

Tepet Ejava

Concept: Générale ambitieuse

Aspect: Wood

Motivation: Devenir la plus grande générale du royaume après l'impératrice

Age: 0 Sex: Hair Color: Skin Tone: Eye Color:

Totemic Anima:

Essence

Personal Pool 14 Total / Available
Peripheral Pool 24 Total / Available

Attributes

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

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

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

Virtues

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

Great Curse

Upon Limit Break, the character becomes possessed by Conviction and the power of Wood.

Anima

- Cause skin to glow brightly (1 mote)
- Cause anima to glow bright enough to read by (1 mote)
- Know exact location in relation to pole (1 mote)
- Banner Flare damages everything within 2 yards

Motes	Banner Flare	Stealth
1-3	Skin glows weakly	Normal
4-7	Skin glows brightly	+2
8-10	Shining Aura (1L/minute)	Impossible
11-15	Brilliant Aura (1L/3 turns)	Impossible
16+	Totemic Aura (1L/turn)	Impossible

Abilities

Air
☐ Linguistics ●●●○○○ 1 2 3
☐ Lore ●●●○○○ 1 2 3
☐ Occult ●●●○○○ 1 2 3
☒ Stealth ●●●○○○ 1 2 3
☐ Thrown ●●●○○○ 1 2 3

Earth
☐ Awareness ●●●○○○ 1 2 3
☐ Craft ○○○○○○ 1 2 3
☐ Integrity ●●●○○○ 1 2 3
☐ Resistance ●●●○○○ 1 2 3
☒ War ●●●○○○ 1 2 3

Fire
☒ Athletics ●●●○○○ 1 2 3
☒ Dodge ●●●○○○ 1 2 3
☒ Melee ●●●○○○ 1 2 3
☒ Presence ●●●○○○ 1 2 3
☐ Socialize ●●●○○○ 1 2 3

Water
☐ Bureaucracy ●●●○○○ 1 2 3
☐ Investigation ●●●○○○ 1 2 3
☒ Larceny ○○○○○○ 1 2 3
☐ Martial Arts ●●●○○○ 1 2 3
☐ Sail ●○○○○○ 1 2 3

Wood
☒ Archery ●●●○○○ 1 2 3
☒ Medicine ●○○○○○ 1 2 3
☒ Performance ●●●○○○ 1 2 3
☒ Ride ●○○○○○ 1 2 3
☒ Survival ●●●○○○ 1 2 3

Crafts

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

Specialties

War - Imprévisible ●●●○
 Melee - Duels ●●●○
 Presence - Commandement ●●●○
 ○○○○
 ○○○○
 ○○○○
 ○○○○

+: This ability is commonly affected by mobility penalty.
 123: Dark numbers indicate known Excellencies for this ability.

Willpower

●●●●●●○○○
 □□□□□□□□

Intimacies

Social Combat

Join Debate				Dodge MDV			
Attack	Speed	Honesty Attack/MDV	Deception Attack/MDV	Rate			
Presence	4	7 4	6 3	2			
Performance	6	6 3	5 3	1			
Investigation	5	5 3	4 2	2			
Common Actions			Common DV Modifiers				
Action	Speed	DV	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	7	+0	3	B	N
Kick	5	+0	6	+3	6	B	N
Clinch	6	+0	6	+0	3	B	C,N,P
Daiklave	4	+2	9	+6	9/2	L	O

Panoply

Name	Soak (B/L/A)	Hardness (B/L)	Mob. Pen.	Fatigue
Natural Soak	3	1		
Articulated Plate (Artifact)	+14	+12	+12	8
Effective	17	13	12	8

Movement & Health

Move	Dash	Jump (H/V)	Health Levels	Rules
1	7	10	5	-0
1	6	8	4	-1
1	5	6	3	-2
1	3	2	1	-4
				Dying
				Incap.

Yards | Accounts for wound & mobility pen.

Combat

Join Battle	7	Dodge DV	3	Knockdown	5	7	Stunning	3	5
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	5	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					Jump	5	-1		
					Rise from Prone	5	-1		
					Inactive	5	Special		

A horizontal bar chart titled "Backgrounds" showing the number of characters for each background. The backgrounds are listed on the y-axis, and the number of characters is represented by the length of the bar and the number of dots. The backgrounds and their counts are: Allies (6), Arsenal (6), Artifact (6), Backing (6), Breeding (6), Command (6), Henchmen (6), and Manse (6).

