



NAME: MORNING BREEZE  
 PLAYER: \_\_\_\_\_  
 CASTE: ZENITH

CONCEPT: Monk  
 MOTIVATION: Make Creation a just and righteous place  
 ANIMA: Shimmering golden predatory bird

**ATTRIBUTES**

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

**ABILITIES**

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

**ADVANTAGES**

<b>BACKGROUNDS</b>		<b>CHARMS</b>	
<u>Allies</u> _____ ●●○○○	<u>Contacts</u> _____ ●○○○○	Name	Cost
<u>Mentor</u> _____ ●●○○○	<u>Resources</u> _____ ●●○○○	<u>Body-Mending Meditation</u> _____	10m
_____ ○○○○○	_____ ○○○○○	<u>Durability of Oak Meditation</u> _____	3m
_____ ○○○○○	_____ ○○○○○	<u>First Martial Arts Excellency</u> _____	1m/die
_____ ○○○○○	_____ ○○○○○	<u>First Presence Excellency</u> _____	1m/die
_____ ○○○○○	_____ ○○○○○	<u>Iron Skin Concentration</u> _____	2m
_____ ○○○○○	_____ ○○○○○	<u>One Weapon, Two Blows</u> _____	1m
_____ ○○○○○	_____ ○○○○○	<u>Ox-Body Technique</u> _____	
_____ ○○○○○	_____ ○○○○○	<u>Serpentine Evasion</u> _____	3m
_____ ○○○○○	_____ ○○○○○	<u>Snake Form</u> _____	5m
		Name	Cost
		<u>Striking Cobra Technique</u> _____	3m

**WEAPONS**

Slashing Sword (Spd 4, Acc 7, Dmg 7L, PDV 3, Rate 3)  
Punch (Spd 5, Acc 9, Dmg 4B, PDV 5 (with stunt), Rate 3)  
Kick (Spd 5, Acc 8, Dmg 7B, PDV 3 (with stunt), Rate 2)

**ANIMA**

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

**LIMIT BREAK**

□ □ □ □ □ □ □ □ □ □

**VIRTUE FLAW**

Compassionate Martyrdom (Compassion)  
 \_\_\_\_\_  
 \_\_\_\_\_

**WILLPOWER**

● ● ● ● ● ● ○ ○ ○ ○  
 □ □ □ □ □ □ □ □ □ □

**SOAK**

B 3 L 1 A 0

**HEALTH**

-0	□ ■ ■ ■ ■ ■
-1	□ □ □ □ ■ ■
-2	□ □ ■ ■ ■ ■
	■ ■ ■ ■ ■ ■
-4	□
INCAPACITATED	□

**VIRTUES**

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

**ESSENCE**

● ● ● ○ ○ ○  
 PERSONAL 15 | \_\_\_\_\_  
 PERIPHERAL 37 | \_\_\_\_\_  
 COMMITTED \_\_\_\_\_

**EXPERIENCE**

\_\_\_\_\_

# MORNING BREEZE

**History:** From an early age, you were taught the Immaculate faith of the Dragon-Blooded, to seek to emulate the morals and prowess of the Five Elemental Dragons. Traveling as an itinerant monk, you sought wisdom in every corner of Creation. The rise of the undead in Thorns, a corrupted city south of Nexus, brought you into battle with foes you could not defeat with your martial strength. A blazing white light descended upon you, and you were Exalted. The Unconquered Sun spoke to you, and to this day, you seek to spread your god's truth and justice. The Dragon-Blooded murdered the Solars, lied about the gods and allowed the world to fall apart. The leadership of the Unconquered Sun's Chosen is needed, and you are here to deliver it.

You found Kade a year and a half ago north of Thorns, where he was serving as a mercenary officer for the city of Lookshy. Unable to defeat the vast armies of debased Thorns, the two of you traveled east seeking the rest of your Circle. The stars seemed to ordain that you would rejoin, as you were all recruited by Nexus' Council of Entities to fight against the bandit king Barrow Black. Having fought alongside your companions in battle against the fallen brigand lord, you now hope to turn them southward to cleanse Thorns.

