

<b>Varden</b>				
Player	Scott Dean			
Caste	Night			
Nature	Thrillseeker			
Birthdate				
Height	cm	Hair	brown	
Weight	kg	Skin		
Gender	Male	Eyes		
Attributes		Abilities		
Appearance	●●○○	Archery	○○○○○	
Charisma	●●●○	Athletics	●●○○○	
Dexterity	●●●●	Awareness	●●○○○	
Intelligence	●●●○	Brawl	●●○○○	
Manipulation	●●○○	Bureaucracy	○○○○○	
Perception	●●○○	Craft (Air)	●●●●○	
Stamina	●●○○	Craft (Earth)	●●●●○	
Strength	●●○○	Craft (Fire)	●●●●○	
Wits	●●●○	Dodge	●●●●○	
Virtues		Endurance		●●○○○
Compassion	●●○○	Investigation	○○○○○	
Conviction	●●○○	Larceny	●●●●○	
Temperance	○○○○	Larceny	●●●●○	
Valor	●●○○	Linguistics	○○○○○	
Movement		Lore		●●○○○
Walk/trn	8.5 yds	Martial Arts	●●●●○	
Run/trn	17 yds	Medicine	●●○○○	
H/V Jump	12/6 yds	Melee	●●○○○	
Carry	275 lbs	Occult	●●○○○	
Lift	550 lbs	Performance	●●○○○	
Languages		Presence		○○○○○
Riverspeak		Resistance	●●○○○	
Old Realm		Ride	○○○○○	
Backgrounds		Sail		○○○○○
Artifact	●●	Socialize	○○○○○	
Contacts	●	Stealth	●●●●○	
Octavio (solar sorcerer), Triestan (immaculate monk), anonymous benefactor		Survival		○○○○○
Manse		Thrown		●●○○○
Level 2 demense				
Resources		□□□□□□		
Willpower		□□□□□□		
Limit		□□□□□□		
Heart of Flint - Being frustrated by the intemperate or childish nature of the world around him.				

<b>Mark</b>	Hollow circle
<b>Color</b>	Ghostly white and gold, tinged with purple and purple-gray
<b>Night Effects</b>	When activating any charm, you may spend twice the normal number of motes to prevent the expenditure from adding to your anima banner. Spend 10 motes to increase the difficulty of all rolls to track or detect you by one.
<b>Solar Effects</b>	Spend 1 mote to do any of the following: • Cause caste mark to glow brightly for a scene • Cause anima to glow bright enough to read by for rest of scene • Know the precise time of day for the rest of the scene

<b>Melee Weapon</b>	<b>Acc.</b>	<b>Dmg.</b>	<b>Def.</b>	<b>Speed</b>
Forge-Hand	-1 (6)	+4A (7A)	+2 (9)	-3 (6)
Gauntlets				
Bare Fist	+0 (10)	+0B (3B)	+0 (10)	+0 (9)
Kick	-1 (9)	+2B (5B)	-1 (9)	-3 (6)
Serpent-Sting	+1 (11)	+3L (6L)	+4 (14)	+4 (13)
Staff (orichalcum)				
<b>Ranged Weapon</b>	<b>Acc.</b>	<b>Dmg.</b>	<b>Rate</b>	<b>Range</b>

<b>Armor</b>	<b>B/L/A</b>	<b>Mob.</b>	<b>Fat.</b>	<b>Diff</b>
Natural	3/1/0			
Gossamer Robes	7/7/0	-0	0	
Actualizing Nature Band	2/2/0	-0	0	
Ophidian Kata Rings	2/1/1	-0	0	
Shieldstone Gauntlet				-2/-2
<b>Total</b>	<b>14/11/1</b>			

<b>-0</b>	□	Heal in 360 minutes
<b>-1</b>	□□□□□	Heal in 48 hours
<b>-2</b>	□□□□□	Heal in 96 hours
<b>-4</b>	□	Heal in 168 hours
<b>Inc</b>	□	Heal in 168 hours

<b>Total Experience Points</b>	305
<b>Unspent Experience Points</b>	39
Lore to 3 - 4xp	82 (of 96 hours)
Ride to 1 - 3xp	4 (of 288 hours)
Occult to 3 - 4xp	0 (of 96 hours)
Lore to 4 - 3xp	0 (of 144 hours)
Magitech to 1 - 2xp	0 (of 40 hours)
Occult to 4 - 6xp	0 (of 144 hours)
Lore to 5 - 8xp	0 (of 192 hours)
Perfection to 1 - 2xp	0 (of 40 hours)
Magitech to 2 - 3xp	0 (of 60 hours)
Occult to 5 - 8xp	0 (of 192 hours)
Magitech to 3 - 6xp	0 (of 120 hours)
Geomancy to 1 - 2xp	0 (of 40 hours)
Geomancy to 2 - 3xp	0 (of 60 hours)
Architectonics to 1 - 2xp	0 (of 40 hours)
Geomancy to 3 - 6xp	0 (of 120 hours)
Architectonics to 2 - 3xp	0 (of 60 hours)

