Name: *c'Tolan*
Player: *Richard*
Concept: *Exiled Dynast*

Nature: *Survivor*
Aspect: *Fire*
House: *Mnemon*

Attributes

Strength	+____ ●●●○○	Charisma	+____ ●●●○○	Perception	+____ ●●●○○
Dexterity	+____ ●●●●○	Manipulation	+____ ●●○○○	Intelligence	+____ ●●●○○
Stamina	+____ ●●●○○	Appearance	+____ ●●○○○	Wits	+____ ●●●○○

Abilities

Air

☐	Linguistics	+____	●●○○○
☒	Lore	+____	●●○○○
☐	Occult	+____	●●○○○
☐	Stealth	+____	○○○○○
☐	Throw	+____	○○○○○

Fire

☒	Athletics	+____	●●●○○
☒	Dodge	+____	●●●●●
☒	Melee	+____	●●●●●
☒	Presence	+____	●●●○○
☒	Socialize	+____	●●●○○

Wood

☐	Archery	+____	●○○○○
☐	Medicine	+____	○○○○○
☐	Performance	+____	●○○○○
☐	Ride	+____	●○○○○
☐	Survival	+____	○○○○○

Earth

☒	Awareness	+____	●●●○○
☐	Crafts	+____	○○○○○
☐	Endurance	+____	●●○○○
☒	Martial Arts	+____	○○○○○
☐	Resistance	+____	●○○○○

Water

☐	Brawl	+____	●○○○○
☐	Bureaucracy	+____	●○○○○
☒	Investigation	+____	●●●○○
☐	Larceny	+____	●●○○○
☐	Sail	+____	○○○○○

Specialties

_____	○○○
_____	○○○
_____	○○○
_____	○○○
_____	○○○

Advantages

Backgrounds

Artifact	●●●●●
Breeding	●●●●●
Connections	●●○○○
Manse	●●●●○
Reputation	●○○○○
Resources	●●●○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

Willpower

●●●●●●●●○○

☐☐☐☐☐☐☐☐☒☒

Virtues

Compassion	Temperance
●●●●○○	●●○○○○
☐☐☐☐☒☒	☐☐☒☒☒☒

Conviction	Valor
●○○○○○	●●●●○○
☐☒☒☒☒☒	☐☐☐☐☒☒

Essence

●●●○○○

committed

Personal	*16*		
Peripheral	*37*		

- ❑ Weak Caste Mark 1-3 motes
- ❑ Strong Caste Mark 4-7 motes
- ❑ Mild Aura 8-10 motes
- ❑ Bonfire Aura 11-15 motes
- ❑ Iconic Aura 16+

Virtue Flaw

Limit Break

☐☐☐☐☐☐☐☐☐☐☐☐

Soak

B: _____ L: _____ A: _____

Health

-0 Bruised	☐☒☒☒☒☒☒☒☒☒
-1 Wounded	☐☐☐☒☒☒☒☒☒☒
-2 Hurt	☐☐☐☐☒☒☒☒☒☒
	☒☒☒☒☒☒☒☒☒☒
-4 Crippled	☐
Incapacitated	☐

Weapons & Armor

Armor Type: *Jade Superheavy Plate*

Armor (B/L): (*15* / *15*) Fatigue: *0* Mobility: *-2* Commitment: *8*

Weapon	Accuracy	Speed	Damage	Defense	Range	Rate	Motes
Bare Fist	*+0*	*+0*	*+0B*	*+0*			
Kick	*-1*	*-3*	*+2B*	*-1*			
Grand Diaklave (Jade)	*+2*	*0*	*+11L*	*+0*			

Charms/Sorcery

Charm/Sorcery	Cost	Duration	Type	Effect
Flickering Candle Meditation (DB: 205)	*1 Mote / 2 Dice*	*Instant*	*Reflexive*	*Buy up to 5 dice for a single Dodge attempt*
Indisputable Physical Analysis Technique (DB: 217)	*2 Motes / 2 Dice*	*Instant*	*Supplemental*	*Buy up to 3 dice for a single Investigation roll*
Loquacious Courtier Technique (DB: 211)	*1 Mote / 2 Dice*	*One Scene*	*Simple*	*Buy up to 3 dice for any single Socialize roll*
Ox-Bode Technique (DB: 195)	*-*	*Permanent*	*-*	*Grants extra –1 and 2x –2 health levels*
Safety Among Enemies (DB: 206)	*3 Motes*	*Instant*	*Reflexive*	*By rolling Dexterity + Dodge and getting 4+ successes, an opponent strikes another target*
Stoking Bonfire Style (DB: 208)	*1 Mote / 2 Dice*	*Instant*	*Supplemental*	*Buy up to 5 dice for any single Melee attack*
Threshing Floor Technique (DB: 209)	*2 Motes + 1 per Targeted Ally*	*Instant*	*Supplemental*	*Additional characters can attack a target*

Combos

Combo	Cost (E/W)	Charms
	/	
	/	
	/	
	/	
	/	
	/	
	/	
	/	
	/	
	/	
	/	

Expanded Backgrounds

Artifacts

Artifact	Description
Grand Daiklave (Level 3)	*Jade; 3 Hearthstone settings; 8 motes to attune (C: 342)*
Superheavy Plate (Level5)	*Jade; 8 motes to attune (C: 346)*
Bracers (Level 2)	*Jade; 1 Hearthstone setting; 4 motes to attune; +3 to Speed*

Specialties

❑ _____ OOOOO
❑ _____ OOOOO
❑ _____ OOOOO
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❑ _____ OOOOO
❑ _____ OOOOO

Allies

Backing

Contacts

Resources

Followers

Influence

Manse & Description

Gem of Adamant Skin (Level 4)	*Lethal damage is converted to bashing damage (C: 339)*
Gem of Dignity (Level 1)	*+1 difficulty to make bearer look foolish or stupid (Bo3C: 111)*
Gem of Night Vision (Level 1)	*Bearer can see in total darkness (Bo3C: 111)*

Mentor

Experience Progression

Total Earned: *18*

Total Spent:

Spent On:

Attributes:		**Charms:**	
Abilities:		**Sorceries:**	
Willpower:		**Essence:**	
Virtues:		**Other:**	

Possessions

Item	Description	Location	Item	Description	Location

Description

Age:		
Gender:	*Male*	
Hair:		
Eyes:		
Skin:		
Height		
Weight		
Home Town:		

Notes/Other