

Name: King Mercyful the Shadowbane (oikea nimi Konrad Threeway)
Caste: Zenith
Anima banner: Palavaa valkoista tai majesteettista kultaa
Anima effects: Voi polttaa ruumiit ja estää niiden nousemisen zombeiksi tai kummituksiksi. 10m maksulla saa Essence x 10 m säteisen valokehän joka on kirkas kuin keskipäivä. Lisäksi saa Essencen lethal ja bashing soakkiin sekä +Essence ping heittoihin creature of darknesseja vastaan. Efekti on automaattisesti voimassa kun käyttää 11+ periferaalista motea.

== ATTRIBUTES ==

STR 5
DEX 3
STA 5

CHA 3
MAN 2
APP 5

PER 3
INT 3
WIT 3

== ABILITIES ==

Archery
Athletics 2
Awareness
Dodge
-Integrity 3
Martial arts
*Melee 5 (Goremaul 3)
-Resistance 5
Thrown
*War 5
*Craft (Fire) 2
*Craft (Air) 2
*Craft (Magitech) 3 (Power armors 1)
Larceny
Linguistics 2
-Performance 1
-Presence 5
Ride
Sail
Socialize
Stealth
-Survival
Bureaucracy
Investigation
Lore 3
*Occult 4
Medicine

== BACKGROUNDS ==

Artefact 5 (Celestial Battle Armor)
Manse 3
Resources 1
Artefact 2 (Orichalcum Goremaul)
Manse 1

== VIRTUES ==

Compassion 2
Conviction 5
Temperance 2
Valor 5

Virtue flaw: Berserk Anger

Tappaa/tuhoaa kaiken ympäristössä.

- Partial Control: Ei tapa liittolaisia ja ei tarvitse tuhota esineitä.

Duration: 1 scene

Limit Break Condition: loukkaukset, vähättely, tai tahallinen turhauttamisen aiheuttaminen

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WILLPOWER 9

== ESSENCE ==

Permanent Essence 4
Personal Essence 21 [Essencex3 + willpower]
Peripheral Essence 51 (commit) [Essencex7 + willpower + sum of virtues]

== HEALTH ==

7 lvls
-0-0
-1-1-1-1
-2-2
-4
incap

== Flaws:

-5 Greater Curse 5 (Limit pool 5 smaller than normal)
-3 Amnesia (Unohtanut vanhempansa ja lapsuutensa) [Antanut pois sorcerylle]
-2 Dark secret (rakastunut renegade abyssaliin joka hieman hyväksikäyttää hahmoa)

== Merits:

+1 Large (extra -0 health level, +1 STR/STA)
+2 Brutal Attack (may use STR to calculate attack pool with melee but only on mundane Martial Arts)
+2 Inexhaustible (never suffer fatigue)

== Intimacies ==

Soundless Lioness of the Night (abyssal rakastajatar)
Kaikki jotka uskaltavat riskeerata itsensä hyvyyden/oikeuden puolesta (kunnioitus ja halu auttaa)
Kaikki jotka tahallaan edistävät kuoleman tai Malfeaksin tarkoitusperiä (viha)

== CHARMS ==

2nd Melee Excellency
Infinite Melee Mastery

Durability of Oak Meditation: 3m, Res2/Es1, ref (s7), Cok, instant;
gain hardness 8 vs attack.

Spirit Strengthens the Skin: 1m/dmg, Res2/Es2, ref (s7), Cok, obvious;
Reduce raw damage of attack by 1dice/1m spent.

Whirlwind Armor-Donning Prana: 1m, Res1/Es1, simple, Cok;

1minute of progress donning armor in 1 simple action.

Hauberk-lightening Gesture: 1m, Res3/Es3, simple(spd 3), Cok, obv, indefinite;
Banish armor to Elsewhere (commit essence). Donning armor from there takes
as long as normally.

Terrestrial Circle Sorcery: Occ3/Es3, perm, instant;
Celestial Circle Sorcery: Occ4/Es4, perm, instant;

Reflex Sidestep Technique: 1m, Dod3/Es1, ref (s2), Cok, instant;
Allows to use dodge DV and charms vs. unexpected attacks.

