

- 10xp	
Magical Alchemy to 2 - 3xp	0 (of 60 hours)
Prayer Subverting Tears - 10xp	0 (of 144 hours)
Magical Alchemy to 3 - 6xp	0 (of 120 hours)
Increasing Strength Exercise - 8xp	0 (of 24 hours)

Essence Union Dart	●●	Commitment: 2	ab_a.76	equipped
Targets hit with dart less likely to avoid further ranged attacks from owner, increasing dodge difficulty by Essence and ignoring modifiers for cover.				
Feathers to the Setting Sun	●●●●	Commitment: 1	Mounts: 1	wola.54 orichalcum, equipped, attuned
Repair: 2. A cape that, when activated with 10 motes, can turn into wings, capable of flying 80mph. Maneuvers with reflexive Dexterity + Athletics + 6 rolls and adds six dice to aerial dodging. In flight, emit a halo of glory at will, adding three to Appearance. Orichalcum Wings of the Raptor, white with gold thread. Holds the Monkey Stone.				
Motion of the Sharp Wave	●●	Commitment: 4	Mounts: 1	core.343 equipped, forceattuned, black jade
Black jade short bow, with carvings of rushing, crashing water forming the arms. This bow was taken from a dragon blooded official Adrios assassinated.				
Rising Flag	●●	Commitment: 3	core.345	equipped, attuned, orichalcum
An orichalcum reinforced buff jacket given to Adrios by Jorias. Adrios has covered most of this armor in a black laquer, only allowing the golden tracings of the armor's design, two rising flags, to show through.				
Strong Warding Charm Against Fair Folk	●	Commitment: 0	core.337	equipped
Fair Folk at -2 to affect you.				

The Monkey Stone	●●	Type: wood	Trigger: constant	cb_d.78
-2 difficulty to all Athletics rolls (min 1); x2 climbing speed & jumping distance Leaping distance with stone is 28 yards horizontal, 14 yard vertical.				

Will generally activate Flow Like Blood before doing anything else in combat. If ambushed, will generally default to dodge. If attacked up close, will use Leaping Dodge Method to leap away from the attackers (note that hearthstone doubles leaping distance) and into bow range. If faced with an overwhelmingly powerful attack, will use his perfect defence: Seven Shadow Evasion.

When attacking from stealth, Adrios will use his jade bow, Motion of the Sharp Wave and the Blurred Form Style charm. He will try to avoid raising his anima banner, so will generally only use personal essence. He might use his anima ability to suppress his banner (paying double for charms) if the situation is dire, but in such cases it may be better to give up stealth.

When stealth doesn't matter, he will summon his Immaculate Golden Bow to attack at range. He typically uses target arrows against armored targets, broadhead arrows otherwise. Most often, he will conserve essence for dodging and split his pool as much as possible to attack. For shots that really need to count, he will use Rain of Feathered Death or Dazzling Flare Attack (both can be used while splitting his pool). Note that at his Essence rating, using Dazzling Flare Attack will always be a better choice than Fiery Arrow Attack. When facing a swarm of lightly armored opponents (like mortal infantry), he will use Arrow Storm Technique.

His Heaven Weeps Fire combo consumes huge amounts of essence but is best suited against a squad of more heavily armored foes. It is usually used either as a last resort, or when he knows he has plenty of backup.

