

Regret of the Sun

Player Wordman
Caste Day
Aspects
 Whatever It Takes
 Fugitive From Lover Clad in the Raiment of Tears
 Child of Blood
 Easily Led
 Put Them Out of Their Misery
 Disloyal Imperial Postman
 Now You See Me, Now You Don't
 Deadeye
 Fists Like Pistons

Birthdate 1 Descending Water 742
Height 185 cm **Hair** Black
Weight 86 kg **Skin** White
Gender Male **Eyes** Pale green

Attributes	Abilities
Appearance ●●●●○	Archery ○○○○○
Charisma ●●○○○	Athletics ○○○○○
Dexterity ●●●●○	Awareness ●●●●○
Intelligence ●●●○○	Brawl ○○○○○
Manipulation ●●●○○	Bureaucracy ●●○○○
Perception ●●●○○	Craft ○○○○○
Stamina ●●○○○	Dodge ●●●●○
Strength ●●●○○	Endurance ●●○○○
Wits ●●●○○	Investigation ●●●●○
Virtues	Larceny ●●●●○
Compassion □□□□	Linguistics ●○○○○
Conviction □□□□	Lore ●○○○○
Temperance □□□□	Martial Arts ●●●●○
Valor □□□□	Medicine ●○○○○
Movement	Melee ●●●●○
Walk/trn 8 yds	Occult ○○○○○
Run/trn 16 yds	Performance ○○○○○
H/V Jump 6/3 yds	Presence ●●●●○
Carry 125 lbs	Resistance ○○○○○
Lift 250 lbs	Ride ○○○○○
Languages	Sail ○○○○○
Riverspeak	Socialize ○○○○○
Old Realm	Stealth ●●●●○
Backgrounds	Survival ●○○○○
Artifact ●	Thrown ●●●●○
Resources ●●	
Whispers ●●	

Willpower □□□□□□□□
Resonance □□□□□□□□

Mark Hollow circle
Color Phantasmal black and grey, tinged with sickly green.

Day Effects
 When activating any charm, you may spend twice the normal number of motes to prevent the expenditure from adding you your anima banner. Spend 5 motes to increase the difficulty of all rolls to track or detect you by one.

Abysal Effects
 Spend 1 mote to do any of the following:
 • Cause caste mark to glow bright scarlet or crackle with black energy for a scene
 • Cause anima to glow bright enough to read by for rest of scene
 • Detect the presence of shadowlands, ghosts or creatures of the Underworld at a distance of 400 feet for the rest of the scene.
 • Spend three motes to grow fangs.

Melee Weapon	Acc.	Dmg.	Def.	Speed
Fangs	+0 (9)	+0L (3L)	-2 (7)	-3 (6)
Bare Fist	+0 (9)	+0B (3B)	+0 (9)	+0 (9)
Kick	-1 (8)	+2B (5B)	-1 (8)	-3 (6)
Hatchet	+0 (7)	+2L (5L)	-1 (6)	+0 (9)

Ranged Weapon	Acc.	Dmg.	Rate	Range
Hatchet	-1 (8)	+3L (6L)	2	10
Gyroscopic Chakram	+1 (10)	+3L (6L)	3	30

Armor	B/L/A	Mob.	Fat.	Diff
Natural				2/1/0
Caught in the Gears	17/17/17	-2	2	
Total	19/18/17			

-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

Total Experience Points	382
Unspent Experience Points	35
Accelerated Prescience	0 (of 40 hours)
Gearing - 8xp	
Divine Machine Realization - 8xp	0 (of 40 hours)
Pain-Eating Focus - 10xp	0 (of 48 hours)

