

Céleste - Cynis Zia

Concept: Vengeresse silencieuse

Caste: Scourge

Motivation: Devenir Yozis

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 19 (19) Total / ___ Available
Peripheral Pool 29 (29) 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

Melee - Mistral & Suroit ●●●○
Performance - Jouer la comédie ●●●○
Performance - Danser ●●●○
Lore - Géomancie ●○○○
Lore - Impératrice écarlate ●○○○
Occult - Art de l'astrologie ●○○○
Larceny - Déguisement ●●●○
Socialize - Jouer un rôle ●●●○

+: 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)

Social Combat

Join Debate			7	Dodge MDV			7
Attack	Speed	Honesty Attack/MDV		Deception Attack/MDV		Rate	
Presence	4	6	3	7	4	2	
Performance	6	7	4	8	4	1	
Investigation	5	6	3	7	4	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	8	+0	3	B	N
Kick	5	+0	7	+3	6	B	N
Clinch	6	+0	7	+0	3	B	C,N,P
Slashing Sword	4	+1	9	+3	6	L	
Dague de qualité exceptionnelle	4	+2	10	+6	9	L	
Short Daiklave	4	+4	12	+3	6/2	L	O,Th
Short Daiklave	4	+4	12	+3	6/2	L	O,Th

Panoply

Name	Soak (B/L/A)			Hardness (B/L)		Mob. Pen.	Fatigue
Natural Soak	7	7		7	7		
Discreète Armure de Quintessence	+5	+5	+5	2	2	-0	0
Effective	12	12	5	2	2	0	0

Movement & Health

Move	Dash	Jump (H/V)	Health Levels	Rules
4	10	12	6	-0
3	9	10	5	-1
2	8	8	4	-2
1	6	4	2	-4
Yards Accounts for wound & mobility pen.	Incap.			

Combat

Join Battle	7	Dodge DV	6	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 non-reflexive physical rolls.	Join Battle	Varies	-1					
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					
Full combat rules on pages 140-158.		Rise from Prone	5	-1					
		Inactive	5	Special					

Backgrounds

Cult (Patron)

Backing (Patron)

Influence (Patron)

Resources

Followers

Demonic Familiar (Boubou)

Artifact (Tatouage Chrysogone, Inf p.19)

Past Life (Zaoh le Flamboyant)

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Possessions

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

Languages

High Realm, Old Realm, Riverspeak, Forest-tongue

Experience

666 total - 665 spent = 1 banked

Generic Charms														
	Malfeas	Cecalyne	SWLiHN	Adorjan	Ebon Dragon	Kimbery	Cytherea	Elloge	Hegra	Isidoros	Metagaos	Oramus	Qaf	Sacheverell
Sorcerous Enlightenment of (Yozi) (Emerald)	○	○	○	●	○	○	○	○	○	○	○	○	○	○
First (Yozi) Excellency	○	○	○	●	●	○	○	○	○	○	○	○	○	○
Sorcerous Enlightenment of (Yozi) (Sapphire)	○	○	○	●	○	○	○	○	○	○	○	○	○	○

Charms					
Name	Cost	Type	Duration	Details (Keywords, Targets)	Source
Generic Charms					
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
Sorcerous Enlightenment of (Yozi) (Sapphire)	None	Permanent	Permanent	Grants Access to Sapphire Circle Sorcery.	Inf2
Malfeas: By Pain Reforged					
Hardened Devil Body	None	Permanent	Permanent	Stackable	Inf2, 108
By Pain Reforged	1 bashing hl	Simple	Instant	Combo-OK	Inf2
Scar-Writ Saga Shield (3x)	None	Permanent	Permanent	-	Inf2, 109
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 (4x)	None	Permanent	Permanent	Stackable	Inf2, 138
Joy in Violence Approach	1 m per success	Supplemental	Instant	Combo-OK	Inf2, 139
Who Strikes the Wind?	8 m	Reflexive	Instant	Combo-OK, Obvious	Inf2, 139
Self as Cyclone Stance	4 m, 1 wp	Extra Action	Instant	Combo-OK, Obvious	Inf2, 140
Death-Dealing Journey	3 m	Reflexive	Indefinite	Combo-OK, Velocity	Inf2, 138
Running to Forever (2x)	None	Permanent	Permanent	-	Inf2, 142
Ebon Dragon: Seeing is Blindness					
Seeing is Blindness	3 m	Supplemental	One scene	Combo-OK, Obvious, Shaping, Sorcerous	Inf2, 150
Noon as Night Evocation	5 m	Simple	One scene	Combo-OK, Sorcerous	RotSE, 210
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
Corrosive Pattern Infliction	2-10, 1 wp	Simple	Instant	Combo-OK, Obvious, Shaping, Sorcerous, Touch	IMB, 1
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, Stackable, Touch	IMB, 1
Kimbery: Mother Sea Mastery					
Mother Sea Mastery	None	Permanent	Permanent	-	BWC, 35
Spiteful Sea Tincture (2x)	2 m	Reflexive	Instant	Combo-OK, Obvious, Poison, Stackable, Touch	BWC, 35
Ebon Dragon: Nemesis Self Imagined Anew					
Nesmesis Self Imagined Anew	1 m	Simple	Indefinite	Combo-OK, Shaping	Inf2, 153
Adorjan: Thousandfold Typhoon Hand					
Thousandfold Typhooon Hand (2x)	4 m or 11m	Supplemental	Instant	Combo-OK, Velocity	Inf2, 142
SWLiHN: Factual Determination Analysis					
Factual Determination Analysis	2 m	Reflexive	Instant	Combo-OK	Inf2, 130
(Celestial) Dreaming Pearl Courtesan Style					
Lethal Paper Fan Attack	3 m	Supplemental	Instant	Combo-OK, Obvious	SotM, 88
Sorcery					
Death of Obsidian Butterflies	15 m	Terrestrial	-	Area (30x100x10 yards)	Ex2, 252

Charms

[illegible]