**Image:** Despite turning his back on the Immaculate faith, Morning Breeze has not changed his style of dress. He continues to wear the robes of a monk, emblazoned with the insignia of the Unconquered Sun now, and he keeps his head shaved as a mark of humility.

**Equipment:** Slashing sword, sleeping mat, monk's robes and sandals, alms bowl, walking staff, provisions. Morning Breeze does not wear armor as he is trained in martial arts styles that prohibit its use.

**Dodge DV:** 5

**Social Combat:** Dodge MDV 6, Parry MDV 2

**Intimacies:** Kade, Rinan, Naria, honesty

**Virtue Flaw:** Compassionate Martyrdom (Compassion). Whenever Morning Breeze witnesses the suffering of the innocent, roll his Compassion. For every success, he gains a point of Limit Break. When his Limit Break reaches 10, for one scene of combat or one day otherwise he will seek to intercede against any suffering he witnesses in the most dramatic and self-punishing way (leaping in front of a whip intended for slaves, for example). If he restrains himself, he will still seek to prevent suffering above all else, but can be more pragmatic in his approach.

**Anima Power:** With but a touch and the expenditure of a mote of Essence, Morning Breeze can burn the bodies of the fallen, sending their souls to Heaven and preventing them from rising after death as zombies, skeletons, ghosts or hungry ghosts. By channeling 10 motes into his anima, Morning Breeze can shine as brightly as the noonday sun, and thereafter, against creatures of darkness (undead, demons), his effective lethal and bashing soak and his minimum attack dice pools increase by an amount equal to his Essence. This effect comes into

play automatically whenever Morning Breeze's anima is shining at the 11+ mote level.

## CHARMS

**First Excellencies:** Morning Breeze possesses First Excellency Charm for the Martial Arts and Presence Abilities. They function as described on page 10.

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

**Durability of Oak Meditation:** After an attack hits Morning Breeze but before damage is rolled, he may spend three motes to activate this Charm. If the attack has a raw damage of 8 or less, he may ignore all damage from it.

**Iron Skin Concentration:** When Morning Breeze is struck by an attack but before damage is rolled, he may spend 2 motes to invoke this Charm. Roll his (Stamina + Resistance) at a difficulty equal to the attacker's Essence. On a success, the damage from the attack is completely negated. On a failure, Morning Breeze's soak increases by +8B/+8L/+4A against that attack only.

**One Weapon, Two Blows:** This Charm costs one mote to activate. Until his next action, the Accuracy and Rate of Morning Breeze's weapon increase by one each.

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

**Serpentine Evasion:** When attacked, Morning Breeze may pay three motes to activate this Charm. It increases his Parry or Dodge DV by 2 against that attack.

**Snake Form:** Morning Breeze may commit 5 motes to slip into Snake Form, adopting a shifting, hypnotic martial arts stance. Activating this Charm is an action with Speed 3 and a defense penalty of -1. Once activated and until the end of the scene, this Charm adds 3 to Morning Breeze's bashing soak, and if an enemy attacks Morning Breeze and can see his hypnotic movements, that enemy loses three dice from her attack dice pool.

**Striking Cobra Technique:** When making a Join Battle action, Morning Breeze may spend 3 motes to activate this Charm. It adds three automatic successes to his (Wits + Awareness) roll.

## COMBO: ALACRITY OF THE INVINCIBLE STEEL COBRA

Morning Breeze's skin seems to turn to white steel scales as his motions become too fast for the mortal eye to track. By spending a Willpower point, Morning Breeze may activate this Combo, which allows him to use Durability of Oak Meditation, the First Martial Arts Excellency, Iron Skin Concentration and Serpentine Evasion all over the course of a single action. He may activate it when making an unarmed attack, which would allow him to enhance the attack with the First Martial Arts Excellency and then defend against attacks until his next action with any or all of these Charms, or he may activate it at any point after making any attack not enhanced by a Charm and before his next action.