

Cynis Belar Rokujai

Concept: Maître espion de la maison Cynis

Aspect: Wood

Motivation: Découvrir les secrets des plus grands et développer les leviers de la maison Cynis

Age: 500

Sex: _____

Hair Color: _____

Skin Tone: _____

Eye Color: _____

Totemic Anima: _____

Essence

Personal Pool 20 Total / ____ Available
Peripheral Pool 53 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 Wood.

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

Investigation - Empathie ●●●●●
Larceny - Déguisement ●●●●●

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

Willpower

●●●●●●●●●○
□□□□□□□□

Intimacies

Social Combat

Join Debate 11 Dodge MDV 11

Attack	Speed	Honesty Attack/MDV	Deception Attack/MDV	Rate
Presence	4	9	5	11
Performance	6	9	5	11
Investigation	5	12	6	14

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	12	+0	5	B	N
Kick	5	+0	11	+3	8	B	N
Clinch	6	+0	11	+0	5	B	C,N,P
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

Panoply

Name	Soak (B/L/A)	Hardness (B/L)	Mob. Pen.	Fatigue
Natural Soak	4 2			
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
Effective	4 2 0	0 0	0 0	0 0

Movement & Health

Move	Dash	Jump (H/V)	Health Levels	Rules
6	12	20	10	-0
5	11	18	9	-1
4	10	16	8	-2
2	8	12	6	-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
11	9	8 11	4 8
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

Possessions

Languages

High Realm, Low Realm, Old Realm, Riverspeak, Forest-tongue

Experience

2,600 total - 2,610 spent = -10 banked

Generic Charms																			
	Linguistics	Lore	Occult	Stealth	Thrown	Awareness	Craft	Integrity	Resistance	War	Athletics	Dodge	Melee	Presence	Socialize	Bureaucracy	Investigation	Larceny	Martial Arts
Surging (Ability) Mastery																			
Specialty (Ability) Focus																			
First (Ability) Excellency																			
Second (Ability) Excellency																			

Charms					
Name	Cost	Type	Duration	Details (Keywords, Targets)	Source
Generic Charms					
First (Ability) Excellency	1 m per 2 dice	Reflexive (1/2)	Instant	Add up to (Ability) dice to rolls.	DB2, 128
Second (Ability) Excellency	2 m per success	Reflexive (1/2)	Instant	Add up to (Ability/2) successes to rolls.	DB2, 128
Specialty (Ability) Focus	None	Permanent	Permanent	Cheaper 2nd Excellency applied to specialties.	TCA, 66
Surging (Ability) Mastery	6 m 0+wp	Reflexive	One action	Briefly reduces the cost of 1st and 3rd Excellencies	TCA, 66
Archery					
