Red Gunner

Concept: brash warrior youth with boomstick Caste: Dawn
Motivation: Break the twin strangleholds of the Empire and the Wyld in the West
Age: 19 Sex: Female Hair Color: Blonde Skin Tone: Fair Eye Color: Blue
Totemic Anima: Massive warstrider bristling with essence cannons

Essence

●●●●○○○○○○

Personal Pool 18 (18) Total / ___ Available
Peripheral Pool 29 (29) Total / ___ Available

Attributes

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

Virtues

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

Virtue Flaw

□□□□□□□□□□

Foolhardy Contempt

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

War - small units	●●○
Dodge - when unarmed	●●○
_____	○○○
_____	○○○
_____	○○○
_____	○○○
_____	○○○
_____	○○○
_____	○○○

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

Willpower

●●●●●●○○○○
□□□□□□□□□□

Intimacies

The innocent (2/5), Fights (2/5)

Social Combat

Join Debate 5 Dodge MDV 7

Attack	Speed	Honesty Attack/MDV		Deception Attack/MDV		Rate
Presence	4	3	2	2	1	2
Performance	6	3	2	2	1	1
Investigation	5	3	2	2	1	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	8	+2	5 B	+2	5	3		N
Kick	5	+0	7	+5	8 B	-2	3	2		N
Clinch	6	+0	7	+2	5 B	+0	4	1		C,N,P
Fiery Solar Cannon - Full Power Chot	5	+3	12		20 L			1	300	F
Fiery Solar Cannon - Half Power Shot	5	+3	12		11 L			1	300	F
_____										
_____										
_____										

Panoply

Name	Soak (B/L/A)			Hardness (B/L)		Mob.Pen.	Fatigue
Natural Soak	4	2					
Reinforced Breastplate (Artifact)	+11	+12	+12	9	9	-1	1
_____							
Effective	15	14	12	9	9	-1	1

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Movement & Health

Move	Dash	Jump (H/V)		Health Levels
3	9	12	6	-0
2	8	10	5	-1
1	7	8	4	-2
1	5	4	2	-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 5 Dodge DV 7 8 (Normal / when unarmed) Knockdown 9 9 (Threshold / Pool) Stunning 4 9 (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

Created with Anathema ©2007-2013
http://anathema.sf.net

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

Backgrounds

Artifact: Fiery Solar Cannon	●●●●● ○
Manse: fire	●●○○○ ○
Artifact: hearthstone bracers	●●○○○ ○
	○○○○○ ○
	○○○○○ ○
	○○○○○ ○
	○○○○○ ○
	○○○○○ ○

Possessions

Jewel of Hungry Fire (Manse 2, Fire), Hearthstone Bracers (Orichalcum)

Languages

Old Realm, Seatongue

Experience

0 total - 167 spent = -167 banked

Combos

Sun Killer Shot: First Archery Excellency, Thrust Shot Evasion, Shadow Over Water, Essence Arrow Attack, Trance of Unhesitating Speed

Sun-Breaker Skin: Durability of Oak Meditation, Iron Skin Concentration, Whirlwind Armor-Donning Prana

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
First (Ability) Excellency	●	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○
Second (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
Athletics					
Increasing Strength Exercise	3 m per point	Simple	One scene	Combo-OK, Dawn, Obvious, Stackable	Ex2, 225
Resistance					
Durability of Oak Meditation	2 m	Reflexive (7)	Instant	Combo-OK, Dawn	Ex2, 206
Ox-Body Technique	None	Permanent	Permanent	Stackable	Ex2, 208
Iron Skin Concentration	2 m	Reflexive (7)	One tick	Combo-OK, Dawn, Obvious	Ex2, 207
Essence-Gathering Temper	None	Permanent	Permanent	Native, Dawn, Overdrive	S:Err
Whirlwind Armor-Donning Prana	1 m	Simple	Instant	Combo-OK	Ex2, 205
Armored Scout's Invigoration	3 m per fatigue/mobility reduction	Simple	Indefinite	Combo-OK	Ex2, 205
Hauberk-Lightening Gesture	1 m	Simple (3, -1)	Indefinite	Combo-OK, Obvious	Ex2, 205
Dodge					
Shadow Over Water	1 m	Reflexive (2)	Instant	Combo-OK	Ex2, 227
Archery					
Trance of Unhesitating Speed	2 m or 3 motes per attack	Extra Action	Instant	Combo-OK, Obvious	Ex2, 187
Forceful Arrow	1 m	Supplemental	Instant	Combo-OK, Obvious, Knockback	Ex2, 187
There Is No Wind	3 m or 5 motes	Supplemental	Instant	Combo-OK, Martial: Thrown, Mirror	Ex2, 187
Essence Arrow Attack	2 m	Supplemental	Instant	Combo-OK, Obvious, Righteous Judgement Arrow	Ex2, 188
Thrust Shot Evasion	3 m	Reflexive	Instant	Combo-OK, Obvious	IMB, 32
Phantom Arrow Technique	-(1 mote per attack)	Permanent	Permanent	Obvious	Ex2, 188
Summoning the Loyal Bow	1 m	Simple (3, -1)	Indefinite	Combo-OK, Mirror, Merged	Ex2, 189
(Celestial) Solar Hero Style					
Fists of Iron Technique	1 m	Reflexive	One action	Combo-OK, Enhanced	Ex2, 242
Sledgehammer Fist Punch	3 m	Reflexive	Instant	Obvious, Combo-OK, Enhanced, Martial-ready: Melee	Ex2, 242
Thunderclap Rush Attack	1 m	Supplemental	Instant	Combo-OK, Martial-ready: Archery, Melee, Thrown	Ex2, 190

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