Fivefold Sensory Exercise	Awareness	abys.204	Simple	One scene	5m
Sense-Eroding Gesture	Awareness	abys.204	Simple	One scene	2m/turn
Roll Manipulation + Awareness at a difficulty of your targets Essence, with each success removing a die from the target's Awareness pool and tasks requiring sensory acuity.					
Corruption-Sensing Scrutiny	Bureaucracy	abys.212	Reflexive	Instant	2m
Flitting Shadow Form	Dodge	abys.205	Reflexive	Instant	1m/2 dice
Reduce the attack pool of attack directed at you by two dice for each mote spent.					
Fivefold Shadow Form	Dodge	abys.206	Reflexive	Instant	2m
Reduce the dice pool of an attack against you by Dodge + Essence.					
Uncanny Impulse Evasion	Dodge	abys.206	Reflexive	Instant	2m
Dodge an unseen attack with Dexterity.					
Flickering Wisp Technique	Dodge	abys.206	Reflexive	Instant	6m
Perfectly dodge any one attack you are aware of, disappearing and reappearing up to Essence yards away.					
Incomparable Phantom Form	Dodge	abys.207	Simple	One scene	5m, 1wp
Become partially dematerialized and able to dodge all attacks with full Dexterity + Dodge pool.					
Ox-Body Technique	Endurance	abys.174	Special	Permanent	0m
Deception-Piercing Stare	Investigation	abys.189	Reflexive	One scene	6m
Unsurpassed Interrogation Method	Investigation	abys.189	Simple	One scene	5m, 1wp
Excellent Inquisitor Attitude	Investigation	abys.189	Supplemental	Until relaxed	1m/die
Cunning Criminal Style	Larceny	abys.208	Simple	One day	10m
Evidence-Erasing Method	Larceny	abys.209	Simple	One scene	1m
Theft of Face	Larceny	abys.207	Simple	One hour	5m
Flesh-Mending Discipline	Medicine	abys.195	Reflexive	One day	10m
Furious Blade	Melee	abys.165	Simple	Instant	1m/die
Add up to Dexterity + Melee dice to single attack.					
Slashing Ghost Talon	Melee	abys.166	Supplemental	Instant	1m
Regain 1 mote of essence for each health level of damage inflicted. If using attuned soulsteel, also gain the motes stolen by the weapon.					
Iron Sheath Posture	Pertinacious Aut	wiki	Reflexive	5 turns	1m/point
Reduce mobility and fatigue penalties, spending no more than Martial Arts.					
Hydraulic Body Configuration	Pertinacious Aut	wiki	Reflexive	Instant	3m
Choose to either add Dexterity to initiative, negate effects that automatically win initiative, add Strength to jumping distance or add Strength yards to base movement.					
Vibrating Hammer Palm	Pertinacious Aut	wiki	Reflexive	Instant	3m
Reduce soak provided by target's armor by Martial Arts.					
Pertinacious Automaton Form	Pertinacious Aut	wiki	Simple	One scene	5m
Bare hands deal and parry lethal damage. Add essence to Strength and any die rolls to resist environmental damage or any effect that is reduced against automata. Cast Iron Sheath Posture intrinsically. Reduce Hardness of target's armor by Essence.					
Automated Defense Adjustment	Pertinacious Aut	wiki	Simple	Instant	3m
Reflexively parry a lethal attack with Dexterity + Martial Arts.					
Merciless Iron Assault	Pertinacious Aut	wiki	Supplemental	Instant	3m/success
Add up to Martial Arts successes to an unarmed attack. For each success bought, you may also convert one dice of damage into an automatic success.					
Perforating Piston Offensive	Pertinacious Aut	wiki	Simple	One scene	7m
All unarmed attacks to piercing damage. Spend 1wp for an attack to ignore all armor.					
Reactive Armor Reinforcement	Pertinacious Aut	wiki	Reflexive	Instant	3m
Either halve all pre-soak damage from an attack, soak damage from a piercing weapon with full soak or add Martial Arts to your armor's Hardness.					
Invincible Avatar Cocoon	Pertinacious Aut	wiki	Simple	One scene	4m
Reduces the minimum damage dice dealt to you by Essence, to a minimum of zero.					
Concealing Distraction Discipline	Stealth	abys.210	Simple	One scene	4m
Encounter-Banishing Gesture	Stealth	abys.210	Reflexive	Instant	3m/target
Noiseless Phantom Style	Stealth	abys.211	Reflexive	4 minutes	4m
Essence Engorgement Technique	Survival	abys.184	Special	Permanent	0m
Aid of Ill Wind	Thrown	abys.173	Supplemental	Instant	2m/range factor
Hungry Missile Technique	Thrown	abys.172	Reflexive	Instant	1m/die
Spend 1 mote to remove a die from target's defense roll. Victim's pool can never be reduced lower than his Essence score.					
Incomparable Assassin Method	Thrown	abys.172	Supplemental	Instant	2m
Double damage after it is rolled. If this is not enough to kill the target, the attack does only one level of damage (always lethal).					
Ivory Spine Attack	Thrown	abys.173	Reflexive	Instant	1m/needle
Create and throw a poisoned bone needle. Accuracy and base damage equal to Essence, with range five time that. Strength does not add to damage. Unarmored targets must make Stamina + Resistance at difficulty of exalt's Medicine to avoid unsoakable lethal damage equal to Essence, with unexalted dying after one day.					
Lightning Clutch of the Raptor	Thrown	abys.172	Reflexive	Instant	1m; 4m
Parry a ranged attack with Dex+Thrown. If Essence 3 or greater, can parry intangible missiles. May parry area attacks for extra cost.					
Pitiless Scything Razor	Thrown	abys.173	Extra Action	Instant	7m
Single throw makes a number of attacks equal to Thrown at full pool. No target may be attacked more than once. Weapons returns to hand. Any botch breaks the chain of attacks.					
Ravenging Crimson Chakram	Thrown	abys.174	Extra Action	Instant	6m, 1wp
Single throw makes a number of attacks equal to Thrown at full pool. Weapon feeds 1 mote for each point of damage it inflicts. Weapons returns to hand, transferring stolen motes to exalt. Any botch breaks the chain of attacks.					

Essence ●●●○○○
Personal 18 (0) □□□□□□□□ □□□□□□□□
Peripheral 55 (14) □□□□□□□□ □□□□□□□□ □□□□□□□□ □□□□□□□□ □□□□□□□□ □□□□□□□□
Other 15 (9) □□□□□□□□ □□□□□□

Caught in the Gears Superheavy soulsteel armor covered with gearing with vicious teeth.	●●●●● Commitment: 8	core.345	soulsteel, equipped, attuned
Essence-Containing Gem (medium) Holds 15 motes 6 motes remain	●●● Commitment: 0	abys.255	equipped
Gyroscopic Chakram Large soulsteel chakram. Continues to attack on initiative 20 with 10 dice each turn until it kills its target or botches. Returns to users hand at end of turn that it kills.	●●● Commitment: 5	auto.189	equipped
Warding Charm Against Fair Folk Fair Folk at -1 to affect you.	● Commitment: 0	core.337	equipped
Warding Charm Against the Walking Dead Walking dead at -1 to affect you.	● Commitment: 0	core.337	equipped

Essence Capacitor Restore three motes per hour for 25 hours. Must then recharge, gaining another hours worth of use for every two spent unused. 1 mote commitment.	●●● Type: capacitor Trigger: Continuous	auto.183	equipped, attuned,
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Ravening Crimson Chakram in combat
Incomparable Phantom Form to dodge

