Concept: Vengeresse silencieuse Caste: Scourge 0000000 Motivation: Briser sa famille Personal Pool 13 (13) Total / ___ Available Sex: femme Hair Color: miel Skin Tone: moyenne Eye Color: verts Age: 22 Peripheral Pool 26 (26) Total / ___ Available Totemic Anima: Serpent horticole, vert avec des yeux et une langue rubis Attributes Virtues Anima Compassion ●0000 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 5 Archery ☐ Martial Arts 00000 00000 Deception Attack/MDV Honesty Attack/MDV Attack ●●●○○ ○○○○○ Rate Melee Presence 4 5 3 6 3 00000 00000 ☐Thrown □ War 00000 00000 Intimacies Performance 6 7 4 8 4 1 Investigation 5 6 l 3 7 4 2 ••000 00000 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) ●●○○○ ○○○○○ Presence None -2 -2 -2 Join Debate Appearance Motivation Difference 5 Above 00000 00000 Resistance Intimacy 00000 00000 ☐ Survival ☐ Craft ••000 00000 Arsenal ●●●00 00000 Investigation Name Defence Tags ●●○○○ ○○○○○ Lore Punch +1 5 +0 В +2 3 Ν ☐ Medicine 00000 00000 Kick 5 +0 4 +3 4 B -2 1 2 Ν ●0000 00000 ☐ Occult Clinch 6 4 +0 1 B 2 1 C,N,P+0 +0 + Athletics ••000 00000 4 L Slashing Sword 4 +1 8 +3 +0 4 3 ••000 00000 Awareness ●●●○○ ○○○○○ + Dodge + Larceny ●●●○○ ○○○○○ ●●●○○ ○○○○○ + Stealth ••000 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 -2 1 00000 00000 Craft - Earth 00000 00000 Craft - Fire Movement & Health Craft - Water 00000 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 00000 00000 7 0 0 -1 00000 00000 resting. Aggravated damage heals at the same rate 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 4 0 0 П -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 Stunning 2 2 Threshold / Pool Join Battle 5 Knockdown 2 6 000 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 None Sturning
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

<u>Céleste</u>

Essence

Backgrounds								
Cult (Patron)	●00000							
Backing (Patron)	●●○○○ ○							
Influence (Patron)	●●○○○ ○							
Resources								
Followers	●00000							
Demonic Familiar (Boubou)	●●●○○ ○							
Artifact (Tatouage Chrysogone, Inf p.19	990000							
Past Life (Zaoh le Flamboyant)	••• 00 0							

Possessions							
Buff Jacket, Tatouage de l'assistant - Chrysogone							

Languages
High Realm, Old Realm

Experience

15 total - 15 spent = 0 banked

Generic Charms															
First (Yozi) Excellency	O Malfeas	O Cecelyne	O SWLIHN	Adorjan	O Ebon Dragon	O Kimbery	O Cytherea	O Elloge	O Hegra	O Isidoros	O Metagaos	O Oramus	O Qaf	O Sacheverell	O Szoreny

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			harms		
Name	Cost	Туре	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
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
Ebon Dragon: Witness to Darkness					1 60 440
Witness to Darkness	None	Permanent	Permanent	-	Inf2, 149
Adorjan: Unimpeded Perfection of Exertion	Maria	Democrat	Democrat		1.10.444
Gravity Rebuking Grace	None	Permanent	Permanent	-	Inf2, 144
Unimpeded Perfection of Exertion	None	Permanent	Permanent	- Overhan OK Obsissor Walksites	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
Adorjan: Wind-Born Stride				8	. 10 100
Wind-Born Stride	None	Permanent	Permanent	Stackable	Inf2, 138
Joy in Violence Approach	1 m per success	Supplemental	Instant	Combo-OK	Inf2, 139
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