

|                     |              |
|---------------------|--------------|
| Character Name      | Player Name: |
| Edwina Rowen du Lac |              |

|                  |         |
|------------------|---------|
| Race:            | Origin: |
| Fairest (Native) | Earth   |

|             |                     |    |
|-------------|---------------------|----|
| ATTRIBUTES: | DERIVED ATTRIBUTES: |    |
| Agility     | 3 Initiative        | 7  |
| Might       | 2 Movement          | 4  |
| Intuition   | 3 Sprint            | 9  |
| Wits        | 3 Phys Def          | 8  |
| Presence    | 5 Mental Def        | 10 |
|             | Armor               |    |

|                    |
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| Concept:           |
| Deperace Sorceress |

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| Affiliation: |
| Independent  |

|            |    |
|------------|----|
| MAX HEALTH | 24 |
| (current)  |    |

|              |   |
|--------------|---|
| MAX INJURIES | 2 |
| (Current)    |   |

|            |    |
|------------|----|
| MAX ENERGY | 10 |
| (Current)  |    |

|          |
|----------|
| HARMONY: |
| 3        |

|              |
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| FOUNDATIONS: |
| 5            |
| 4            |
| 3            |
| 2            |
| 1            |

|   |
|---|
| Frailty:  |
| Allergy (Thrown salt or rice,<br>sweet rose wine) |

| SKILLS:      |         | SKILL POWER: | KNACK: |
|--------------|---------|--------------|--------|
| Athletics    | Trained | (Might)      | 2      |
| Close Combat | Trained | (Might)      | 2      |
| Command      |         | (Presence)   | 5      |
| Empathy      |         | (Intuition)  | 3      |
| Electronics  |         | (Wits)       | 3      |
| Firearms     | Trained | (Agility)    | 3      |
| Mechanics    |         | (Wits)       | 3      |
| Medicine     |         | (Wits)       | 3      |
| Nature       |         | (Intuition)  | 3      |
| Occult       | Master  | (Wits)       | 3      |
| Relate       |         | (Presence)   | 5      |
| Stealth      | Expert  | (Agility)    | 3      |
| Streetwise   | Expert  | (Intuition)  | 3      |

Trained = +3 to skill roll  
Expert = +5 to skill roll  
Master = +6 to skill roll

(skill roll bonuses  
are not cumulative)

Untrained Skill Bonus =  
1/2 associated attribute  
(Round down)

|   |
|---|
| Petition Contract, Usury, Binding, Spells (see below) |
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|              |
|--------------|
| Camouflage   |
| Danger Sense |

#### ASPECTS:

|   |   |
|---|---|
| Native Outsider   | 2 |
| Arcane Veil (Cloak of Shadows)                              | 2 |
| Oracular Awareness (Ominous Dreams)                         | 3 |
| Phantom Craft (Figment, Phantasmal Shroud, Dynamic Figment) | 4 |
| Dreams Made Real  |   |
| Skill Mastery (Occult)                                      | 2 |
| Human Magical Ability (Greater, gains Spells)               | 5 |

#### TALENT COST:

#### CONTRACTS:

With THE COURT OF EPHEMERAE for Human Magical Ability and Occult knacks

With THE FAIRIE COURTS for Phantom Craft

#### SPELLS:

Sanction: 3 Energy to raise the difficulties of others' Supernatural Aspect or Occult Knack use by 2 for 1 scene

Summon: 4 Energy to summon Fae Hounds (Use Cogs stats, without ranged attack)

Disenchant: 3 Energy to remove any standing effect (requires successful skill roll, usually contested)

Unlock Energy: Allows Edwina to convert Talents into Aspects, this takes a good while and may be used on herself or others.

Mana Bolt: 5 Energy; Ranged, single target within 10 yards; Occult vs. diff 8; 15 (10 + Presence) Innate Damage

Lightening Bolt: 4 Energy; Ranged, single target within 20 yards; +4 vs diff 8; 11 Environmental Damage

#### SPECIAL EQUIPMENT:

Fey Charm: Foreboding Premonition once per day

Healing Potions: Heals 1/2 Health or 1 Injury (Has 2)

Blood Fetish: Take 10 damage to restore 5 Energy (3 uses)