<b>Graceful Crane Stance</b>	Athletics	core.193	Reflexive	One scene	3 motes
<b>Increasing Strength Exercise</b>	Athletics	core.195	Simple	One scene	3 motes per dot
<b>Lightning Speed</b>	Athletics	core.193	Reflexive	One turn	1 mote
<b>Ferocious Jab</b>	Brawl	core.157	Supplemental	Instant	1 mote
Count extra attack successes twice to determine damage.					
<b>Crack-Mending Technique</b>	Craft	core.183	Simple	Instant	10 motes, 1 willpower, 1 health
<b>Craftsman Needs No Tools</b>	Craft	core.184	Simple	One scene	7 motes, 1 willpower
<b>Durability-Enhancing Technique</b>	Craft	core.183	Simple	Instant	10 motes
<b>Flawless Handiwork Method</b>	Craft	core.182	Supplemental	Instant	3 motes per success
<b>Object-Strengthening Touch</b>	Craft	core.183	Simple	One scene	6 motes
<b>Shattering Grasp</b>	Craft	core.184	Simple	Instant	5 motes
<b>Reed in the Wind</b>	Dodge	core.197	Reflexive	Instant	1 mote per 2 die
<b>Shadow Over Water</b>	Dodge	core.198	Reflexive	Instant	2 motes
Dodge a known attack with Dexterity + Dodge.					
<b>Seven Shadow Evasion</b>	Dodge	core.198	Reflexive	Instant	6 motes
Automatically dodge a known attack.					
<b>Reflex Sidestep Technique</b>	Dodge	core.198	Reflexive	Instant	2 motes
Dodge even unanticipated attacks with 2 x Essence.					
<b>Flow Like Blood</b>	Dodge	core.198	Simple	One scene	5 motes, 1 willpower
Dodge any attack with Dodge + Dexterity for the rest of the scene.					
<b>Ox-Body Technique</b>	Endurance	core.170	Special	Permanent	0 mote
<b>Flawless Pickpocketing Technique</b>	Larceny	core.200	Simple	Instant	3 motes
<b>Stealing From Plain Sight Spirit</b>	Larceny	core.200	Simple	Instant	6 motes
<b>Magpie's Invisible Talon</b>	Larceny	core.200	Simple	Instant	10 motes, 1 willpower
<b>Lock-Opening Touch</b>	Larceny	core.201	Simple	Instant	5 motes
<b>Door-Evading Technique</b>	Larceny	core.201	Simple	Instant	10 motes, 1 willpower
<b>Impassable Portal Technique</b>	Larceny	cb_n.76	Reflexive	Special	7 motes
<b>Armor-Penetrating Fang Strike</b>	Snake	core.161	Supplemental	Instant	4 motes, 1 willpower
Ignore soak provided by armor for a single attack.					
<b>Crippling Pressure-Point Strike</b>	Snake	core.161	Simple	Instant	3 motes
For each health level you would have inflicted on an attack, target instead has -1 penalty to all rolls for Martial Arts turns.					
<b>Essence Fangs and Scales Technique</b>	Snake	core.160	Simple	One scene	6 motes
Unarmed attacks do lethal damage. Soak lethal damage with bashing soak. Cannot be used with armor.					
<b>Serpentine Evasion</b>	Snake	core.160	Reflexive	Instant	3 motes per die
Add up to Martial Arts dice to a dodge attempt.					
<b>Snake Form</b>	Snake	core.160	Simple	One scene	5 motes
For rest of scene, Add Martial Arts to initiative and bashing soak. Attackers subtract Essence dice. Cannot be used with armor.					
<b>Snake Strikes the Heel</b>	Snake	core.161	Reflexive	Instant	4 motes
If attacked, before damage is determined, you may make a counterattack with Martial Arts + attacker's extra successes.					
<b>Striking Cobra Technique</b>	Snake	core.160	Reflexive	Instant	3 motes
Add Martial Arts to initiative.					
<b>Uncoiling Serpent Prana</b>	Snake	core.161	Simple	Instant	3 motes
Attack target Essence yards away.					
<b>Striking Serpent Speed</b>	Snake	core.162	Extra Action	Instant	6 motes
Take an extra action for every success on a Martial Arts test.					
<b>Essence Venom Strike</b>	Snake	core.162	Simple	Instant	7 motes, 1 willpower
Add Essence to base damage of an attack. Attack does aggravated damage.					
<b>Image of Death Technique</b>	Ebon Shadow	cb_n.67	Simple	One day	2 motes
<b>Wall Climbing Technique</b>	Ebon Shadow	cb_n.67	Reflexive	One turn	1 mote
Walk on vertical surfaces with normal movement. Cannot stop.					
<b>Distracting Finger-Gesture Attack</b>	Ebon Shadow	cb_n.68	Reflexive	Instant	2 motes
At start of turn target subtracts Martial Arts from initiative and cannot split pools this round.					
<b>Ebon Shadow Form</b>	Ebon Shadow	cb_n.68	Simple	One scene	5 motes
Add Essence to Stealth and the difficulty of attacks against you. You may do bashing or lethal damage with hands, feet, sai or fighting chains. Incompatible with armor. If killed under effects of this form, you dissipate into black smoke.					
<b>Seven Points of Weakness Strike</b>	Ebon Shadow	cb_n.68	Supplemental	Instant	3 motes
Subtract Martial Arts from target's soak for this attack.					
<b>Elusive Flicker Evasion</b>	Ebon Shadow	cb_n.69	Reflexive	One turn	4 motes
Add Essence to all dodge attempts. Reflexively dodge with Essence dice.					
<b>Body-Mending Meditation</b>	Medicine	core.188	Reflexive	One day	10 motes
<b>Grievous Injury Recovery Method</b>	Medicine	core.190	Simple	One day	10 motes
<b>Durability of Oak Meditation</b>	Resistance	core.176	Simple	One scene	1 mote per +2B soak
Add 2B to soak for each mote spent, up to (Stamina + Resistance)B. May be used with armor.					
<b>Iron Skin Concentration</b>	Resistance	core.176	Reflexive	Instant	3 motes
Reduces damage of any attack you are aware of to attackers Essence.					
<b>Spirit Strengthens the Skin</b>	Resistance	core.176	Reflexive	One scene	2 motes, 1 willpower
Soak lethal damage with bashing soak until the end of the scene.					
<b>Easily Overlooked Presence Method</b>	Stealth	core.201	Simple	One scene	3 motes
Those not actively looking for you will ignore you as part of the scenery.					
<b>Essence</b>	●●●○○○				
<b>Personal</b>	18 (0)	□□□□□□□□	□□□□□□		
<b>Peripheral</b>	43 (17)	□□□□□□□□	□□□□□□□□	□□□□□□	□□□□□□
<b>Other</b>	7 (0)	□□□□□□			

