Kahiro Chabi

Concept: swashbuckling, rime-hardened sea captain Caste: Eclipse
Motivation: Rule the waterways of the West
Age: 32 Sex: Female Hair Color: Black Skin Tone: Olive Eye Color: Green Gray
Totemic Anima: Flame-haired, winged gorgon

Essence

Personal Pool 21 (21) Total / ___ Available
Peripheral Pool 36 (36) Total / ___ Available

Attributes

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

Virtues

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

Virtue Flaw

□□□□□□□□□□

Berserk Anger

Anima

- Cause Caste Mark to glow brightly (1 mote)
- Cause anima to glow bright enough to read by (1 mote)
- Know the precise time of day (1 mote)
- _____

Motes	*Banner Flare*	*Stealth*
1-3	Caste Mark glitters	Normal
4-7	Caste Mark burns	+2
8-10	Coruscant Aura	Impossible
11-15	Brilliant Bonfire	Impossible
16+	Totemic Aura	Impossible

Abilities

Dawn	☐ Archery	●●○○○ ○○○○○	1 2 3
	☐ Martial Arts	○○○○○ ○○○○○	1 2 3
	■ Melee	●●●●○ ○○○○○	1 2 3
	☐ Thrown	○○○○○ ○○○○○	1 2 3
	■ War	●●●●● ○○○○○	1 2 3
Zenith	☐ Integrity	○○○○○ ○○○○○	1 2 3
	☐ Performance	○○○○○ ○○○○○	1 2 3
	■ Presence	●●●●● ○○○○○	1 2 3
	■ Resistance	●●●○○ ○○○○○	1 2 3
	☐ Survival	○○○○○ ○○○○○	1 2 3
Twilight	☐ Craft	○○○○○ ○○○○○	1 2 3
	☐ Investigation	○○○○○ ○○○○○	1 2 3
	☐ Lore	●●○○○ ○○○○○	1 2 3
	☐ Medicine	○○○○○ ○○○○○	1 2 3
	☐ Occult	○○○○○ ○○○○○	1 2 3
Night	+ ☐ Athletics	○○○○○ ○○○○○	1 2 3
	■ Awareness	●●●●○ ○○○○○	1 2 3
	+ ☐ Dodge	●●●○○ ○○○○○	1 2 3
	+ ☐ Larceny	○○○○○ ○○○○○	1 2 3
	+ ☐ Stealth	○○○○○ ○○○○○	1 2 3
Eclipse	■ 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 - shipside	●○○
War - naval battles	●●●
_____	○○○
_____	○○○
_____	○○○
_____	○○○
_____	○○○
_____	○○○
_____	○○○

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

Willpower

●●●●●●●●●○
□□□□□□□□□□

Intimacies

Her crew (2/5), Her ship (2/5)

Social Combat

Join Debate 6 Dodge MDV 6

Attack	Speed	Honesty Attack/MDV		Deception Attack/MDV		Rate
Presence	4	9	5	8	4	2
Performance	6	4	2	3	2	1
Investigation	5	4	2	3	2	2

Common Actions

Action	Speed	DV
Join Debate	5	None
Attack	Above	-2
Monologue	3	-2
Miscellaneous	5	-2

Common DV Modifiers

Source	Modifier
Appearance	Difference
Motivation	+/- 3
Virtue	+/- 2
Intimacy	+/- 1

Arsenal

Name	Speed	Accuracy		Damage			Defence		Rate	Range	Tags
Punch	5	+1	4	+0	2	B	+2	3	3		N
Kick	5	+0	3	+3	5	B	-2	1	2		N
Clinch	6	+0	3	+0	2	B	+0	2	1		C,N,P
Flame Piece	5	+1	6		8	L			1	8	F,S
Wavecleaver Daiklave	3	+1	9	+6	8/2	L	+3	6	2		O
_____											
_____											
_____											

Panoply

Name	Soak (B/L/A)			Hardness (B/L)		Mob.Pen.	Fatigue
Natural Soak	4	2					
Buff Jacket, Spirit Shark Hide	+10	+7	+7	0	0	-1	1
_____							
Effective	14	9	7	0	0	-1	1

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Movement & Health

Move	Dash	Jump (H/V)		Health Levels
2	8	2	1	-0
1	7	0	0	-1
1	6	0	0	-2
1	4	0	0	-4

Yards | Accounts for wound & mobility pen.

