



NAME: NARIA
 PLAYER: _____
 CASTE: NIGHT

CONCEPT: Guild Operative
 MOTIVATION: Reform the Guild
 ANIMA: Flickering dappled sunspots

ATTRIBUTES

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

ABILITIES

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

ADVANTAGES

BACKGROUNDS
Backing (Guild) ●●●○○
Contacts ●●○○○
Resources ●●○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
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 _____ ○○○○○

CHARMS

Name	Cost
First Archery Excellency	1m/die
First Athletics Excellency	1m/die
First Dodge Excellency	1m/die
First Stealth Excellency	1m/die
Graceful Crane Stance	3m
Lightning Speed	3w
Monkey Leap Technique	3m
Phantom Arrow Technique	1m/arrow
Righteous Judgement Arrow	2m

CHARMS

Name	Cost
Spider-Foot Style	4m
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

WEAPONS

Exceptional Knife (Spd 5, Acc 7, Dmg 6L, PDV 4, Rate 2)
Self Bow (Spd 6, Acc 10, Dmg 5L, Rate 2, Range 150)

WILLPOWER

● ● ● ● ● ● ○ ○ ○ ○ ○

VIRTUES

COMPASSION ●○○○○ □□□□	TEMPERANCE ●●○○○ □□□□
CONVICTION ●●●○○ □□□□	VALOR ●●●○○ □□□□

ANIMA

SOAK

B 5 L 5 A 4

HEALTH

-0	<input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
-1	<input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
-2	<input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
-4	<input type="checkbox"/>
INCAPACITATED	<input type="checkbox"/>

ESSENCE

● ● ● ○ ○ ○
 PERSONAL 15 | _____
 PERIPHERAL 36 | _____
 COMMITTED _____

EXPERIENCE

LIMIT BREAK

VIRTUE FLAW

Heart of Flint (Conviction)

NARIA

History: The streets of the city of Great Forks are dangerous as most in the Scavenger Lands—and certainly no place for a child. Nonetheless, that’s where you grew up. While you were still young, a Dragon-Blooded noble seized you and forced you into slavery. Ultimately, you were bought by a Guild merchant who offered to grant you freedom should you live up to your potential. The Guild trained you well, as a spy and a killer, willing to destroy its rivals and disrupt its competition. Indeed, something within you awakened, and you became a more deadly servant than the Guild ever dreamed.

In Nexus, the ruling Council of Entities sought warriors to send against the bandit king Barrow Black, and you managed to gain the permission of the Guild to strike against the brigand lord due to his attacks upon Guild caravans. You met the mercenary Kade and the monk Morning Breeze and instantly recognized the pair as friends from long ago. Shame filled you as you thought about your life of killing unsuspecting victims in the service of greedy men, and you determined to somehow make amends. The world is a dangerous place, and too often, your arrows have been the reason why.

Image: Naria is a pretty, lithe and lean young woman with an athletic body and a charming smile. She wears a dark breastplate and black, loose clothing. If she is expecting trouble, she keeps her hair wound into a knot, but if she is at ease, she lets its beautiful locks flow freely.

Equipment: A self bow, a quiver with a dozen broad-head arrows (which she uses when she doesn’t wish to announce her Exalted nature), an exceptional knife, a breastplate (mobility penalty “1), provisions. Naria also carries a Guild merchant’s mon, which identifies her as part of his house and grants her access to certain restricted buildings in Nexus.

Dodge DV: 5

Social Combat: Dodge MDV 5, Parry MDV 2

Intimacies: Making amends

Virtue Flaw: Heart of Flint (Conviction). Whenever Naria is frustrated by the intemperate or childish nature of the world around her, roll her Conviction. For each success, she gains a point of Limit. When her Limit reaches 10, for a full day she retreats inward and conceals all emotion, choosing only efficiency in her actions and suffering a -2 penalty to all social rolls. If she restrains herself, she may still avoid actions to which she normally has a strong emotional aversion.

Anima Power: Whenever Naria spends Peripheral motes to power a Charm, she may spend 1 additional mote to mute her anima, preventing the mote expenditure from causing her anima to flare. Obvious magical Charms such as Phantom Arrow Technique, Righteous Judgment Arrow and Spider-Foot Style instead cost double their normal Essence if she wants to prevent them from causing her anima to flare. By spending 10 motes, she

may wrap her muted anima around herself, increasing the difficulty of all rolls to detect her by 2. Once she’s spent 11+ motes of Essence, though she’s as obvious as any Solar whose anima flares that high, her features are completely obscured by her anima, making positively identifying her impossible until the effect subsides.

CHARMS

First Excellencies: Naria possesses the First Excellency Charm for the Archery, Athletics, Dodge and Stealth Abilities. They function as described on page 10.

Graceful Crane Stance: By committing three motes, for the rest of the scene Naria automatically succeeds at any valid Athletics roll to keep her balance and can stand or perch with perfect poise on any surface at least as strong and wide as a human hair.

Lightning Speed: By committing three motes, Naria increases the distance she can cover with a Move or Dash action by her Athletics score in yards. She can increase this further with the First Athletics Excellency, spending motes to increase the static rating of her (Dexterity + Athletics).

Monkey Leap Technique: By committing three motes, for the rest of the scene Naria may jump with movement actions (Moves or Dashes) instead of the Jump action, and she doubles the maximum distance of her jumps.

Phantom Arrow Technique: This Charm permanently enhances Naria’s facility with Essence, granting her the ability to shape her motes into ammunition. By spending one mote per attack, Naria may make ranged attacks using golden phantom arrows that dissipate as soon as they strike. Because this Charm is a permanent enhancement of her Ability, creating an arrow does not count as use of a Charm for the purposes of the one Charm per action limit.

Righteous Judgment Arrow: By spending three motes, Naria may add seven dice to the damage of an archery attack.

Spider-Foot Style: By committing four motes, for the rest of the scene Naria gains the ability to run on any surface, no matter how steep or inverted. However, she will fall if she doesn’t at least take a Move action on every tick.

COMBO: JUDGMENT OF THE STRIKING RAPTOR

Naria’s anima surrounds her arrow with the image of a spread-winged predatory bird that trails essence the deep blue of the night sky, and her movements become precise and fluid. Upon making an Archery attack, Naria may spend a Willpower point to activate this Combo, whereupon she *must* supplement the attack with Righteous Judgment Arrow (or every attack, in the case of a flurry). She also *may* enhance the attack with the First Archery Excellency and *may* use the First Dodge Excellency to enhance her Dodge DV against incoming attacks until her next action.