Harvest of the Hunter	2 m	Simple	Instant	Combo-OK	DB2, 173
Dragon-Graced Arrow	1 m	Supplemental	Instant	Combo-OK, Elemental, Leader, Obvious	DB2, 172
Athletics					
Effortlessly Rising Flame	1 m	Reflexive	Instant	Combo-OK, Obvious, Leader	DB2, 151
Awareness					
Sense-Riding Technique	5 m	Simple	Until disrupted	Combo-OK, Shaping	DB2, 141
Feeling the Dragon's Bones	2 m	Simple	Instant	Combo-OK	DB2, 140
Sense-Destroying Method	4 m, 1 wp	Simple	(Ess) actions	Combo-OK, Crippling	DB2, 141
Entombed Mind Technique	5 m	Simple (5 LT, -1)	(Successes) hours	Combo-OK, Crippling, Social	DB2, 141
Essence Disruption Attack	3 m or more, 1 wp	Simple	(Ess)x5 ticks	Shaping	DB2, 142
Distant March Intuition	None	Permanent	Permanent	War	TCA, 74
All-Encompassing Earth Sense	2 m	Simple	One scene	Leader	DB2, 140
Bureaucracy					
Thoughtful Gift Technique	8 m, 1 wp	Simple	Instant	Combo-OK, Dynasty, Servitude	DB2, 164
Testing the Waters	3 m	Simple	Instant	Combo-OK	DB2, 163
Distraction of the Babbling Brook	4 m, 1 wp	Simple	Instant	Combo-OK, Illusion	DB2, 164
Thrashing Carp Serenade	3 m	Simple	One scene	Combo-OK	DB2, 163
Confluence of Savant Thought	2 m	Simple	One scene	Mandate	DB2, 161
Finding the Water's Depths	2 m	Simple	One scene	Combo-OK, Dynasty, Compulsion	DB2, 163
Dodge					
Threshold Warding Stance	1 m	Reflexive (5)	Instant	Combo-OK, Stackable	DB2, 152
Hopping Firecracker Evasion	2 m	Reflexive (7)	Instant	Combo-OK	DB2, 152
Integrity					
Chaos-Warding Prana	5 m, 1 wp	Simple	One scene	Leader 7	DB2, 145
Untiring Earth Meditation	5 m, 1 wp	Simple	One day	Combo-OK, Leader 5	DB2, 144
Unsleeping Earth Meditation	1 m	Simple	One day	Combo-OK	DB2, 144
Defense-From-Anathema Method	5 m, 1 wp	Simple	One scene	Combo-OK, Leader 5	DB2, 146
Inviolate Dragon Spirit	10 m, 1 wp, 1 lethal hl	Reflexive (2)	Instant	Leader	DB2, 145
Investigation					
Falsehood Unearthing Attitude	5 m, 1 wp	Simple	One scene	-	DB2, 165
Scent-of-crime Method	2 m	Simple	One scene	-	DB2, 164
Clear Water Prana	5 m, 1 wp	Simple	Instant	-	DB2, 165
Tampering Detection Technique	2 m	Simple	Instant	-	DB2, 165
Bloodhound's Nose Technique	6 m, 1 wp	Simple	One scene	Combo-OK	DB2
Larceny					
Observer Awareness Method	1 m	Reflexive	Instant	Combo-OK	DB2, 166
Precise Ink Technique	3 m	Simple	One task	Combo-OK	DB2, 168
Flowing God-Dragon Stance	5 m +1m per ally, 1 wp	Simple (3, -0)	One day	Combo-OK	DFA2, 83
Imposter's Voice Technique	2 m	Simple	One scene	Combo-OK, War	DB2, 168

