

Black Razor Oubliette

Concept: dark ninja of the hungry depths Caste: Day
 Motivation: Kill the Silver Prince and sieze control of Skullstone
 Age: 35 Sex: Male Hair Color: White Skin Tone: Dark Gray Eye Color: White
 Totemic Anima: Obsidian kraken

Essence

Personal Pool 18 (18) Total / ___ Available
 Peripheral Pool 35 (35) Total / ___ Available

Attributes

Strength ●●●●○ ○○○○○○
 Dexterity ●●●●○ ○○○○○○
 Stamina ●●●●○ ○○○○○○
 Charisma ●●○○○ ○○○○○○
 Manipulation ●●○○○ ○○○○○○
 Appearance ●●○○○ ○○○○○○
 Perception ●●●●○ ○○○○○○
 Intelligence ●●○○○ ○○○○○○
 Wits ●●●●○ ○○○○○○

Virtues

Compassion ●●○○○
 Temperance ●●○○○
 Conviction ●●●○○
 Valor ●●○○○

Resonance

Flawed Virtue: Valor.
 Detailed in MoEP: Abyssals, pp. 112-115.

Anima

- Cause anima to flare, up to 8-10 mote level (1 mote)
- Sense nearby necrotic Essence, Shadowlands (1 mote)
- Deploy fangs (0 motes)

Motes	Banner Flare	Stealth
1-3	Caste Mark branded	Normal
4-7	Caste Mark bleeds	+2
8-10	Dark Aura	Impossible
11-15	Chilling Bonfire	Impossible
16+	Totemic Aura	Impossible

Abilities

Dusk
 Archery ○○○○○○ ○○○○○○ 1 2 3
 Martial Arts ○○○○○○ ○○○○○○ 1 2 3
 Melee ●●●●○ ○○○○○○ 1 2 3
 Thrown ○○○○○○ ○○○○○○ 1 2 3
 War ○○○○○○ ○○○○○○ 1 2 3
 Midnight
 Integrity ●●●●○ ○○○○○○ 1 2 3
 Performance ○○○○○○ ○○○○○○ 1 2 3
 Presence ○○○○○○ ○○○○○○ 1 2 3
 Resistance ●●○○○ ○○○○○○ 1 2 3
 Survival ●●●●○ ○○○○○○ 1 2 3
 Daybreak
 Craft ○○○○○○ ○○○○○○ 1 2 3
 Investigation ●●●●○ ○○○○○○ 1 2 3
 Lore ●○○○○○ ○○○○○○ 1 2 3
 Medicine ○○○○○○ ○○○○○○ 1 2 3
 Occult ○○○○○○ ○○○○○○ 1 2 3
 Day
 Athletics ●●●●○ ○○○○○○ 1 2 3
 Awareness ●●●●○ ○○○○○○ 1 2 3
 Dodge ●●●●○ ○○○○○○ 1 2 3
 Larceny ●●●●○ ○○○○○○ 1 2 3
 Stealth ●●●●○ ○○○○○○ 1 2 3
 Moonshadow
 Bureaucracy ○○○○○○ ○○○○○○ 1 2 3
 Linguistics ●●●●○ ○○○○○○ 1 2 3
 Ride ○○○○○○ ○○○○○○ 1 2 3
 Sail ○○○○○○ ○○○○○○ 1 2 3
 Socialize ○○○○○○ ○○○○○○ 1 2 3

Crafts

Craft - Air ○○○○○○ ○○○○○○
 Craft - Earth ○○○○○○ ○○○○○○
 Craft - Fire ○○○○○○ ○○○○○○
 Craft - Water ○○○○○○ ○○○○○○
 Craft - Wood ○○○○○○ ○○○○○○

Specialties

Melee - anchor ●●●●○
 Stealth - stalking prey ●●○○○

+: This ability is commonly affected by mobility penalty.
 123: Dark numbers indicate known Excellencies for this ability.

Willpower

●●●●○ ○○○○○○

Intimacies

the Silver Prince, the dead of the West, the people of the West

Social Combat

Join Debate **6** Dodge MDV **7**

Attack	Speed	Honesty Attack/MDV	Deception Attack/MDV	Rate
Presence	4	2	1	2
Performance	6	2	1	1
Investigation	5	5	3	2

Common Actions	Speed	DV	Common DV Modifiers	Source	Modifier
Join Debate	5	None	Appearance		Difference
Attack	Above	-2	Motivation		+/- 3
Monologue	3	-2	Virtue		+/- 2
Miscellaneous	5	-2	Intimacy		+/- 1

Arsenal

Name	Speed	Accuracy	Damage	Defence	Rate	Range	Tags
Punch	5	+1	5	+0	4	B	+2 3 3 N
Kick	5	+0	4	+3	7	B	-2 1 2 N
Clinch	6	+0	4	+0	4	B	+0 2 1 C,N,P
Fangs	6	+0	4	+0	4	L	+0 2 2 C,N,P
Deadweight, soulsteel anchor - Anchor arm	6	+0	11	+16	20/3	L	-1 5 1 2,O,R
Deadweight, soulsteel anchor - Chain strike (Melee)	5	+0	11	+8	12/2	B	+2 7 2 M,O,R

Panoply

Name	Soak (B/L/A)	Hardness (B/L)	Mob. Pen.	Fatigue
Natural Soak	4 2			
Chain Shirt (Artifact)	+5 +7 +7	3 3	-0	0
Effective	9 9 7	3 3	0	0

Movement & Health

Move	Dash	Jump (H/V)	Health Levels
4	10	14 7	-0
3	9	12 6	-1
2	8	10 5	-2
1	6	6 3	-4

Rules:
 • **Health:** Bashing damage heals 1 health level per 3 hours. Lethal damage healing rate varies (-0 = 6 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 magically.
 • **Death and Dying:** If characters incapacitated by Lethal or Aggravated suffer further damage, they lose one Dying level per "Inactive" action.
 • **Marking Damage:** Bashing Lethal Aggravated

Combat

Join Battle **6** Dodge DV **6** Knockdown **6 7** Threshold / Pool Stunning **4 6** Threshold / Pool

Order of Attack Events	Knockdown	Common Actions
1. Declare Attack 2. Declare Defence 3. Attack Roll 4. Attack Reroll 5. Subtract Penalties/Apply Defenses 6. Defence "Reroll" 7. Calculate Raw Damage 8. Apply Hardness & Soak, Roll Damage 9. Counterattack 10. Apply Damage, Knockdown & Stunning	Characters are knocked down if an attack deals 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. 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.	Action Speed DV Pen Join Battle Varies None Ready Weapon 5 -1 Physical Attack Varies -1 Coordinate Attack 5 None Aim 3 -1 Guard 3 None Move 3 None Dash 0 -2 Miscellaneous 5 Varies Jump 5 -1 Rise from Prone 5 -1 Inactive 5 Special

Full combat rules on pages 140-158.

