



NAME: KADE  
 PLAYER: \_\_\_\_\_  
 CASTE: DAWN

CONCEPT: Mercenary  
 MOTIVATION: Lead my circle to greatness  
 ANIMA: Bonfire of the pyre

### ATTRIBUTES

STRENGTH ●●●●● CHARISMA ●●●●○ PERCEPTION ●●●●○  
 DEXTERITY ●●●●○ MANIPULATION ●●●●○ INTELLIGENCE ●●●●○  
 STAMINA ●●●●○ APPEARANCE ●●●●○ WITS ●●●●○

### ABILITIES

<b>DAWN</b>			<b>ZENITH</b>			<b>TWILIGHT</b>			
<input checked="" type="checkbox"/> ARCHERY	<u>●●●○○</u>	<input type="checkbox"/> INTEGRITY	<u>●●●○○</u>	<input type="checkbox"/> CRAFT	<u>○○○○○</u>	<input checked="" type="checkbox"/> MARTIAL ARTS	<u>●○○○○</u>	<input type="checkbox"/> INVESTIGATION	<u>○○○○○</u>
<input checked="" type="checkbox"/> MELEE	<u>●●●●○</u>	<input checked="" type="checkbox"/> PERFORMANCE	<u>●○○○○</u>	<input type="checkbox"/> LORE	<u>●●○○○</u>	<input checked="" type="checkbox"/> THROWN	<u>○○○○○</u>	<input type="checkbox"/> MEDICINE	<u>●○○○○</u>
<input checked="" type="checkbox"/> WAR	<u>●●●○○</u>	<input type="checkbox"/> RESISTANCE	<u>●●○○○</u>	<input type="checkbox"/> OCCULT	<u>○○○○○</u>	<input checked="" type="checkbox"/> SURVIVAL	<u>●○○○○</u>		
<b>NIGHT</b>			<b>ECLIPSE</b>			<b>SPECIALTIES</b>			
<input type="checkbox"/> ATHLETICS	<u>●○○○○</u>	<input type="checkbox"/> BUREAUCRACY	<u>●○○○○</u>	<input type="checkbox"/>	<u>○○○○○</u>	<input type="checkbox"/>	<u>○○○○○</u>	<input type="checkbox"/>	<u>○○○○○</u>
<input checked="" type="checkbox"/> AWARENESS	<u>●○○○○</u>	<input type="checkbox"/> LINGUISTICS	<u>●●○○○</u>	<input type="checkbox"/>	<u>○○○○○</u>	<input type="checkbox"/>	<u>○○○○○</u>	<input type="checkbox"/>	<u>○○○○○</u>
<input type="checkbox"/> DODGE	<u>●○○○○</u>	<input checked="" type="checkbox"/> RIDE	<u>●●●○○</u>	<input type="checkbox"/>	<u>○○○○○</u>	<input type="checkbox"/>	<u>○○○○○</u>	<input type="checkbox"/>	<u>○○○○○</u>
<input type="checkbox"/> LARCENY	<u>○○○○○</u>	<input type="checkbox"/> SAIL	<u>○○○○○</u>	<input type="checkbox"/>	<u>○○○○○</u>	<input type="checkbox"/>	<u>○○○○○</u>	<input type="checkbox"/>	<u>○○○○○</u>
<input type="checkbox"/> STEALTH	<u>●○○○○</u>	<input type="checkbox"/> SOCIALIZE	<u>●○○○○</u>	<input type="checkbox"/>	<u>○○○○○</u>	<input type="checkbox"/>	<u>○○○○○</u>	<input type="checkbox"/>	<u>○○○○○</u>

### ADVANTAGES

<b>BACKGROUNDS</b>		<b>CHARMS</b>	
<b>Allies</b>	<u>●●○○○</u>	Name	Cost
<b>Backing</b> (Mercenary Company)	<u>●○○○○</u>	<b>Body-Mending Meditation</b>	<u>10m</u>
<b>Contacts</b>	<u>●●○○○</u>	<b>Dipping Swallow Defense</b>	<u>2m</u>
<b>Followers</b>	<u>●●●○○</u>	<b>Fire and Stones Strike</b>	<u>1m/die</u>
<b>Resources</b>	<u>●●●○○</u>	<b>First Integrity Excellency</b>	<u>1m/die</u>
_____	<u>○○○○○</u>	<b>First Lore Excellency</b>	<u>1m/die</u>
_____	<u>○○○○○</u>	<b>First Melee Excellency</b>	<u>1m/die</u>
_____	<u>○○○○○</u>	<b>First Ride Excellency</b>	<u>1m/die</u>
_____	<u>○○○○○</u>	<b>Hungry Tiger Technique</b>	<u>1m</u>
_____	<u>○○○○○</u>	<b>Ox-Body Technique</b>	<u>_____</u>

### WEAPONS

Great Sword (Spd 6, Acc 8, Dmg 11L, PDV 3, Rate 2)