Soul Fire Resurgence: 1wp, Res2/Es2, permanent, dawn, native;
Roll Valor and heal health levels equal to successes. Usable only once per
action.

Essence-Gathering Temper: -, Res1/Es1, permanent, dawn, native, overdrive;
Gain 10m overdrive pool. Gain 1m to pool for being attacked but suffering
no damage, 2m/1B, 3m/1L, 3m/1A. Gain motes also if perceived allies are
damaged. Must have positive intimacy toward character to gain motes.

Willpower-Enhancing Spirit: 4m, ref (s10), Cok, instant; Roll 1dice/health
level lost and gain 1wp+1wp/sux.

One Weapon, Two Blows: 3m, ref (s1), Cok, martial, instant;
Resolve steps 7-10 twice when resolving damage for this charm.
Effectively damage opponent twice.

Ox-body Technique:
2x -1 health levels.

== COMBOS ==

Undying Vigilance Form
Reflex Sidestep Technique (yllätyksenpoisto)
Spirit Strengthens the Skin (vaurion vähennys)
Willpower-Enhancing Spirit (willpowerin keräys)
One Weapon, Two Blows (vauriota lisää)

Righteous Armaments Donning Practice
Reflex Sidestep Technique (yllätyksenpoisto)
Second Melee Excellency
Spirit Strengthens the Skin
Whirlwind Armor Donning Prana (simple)
Willpower-Enhancing Spirit

== SPELLS ==

God-Forged Champion of War: 20m+ (committed)
Don a scout or common class warstrider. Lasts 1h. Extend duration with 10m
by 1h. Commit extra 2m/artifact dot to get artifact weapons for
warstrider. spend additional 5m if cast in daytime to gain orichalcum
material benefits for warstrider and weapons.

== EQUIPMENT ==

Orichalcum Celestial Battle Armor (Artifact 5), repair 3, no maintenance
10m commit + level 3 hearthstone to power the armor
3 hearthstone sockets (one of which powers the armor, misc action to change
which)
Filtration Baffles: +2 bonus to Resistance vs. Poison/disease, 1h supply of

fresh air (takes 1min to gather 10min of supply)

Sensory Augmentation Visor: Ref act to gain +2 Awareness. Ref to activate Essence Sight for 3m per scene (automatically pierces any dragon armor cloaking device, can see unmanifested spirits/ghosts, living beings, automatons, undead and enchanted objects as glowing presences). Allows also to gauge the power of manses and demesnes.

Exomuscular Fibers: +2 dots to STR for feats of strength, jumping, and damage. Peripatetic Greaves: Doubled movement rate. 10mph while marching.

Reinforced Gauntlets/Boots: Can parry lethal and have following stats:

- Gauntlet: spd 5, acc +2, dmg +6B, def +3, rate 4, tags N

- Boot: spd 5, acc +1, dmg +7B, def -1, rate 3, tags N

Adaptive Camouflage Subsystem: +2 Stealth while moving, +3 when stationary. Free to choose coloration of armor.

Enhanced Healing: Heals 1B/tick and 1L/h.

Enhanced Durability: +3L/+3B soak, +2L/+2B hardness. (already calculated to values)

Essence Wings: 5m to produce (12ft wingspan) wings. Gain fly speed of 20yds/rick for 1 scene. 6m to fly at 100mph for Essence hours (Dex+Ath diff 1 to change direction suddenly).

Orichalcum: +2L/+2B soak, +1L/+1B hardness, +1 acc/def/rate (already calculated to values)

Soak 17L/17B, Hardness 11L/11B, Mobility -0, Fatigue 1

Gem of Sorcery: Manse 3

Once per day, may reduce cost of casting a spell by 10m.

Ever-Open Eye: Manse 1

Bearer can remain awake without impairment. After two days roll Stamina+Resistance (diff 1). Every additional day adds 1 to difficulty. If roll fails, bearer starts hallucinating imposing -2 die penalty to all rolls and cause the character to behave erratically. Eight hours of sleep restores completely.

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