Incap. □

Dying □□□□□□□□□□

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 4 Knockdown 7 / 7 (Threshold / Pool) Stunning 4 / 7 (Threshold / Pool)

Order of Attack Events

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

Full combat rules on pages 140-158.

Knockdown

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.

Common Actions

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	0	None
Dash	3	-2
Miscellaneous	5	Varies
Jump	5	-1
Rise from Prone	5	-1
Inactive	5	Special

Inspired by Voidstate
http://www.voidstate.com

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http://anathema.sf.net

Exalted ©2007-2013 by CCP hf
http://www.white-wolf.com

Backgrounds

Followers	●●●●○ ○
Resources	●●●●○ ○
Contacts	●●●○○ ○
	○○○○○ ○
	○○○○○ ○
	○○○○○ ○
	○○○○○ ○
	○○○○○ ○

Possessions

Languages

Seatongue, Guild Cant, Low Realm, High Realm

Experience

150 total - 168 spent = -18 banked

Combos

Dawn's Knife-Edge Slicer: First Melee Excellency, Dipping Swallow Defense, Solar Counterattack, Hungry Tiger Technique

One for the Lads Back Home: Fury Inciting Presence, Heroism-Encouraging Presence, Invincible Admiral Method

Crow's Nest Meditation: Keen Sight Technique, Inescapable Eye Of The Sun

Generic Charms

	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
Second (Ability) Excellency	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	●	○	○	○	○	○	○	○	○
First (Ability) Excellency	○	○	●	○	●	○	○	●	○	○	○	○	○	○	○	○	○	○	○	○	●	○	○	●	○

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
Sail					
Invincible Admiral Method	12 m, 1 wp	Reflexive (1/2)	One scene	Combo-OK, Social, War	Ex2, 236
Salty Dog Method	3 m	Reflexive (1/2)	One scene	Combo-OK, Social, War	Ex2, 236
Crew-Inspiring Charisma	None	Permanent	Permanent	Emotion, Mirror	Abys2, 179
Ship-Claiming Stance	5 m, 1 wp	Simple (6 LT, -1)	Instant	Combo-OK, Obvious	Ex2, 237
Omnipresent Admiral Of Light	3 m	Simple	Indefinite	Combo-OK, Mirror	SoE, 160
Socialize					
Taboo Inflicting Diatribe	3 m, 1 wp	Simple (6 LT, -1)	Instant	Combo-OK, Compulsion, Mandate, Mirror	Ex2, 238
Melee					
Dipping Swallow Defense	2 m	Reflexive (2)	Instant	Combo-OK, Martial: Martial Arts, Mirror	Ex2, 192
Solar Counterattack	3 m	Reflexive (9)	Instant	Combo-OK, Counterattack, Martial-ready: Martial Arts, Archery, Thrown	Ex2, 194
Hungry Tiger Technique	1 m	Supplemental	Instant	Combo-OK	Ex2, 190
Awareness					
Keen Sight Technique	3 m	Reflexive	One scene	Combo-OK	Ex2, 225
Inescapable Eye Of The Sun	3 m	Reflexive	Indefinite	Combo-OK, Touch	G:UCS, 31
War					
Mob-Dispersing Rebuke	7 m, 1 wp	Simple (3 LT, -1)	Instant	Combo-OK, War	Ex2, 197
Fury Inciting Presence	10 m, 1 wp	Simple (5 LT, -1)	One scene	Combo-OK, Obvious	Ex2, 197
Heroism-Encouraging Presence	5 m or 5m, 1wp	Reflexive	One scene	Combo-OK, Obvious, War	Ex2, 197
Presence					
Irresistible Salesman Spirit	3 m	Supplemental	Instant	Combo-Basic, Social	Ex2, 204
Resistance					
Durability of Oak Meditation	2 m	Reflexive (7)	Instant	Combo-OK, Dawn	Ex2, 206
Ox-Body Technique	None	Permanent	Permanent	Stackable	Ex2, 208

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