Concept: Idealistinen Merirosvo Caste: Eclipse Personal Pool 16 (16) Total / ___ Available Peripheral Pool 37 (37) Total / ___ Available Motivation: Realmin vallan murtaminen ja korvaaminen oikeamielisellä valtiolla Attributes Virtues Anima Compassion Temperance **••**000 00 ◆ Cause Caste Mark to glow brightly (1 mote) Strength \bullet •0000 • Cause anima to glow bright enough to read by (1 mote) ••••• 00 Dexterity ♦ Know the precise time of day (1 mote) Stamina ●●000 00 Conviction Valor **•••••** 00 • • 0 0 •0000 Charisma **0000000** Manipulation Banner Flare Motes Stealth ••••• 00 Appearance 1-3 Caste Mark glitters Normal Virtue Flaw **•**0000 00 4-7 Caste Mark burns +2 Perception 8-10 Coruscant Aura Impossible **••**000 00 Intelligence Anarkismi: Lain väärinkäyttö 11-15 Brilliant Bonfire Impossible **••••**0 00 Wits Totemic Aura Impossible 16+ **Abilities** Willpower Social Combat **•••••** 00 $\bullet \bullet \bullet \circ \circ \circ$ Archery Join Debate 6 Dodge MDV 5 0000000 ☐ Martial Arts Speed Honesty Attack/MDV Deception Attack/MDV Attack Melee 00000 00 4 2 8 Presence 4 4 ☐Thrown 0000000 3 **Intimacies** Performance 6 6 2 1 1 **•••**00 00 □War Investigation 5 5 3 1 1 2 ☐ Integrity ●0000 00 Common DV Modifiers Source Modifier Common Actions Action Speed DV ●000000 Performance None -2 -2 -2 Appearance Motivation Virtue Intimacy Join Debate Difference **•••**00 00 Presence Monologue Miscellaneous ●000000 Resistance ☐ Survival 0000000 Arsenal ☐ Craft 0000000 Speed Accuracy Damage Defence Rate Range Tags Name ☐ Investigation 00000 00 Punch 5 +1 6 +0 2 B +2 4 3 ●0000 00 Lore Kick 5 +0 5 +3 5 B -2 2 Ν Medicine 0000000 Clinch 6 +0 5 +0 2 B +0 3 1 C,N,P ☐ Occult 0000000 Short Powerbow 6 +3 13 +3 5 || L 2 300 2,B **•**0000 00 + Athletics ••000 00 Awareness **+** ■ Dodge **••••**0 00 + Larceny 00000 00 Panoply + Stealth 00000 00 Soak (B/L/A) Hardness (B/L) Name Mob.Pen. Fatigue Bureaucracy 00000 00 Natural Soak 2 1 Linguistics ●●●○○ ○○ Eclipse Breastplate +6 +8 +8 3 3 -0 0 + Ride 00000 00 ●●●○○ ○○ Sail Total 8 9 8 31 3 0 0 **••••**0 00 Socialize Close Combat Range Crafts Movement & Health Craft - Air 0000000 00000 00 Craft - Farth Move Dash Jump (H/V) Health Levels ◆ Health: Bashing damage heals 1 health level Craft - Fire 00000 00 5 11 6 | 3 -0 neamn: bashing darlage heals i rhealin level of a 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 procedure. 0000000 Craft - Water 4 10 4 2 Craft - Wood 00000 00 0000000 3 9 2 || 1 Death and Dying: If characters incapacitated 0000000 by Lethal or Aggravated suffer further damage, they lose one Dying level per "Inactive" action. Marking Damage: 0000000 7 0 Dying ☑ Bashing ☑ Lethal ☑ Aggravated .00000 00 Subtract Mob. Pen. Twice for h. jump Combat Specialties Archery - Powerbows Join Battle 6 Dodge DV 6 Knockdown 3 6 Stunning 2 3 **•**00 Presence - Persuasion 000 Order of Attack Events Common Actions Knockdown Characters are knocked down if an attack deals DV Pen Speed 000 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 nonreflexive physical rolls. Join Battle Ready Wea Physical Atta Coordinate Varies None Declare Attack Declare Defence 000 Declare Defence Attack Roll Attack Reroll Subtract Penalities/Apply Defenses Defence "Reroll" Calculate Raw Damage Apply Hardness & Soak, Roll Damage Counterattack 5 Varies 000 None Aim Guard Move Dash 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. None None 000 000 Varies Counterattack Apply Damage, Knockdown & Stunning 000 Jump Rise from Prone Full combat rules on pages 140-158 + : This ability is commonly affected by mobility penalty

Aderyn Desiderius

Player: Niku

Rules: 2nd Edition

Essence

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Backgrounds		
Orichalcum Breastplate	0000	-
Orichalcum Bracers	●000	-
Orichalcum Short Powerbow	●000	-
Resources (Dzonkki, vähän käteistä)	0000	-
Manse (Wood, Gladestalker's Stone)	●●○○	
O	0000	-
O	0000	-
O	0000	-

Possessions

Languages
Riverspeak, High Realm, Low Realm, Old Realm

Experience

0 total - 0 spent = 0 banked

						Ge	ner	ic C	harı	ms															
	Archery	Martial Arts	Melee	Thrown	War	Integrity	Performance	Presence	Resistance	Survival	Craft	Investigation	Lore	Medicine	Occult	Athletics	Awareness	Dodge	Larceny	Stealth	Bureaucracy	Linguistics	Ride	Sail	Socialize
First (Ability) Excellency	•	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Second (Ability) Excellency	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Third (Ability) Excellency	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Infinite (Ability) Mastery	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
(Ability) Essence Flow	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

(Ability) Essence Flow	0 0 0	0 0 0 0	00000	00000000000	0 0 0
		Ch	narms		
Name	Cost	Туре	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	- ,r	(, .)			,
Flashing Vengeance Draw	3 m	Supplemental	Instant	Combo-Basic	Ex2, 188
Essence Arrow Attack	2 m	Supplemental	Instant	Combo-Dasic Combo-OK, Obvious, Righteous Judgement	Ex2, 188
2000.00 / 110W / 111dON	£	Supplemental	otorit	Arrow	LAL, 100
Trance of Unhesitating Speed	2 m or 4 motes per	Extra Action	Instant	Combo-OK, Obvious	Ex2, 187
	attack				
Dodge Nathari	0	D - ((leaders.	On the OK On the third	F 0 007
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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