

Sesus Erynn

Concept: _____ Aspect: Fire
 Motivation: Débarasser le Seuil de l'influence du Royaume.
 Age: 26 Sex: m Hair Color: blond Skin Tone: halé Eye Color: rouge
 Totemic Anima: Salamandre incandescente

Essence

Personal Pool 13 Total / ___ Available
 Peripheral Pool 23 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 Valor and the power of Fire.

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
1-2	Skin glows weakly	Normal
3-6	Skin glows brightly	+2
7-9	Shining Aura (1L/minute)	Impossible
10-14	Brilliant Aura (1L/3 turns)	Impossible
15+	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

Lore - Royaume ●○○○
 Athletics - Elemental Bolt ●○○○
 Melee - Lance ●○○○
 _____ ○○○○
 _____ ○○○○
 _____ ○○○○
 _____ ○○○○
 _____ ○○○○

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

Willpower

●●●●●●○○○○
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Intimacies

Corbeau de Brume, La Tempérance, Rathess, Hesiesh,
 Déclaration des Nations Dorées

Social Combat

Join Debate 6 Dodge MDV 5

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

Common Actions	Speed	DV	Common DV Modifiers	Source	Modifier
Join Debate	5	None	Appearance	Appearance	+/- 3
Attack	Above	-2	Motivation	Motivation	+/- 2
Monologue	3	-2	Virtue	Virtue	+/- 1
Miscellaneous	5	-2	Intimacy	Intimacy	+/- 1

Arsenal

Name	Speed	Accuracy	Damage	Defence	Rate	Range	Tags
Punch	5	+1	6	+0	3	B	N
Kick	5	+0	5	+3	6	B	N
Clinch	6	+0	5	+0	3	B	C,N,P
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

Panoply

Name	Soak (B/L/A)	Hardness (B/L)	Mob. Pen.	Fatigue
Natural Soak	4	2	_____	_____
Articulated Plate (Artifact)	+14	+12	+12	8
_____	_____	_____	_____	_____
Effective	18	14	12	8

Movement & Health

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

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

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 1 Knockdown 6 7 Stun 4 6
 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	
Breeding	●●●●○
Artifact (Plate articulée)	●●●○○
Retainers	●●○○○○
_____	○○○○○○
_____	○○○○○○
_____	○○○○○○
_____	○○○○○○
_____	○○○○○○

[illegible]

Languages	
High Realm, Riverspeak	

Experience
0 total - 0 spent = 0 banked

Skill	Character	Proficiency
Linguistics	Blue	85
Lore	Orange	75
Occult	Green	65
Stealth	Red	55
Thrown	Purple	45
Awareness	Brown	35
Craft	Pink	25
Integrity	Grey	15
Resistance	Light Blue	10
War	Dark Blue	5
Athletics	Dark Green	90
Dodge	Light Green	80
Melee	Dark Red	70
Presence	Light Orange	60
Socialize	Light Purple	50
Bureaucracy	Light Blue	40
Investigation	Light Green	30
Larceny	Light Orange	20
Martial Arts	Light Purple	10
Sail	Light Green	5
Archery	Light Orange	5
Medicine	Light Purple	5
Performance	Light Green	5
Ride	Dark Red	5
Survival	Light Green	5

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