



Name: Larguen Quen Concept: Master of the Elements

Player: _____ Caste: Twilight

Attributes

Strength	●●●●●	Charisma	●○○○○	Perception	●●●○○
Dexterity	●●●●●	Manipulation	●○○○○	Intelligence	●●●○○
Stamina	●●●●●	Appearance	●○○○○	Wits	●●●○○

Abilities

Dawn		Zenith		Twilight	
<input type="checkbox"/> Archery	●●●●●	<input type="checkbox"/> Integrity	●●●●●	<input checked="" type="checkbox"/> Craft Magitech	●●●○○
<input checked="" type="checkbox"/> Martial Arts	●○○○○	<input type="checkbox"/> Performance	●●●●●	<input checked="" type="checkbox"/> Investigation	●●●○○
<input type="checkbox"/> Melee	●●●●●	<input type="checkbox"/> Presence	●●●●●	<input checked="" type="checkbox"/> Lore	●●●○○
<input type="checkbox"/> Thrown	●●●●●	<input checked="" type="checkbox"/> Resistance	●○○○○	<input checked="" type="checkbox"/> Medicine	●●●○○
<input type="checkbox"/> War	●●●●●	<input type="checkbox"/> Survival	●●●●●	<input checked="" type="checkbox"/> Occult	●●●○○
Night		Eclipse		Other	
<input checked="" type="checkbox"/> Athletics	●○○○○	<input type="checkbox"/> Bureaucracy	●●●●●	<input type="checkbox"/> Craft Fire	●●●○○
<input checked="" type="checkbox"/> Awareness	●○○○○	<input type="checkbox"/> Linguistics	●●●●●	<input type="checkbox"/> Craft Wood	●●●○○
<input checked="" type="checkbox"/> Dodge	●○○○○	<input type="checkbox"/> Ride	●●●●●	<input type="checkbox"/> Craft Air	●●●○○
<input type="checkbox"/> Larceny	●●●●●	<input type="checkbox"/> Sail	●●●●●	<input type="checkbox"/> Craft Water	●●●○○
<input type="checkbox"/> Stealth	●●●●●	<input type="checkbox"/> Socialize	●●●●●	<input type="checkbox"/> Craft Genesis	●●●○○

Essence

Anima Effects

Cause the caste mark to glow brightly for a scene (1 mote).
Cause the anima to glow brightly enough to read by for a scene (1 mote).
Know the precise time of the day (1 mote).
Add Essence to identify/analyse (Intelligence + Occult) or notice (Perception Awareness) a magical effect or charm.
And add +3 to DMDV against unnatural Illusions (5 motes).
Works automatic after spending 11 motes peripheral Essence.

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Personal: / /
34
Peripheral: / /
Overdrive: 80 /

Anima Banner

Anima Banner Levels

1 – 3 motes: Weak caste mark
Perception + Awareness to notice
4 – 7 motes: Strong caste mark
Stealth at -2e difficulty
8 – 10 motes: Mild aura
Stealth impossible
11 – 15 motes: Bonfire aura
Anima power auto-activation
16+: Iconic aura
Fades when no peripherally essence is used

Advanced

Health Levels

-0i Bruised	<input type="checkbox"/> ●●●●●●●●●●
-1i Hurt	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ●●●●●●●●●●
-2i Wounded	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ●●●●●
-4i Crippled	<input type="checkbox"/>
Incapacitated	<input type="checkbox"/>
Dying	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Specialties

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○○○	○○○
○○○	○○○
○○○	○○○
○○○	○○○
○○○	○○○
○○○	○○○

Banked actions & Style points

Healing Times, for each health level

Bashing: 3 hours per level
Lethal and Aggravated: -0: 6 hours, -1: 2 days,
-2: 4 days, -4 and incapacitated: 1 week
Dying: Losing one dying level per 5 ticks, can be saved with a
Wits + Medicine, diff: 5 + (number of dying levels lost)



Social Traits

Dodge MDV: 12.

(Wp + Integrity + Essence + spe.) / 2

Join Combat: 15

Wits + Awareness

Willpower: ●●●●●●●●
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Social Attacks

Ability	Speed	Acc (Cha / Man)	PMDV (Cha / Man)	Rate	Notes
Investigation	5	14 / 14	7 / 7	2	
Performance	6	11 / 11	6 / 6	1	Attacks a whole area
Presence	4	11 / 11	6 / 6	2	

In Debate

Action Options (Speed / DV modifier)

