

Retibiya the Resplendent

Concept: gifter magician Caste: Twilight
 Motivation: Amass the wealth and power of the Princes of the Earth
 Age: 36 Sex: Male Hair Color: Brown Skin Tone: Brown Eye Color: Brown
 Totemic Anima: Two headed serpent with coins for eyes

Essence

Personal Pool 20 (20) Total / ___ Available
 Peripheral Pool 45 (45) Total / ___ Available

Attributes

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

Virtues

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

Virtue Flaw

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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 ○○○○○○ ○○○○○○
 Craft - Magitech ●●●○○○ ○○○○○○

Specialties

Larceny - sleight of hand ●●●○
 Socialize - lying ●●○
 _____ ○○○○
 _____ ○○○○
 _____ ○○○○
 _____ ○○○○
 _____ ○○○○
 _____ ○○○○

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

Willpower

●●●○○○ ○○○○○○
 □□□□□□□□

Intimacies

Wealth (1/5), Security (1/5), Power (1/5)

Social Combat

Join Debate **7** Dodge MDV **5**

Attack	Speed	Honesty Attack/MDV	Deception Attack/MDV	Rate
Presence	4	7	4	2
Performance	6	5	3	1
Investigation	5	5	3	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	5	+0	1	B	N
Kick	5	+0	4	+3	4	B	N
Clinch	6	+0	4	+0	1	B	C,N,P
Lightning Lance - Spear	5	+1	8	+4	5	L	2,L,R
Lightning Lance - Charged	5	+1	8	+8	9	L	2,L,R
Lightning Lance - Bolt	5	+2	10		10	L	2,F
Lightning Lance - Lightning Fan	5	+5	13		7	L	2,F

Panoply

Name	Soak (B/L/A)	Hardness (B/L)	Mob. Pen.	Fatigue
Natural Soak	2	1		
Silken Armor	+5	+3	+3	0
Effective	7	4	3	0

Movement & Health

Move	Dash	Jump (H/V)	Health Levels
3	9	0	0
2	8	0	0
1	7	0	0
1	5	0	0

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 **5** Knockdown **3** **5** Stunning **2** **3**
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.	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

Full combat rules on pages 140-158.

Backgrounds

Artifact: Lightning Lance ●●●○○○
Resources ●●○○○○○
Contacts ●●○○○○○

Possessions

Blank lines for recording possessions.

Languages

Seatongue, Low Realm, Old Realm

Experience

150 total - 167 spent = -17 banked

Combos

Judgement of Heaven: First Archery Excellency, Ghost-Eating Technique, Spirit-Cutting Attack

Generic Charms

Grid of skill categories: 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.

Charms

Table with columns: Name, Cost, Type, Duration, Details (Keywords, Targets), Source. Lists charms like First (Ability) Excellency, Spirit-Cutting Attack, Socialize, Larceny, Presence, Resistance, Sorcery.

Blank table structure for recording additional charms.