

**Jorias Ferris**  
**Player** Wordman  
**Caste** Twilight  
**Aspects**  
 Take One For the Team  
 Sorcerer of the Unconquered Sun  
 Voice of Reason  
 Not on My Watch  
 Let Me Help You  
 Power at a Price  
 Forgotten Family  
 "I read this book once..."  
 Bring the Harsh Rain  
**Birthdate** 27 Resplendent Wood 737  
**Height** 182 cm  
**Weight** 93 kg  
**Gender** Male  
**Hair** Red  
**Skin** Light  
**Eyes** Blue  
**Attributes**  
 Appearance ●●●○○ Archery ○○○○○  
 Charisma ●●○○○ Athletics ●●●○○  
 Dexterity ●●○○○ Awareness ●○○○○  
 Intelligence ●●○○○ Brawl ○○○○○  
 Manipulation ●○○○○ Bureaucracy ○○○○○  
 Perception ●●○○○ Dodge ●●●●●  
 Stamina ●●●●● Endurance ●○○○○  
 Strength ●●○○○ Investigation ●●●●●  
 Wits ●●○○○ Larceny ○○○○○  
**Virtues**  
 Compassion □□□ Lore ●●●●●  
 Conviction □□□ Martial Arts ●●●●●  
 Temperance □□□ Medicine ●●●●●  
 Valor □□□ Melee ●●●●●  
**Movement**  
 Walk/trn 7.5 yds Performance ○○○○○  
 Run/trn 15 yds Presence ○○○○○  
 H/V Jump 14/7 yds Resistance ○○○○○  
 Carry 325 lbs Ride ●●●●●  
 Lift 650 lbs Sail ○○○○○  
**Languages**  
 Riverspeak Socialize ○○○○○  
 Old Realm Stealth ○○○○○  
**Backgrounds**  
 Artifact ●●●● Survival ○○○○○  
 Contacts ● Thrown ●●●●●  
 Resources ●●●●●  
**Willpower**  
 Limit □□□□□□□□  
 Heart of Tears - Being prevented from helping someone he wants to help

**Mark** Half-filled circle  
**Color** Bright gold, bright and dark reds, purples and blues  
**Twilight Effects**  
 If dealt an attack that deals you damage, you may spend 5 motes to roll 4 dice, eliminating one health level of damage for each success.  
**Solar Effects**  
 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

Melee Weapon	Acc.	Dmg.	Def.	Speed
Bare Fist	+0 (8)	+0B (4B)	+0 (8)	+0 (6)
Kick	-1 (7)	+2B (6B)	-1 (7)	-3 (3)
Javelin	+1 (8)	+2L (6L)	+0 (7)	+1 (7)
Ranged Weapon	Acc.	Dmg.	Rate	Range
Exceptional Chakram	+1 (9)	+1L (5L)	4	30
Chakram	+0 (8)	+1L (5L)	3	20
Javelin	+1 (9)	+3L (7L)	2	30

Armor	B/L/A	Mob.	Fat.	Diff
Natural	4/2/0			
Evanescent Aegis	11/12/12	-1	1	
<b>Total</b>	<b>15/13/11</b>			

-0	□	Heal in 360 minutes
-1	□□□	Heal in 48 hours
-2	□□□□	Heal in 96 hours
-4	□	Heal in 168 hours
Inc	□	Heal in 168 hours

<b>Total Experience Points</b>	382
<b>Unspent Experience Points</b>	18
Essence to 5 - 32xp	0 (of 768 hours)
Solar Circle Sorcery* - 8xp	0 (of 144 hours)
Rising Sun Investment - 8xp	0 (of 48 hours)
Cloud Treading Method* - 10xp	0 (of 64 hours)
Thunderclap Kata* - 10xp	0 (of 64 hours)
Spellcraft to 1* - 2xp	0 (of 40 hours)
Spellcraft to 2* - 3xp	0 (of 60 hours)
Spellcraft to 3* - 6xp	0 (of 120 hours)
Conviction to 4 - 9xp	0 (of 0 hours)
Healing Trance Meditation - 8xp	64 (of 80 hours)
Integrity-Protecting Prana - 8xp	0 (of 48 hours)
Private Plaza of Downcast Eyes - 8xp	0 (of 48 hours)
Demon of the First Circle - 8xp	0 (of 48 hours)
Invulnerable Skin of Bronze - 8xp	0 (of 48 hours)
Stormwind Rider - 8xp	0 (of 48 hours)
Emerald Circle Banishment - 8xp	0 (of 48 hours)
Sprouting Shackles of Doom - 8xp	0 (of 48 hours)
Thunder Wolf's Howl - 8xp	0 (of 48 hours)

