

Name: Soundless Lioness of the Night

Caste: Day

Anima banner: Harmaata ja mustaa ällöttävilä violeteilla tai vihreillä
"somisteilla"

Anima effects: Voi käyttää extra 1m kun käyttää moteja estääkseen animaa kasvamasta. Obvious charmin käytön voi piilottaa tuplaamalla sen motecostin. Maksamalla 10m muut saa Essence/2 internal penaltyä huomaamiseen/trackaamiseen scenen ajaksi. Kun anima banner on 11-15m kohdalla, hahmon ulkonäköä ei voi tunnistaa.

EXP: 65

== ATTRIBUTES ==

STR 2

DEX 5

STA 2

CHA 2

MAN 2

APP 5

PER 5

INT 2

WIT 4

== ABILITIES ==

Archery

-Athletics 5

-Awareness 5

-Dodge 5 (Ranged +1)

Integrity

*Martial arts

Melee

Resistance

*Thrown 5 (Crypt Bolts +3)

War

Craft (joku)

-Larceny 3

Linguistics

Performance

Presence

Ride

Sail

Socialize

-Stealth 5

*Survival

Bureaucracy

*Investigation

Lore

Occult

*Medicine 1

== BACKGROUNDS ==

Whispers 4

Artifact 2 (Soulsteel Hearthstone Bracers [reduces soaks of enemies by two])

Manse 1 (Gemstone of Shadows: May produce deep shadows up to 2yds around caster, +2 diff to spot or recognize char inside, +1 DV vs ranged)

== VIRTUES ==

Compassion 2

Conviction 3

Temperance 4

Valor 2

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WILLPOWER 10

== ESSENCE ==

Permanent Essence 5

Personal Essence 25 [Essencex3 + willpower]

Peripheral Essence 62 (4 commit) [Essencex7 + willpower + sum of virtues]

== HEALTH ==

7 lvls

-0

-1-1

-2-2

-4

incap

== Flaws:

Sterile (-1)

Enemy (-3): Deathlord joka loi hahmon, yrittää koko ajan napata häntä ja viedä palvelukseensa.

== Merits:

Hidden Manse (+2)

Thermal Sight (+2)

== Intimacies ==

== CHARMS ==

Second Thrown Excellency

Ravening Mouth of Thrown

Infinite Thrown Mastery

Second Stealth Excellency

Shadow Cloak Technique: perm

Gain +3 artificial spec in stealth "In Darkness". Also doubles stunt and excellency dice/successes (max caps still the same) when specialty applies.

Shade Walker Prana: 4m, ref, combo-ok, indefinite

Hide in shadow of another creature and meld with it. While riding the shadow all senses are intact and she cannot be seen.

Unseen Wisp Method: 4m (+1wp), simple, avatar(1), combobasic, spectral, 1h

-2 External penalty to notice/attack char if opposing char has no Whispers. Ranged attacks not possible without magic or stunt. +2 successes to contested rolls. Outside fate for duration. May use stealth without cover or concealment.

Improvised Assassin's Trick: 1m, ref (s1), combook, instant

May use any small object as thrown weapon. Stats: Spd 5, Acc -2, Dmg +0L, Rate 3, Range 10. Negates +2 diff of making surprise attack in plain view.

Crypt Bolt Attack: 4m, ref (s1), combook, obvious, 1 scene

Unarmed punches to lethal damage. May throw blasts: Spd 5, Acc +0, Rate 2 (1 per hand), Range 50, Dmg Essence x2 lethal without Str. Using the hand for anything except throwing blasts, puching or parrying stops charm.

Eyes Like Daggers Glance: perm, avatar (1), obvious

May hold Crypt Bolts energies in eyes, freeing hands. Add Whispers to accuracy and damage of crypt bolts. When firing bolts from eyes, use Manipulation instead of Dexterity.

Smoldering Devastation Technique: perm

May invoke Crypr Bolt Attack without it counting as charm activation and

it costs only 1m if it was used earlier in scene. All unexpected attacks made with Crypt Bolts double raw damage.
Flitting Shadow Form: 1m, ref (s2), combook, instant
Ignore penalties to dodge DV
Flickering Wisp Technique: 3m+1wp(+1wp), ref(s2), combo-ok,obvious, spectral
Perfect dodge. Teleport Essence yds. Cannot dodge unexpected attacks.

== COMBOS ==

== EQUIPMENT ==

Expacostit:
Attribute: ratex4
Favored/Caste ability ratex2-1
Outofcaste ability ratex2
Essence ratex8
Virtue ratex3
Willpower ratex2
New ability 3
speciality 3
favored/caste charm 8
out of caste charm 10
non-solar charm 16
spell 8 (if occult favored/caste), 10 else