

Night-Blooming Jasmine

Concept: deadly ninja of honor Caste: Night
 Motivation: To kill the Sidereal puppeteers who stole her life, current and past
 Age: 26 Sex: Female Hair Color: Lavender Skin Tone: Fair Eye Color: Purple
 Totemic Anima: _____

Essence

Personal Pool 19 (19) Total / ___ Available
 Peripheral Pool 31 (31) Total / ___ Available

Attributes

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

Virtues

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

Virtue Flaw

□□□□□□□□□□
Deliberate Cruelty

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

Craft - making poisons ●●●●●○
 Athletics - jumping ●●○○○
 Stealth - escaping pursuit ●●●○○

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

Willpower

●●●●●○ ○○○○○○
 □□□□□□□□□□

Intimacies

Pasha, her Sidereal mentor (3/5), vengeance (3/5)

Social Combat

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

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

Common Actions	Speed	DV	Common DV Modifiers
Join Debate	5	None	Appearance
Attack	Above	-2	Motivation
Monologue	3	-2	Virtue
Miscellaneous	5	-2	Intimacy

Arsenal

Name	Speed	Accuracy	Damage	Defence	Rate	Range	Tags
Punch	5	+1	7	+0 3 B	+2 4	3	N
Kick	5	+0	6	+3 6 B	-2 2	2	N
Clinch	6	+0	6	+0 3 B	+0 3	1	C,N,P
Infinite Jade Chakram	4	+0	10	+4 7/2 L		4 50	O,T

Panoply

Name	Soak (B/L/A)	Hardness (B/L)	Mob. Pen.	Fatigue
Natural Soak	3 1			
Breastplate (Artifact)	+6 +8 +8	3 3	-0	0
Effective	9 9 8	3 3	0	0

Movement & Health

Move	Dash	Jump (H/V)	Health Levels
5	11	16 8	-0
4	10	14 7	-1
3	9	12 6	-2
1	7	8 4	-4

Yards | Accounts for wound & mobility pen. Incap. □□□□□□□□□□

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 **7** Dodge DV **7** Knockdown **6 10** Stunning **3 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.

Backgrounds

Artifact: Infinite Jade Chakram	●●○○○ ○
Resources	●●○○○ ○
Manse	●●○○○ ○
Artifact: hearthsome amulet	●○○○○ ○
_____	○○○○○ ○
_____	○○○○○ ○
_____	○○○○○ ○
_____	○○○○○ ○

Possessions

Hearthstone Amulet (Jade), Gem of Tears to Poison (Manse 2, Water)

Languages

Seatongue

Experience

150 total - 183 spent = -33 banked

Combos

Afterimage Investment: Third Dodge Excellency, Flow Like Blood, Seven Shadow Evasion, Third Thrown Excellency
The Wind Find the Cracks: Shadow Over Water, First Thrown Excellency, Observer-Deceiving Attack, Cascade of Cutting Terror, Triple-Distance Attack Technique, Joint-Wounding Attack

Generic Charms

	Archery	Marital 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	○	○	○	●	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
Third (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
Third (Ability) Excellency	4 m	Reflexive (4/6)	Instant	Reroll and choose best. Add (Ability / 2) to DVs	Ex2, 185
Thrown					
Observer-Deceiving Attack	1 m	Supplemental	Instant	Combo-OK	Ex2, 195
Triple-Distance Attack Technique	2 m	Supplemental	Instant	Combo-OK	Ex2, 196
Cascade of Cutting Terror	5 m	Supplemental	Instant	Combo-OK, Obvious	Ex2, 196
Joint-Wounding Attack	2 m	Supplemental	Instant	Combo-OK, Crippling, Martial-ready: Martial Arts, Archery, Melee	Ex2, 195
Integrity					
Integrity-Protecting Prana	5 m, 1 wp	Reflexive (2)	One day	Combo-OK	Ex2, 199
Stealth					
Easily Overlooked Presence Method	3 m	Simple	One scene	Combo-OK	Ex2, 230
Stepping Between Heartbeats	None	Permanent	Permanent	-	G:UCS, 32
Invisible Statue Spirit	5 m	Simple	Indefinite	Combo-OK	Ex2, 230
Athletics					
Monkey Leap Technique	3 m	Reflexive	One scene	Combo-OK	Ex2, 223
Spider-Foot Style	4 m	Reflexive	One scene	Combo-OK, Obvious	Ex2, 225
Graceful Crane Stance	3 m	Reflexive	One scene	Combo-OK	Ex2, 222
Larceny					
Lock-Opening Touch	3 m	Supplemental	Instant	Combo-OK	Ex2, 229
Dodge					
Seven Shadow Evasion	8 m	Reflexive (2)	Instant	Combo-OK, Dawn, Obvious	Ex2, 227
Shadow Over Water	1 m	Reflexive (2)	Instant	Combo-OK	Ex2, 227
Reflex Sidestep Technique	1 m	Reflexive (2)	Instant	Combo-OK, Dawn	Ex2, 227
Flow Like Blood	5 m, 1 wp	Simple	One scene	Combo-OK, Obvious	Ex2, 227

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