

Céleste - Cynis Zia

Concept: Vengeresse silencieuse

Caste: Scourge

Motivation: Briser sa famille

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

Attributs

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 ○○○○○○ ○○○○○○
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Specialties

Performance - Jouer la comédie ●●●○
Lore - Géomancie ●●○○
Occult - Art de l'astrologie ●○○○
Larceny - Déguisement ●●●○
Socialize - Jouer un rôle ●●●○
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+: 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 6 Dodge MDV 7

Attack	Speed	Honesty Attack/MDV	Deception Attack/MDV	Rate
Presence	4	6	3	7
Performance	6	7	4	8
Investigation	5	6	3	7

Common Actions	Speed	DV	Common DV	Modifiers
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	6	+0	3	B	N
Kick	5	+0	5	+3	6	B	N
Clinch	6	+0	5	+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	2	1		
Discreète Armure de Quintessence	+5	+5	+5	0
Effective	7	6	5	0

Movement & Health

Move	Dash	Jump (H/V)	Health Levels	Rules
4	10	10	5	-0
3	9	8	4	-1
2	8	6	3	-2
1	6	2	1	-4

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

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	Dodge DV	Knockdown	Stunning
6	6	4 6	2 4
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

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

Experience

442 total - 442 spent = 0 banked

Generic Charms															
Sorcerous Enlightenment of (Yozi) (Emerald)	○	○	○	●	○	○	○	○	○	○	○	○	○	○	○
Sorcerous Enlightenment of (Yozi) (Sapphire)	○	○	○	●	○	○	○	○	○	○	○	○	○	○	○
First (Yozi) Excellency	○	○	○	●	●	○	○	○	○	○	○	○	○	○	○

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
SWLiHN: Factual Determination Analysis					
Factual Determination Analysis	2 m	Reflexive	Instant	Combo-OK	Inf2, 130
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
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: 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
Adorjan: Thousandfold Typhoon Hand					
Thousandfold Typhooon Hand (2x)	4 m or 11m	Supplemental	Instant	Combo-OK, Velocity	Inf2, 142
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
Running to Forever (2x)	None	Permanent	Permanent	-	Inf2, 142
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
Sorcery					
Emerald Circle Banishment	10+	Terrestrial	-	Demon	WT, 44
Emerald Countermagic	10 m or 20 motes	Terrestrial	-	Caster or spell	Ex2, 253
Slave-Spawn Summons	20 m or more	Terrestrial	-	One First Circle demon	Inf2, 165
Stormwind Rider	15 m	Terrestrial	-	Summoned stormwind	Ex2, 254
Wood Dragon's Claw	10 m	Terrestrial	-	Caster	Ex2, 254
Demon of the Second Circle	30 m or more	Celestial	-	One Second Circle demon	Ex2, 255
Summon the Heavenly Portal	35 m	Celestial	-	Summoned Calibration Gate	WT, 82
Voices of Distant Regard	25 m	Celestial	-	Caster	WT, 85