

Cynis Megara

Concept: Aventurière ambitieuse

Aspect: Water

Motivation: Découvrir les trésors et les secrets enfouis du shogunat et même avant

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

Totemic Anima:

Essence

Personal Pool 12 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 Water.

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

Lore - Démons ●○○○
 Lore - Sorcellerie ●○○○
 Craft - Cercles d'invocations ●●○○
 Sail - En mer ●●○○

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

Willpower

●●●●●●○○○

Intimacies

Social Combat

Join Debate 7 Dodge MDV 6

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

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

Arsenal

Name	Speed	Accuracy	Damage	Defence	Rate	Range	Tags
Punch	5	+1	6	+0 2 B	+2 4	3	N
Kick	5	+0	5	+3 5 B	-2 2	2	N
Clinch	6	+0	5	+0 2 B	+0 3	1	C,N,P
Wavecleaver Daiklave	3	+1	7	+6 8/2 L	+3 5	2	O

Panoply

Name	Soak (B/L/A)	Hardness (B/L)	Mob. Pen.	Fatigue
Natural Soak	2 1			
Buff Jacket	+4 +3 +3	0 0	-1	2
Effective	6 4 3	0 0	-1	2

Movement & Health

Move	Dash	Jump (H/V)	Health Levels	Rules
2	8	2 1	-0	• 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.
1	7	0 0	-1	• Death and Dying: If characters incapacitated by Lethal or Aggravated suffer further damage, they lose one Dying level per "Inactive" action.
1	6	0 0	-2	• Marking Damage:
1	4	0 0	-4	<input checked="" type="checkbox"/> Bashing <input checked="" type="checkbox"/> Lethal <input checked="" type="checkbox"/> Aggravated

Combat

Join Battle 7 Dodge DV 3 Knockdown 5 6 Threshold / Pool Stunning 2 5 Threshold / Pool

Order of Attack Events

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

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.

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.

Common Actions	Speed	DV Pen
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						
Connections (l'Heptagramme)	●	●	○	○	○	○
Reputation (Sorcière douée)	●	●	○	○	○	○
Resources	●	●	●	○	○	○
Artifcat (Morsure de Siaka)	●	●	○	○	○	○
Manse	●	○	○	○	○	○
Breeding	●	●	○	○	○	○
	○	○	○	○	○	○
	○	○	○	○	○	○

[illegible]

Languages
High Realm, Old Realm, Riverspeak

Experience
0 total - 0 spent = 0 banked

Generic Charms																									
Specialty (Ability) Focus																									
First (Ability) Excellency																									
Third (Ability) Excellency																									
Second (Ability) Excellency																									
	Linguistics	Lore	Occult	Stealth	Thrown	Awareness	Craft	Integrity	Resistance	War	Athletics	Dodge	Melee	Presence	Socialize	Bureaucracy	Investigation	Larceny	Marital Arts	Sail	Archery	Medicine	Performance	Ride	Survival
	○	●	●	○	○	●	○	○	○	○	○	○	●	○	○	○	○	○	○	●	○	○	○	○	○

Charms

[illegible]