Attack (weapon/-2): Attack a target
Coordinated Attack (5/-2): Charisma + Socialize, diff: number of participants / 2
Dash (3/-3): Sprint: 10 * (Dexterity + 6 - Armor mobility) meters per long tick
Flurry (longest action/sum of defense penalties): Multiple actions
Guard (3/none): Doing nothing, may be aborted
Inactive (3/special): Social invulnerable
Miscellaneous Action (5/-1 to -3): Do something else
Monologue/Study (3/-2): +1D per long tick, may be aborted to attack
Move (0/none): Move 10 * (Dexterity - Armor mobility) meters per long tick

Additional

Attack supporting/against an Intimacy: ± 1 to DV
Attack according to/opposed to dominating Virtue (rate 3+): ± 2 to DV
Attack aligned with/violates Motivation: ± 3 to DV
Appearance: (Defenders App - Attackers App) to DV (max ± 3)

If the attack violates Motivation: Must refuse to consent
Natural persuasion: Can only spend 2 Willpower per scene, will become jaded and suspicious (attack automatically fails) – a stunt and new attack approach is needed for further attacks
Unnatural persuasion: Exalted gain 1 point of Limit when resisting the attack

Consent to the attack: Performing the behavior described in the initial attack
Refuse to consent: Reflexively pay 1 Willpower point to resist.

Effects of Social Attacks

Building / Eroding Intimacies: Takes Conviction successful attacks, one per scenes to build or erode an Intimacy
Compelling Behavior: Spend a scene doing a task, that do not go against Motivation
Betray Motivation: Must be reduced to zero Willpower by attacks against Motivation, goes permanent Willpower + Essence days without gaining full Willpower.

Virtues

Compassion ●○○○○ □□□□□	Temperance ●●●●● □□□□□	Virtue Flaw: <u>Deliberate Cruelty</u>	Limit points
Conviction ●●●●● □□□□□	Valor ●●●○○ □□□□□	Duration: <u>One full day.</u>	□□□□□□□□□□
		Limit Break Condition: <u>Subject to severe stress or backed against the wall.</u>	
		Partial Control: <u>Can show restraints when cruelty would be less effective. -1 die to social interactions.</u>	
		No Control: <u>Uses terror and cruelty to accomplish any goal.</u>	

Intimacies

Display your superiority over others Always question the motives of the other solars Nothing stands in the way of my research Never accept failure from your Colleagues Always Punish Weakness Never Settle for less than another Never trust the word of an Eclipse Solar Seek necromantic knowledge wherever possible	
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Motivation

Forge an Empire that bows only to you!



Bashing Soak: 6
Stamina + Armor (B)

Soak and Defense

Lethal Soak: 5
Stamina / 2 + Armor (L)

Aggravated Soak: 3
Armor (L)

Dodge DV: 11.
(Dex. + Dodge + Essence + spe.) / 2

Join Combat: 15
Wits + Awareness

Move / Dash: 5 / 11
Dex. - armor mobility (+ 6)

Weapons

Weapon	Speed	Acc	Damage	PDV	Rate	Range	Tags	Notes
Forgotten Blade	5	12 (+2)	10L (+5L)	6 (+2)	3			See Item Description
Clinch	6	13 (+0)	5B (+0B)	-	1	-	C,N,P	
Kick	5	13 (+0)	8B (+3B)	6. (-2)	2	-	N	
Punch	5	14 (+1)	5B (+0B)	8. (+2)	3	-	N	

Armor

Armor	Type	Soak (L/B)	Hardness	Fatigue	Mobility	Notes
Stone Silk Shirt	light	3L/1B	0	1	-0	

In Combat

Grappling (Clinch Attack)

If clinch is successful victim is Inactive, attacker can choose to:

Break hold: Throw opponent up to Strength meters away – knockdown check. Or throw to the ground – prone. Or release the victim.
Crush: Strength + additional successes from attack, Piercing bashing.
Hold: Keep holding her opponent.

On additional actions: Opposed
Strength or Dexterity + Martial
Arts to control the clinch.

Effects

Bleeding: Stamina + Resistance.
Difficulty: 2 to stop bleeding
Knock back: 1 meter per 3 raw damage, will be prone
Knockdown: If raw damage > Stamina + Resistance, then: Dexterity or Strength + Athletics or Resistance.
Difficulty: 2, will be prone
Stunned: If damage > Stamina, then: Stamina + Resistance.
Difficulty: damage – stamina

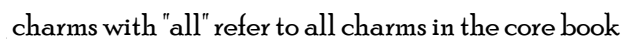
Special Attacks

Coup de Grace (-1e): Maim instead of killing
Disarming (-2e close or -4e range): Reflexive Wits + Ability to hold on to weapon
Fierce Blows (-1e): +2 lethal or aggravated, or +3 bashing damage to target
Pulling Blows (-1e): Makes lethal or aggravated damage bashing
Showing Off (-1e to -4e): Make the 'Z' on an opponent
Sweeping (-1e): Target must test for knockdown

