



NAME: RINAN
 PLAYER: _____
 CASTE: TWILIGHT

CONCEPT: Witch
 MOTIVATION: Comprehend the workings of Fate
 ANIMA: Light reflecting off waves

ATTRIBUTES

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

ABILITIES

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

ADVANTAGES

BACKGROUNDS		CHARMS	
<u>Allies</u> _____ ●○○○○	Name	Cost	Name
<u>Influence</u> _____ ●●○○○	<u>First Dodge Excellency</u> _____	<u>1m/die</u>	<u>Impenetrable Frost Barrier</u> _____
<u>Manse</u> _____ ●●●○○	<u>First Melee Excellency</u> _____	<u>1m/die</u>	<u>Invulnerable Skin of Bronze</u> _____
<u>Resources</u> _____ ●○○○○	<u>First Presence Excellency</u> _____	<u>1m/die</u>	_____
_____ ○○○○○	<u>One Weapon, Two Blows</u> _____	<u>1m</u>	_____
_____ ○○○○○	<u>Peony Blossom Attack</u> _____	<u>2m/attack</u>	_____
_____ ○○○○○	<u>Terrestrial Circle Sorcery</u> _____	<u>1w</u>	_____
_____ ○○○○○	<u>Death of Obsidian Butterflies</u> _____	<u>15m</u>	_____
_____ ○○○○○	<u>Emerald Countermagic</u> _____	<u>10m or 20m</u>	_____
_____ ○○○○○	<u>The Eye and the Mouth</u> _____	<u>15m</u>	_____

WEAPONS

Gaff Spear (Spd 5, Acc 7, Dmg 6L, PDV 4, Rate 2)

WILLPOWER

● ● ● ● ● ○ ○ ○ ○ ○

VIRTUES

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

ANIMA

SOAK

B 7 L 4 A 3

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"/>
-4				<input type="checkbox"/>	<input type="checkbox"/>
INCAPACITATED				<input type="checkbox"/>	<input type="checkbox"/>

ESSENCE

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

LIMIT BREAK

VIRTUE FLAW

Ascetic Drive (Temperance)

EXPERIENCE

RINAN

History: You were born in a village where the Scavenger Lands meet the White Sea. Your mother was renowned as the local witch, and from the beginning, you were feared and respected by your people. As you grew into manhood, you assumed your mother's role as the spiritual emissary for your village. You learned to birth babies, to craft intricate nets and to hunt for the bounty of the sea. Unfortunately, you also learned to read the most visible fortunes in the stars and foresaw the destruction of your village. For years, you worked to devise some ward for your people, but even the immense power of Exaltation did not bring you the wisdom to prevent disaster. A terrible storm ripped your home from its cliffside perch and cast your small boat far to the south. Returning to your village, you found that only your mother's strange hut still stood, somehow preserved by the Essence of Creation. Alone, you traveled south again, seeking whatever pathway the storm meant to set you upon.

You encountered Kade and Morning Breeze, whose spirits resonated with the marks of fate, as they departed Nexus. Recognizing them from your past life, you joined them to fight against Barrow Black.

Image: Rinan is a tall, thin, attractive man, with long, straight black hair. He wears oilskins and tall whalehide boots, and uses a harpoon for fishing and defense. It rarely leaves his hands in these troubled days.

Equipment: Harpoon, clothing, herbs and the hearthstone of his mother's manse (while it touches his skin, his mote recovery increases by four motes per hour). Rinan's high soak values are due to his leather clothes acting as light armor (mobility penalty -1).

Dodge DV: 3

Social Combat: Dodge MDV 5, Parry MDV 2

Intimacies: His village's ruins, his Circle, curiosity

Virtue Flaw: Ascetic Drive (Temperance). Whenever Rinan is confronted by evidence of his own weakness or inadequacy, roll his Temperance. For each success, he gains a point of Limit. When his Limit reaches 10, for one full day he retreats from the world, denies himself all comfort and gives away or destroys his important possessions. If he restrains himself, he needn't retreat from the world or give away possessions, but he still denies himself all comfort and refuses to engage in small talk.

