					
Unimpeded Perfection of Exertion	None	Permanent	Permanent	-	Inf2, 143					
Sky-Vaulting Surge	2 m	Reflexive	Until next jump	Combo-OK, Obvious, Velocity	BWC, 28					
Foam Dancing Haste	None	Permanent	Permanent	-	Inf2, 143					
Faster Than Sight	5 m	Reflexive	Indefinite	Combo-OK, Obvious, Velocity	Inf2, 144					
Adorjan: Wind-Born Stride										
Wind-Born Stride (3x)	None	Permanent	Permanent	Stackable	Inf2, 138					
Joy in Violence Approach	1 m per success	Supplemental	Instant	Combo-OK	Inf2, 139					
Sorcery										
Emerald Circle Banishment	10+	Terrestrial	-	Demon	WT, 44					
Slave-Spawn Summons	20 m or more	Terrestrial	-	One First Circle demon	Inf2, 165					
Wood Dragon's Claw	10 m	Terrestrial	-	Caster	Ex2, 254					
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