Charms

Name	Cost	Type	Duration	Details (Keywords, Targets)	Source
Larceny					
Window-in-the-Door Technique	2 m	Simple	Three ticks	-	DB2, 168
Ears of the Snowy Owl	1 m	Simple	One minute	Combo-OK	DB2, 167
Trackless Walk Style	2 m	Simple	One scene	Combo-OK	DB2, 167
Naked Thief Style	2 m, 1 wp	Reflexive	One task	Combo-OK	DB2, 167
Investigation Deflecting Current	- (+5m)	Permanent	Permanent	Illusion	IMB, 22
Linguistics					
Language-Learning Ritual	5 m, 1 wp	Simple	One week	Stackable	DB2, 129
Lore					
Elemental Concentration Trance	5 m, 1 wp	Simple	One day	-	DB2, 132
Elemental Bolt Attack	1 m per 2L	Simple	Instant	Combo-OK, Cooperative, Elemental, Leader, Obvious	DB2, 133
Elemental Burst Technique	1 m per 1L	Permanent	Instant	Combo-OK, Cooperative, Elemental, Obvious	DB2, 134
Eternal Mind Meditation	2 m, 1 wp	Simple	Instant	Combo-OK	DB2, 133
Occult					
Spirit-Detecting Mirror Technique	2 m	Simple	One scene	-	DB2, 134
Terrestrial Circle Sorcery	1 wp	Permanent	Permanent	-	DB2, 134
Fivefold Resonance Sense	2 m	Simple	One scene	-	DB2, 135
Essence Unveiling Touch	5 m	Simple	One scene	Combo-OK	TCA, 72
Seeing the Makers Hand	4 m	Simple	Instant	-	DB2, 135
Performance					
Invisible Street Performer Technique	3 m	Simple	Until performance ends	Combo-OK, Illusion	DB2, 179
Presence					
Auspicious First Meeting Attitude	2 m	Reflexive	One scene	Combo-OK, Emotion, Social	DB2, 158
Passion Transmuting Nuance	3 m	Simple (5 LT, -1)	One scene	Combo-OK, Emotion, Social	DB2, 159
Resistance					
Ox-Body Technique (4x)	None	Permanent	Permanent	Stackable	DB2, 146
Ride					
Great Heart Companion	4 m	Reflexive	One scene	Combo-OK	DB2, 181
Heaven-Graced Riding Technique	1 m	Reflexive	One action	Combo-OK	DB2, 180
Socialize					
Sweeten-the-Tap Method	2 m	Simple	One scene	Combo-OK, Emotion	DB2, 159
Auspicious Merrymaking Technique	6 m, 1 wp	Simple (DA, -1)	One Social Event	Compulsion, Emotion	IMB, 48
Warm-Faced Seduction Style	1 m	Supplemental	Instant	Combo-OK, Emotion, Social	DB2, 160
Friend-to-All-Nations Attitude	2 m	Simple	One scene	Combo-OK, Social, Mandate	DB2, 160
Stealth					
Feeling-the-Air Technique	3 m	Simple	One scene	Combo-OK, Leader 5	DB2, 136
Distracting Breeze Meditation	1 m per 2 successes	Simple	One scene	Combo-OK, Leader 4	DB2, 137
(Terrestrial) Ill Lilly Style					
Attractive Floor-Greasing Posture	1 m	Reflexive (2)	Instant	Combo-OK	SotM, 51
False-Shell Emollient Attack	1 m	Simple (4, -1)	Varies	Combo-OK	SotM, 51
World-Focus Attunement	6 m	Simple (6, -0)	Instant	Combo-Basic, Obvious	SotM, 52
Ill Lilly Form	5 m	Simple	One scene	Form-Type (MA)	SotM, 52
Stem, Branch and Log Approach	2 m	Supplemental	Instant	Combo-OK	SotM, 52
Veins of Wood	2 m, 1 wp	Simple	One scene	Combo-Basic	SotM, 51
Capability-Enhancing Potion Meditation	1 wp	Reflexive (-1)	(Ess) actions	Combo-OK, Obvious	SotM, 52
(Terrestrial) Jade Mountain Style					
Pasiap Still Stands	1 m per 2B or 1L	Reflexive (8)	Instant	Combo-OK, Obvious	SotM, 54
Sliding Glacier Grip	4 m, 1 wp	Reflexive (10)	Instant	Combo-OK	SotM, 53
Fortress of One	3 m +3 per 1L/1B	Simple (6, -2)	One scene	Combo-OK, Obvious, Stackable	SotM, 53
Falling Rockslide Onslaught	4 m, 1 wp	Supplemental	Instant	Combo-OK	SotM, 55
Boulder-Crushing Grasp	3 m	Supplemental	Special	-	SotM, 53
Pillar of Marble Stance	1 m	Reflexive	Instant	Combo-OK	SotM, 53
Jade Mountain Form	6 m	Simple	One scene	Form-Type (MA), Obvious	SotM, 54
(Terrestrial) Night Breeze Style					
Thousand-Hailstone Morning	4 m, 1 wp	Simple (5, -1)	Instant	Combo-OK	SotM, 56
Crosswind Offense	1 m	Supplemental	Instant	Combo-OK	SotM, 55
Shepherd the Leaf	3 m	Supplemental	Instant	Combo-OK	SotM, 55
Wind Needle Training	3 m, 1 wp	Simple (5, -1)	Instant	Combo-OK, Obvious	SotM, 56
Katabatic Leap Defense	3 m	Reflexive (2)	Until next action	Combo-OK	SotM, 56
Night Breeze Form	5 m	Simple (4, -1)	One scene	Form-Type (MA), Obvious	SotM, 55
Leaf on the Breeze Rhythm	1 m, 1 wp	Reflexive	(MA) actions	Combo-OK	SotM, 55
(Terrestrial) Orgiastic Fugitive Style					
Clarity-of-Mind Moment	1 m	Reflexive (1/2)	Instant	Combo-OK	SotM, 57
Saturnalia Memoriam Kick	2 m	Supplemental	Instant	Combo-OK	SotM, 57
Unhealthy Miasma Stance	5 m	Simple	(Ess) actions	Combo-Basic, Obvious, Poison	SotM, 58

Charms

[illegible]