<b>Actualizing Nature Band</b> +2 natural soak, +3 to nature based Craft rolls	●●●	Commitment: 5	Mounts: 1	wiki	equipped, attuned, green jade
<b>Essence-Containing Gem (small)</b> Holds 7 motes	●●	Commitment: 0		abys.255	
<b>Forge-Hand Gauntlets</b> Light, red-scaled leather gloves. Work any metal except soulsteel.	●●●	Commitment: 1		ab_f.80	
<b>Gossamer Robes</b> Ornate, defensive clothing forged from gossamer. Soak base: 7B/7L/0A. Rating degrades each month in creation. Does not hinder martial arts. Not degraded. Degrades on first of the month.		Commitment: 0		wiki	equipped, gossamer
<b>Bitter Coin</b> Pair of orichalcum bracers, one with a hearthstone setting. All attacks increase damage by two. Holds Gem of Desire.	●●	Commitment: 4	Mounts: 1	core.338	equipped, attuned, orichalcum
<b>Martime Anklet</b> +4 sail; hearthstone slot	●●	Commitment: 2	Mounts: 1	wiki	black jade
<b>Ophidian Kata Rings</b> Orichalcum bracelets, anklets and choker with a hearthstone setting, all shaped like snakes eating their tails. While martial arts form is active, inflict lethal or bashing, parry lethal attacks without a weapon and gain +2B/+1L/+1A to their natural soak. Against demons, ghosts and the walking dead, after damage is resolved, do another (Essence)A damage, soaked normally. Matched orichalcum bracelets, anklets and necklace.	●●	Commitment: 3	Mounts: 1	wiki	equipped, attuned, orichalcum
<b>Orichalcum Dragon</b> Miniature dragon that can come to life and follows commands while in line of sight. Breath adds or removes a dot of Stamina.	●	Commitment: 5		wiki	
<b>Serpent-Sting Staff (orichalcum)</b>	●●	Commitment: 5	Mounts: 1	core.341	equipped, attuned, orichalcum
<b>Shell Necklace</b> Allows user to breathe under water.	●	Commitment: 0		wiki	
<b>Shieldstone Gauntlet</b> Project force shield or wall.	●●●	Commitment: 4		fair.282	
<b>Sikunare's Gift</b> Bracelet allows user to breathe under water and ignore effects of depth.	●	Commitment: 0		wiki	
<b>Walkaway</b> Once per story, negate a damage success on a damage roll against you.	●	Commitment: 0		core.337	equipped
<b>Gem of Desire</b> Transparent and beautifully faceted yellow gem. Can cause desire for something or someone within 10 feet for 12 hours. Target must succeed at a Willpower roll to pass up an opportunity to satisfy his desire. Single target can only be affected once per day. When the effect ends, target must make another Willpower check or gain a longer-lasting desire. If this roll botches, the target becomes obsessed.	●●●	Type: water	Trigger: concentration	bo3c.115	
Gain willpower every time you put yourself into a life-threatening situation, then escape it.					