

Backgrounds	
Orichalcum Breastplate	● ○ ○ ○ ○
Orichalcum Bracers	● ● ○ ○ ○
Orichalcum Short Powerbow	● ● ○ ○ ○
Resources (Dzonkki, vähän käiteistä)	● ○ ○ ○ ○
Manse (Wood, Gladestalker's Stone)	● ● ● ○ ○
_____	○ ○ ○ ○ ○
_____	○ ○ ○ ○ ○
_____	○ ○ ○ ○ ○

[illegible]

Languages
Riverspeak, High Realm, Low Realm, Old Realm

Experience
0 total - 0 spent = 0 banked

Generic Charms

[illegible]

Charms

Name	Cost	Type	Duration	Details (Keywords, Targets)	Source
Generic Charms					
First (Ability) Excellency	1 m per die	Reflexive (1/2)	Instant	Add dice, Max = Attribute + Ability	Ex2, 183
Second (Ability) Excellency	2 m per success	Reflexive (1/2)	Instant	Add successes, Max = (Attribute + Ability) / 2	Ex2, 184
Third (Ability) Excellency	4 m	Reflexive (4/6)	Instant	Reroll and choose best. Add (Ability / 2) to DVs	Ex2, 185
Infinite (Ability) Mastery	2 m+, 1 wp	Simple	One scene	Excellency cost reduced by 1m per 2m spent	Ex2, 185
(Ability) Essence Flow	-	Permanent	Permanent	Excellencies do not count as charms.	Ex2, 187
Athletics					
Graceful Crane Stance	3 m	Reflexive	One scene	Combo-OK	Ex2, 222
Resistance					
Ox-Body Technique	None	Permanent	Permanent	Stackable	Ex2, 208
Sail					
Salty Dog Method	3 m	Reflexive (1/2)	One scene	Combo-OK, Social, War	Ex2, 236
Socialize					
Wise-Eyed Courtier Method	3 m, 1 wp	Simple (6 LT, -1)	Instant	Combo-OK, Illusion, Mandate	Ex2, 238
Archery					
Flashing Vengeance Draw	3 m	Supplemental	Instant	Combo-Basic	Ex2, 188
Essence Arrow Attack	2 m	Supplemental	Instant	Combo-OK, Obvious, Righteous Judgement Arrow	Ex2, 188
Trance of Unhesitating Speed	2 m or 4 motes per attack	Extra Action	Instant	Combo-OK, Obvious	Ex2, 187
Dodge					
Leaping Dodge Method	3 m	Reflexive (9)	Instant	Combo-OK, Counterattack	Ex2, 227
Shadow Over Water	1 m	Reflexive (2)	Instant	Combo-OK	Ex2, 227

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