	Quixotic Sp	ring Rabbit	Essence
Rules: 2nd Edition		Player: Laurelin	
Concept: Ambitious Knight		Caste: Dawn	Personal Pool 17 (17) Total / Available
Motivation: Knight wishing to be	ecome a lord		Peripheral Pool 39 (39) Total / Available
Attributes		Virtues	Anima
Strength	•••00 00	Compassion Temperance ● ○ ○ ○ ○ ● ○ ○ ○ ○	Cause Caste Mark to glow brightly (1 mote) Cause onime to glow bright applied to read by (1 mote)
Dexterity	••••• 00		 Cause anima to glow bright enough to read by (1 mote) Know the precise time of day (1 mote)
Stamina	•••00 00	Conviction Valor	•
Charisma	••000 00		
Manipulation	••••• 00		Motes Banner Flare Stealth
Appearance	•••00 00	Virtue Flaw	1-3 Caste Mark glitters Normal
Perception	•••00 00		4-7 Caste Mark burns +2 8-10 Coruscant Aura Impossible
Intelligence	0000000	Foolhearty Contempt	11-15 Brilliant Bonfire Impossible
Wits	••••00 00		
Abilition		Willpower	Social Combat
Abilities		Willpower	Social Combat
■ Archery□ Martial Arts	0000000		Join Debate 6 Dodge MDV 7 Attack Speed Honesty Deception Rate
© Martial Arts © Melee			Attack/MDV Attack/MDV
Thrown	0000000		Presence 4 6 3 8 4 2
War	●●●○○ ○○	Intimacies	Performance 6 7 4 9 5 1
■ Integrity	•••0000	Money	Investigation 5 5 3 7 4 2 Common Actions Common DV Modifiers
_ ,	••••••		Action Speed DV Source Modifier
Performance Presence	••••0 00		Join Debate
Resistance	0000000		Monologue 3 -2 Virtue +/- 2 Miscellaneous 5 -2 Intimacy +/- 1
Survival	0000000		Arsenal
□Craft	0000000	Name Speed Accuracy	
☐ Investigation	●●●○○ ○○	Punch 5 +1	7 +0 3 B +2 4 3 N
☐ Investigation	0000000	Kick 5 +0	6 +3 6 B -2 2 2 N
∐ Medicine	0000000	Clinch 6 +0	6 +0 3 B +0 3 1 C,N,P
Occult	0000000	Great Axe 6 +1	11 +7 10 L -2 4 2 2,O,R
+ ☐ Athletics	0000000		
Awareness + ■ Dodge	•••00 00		
	•••00 00		
+ ☐ Larceny + ☐ Stealth	00000000		Panoply
			oak (B/L/A) Hardness (B/L) Mob.Pen. Fatigue
Bureaucracy	0000000	Natural Soak	3 1
⊕ ☐ Linguistics ☐ + ☐ Ride	0000000	Articulated Plate	+9 +9 +9 0 0 -3 2
Sail	0000000		
■ Socialize	••••• 00	Total	12 10 9 0 0 -3 2
Crafts			Close Combat Range Range
Craft - Air	0000000	Movem	nent & Health
Craft - Earth	0000000	Move Dash Jump (H/V) Health Levels	Rules
Craft - Fire	0000000		☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Craft - Water	0000000	4 10 4 2 -1	= 6 hours; -1 = 2 days; -2 = 4 days; -4 = 1 week; Incapacitated = 1 week). Double these times if not
Craft - Wood	0000000		resting. Aggravated damage heals at the same rate as lethal but cannot be healed magically.
	_00000000	3 9 2 1 -2	◆ Death and Dying: If characters incapacitated by Lethal or Aggravated suffer further damage, they lose one Dying level per "thactive" action.
	_00000000	1 7 0 0 -4	♦ Marking Damage:
	00000000		Bashing Lethal M Aggravated
Specialties			Combat
	000	Join Battle 6 Dodge DV	
	000	Order of Attack Events Knockdown	b.Pen Threshold Pool Threshold Pool Common Actions
	000	Characters are known more raw damage t	cked down if an attack deals Action Speed DV Pen han their Knockdown
	000	1. Declare Attack Threshold. Roll Kno 2. Declare Defence Rising from prone ro	ckdown Pool (2) to avoid. Join Battle Varies None equires an action. Prone Ready Weapon 5 -1
	000	Attack Roll Attack Reroll Subtract Penalties/Apply Defenses	al rolls. Coordinate Attack 5 None
	000	6. Defence "Reroll" 7. Calculate Raw Damage Characters who suf	Guard 3 None for more health levels of Move 0 None
	000	8. Apply Hardness & Soak, Roll Damage damage than their Sounterattack must make a reflexi	Stun Threshold in a single blow We Stun roll (damage - Miscellaneous 5 Varies Jump 5 -1
+ : This ability is commonly affected by mo	bility penalty.		acters take a -2 internal penalty Rise from Prone 5 -1
			<u> </u>