Background	Count
Allies	6
Arsenal	6
Artifact	6
Backing	6
Breeding	6
Command	6
Henchmen	6
Manse	6

Possessions

Languages	

[illegible]

Charms					
Name	Cost	Type	Duration	Details (Keywords, Targets)	Source
Generic Charms					
First (Ability) Excellency	1 m per 2 dice	Reflexive (1/2)	Instant	Add up to (Ability) dice to rolls.	DB2, 128
Second (Ability) Excellency	2 m per success	Reflexive (1/2)	Instant	Add up to (Ability/2) successes to rolls.	DB2, 128
Third (Ability) Excellency	3 m	Reflexive (4/6)	Instant	Reroll and choose best. Add (Ability / 2) to DVs	DB2, 128
Terrestrial (Ability) Reinforcement	1 m per 2 dice + 1m per subject	Simple	One scene	Improve the Ability ratings of allies	DB2, 128
Archery					
Swallows Defend the Nest	1 m per arrow	Extra Action	Instant	Combo-OK, Leader 5	DB2, 172
Dragon-Graced Arrow	1 m	Supplemental	Instant	Combo-OK, Elemental, Leader, Obvious	DB2, 172
Athletics					
Falling Star Maneuver	1 m per 2 dice of damage	Supplemental	Instant	Combo-OK, Leader	DB2, 151
Effortlessly Rising Flame	1 m	Reflexive	Instant	Combo-OK, Obvious, Leader	DB2, 151
Bellows-Pumping Stride	1 m or 2 motes	Reflexive	One scene	Action Only, Combo-OK, Obvious	DB2, 151
Awareness					
All-Encompassing Earth Sense	2 m	Simple	One scene	Leader	DB2, 140
Dodge					
Threshold Warding Stance	1 m	Reflexive (5)	Instant	Combo-OK, Stackable	DB2, 152
Hopping Firecracker Evasion	2 m	Reflexive (7)	Instant	Combo-OK	DB2, 152
Integrity					
Untiring Earth Meditation	5 m, 1 wp	Simple	One day	Combo-OK, Leader 5	DB2, 144
Unsleeping Earth Meditation	1 m	Simple	One day	Combo-OK	DB2, 144
Linguistics					
Wind-Carried Words Technique	1 m per message, plus distance	Simple	Instant	Combo-OK, Social	DB2, 131
Lore					
Elemental Bolt Attack	1 m per 2L	Simple	Instant	Combo-OK, Cooperative, Elemental, Leader, Obvious	DB2, 133
Elemental Burst Technique	1 m per 1L	Permanent	Instant	Combo-OK, Cooperative, Elemental, Obvious	DB2, 134
Melee					
Ghost-Fire Blade	2 m or 4m	Supplemental	Instant	Combo-OK, Holy, Leader, Obvious	DB2, 156
Dragon Graced Weapon (Air)	1 m	Supplemental	Instant	Combo-OK, Elemental, Leader	DB2, 155
Blinding Spark Distraction	2 m	Reflexive (9)	Instant	Combo-OK, Crippling, Counterattack, Leader	DB2, 155
Refining the Inner Blade	3 m, 1 wp	Simple	One scene	Combo-OK, Elemental, Holy, Obvious	DB2, 156
Presence					
Glowing Coal Radiance	2 m	Reflexive (2)	One action	Combo-OK, Dynasty, Leader, War, Emotion, Obvious	DB2, 156
Unbearable Taunt Technique	2 m	Reflexive (1)	(Ess) actions or long ticks	Combo-OK, Action Only, Dynasty, Social, War, Emotion	DB2, 156
Moth to the Candle	4 m, 1 wp	Simple	Until next action	Combo-Basic, War, Compulsion	DB2, 157
Passion Transmuting Nuance	3 m	Simple (5 LT, -1)	One scene	Combo-OK, Emotion, Social	DB2, 159
Terrifying Wood Dragon Roar	4 m	Simple	Instant	Combo-OK, Elemental, Obvious	DB2, 157
Aura of Invulnerability	3 m	Simple	One scene	Combo-Basic, Leader, War	DB2, 157
Resistance					
Strength of Stone Technique	2 m per person	Simple	One scene	Combo-OK, Touch	DB2, 146
Impervious Skin of Stone Meditation	1 m per 2L/2B	Simple (3, -0)	One scene	Combo-OK, Leader	DB2, 147
Ox-Body Technique (2x)	None	Permanent	Permanent	Stackable	DB2, 146
Stealth					

Charms

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