<b>Graceful Crane Stance</b>	Athletics	core.193	Reflexive	One scene	3m
Gain perfect balance and ability to walk over impossibly narrow or fragile areas.					
<b>Monkey Leap Technique</b>	Athletics	core.193	Reflexive	One turn	1m
Jump Strength x 10 yards vertically or twice that horizontally.					
<b>Reed in the Wind</b>	Dodge	core.197	Reflexive	Instant	1m/2 die
<b>Reflex Sidestep Technique</b>	Dodge	core.198	Reflexive	Instant	2m
<b>Shadow Over Water</b>	Dodge	core.198	Reflexive	Instant	2m
<b>Seven Shadow Evasion</b>	Dodge	core.198	Reflexive	Instant	6m
<b>Flow Like Blood</b>	Dodge	core.198	Simple	One scene	5m, 1wp
<b>Ox-Body Technique</b>	Endurance	core.170	Special	Permanent	0m
<b>Essence-Gathering Temper</b>	Endurance	core.171	Reflexive	Instant	1m
May activate whenever hit in combat. For every point of damage taken before soak is applied, roll one die. Each success on the roll gains a number of motes equal to Essence, though no more than Stamina success may be used.					
<b>Essence-Lending Method</b>	Lore	core.187	Simple	Instant	3m
Transfer Essence x 3 motes to target after spending a turn in skin-to-skin contact.					
<b>Will-Bolstering Method</b>	Lore	core.187	Simple	Instant	5m, 1wp
Transfer Willpower equal to highest virtue you share with target, after a turn of skin-to-skin contact.					
<b>Wound-Accepting Technique</b>	Lore	core.188	Simple	Instant	3m, 1wp
Transfer damage from target to you (up to lower of your two Staminas) after a turn of skin-to-skin contact. May not transfer aggravated damage.					
<b>Body-Mending Meditation</b>	Medicine	core.188	Reflexive	One day	10m
<b>Grievous Injury Recovery Method</b>	Medicine	core.190	Simple	One day	10m
With a day of bed rest, heal yourself of Essence plus successes on Stamina + Endurance roll health levels. Does not heal aggravated damage or allow regeneration.					
<b>Touch of Blissful Release</b>	Medicine	core.189	Simple	Six hours	5m
<b>Wound-Mending Care Technique</b>	Medicine	core.190	Simple	One day	10m
Heal one patient a day, with a day of bed rest, of Essence plus successes on Intelligence + Medicine roll health levels. Does not heal aggravated damage or allow regeneration.					
<b>Flawless Diagnosis Technique</b>	Medicine	core.188	Simple	Five minutes	1m
<b>Ailment-Rectifying Method</b>	Medicine	core.188	Simple	Six hours	10m
<b>Contagion-Curing Touch</b>	Medicine	core.189	Simple	One day	10m
<b>Bodily Regeneration Prana</b>	Medicine	core.191	Simple	One hour	10m, 1wp
<b>Annointment of Miraculous Health</b>	Medicine	core.190	Simple	Instant	10m
Instantly heal Essence health levels in another.					
<b>Air Dragon's Sight</b>	Air Dragon	dbld.243	Simple	One scene	3m
You cannot be surprised or ambushed.					
<b>Wind Dragon's Speed</b>	Air Dragon	dbld.243	Reflexive	Instant	2m
Add Martial Arts to initiative.					
<b>Breath-Seizing Technique</b>	Air Dragon	dbld.243	Simple	5 turns	4m
Instead of rolling damage, roll Strength + Martial Arts against target's Stamina + Endurance, giving target -1 penalty for each net success for Martial Arts turns.					
<b>Shrouding the Body and Mind</b>	Air Dragon	dbld.244	Simple	5 turns	4m
Become invisible. Perception + Awareness may detect.					
<b>Air Dragon Form</b>	Air Dragon	dbld.245	Simple	One scene	5m
Add Martial Arts to ranged attacks and dodges. May reflexively dodge with Martial Arts. Cumulative to other charms.					
<b>Terrestrial Circle Sorcery</b>	Occult	core.191	Simple	Instant	0m, 1wp
<b>Celestial Circle Sorcery</b>	Occult	core.191	Simple	Instant	0m, 2wp
<b>Cascade of Cutting Terror</b>	Thrown	core.169	Supplemental	Instant	5m
Hurl dozens of copies of favorite thrown weapon, doubling the dice pool for the attack. Only effects a single target. Duplicates vanish after impact.					
<b>Triple-Distance Attack Technique</b>	Thrown	core.169	Supplemental	Instant	3m
<b>Fiery Solar Chakram</b>	Thrown	core.169	Simple	Instant	4m
Hurl burning light at target. Accuracy equal to Essence, damage is 6 plus extra successes, range 100 yards. Add Essence in automatic success against demons, ghosts or other dark creatures.					
<b>Precision of the Striking Raptor</b>	Thrown	core.168	Supplemental	Instant	1m
As much as double dice pool for thrown attack.					
<b>Joint-Wounding Attack</b>	Thrown	core.168	Supplemental	Instant	3m
Every health level of damage dealt also gives -1 die penalty for remainder of scene.					
<b>Crippling Firefly Infestation</b>	Thrown	divnull	Combo	Instant	12m, 1wp
Combo of Cascade of Cutting Terror, Joint-Wounding Attack and Fiery Solar Chakram.					
<b>Death of Obsidian Butterflies</b>	terrestrial	core.217			15m
Summon glass butterflies in a stream 30 yards wide, 100 yards long and 10 yards high, making a Perception + Occult attack, adding Essence automatic successes, with a base damage of 8L.					
<b>Emerald Countermagic</b>	terrestrial	core.218			10m; 20m
<b>Flight of the Brilliant Raptor</b>	terrestrial	svnt.106			10m
<b>The Horse That Travels Earth and Water</b>	terrestrial	svny.108			10m
<b>Infallible Messenger</b>	terrestrial	core.218			10m
<b>Mists of Eventide</b>	terrestrial	sav.111			15m
<b>Theft of Memory</b>	terrestrial	svnt.122			15m
<b>Sapphire Countermagic</b>	celestial	core.221			15m; 20m
<b>Essence</b>	●●●○○○				
<b>Personal</b>	20 (0)	□□□□□□□□	□□□□□□□□		
<b>Peripheral</b>	49 (8)	□□□□□□□□	□□□□□□□□	□□□□□□□□	□□□□□□□□ □□□□□□□□ □□□□□□□□