Bac	kgrounds
Resources	••••
Influence	●●○○○
Followers	●●000
Contacts	●0000
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	00000
	00000
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Possessions	
	Possessions

Languages
Seatongue, High Realm, Low Realm, Riverspeak

Experience

87 total - 74 spent = 13 banked

Combos

Twins I Win: Heart-Compelling Method, Second Performance Excellency

Homerun Swing: Bulwark Stance, First Melee Excellency, Heavenly Guardian Defense

						Ge	ener	ic C	harı	ทร															
	Archery	Martial Arts	Melee	Thrown	War	Integrity	Performance	Presence	Resistance	Survival	Craft	Investigation	Lore	Medicine	Occult	Athletics	Awareness	Dodge	Larceny	Stealth	Bureaucracy	Linguistics	Ride	Sail	Socialize
First (Ability) Excellency	0	0	•	Ô	O	0	0	•	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Second (Ability) Excellency	0	0	0	0	0	0		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Third (Ability) Excellency	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Infinite (Ability) Mastery	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
(Ability) Essence Flow	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Divine Transcendence of (Ability)	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Supreme Perfection of (Ability)	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

		C	harms		
Name	Cost	Туре	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
Infinite (Ability) Mastery	2 m+, 1 wp	Simple	One scene	Excellency cost reduced by 1m per 2m spent	Ex2, 185
(Ability) Essence Flow	-	Permanent	Permanent	Excellencies do not count as charms.	Ex2, 187
Divine Transcendence of (Ability)	-	Permanent	Permanent	Reduces prereq Ability & Essence ratings by 1.	S:Err
Supreme Perfection of (Ability)	-	Permanent	Permanent	Reduced Excellency cost with Essence Flow.	S:Err
Melee					
Heavenly Guardian Defense	4 m	Reflexive (2)	Instant	Combo-OK, Obvious	Ex2, 193
Call the Blade	- 1 mote	Permanent	Instant	Obvious, Merged	Ex2, 191
Dipping Swallow Defense	2 m	Reflexive (2)	Instant	Combo-OK, Martial: Martial Arts	Ex2, 192
Bulwark Stance	5 m	Reflexive (2)	Until next action	Combo-Basic, Martial: Martial Arts	Ex2, 193
Socialize					
Mastery of Small Manners	1 m	Reflexive (1/2)	Until next action	Combo-OK, Social	Ex2, 239
Taboo Inflicting Diatribe	3 m, 1 wp	Simple (6 LT, -1)	Instant	Combo-OK, Compulsion, Mandate, Mirror	Ex2, 238
Gathering the Congregation	10 m, 1 wp	Simple (5 LT, -1)	One week	Combo-OK, Obvious, Social	Ex2, 240
Integrity					
Integrity-Protecting Prana	5 m, 1 wp	Reflexive (2)	One day	Combo-OK	Ex2, 199
Performance	- , ,	,	,		,
Heart-Compelling Method	6 m	Supplemental	One scene	Combo-OK, Emotion, Social	Ex2, 202
Phantom-Conjuring Performance	None	Permanent	Permanent	Obvious	Ex2, 202
Presence					, -
Hypnotic Tongue Technique	10 m, 1 wp	Simple	(Cha) days	Combo-OK, Social, Stackable, Touch	Ex2, 203
Tiyphoto Tonguo Toomiquo	10 m, 1 wp	Omple	(Ona) dayo	Compo Gri, Coolai, Claditable, Touch	LAZ, 200
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