

Severin Ithora

Concept: Mercenary
 Motivation: Become a legend known throughout Creation
 Age: 56 Sex: Male Hair Color: Blue Skin Tone: Bronze Eye Color: Blue
 Totemic Anima: Two pair of angelic wings made of sunlight that stretches towards the sky

Caste: Dawn

Essence

●●●●○ Personal Pool 22 (22) Total / ___ Available
 ○○○○○○ Peripheral Pool 42 (42) Total / ___ Available

Attributes

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

Virtues

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

Virtue Flaw

■ ■ □ □ □ □ □ □ □ □
Berserk Anger: Someone belittles, taunts or angers the character

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
 ■ Throw ○○○○○○○○○○ 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 - Scythe ●●●●●
 Integrity - Persuasion ●●●●●
 Presence - Persuasion ●●●●●
 Dodge - Unarmed ●○○○○
 Dodge - Melee ●●●○○
 ○○○○
 ○○○○
 ○○○○

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

Willpower

●●●●●●●●●●
 □ □ □ □ □ □ □ □ □ □

Intimacies

Family, Cinder, Shaylee, Havenwell, Hate: Undead (Righteous Lion)

Social Combat

Join Debate **8** Dodge MDV **9** **11**
Normal / Persuasion

Attack	Speed	Honesty Attack/MDV	Deception Attack/MDV	Rate		
Presence	4	7	4	6	3	2
Performance	6	4	2	3	2	1
Investigation	5	5	3	4	2	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	11	+0	5	B	+2 6 3 N
Clinch	6	+0	10	+0	5	B	+0 5 1 C,N,P
Grand Grimscythe	6	+2	15	+12	17/2	L	+1 7 3 2,O,R
Iron Boot (Melee)	5	+0	10	+6	11	B	-3 4 2 M
Short Sword (Fire)	4	+2	12	+5	10	L	+1 6 2

Panoply

Name	Soak (B/L/A)	Hardness (B/L)	Mob. Pen.	Fatigue			
Natural Soak	11	11	2	2			
Natural Soak	+0	+2	+0	2	2	-0	0
Glorious Solar Plate (Holy)	+23	+27	+7	3	3	-0	0
Effective	34	38	7	3	3	0	0

Movement & Health

Move	Dash	Jump (H/V)	Health Levels
5	11	20	10
4	10	18	9
3	9	16	8
1	7	12	6

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 **8** Dodge DV **7** **8** Knockdown **10** **10** Stunning **5** **10**
Normal / Melee Threshold / Pool 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 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

Familiar (Cinder)	●●●●●○
Artifact (Scythe)	●●●○○○
Resources	●●●●○○
	○○○○○○
	○○○○○○
	○○○○○○
	○○○○○○
	○○○○○○

Possessions

Languages

Riverspeak, Seatongue, Low Realm

Experience

960 total - 959 spent = 1 banked

Generic Charms

	<input type="radio"/> Archery	<input checked="" type="radio"/> Martial Arts	<input checked="" type="radio"/> Melee	<input type="radio"/> Thrown	<input type="radio"/> War	<input checked="" type="radio"/> Integrity	<input type="radio"/> Performance	<input type="radio"/> Presence	<input type="radio"/> Resistance	<input type="radio"/> Survival	<input type="radio"/> Craft	<input type="radio"/> Investigation	<input type="radio"/> Lore	<input type="radio"/> Medicine	<input type="radio"/> Occult	<input type="radio"/> Athletics	<input type="radio"/> Awareness	<input checked="" type="radio"/> Dodge	<input type="radio"/> Larceny	<input type="radio"/> Stealth	<input type="radio"/> Bureaucracy	<input type="radio"/> Linguistics	<input type="radio"/> Ride	<input type="radio"/> Sail	<input type="radio"/> Socialize	
(Ability) Essence Flow	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Second (Ability) Excellency	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
First (Ability) Excellency	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Third (Ability) Excellency	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

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
(Ability) Essence Flow	None	Permanent	Permanent	Stunts give successes instead of dice	Ex2, 187
Athletics					
Glorious Temple Body	None	Permanent	Permanent	Mirror	IMB, 8
Increasing Strength Exercise	3 m per point	Simple	One scene	Combo-OK, Dawn, Obvious, Stackable	Ex2, 225
Monkey Leap Technique	3 m	Reflexive	One scene	Combo-OK	Ex2, 223
Lightning Speed	3 m	Reflexive	One scene	Combo-OK, Dawn	Ex2, 224
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
Occult					
Spirit-Cutting Attack	1 m	Supplemental	Instant	Combo-OK, Dawn, Obvious	Ex2, 221
Spirit-Detecting Glance	3 m	Reflexive (1)	One scene	Combo-OK	Ex2, 221
Integrity					
Elusive Dream Defense	5 m	Reflexive	Instant (Story)	Combo-OK, Social	Ex2, 200
Temptation-Resisting Stance	6 m	Reflexive (2)	One scene	Combo-OK, Social, Stackable	Ex2, 200
Righteous Lion Defense	None	Permanent	Permanent	-	Ex2, 199
Shedding Infinite Radiance	None	Permanent	Permanent	Mirror	G:UCS, 37
Ride					
Master Horseman's Techniques	None	Permanent	Permanent	Harmony of Spirits Style	Ex2, 234
Horse Skids Trick	3 m	Reflexive	Instant	Combo-OK, Mount (Mundane)	IMB, 20
Worthy Mount Technique	None	Permanent	Permanent	-	Ex2, 234
Immortal Rider's Advantages	None	Permanent	Permanent	Mirror, Mount (Mundane), Native	IMB, 20
Flashing Thunderbolt Steed	5 m, 1 wp	Simple	One day	Combo-OK, Touch	Ex2, 236
Single Spirit Method	None	Permanent	Permanent	-	Ex2, 235
Sometimes Horses Fly Approach	5 m, 1 wp	Simple	One hour	Combo-OK, Touch	Ex2, 236
Investigation					
Judge's Ear Technique	3 m	Reflexive (1)	One scene	Combo-OK	Ex2, 213
Dodge					
Shadow Over Water	1 m	Reflexive (2)	Instant	Combo-OK	Ex2, 227
Seven Shadow Evasion	8 m	Reflexive (2)	Instant	Combo-OK, Dawn, Obvious	Ex2, 227
Reflex Sidestep Technique	1 m	Reflexive (2)	Instant	Combo-OK, Dawn	Ex2, 227
Reed in the Wind	None	Permanent	Permanent	-	IMB, 8
Linguistics					
Sagacious Reading of Intent	3 m	Reflexive (2)	Instant	Combo-OK, Social	Ex2, 233
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
Tiger Warrior Training Technique	10 m, 2 wp	Simple (DA, -1)	One week	Obvious, Touch, Training	Ex2, 198
Rout-Stemming Gesture	4 m, 1 wp	Reflexive	Until next action	Combo-OK, Obvious, War	Ex2, 197
Melee					
Peony Blossom Attack	3 m	Simple (5, -1)	Instant	Obvious, Combo-OK, Mirror	S:Err