<b>Warding Charm Against Demons</b>	●	Commitment: 0	core.337	equipped
Demons at -1 to affect you.				
<b>Strong Warding Charm Against Fair Folk</b>	●	Commitment: 0	core.337	equipped
Fair Folk at -2 to affect you.				
<b>Evanescent Aegis</b>	●●●●	Commitment: 4	Mounts: 1	wiki equipped, attuned, orichalcum
+2 Athletics. 3 motes to summon/banish Elsewhere.				
<b>Feathers to All Creation</b>	●●●●	Commitment: 1	Mounts: 1	wola.54 jade, equipped
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. Infused with the power of air, the wearer can fly even while asleep. Jade Wings of the Raptor, reversible cloak, sky blue on one side, white on the other, embroidered with dragon motifs.				
<b>Cache Egg</b>	●●●	Commitment: 3	ab_e.79	equipped, attuned
Four foot storage egg. 1: egg to/from Elsewhere.				
<b>Skin-Mount Amulet</b>	●●	Commitment: 0	Mounts: 1	ab_e.80 equipped, attuned, red jade
Add twice hearthstone's rating to peripheral pool. Contains Gem of Insignificance.				
<b>Wyr'paljan Caduceus</b>	●●●●●	Commitment: 1	wiki	equipped, attuned
A golden staff with snakes wrapped around it. You know Flight of Separation, and can cast it with no shaping time needed. You can cast Death of Obsidian Butterflies without knowing sorcery. When casting Flight of the Brilliant Raptor, can add 5 motes to change elemental aspect. When casting Infallible Messenger, can add 10 motes to have 5 minute, two-way conversation. Can cast Swift Spirit of Winged Transportation without knowing celestial circle sorcery. When Death of Obsidian Butterflies is cast through the device, for +10m its damage becomes piercing. When Swift Spirit of Winged Transportation is cast through the artifact, the artifact transforms into a sweet vessel for the bird to carry (+10m, committed). When Princes of the Fallen Tower is cast through the artifact, they appear as large birds and, for an additional +5m, they can fly at twice their walking speed. When Summon the Army of the Wyld is cast through the device, any birds that come can be commanded remotely.				

<b>Gem of Insignificance</b>	●	Type: solar	Trigger: Concentration	fs.39	equipped,
Transparent, deep blue, egg-shaped gem. Casual viewers unable to remember details of bearer.					

May throw two Martial Arts chakram in single attack using one attack roll, one defense roll, two damage rolls. Charms spent on such an attack must pay an additional mote.