### WILLPOWER

● ● ● ● ● ○ ○ ○ ○ ○ ○ ○

### VIRTUES

<b>COMPASSION</b>	<b>TEMPERANCE</b>
●●○○○	●●○○○
□□□□□	□□□□□
<b>CONVICTION</b>	<b>VALOR</b>
●●○○○	●●●○○
□□□□□	□□□□□

### ANIMA

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### SOAK

B 12 L 8 A 6

### ESSENCE

● ● ○ ○ ○ ○

PERSONAL 11 | \_\_\_\_\_  
 PERIPHERAL 28 | \_\_\_\_\_  
 COMMITTED \_\_\_\_\_

### LIMIT BREAK

□ □ □ □ □ □ □ □ □ □

### VIRTUE FLAW

Foolhardy Contempt (Valor)

### HEALTH

-0       
 -1       
 -2       
      
 -4   
 INCAPACITATED

### EXPERIENCE

\_\_\_\_\_

# KADE

**History:** You were born to one of the many villages that claim the protection of the militaristic city-state of Lookshy. Your parents pushed for you to join the illustrious army of that city, and for a time, you succumbed to their desires. The rigid rules of the military state grew tiresome to you, and so you left the service to work for yourself. Ironically, your main client has been the very city whose army you rejected. The mercenaries of your company fought for coins and glory at the behest of the same lords who once commanded you directly. Deployed against skirmishing troops north of Thorns, you lost many of your men in battle against the undead (a wrong you've vowed to see righted). The Zenith monk Morning Breeze found you upon that battlefield, and you remembered him from a previous incarnation. He was drawn to the same pillar of fire that frightened your men away. Together, the two of you made your way east to Nexus, while you dreamed of rebuilding a new company inspired by the glory of the Unconquered Sun.

In Nexus, the ruling Council sought warriors to send against the bandit king Barrow Black, and you saw the chance to earn a name for yourself. During the campaign against the brigand lord, you also discovered two more of your long-lost Circle from the First Age. Hopefully, this means that a new age is about to dawn, one in which the Solars return to their rightful places.

**Image:** Kade is a tall, powerfully built man in his mid-30s. He wears his hair and moustache long in the style of Northern barbarians, a habit that annoys his previous commanders in the Lookshy army. His heavy armor and sword are always at his side, and his only concession to comfort is a warm traveling cloak. He usually travels on horseback and has an eye for the best horses.

**Equipment:** Well-made lamellar armor (mobility penalty "2), great sword, strong, fine-quality horse with full riding gear, traveling cloak, provisions.

**Dodge DV:** 1

**Social Combat:** Dodge MDV 5, Parry MDV 2

**Intimacies:** The safety of his mercenary company; Revenge against the forces of the Deathlords

**Virtue Flaw:** Foolhardy Contempt (Valor). Any time Kade has an opportunity to prove his bravery and attempts to resist that urge, roll his Valor. For every success, he gains a point of Limit Break. When Kade's Limit Break reaches 10, he loses all fear and most sense of self-preservation for a full day, placing himself at the forefront of all battles, thoughtlessly challenging enemies to single combat, volunteering for all dangerous missions and refusing to retreat under any circumstances. If he restrains himself, he leads all charges and won't take personal safety into consideration when making plans, but needn't rush thoughtlessly into combat and can retreat if tactically advisable.

**Anima Power:** Kade may spend 10 motes to appear mighty and horrifying in the eyes of his opponents. His opponents are thereafter unable to bring themselves to look directly upon his terrible visage and form, unless their Valor exceeds his Essence (2), and he gains +2 DV against them as a result. Mortal opponents with Valor equal to or less than Kade's Essence must also succeed at a Valor roll or else flee his presence. This effect comes into play automatically whenever Kade's anima is flaring at the 11+ mote level.

## CHARMS

**First Excellencies:** Kade possesses First Excellency Charm for the Melee, Integrity, Lore and Ride Abilities. They function as described on page 10.

**Body-Mending Meditation:** By committing 10 motes, Kade may activate this Charm. Roll Kade's (Stamina + Resistance). Success indicates his wounds heal 10 times faster until the end of the day.

**Dipping Swallow Defense:** By spending two motes, Kade may activate this Charm reflexively against an attack. It allows him to ignore all penalties that apply to his Parry DV against that attack.

**Fire and Stones Strike:** Kade may spend up to four motes when activating this Charm to supplement an attack. Each mote adds one extra die to the post-soak damage pool for that attack.

**Hungry Tiger Technique:** At the cost of one mote, Kade may supplement any one melee attack, counting successes on the attack roll double for the purposes of adding dice to the damage roll. Successes negated by the opponent's DV are not counted double for this purpose.

**Ox-Body Technique:** This Charm gives Kade extra health levels. They are already shown on the character sheet.

**Respect Commanding Attitude:** This Charm costs five motes to activate, has a Speed of 4 long ticks and affects every character in auditory range. Roll Kade's ([Charisma or Manipulation] + Performance), subtracting the MDV of the targets. Any target who does not defend against Respect Commanding Attitude must stay and listen politely to Kade for the rest of the scene, unless she spends a Willpower point.

## COMBO: DEVASTATING STRIKE OF FIRE AND LIGHT

Kade's anima flares with golden fire that trails down his arm and engulfs his weapon in a shining inferno. Activating the Combo with the expenditure of a Willpower point, Kade can (and *must*) use both Hungry Tiger Technique and Fire and Stones Strike to supplement whatever melee attack he makes that action (or every attack in a single flurry) and also *may* use the First Melee Excellency to enhance it (or them). Thereafter, Kade *may* use the First Melee Excellency, Dipping Swallow Defense or both to defend against any attacks made against him until his next action.