Action Options (Speed / DV modifier)

Aim (3/-1): +1D per tick, may be aborted to attack
Attack (weapon/-1): Attack a target
Block Movement (5/-1): Contested ([Strength or Dexterity] + Athletics), ties favor the blocker
Change Weapon(s) (weapon/-1): Speed of the slowest weapon
Climb, Swim (3/-2): Move: (Dex. - Armor mobility) / 2 meters per tick
Coordinated Attack (5/-0): Charisma + War, diff: number of participants / 2
Dash (3/-2): Sprint: Dex. + 6 - Armor mobility meters per tick
Defend Another (5/-1): Range: Dex. Meters. Dodge not usable.
Attack has to get through all DVs to a target or defender
Flurry (longest action/ sum of defense penalties): Multiple actions

Guard (3/none): Doing nothing, may be aborted
Inactive (5/special): DV = 0
Join Battle (varies/-0): Wits + Awareness.
Speed: highest roll – own success. Max 6 ticks, min 0 ticks
Jump (5/-1): Up: Strength + Athletics meters. Ahead: 2 * Up
Miscellaneous Action (5/-1 to -3): Do something else
Move (0/none): Move Dex. - Armor mobility meters per tick
Read Strategy (5/-0): Perception + War, diff: opponents (Manipulation + War) / 2
Rising from prone (5/-1): Will be at -1e when prone
Range shooting (varies e): x = weapon listed range.
Range: 0x -> 1x: -0e, 1x -> 2x: -1e, 2x -> 3x: -2e

[illegible]

Combos

[illegible]



Sorcery

Sorcery	Cost	Type	Duration	Target	Effect
emerald countermagic					
invulnerable skin of bronze					
Stormwind Rider					
Wood Dragon's Claw					
Spoke the wooden face					
Summon first Circle Demon					
Summon Elemental					
Curse of Slavish Humility					
mists of Eventide					
Open the Spirit Door					
Peacock Shadow Eyes					
Ritual of Elemental Empowerment					
Shadow Summons					
Sorcerer's Irresistible Puppetry					
Spy who walks in darkness					
Summoning the lesser minions of the eyeless face					
Theft of Memory					
Summon second circle demon					
Sapphire banishment					
Hidden Judges of the secret flame					
Imbue Amalgam					
Insidious tendrils of Hate					
The Princes of the Fallen Tower					
Shadow Theft					
Summoning the greater minions of the Eyeless Face					
Threefold Binding of the Heart					
Summon Third Circle Demon					
Adamant countermagic					
Evocation from the Mirror					

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Backgrounds

Cult

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An illegal doomsday cult that believes you will one day bring about a new age where the dead rule the living and you shall be their avatar. the cult grew mostly during the time of the Black Nadir Concordant's ascendancy, now it grows under the wight of the troubles with the dragon blooded.

Wealth

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Mortals cannot fathom such wealth.

Savant

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+5 dice to all Occult/lore rolls to use/repair first age artifacts you helped to shape many of the Realm's great artifacts and know how to use most of them.

Connections

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Black Nadir Concordant, A band of exalted who forced their way into the tombs of the Neverborn to wrestle the secrets of necromancy from them.

Connections

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Copper Spiders, a network of Twilight craftsmen who seek to wrestle the secrets of creation's construction from the cosmos.

Manse

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you control several manses dedicated to your research, including a refuge designed to house your reincarnation should you fall.

Panopoly

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a vast array of non-combat artifacts you have either built yourself, or gotten control of through trade agreements.

Arsenal

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The vast store of weaponry you have designed and been granted by the deliberative in order to protect your assigned province within creation.

Allies

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Aure Orchester, Meherrin, and Morning star are the solars you deal with most often, although you despise them.

Retainers

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four dragonblooded officers of Gens Tetsuro form the security council that protects your manses and two act as your research aids.

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Familiar ○○○○○○

Familiar's Name:

Creature:

Str/Dex/Sta:

Cha/Man/App:

Per/Int/Wits:

Willpower: ○○○○○○○○○○

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Spd/Acc/Dmg/Rate:

Dodge/Soak(L/B):

Abilities:

Notes:

Health Levels

-0 □□□□□□□□

-1 □□□□□□□□

-2 □□□□□□□□

-4 □□□□□□□□

Inc. □□□□□□□□

9



Possessions

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Experience

Total: _____

Total spent: _____

Spent on:

Description

Age, actual: 5286

Height: 5'5"

Gender: male

Age, apparent: 30s

Weight: 110lbs

Eyes: lifeless grey

Hair: black crew cut

Homeland: Hollow

Skin: Light, almost corpse white

Picture

History