Anima Power: Whenever Rinan is struck by a successful attack, he may spend five motes after the damage is rolled to reduce the damage inflicted by three (which can reduce it to zero), though he cannot invoke his anima multiple times against the same attack. This effect applies automatically against all attacks once Rinan's anima is flaring at the 11+ level.

CHARMS

First Excellencies: Rinan possesses the First Excellency Charm for the Dodge, Melee and Presence Abilities. They function as described on page 10.

One Weapon, Two Blows: By spending one mote, Rinan may add 1 to the Rate and to the Accuracy of his spear until his next attack.

Peony Blossom Attack: Rinan may attack with a magical flurry. For every two motes spent, the flurry may contain one attack, to a maximum of four. These attacks do not suffer the usual flurry penalty to his attack

pools, and the flurry has a total defense penalty of only -1. Characters subject to this flurry effect suffer no DV penalty against the first attack, a penalty of -1 DV against the second attack, -2 DV against the third attack and -3 DV against the fourth.

COMBO: SUNLIGHT FLASHING ON TIDAL WAVES

The glittering light of Rinan's anima pounds rhythmically with the blows from his spear, as if it were sunlight reflected from powerful waves. By spending a Willpower point when he activates Peony Blossom Attack, Rinan may enhance the attacks in the magical flurry with the First Melee Excellency and, until his next action, may use the First Melee Excellency to boost his Parry DV against incoming attacks.

TERRESTRIAL CIRCLE SORCERY

Rinan is an accomplished sorcerer. To cast a spell of the Terrestrial Circle, Rinan must first spend the mote cost of the spell, and one Willpower point, to take a Shape Terrestrial Circle Sorcery action (Speed 5, defense penalty -2). Once all five ticks have passed, the spell is released, its effects are resolved, and Rinan must make a new Join Battle action to rejoin combat. If Rinan takes damage at any point during the Shape Terrestrial Circle Sorcery action, his player must succeed at a (Wits + Occult) roll, subtracting a number of successes equal to the damage inflicted. If the roll succeeds, Rinan may cast the spell. If the roll fails, the spell is interrupted and takes no effect, and the motes spent on it are lost.

Death of Obsidian Butterflies: Roll Rinan's (Perception + Occult), adding three successes. This spell calls forth a torrent of razor-sharp, black-glass butterflies that flash over Rinan's shoulder to attack every target ahead of him in a pattern 30 yards wide, 100 yards long and 10 yards high. These are considered hand-to-hand attacks for purposes of defense and have a number of attack successes equal to the result on the casting roll. They have a raw damage of 8L plus any remaining successes on the casting roll. When the spell ends, the butterflies fall to the floor, mostly shattered, and do not dissipate.

Emerald Countermagic: Unlike other spells, the Shape Terrestrial Sorcery action to cast Emerald Countermagic is a reflexive one with an effective Speed of 0. Rinan may use this spell in one of two ways. He may spend 10 motes to protect himself against the effects of any Terrestrial Circle spell for the duration of his Cast Sorcery action and his next action after that, or he may spend 20 motes to shatter any Terrestrial Circle spell within 150 feet, including spells being shaped or cast.

The Eye and the Mouth: For 15 motes, this spell summons a magical eye and mouth that remain in existence to aid Rinan for 10 minutes. The eye can read any text, and the mouth can translate it.

Impenetrable Frost Barrier: For 20 motes, Rinan may summon a barrier of swirling ice and frost that extends 15 feet from his body. Within the barrier, all incoming missile attacks subtract six successes as the ice coats them and the winds pull them off course.

Invulnerable Skin of Bronze: For 20 motes and until the sun next crosses the horizon, this spell transmutes Rinan's skin into supple but nigh-unbreakable bronze. He gains +6L/+12B soak and ignores the effects any attack with a raw damage equal to or less than 6L or 12B.