Concept: Vengeresse silencieuse Caste: Scourge 000000 Motivation: Briser sa famille Personal Pool 16 (16) Total / ___ Available Sex: femme Hair Color: brune Skin Tone: moyenne Eye Color: verts Age: 22 Peripheral Pool 22 (22) Total / ___ Available Totemic Anima: Serpent horticole, vert avec des yeux et une langue rubis Attributes Virtues Anima Compassion ●●●○○ ○○○○○ 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 6 Dodge MDV 6 Archery ☐ Martial Arts ●0000 00000 Deception Attack/MDV Honesty Attack/MDV Attack ●●●●○ ○○○○○ Rate Melee Presence 4 6 3 7 4 00000 00000 ☐Thrown □ War ●0000 00000 Intimacies Performance 6 7 4 8 4 1 Investigation 5 6 l 3 7 4 2 ●●●○○ ○○○○○ 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), Duun (2/5), Cynis Belar ●●●○○ ○○○○○ Presence None -2 -2 -2 Join Debate Appearance Motivation Difference 5 Above Rokujai (2/5) Resistance ●●○○○ ○○○○○ Intimacy ●0000 00000 ☐ Survival ☐ Craft ••000 00000 Arsenal ●●●00 00000 Investigation Name Speed Defence Tags ●●●●○ ○○○○○ Lore Punch +1 6 +0 3 В +2 4 3 Ν ☐ Medicine 00000 00000 Kick 5 +0 5 +3 6 B -2 2 2 Ν ●●●●○ ○○○○○ ☐ Occult Clinch 6 5 +0 3 B 3 1 C,N,P +0 +0 + Athletics ••000 00000 Slashing Sword 4 +1 9 +3 6 L +0 4 3 ●●●00 00000 Awareness Dague de qualité exceptionnelle 4 +2 10 +6 9 L +1 5 2 ●●●○○ ○○○○○ + Dodge Short Daiklave 4 +4 6/2 5 3 O,Th 12 +3 ш +2 + Larceny ●●●○○ ○○○○○ Short Daiklave 4 +4 12 +3 6/2 +2 5 3 O,Th ●●●○○ ○○○○○ + Stealth ••000 00000 ☐ Bureaucracy Linquistics ••000 00000 Panoply + ☐ Ride 00000 00000 Soak (B/L/A) Name Hardness (B/L) Mob.Pen. Fatigue □ Sail 00000 00000 Natural Soak 2 1|| ●●●○○ ○○○○○ Socialize Discrète Armure de Quintessence +5 +5 2 2 -0 0 +5 Crafts ••000 00000 Craft - Air Effective 6 5 0 0 7|| 2 2 00000 00000 Craft - Earth 00000 00000 Craft - Fire Movement & Health Craft - Water ●●○○○ ○○○○○ Move Dash Jump (H/V) Health Levels 00000 00000 **Health:** Bashing damage heals 1 health level per 3 Craft - Wood 4 10 10 II 5 -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 3 9 8 4 -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: 2 8 6 3 -2 00000 00000 2 1 П 6 -4 Specialties Dying ☑ Bashing ☑ Lethal ☑ Aggravated П Incap Yards | Accounts for wound & mobility pen Performance - Jouer la comédie ••0 ●00 Lore - Géomancie Combat ullet00 Occult - Art de l'astrologie ••0 Larceny - Déguisement Dodge DV 5 Stunning 2 4 Join Battle 6 Knockdown 4 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 Join Battle Ready Weapon Physical Attack Coordinate Attack 000 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. uard 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

Céleste - Cynis Zia

Essence

Backgrounds							
Cult (Patron)	●00000						
Backing (Patron)	●●0000						
Influence (Patron)	●●0000						
Resources							
Followers	●000000						
Demonic Familiar (Boubou)	●●●○○ ○						
Artifact (Tatouage Chrysogone, Inf p.1	9●●○○○ ○						
Past Life (Zaoh le Flambovant)	••• 0000						

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

Languages
High Realm, Old Realm, Riverspeak

Experience

301 total - 301 spent = 0 banked

Generic Charms															
Sorcerous Enlightenment of (Yozi) (Emerald) First (Yozi) Excellency	O O Malfeas	O Cecelyne	O SWLiHN	Adorjan Adorjan	O Ebon Dragon	O O Kimbery	O O Cytherea	O O Elloge	O O Hegra	O O Isidoros	O O Metagaos	O O Oramus	O O Qaf	O O Sacheverell	O O Szoreny

Charms										
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					
Sorcerous Enlightenment of (Yozi) (Emerald)	None	Permanent	Permanent	Grants Access to Emerald Circle Sorcery.	Inf2					
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 (3x)	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					
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: 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					
Kimbery: Mother Sea Mastery										
Mother Sea Mastery	None	Permanent	Permanent	-	BWC, 35					
Spiteful Sea Tincture	2 m	Reflexive	Instant	Combo-OK, Obvious, Poison, Stackable, Touch	BWC, 35					
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					
	- ·-		_							
			_							
			_							
	· -		_							
			_							
			_							
		_	_		<u> </u>					
		_			<u> </u>					
			_							
		_	_		<u> </u>					