

Name: Grey Owl (xp)	Player: Gareth Larter	Concept: Scholar
Caste: Zenith	Campaign: Emma	
Changed: 05/15/2010	BP: 49	Experience: +17
Motivation: Driven to seek out knowledge of 1st Age Sorcery.		
Anima: A silver-grey horned owl.		

ATTRIBUTES		
Strength	●●○○○	—
Dexterity	●●●○○	—
Stamina	●●○○○	—
Charisma	●●●○○	—
Manipulation	●●●○○	—
Appearance	●●●○○	—
Perception	●●●○○	—
Intelligence	●●●○○	—
Wits	●●●○○	—

DAWN	ZENITH	TWILIGHT
Archery ○○○○○	Integrity ●●●○○	Craft ○○○○○
Martial Arts ●○○○○	Performance ●●●○○	Investigation ●○○○○
Melee ●●○○○	Presence ●●●○○	☐ Lore ●●●○○
Thrown ○○○○○	Resistance ●●●○○	Medicine ○○○○○
War ○○○○○	Survival ●●○○○	☐ Occult ●●●○○
NIGHT	ECLIPSE	SPECIALTIES
Athletics ●●○○○	Bureaucracy ●○○○○	
☐ Awareness ●●○○○	☐ Linguistics ●●○○○	
☐ Dodge ●●○○○	Ride ●○○○○	
Larceny ○○○○○	Sail ○○○○○	
Stealth ●●○○○	Socialize ●○○○○	

BACKGROUNDS	WILLPOWER	ESSENCE
Artifact ●●○○○	●●●●●●●●	●●●●
Artifact(2) ●●○○○	○○○○○○○○	Motes CMT Total
Artifact(3) ●●○○○		Personal 15 0 —
Familiar ●●○○○		Peripheral 36 (0) 12 —
Manse ●●○○○		
Manse(2) ●●○○○		
Resources ●○○○○		

LANGUAGES
Low Realm
Old Realm
River Tongue

VIRTUES	
Compassion ●●○○○	Conviction ●●●
Temperance ●●○○○	Valor ●

VIRTUE FLAW:
Contempt of the Virtuous
 The character is hindered in his actions by the self-indulgent and intemperate nature of others.

ANIMA BANNER
<input type="checkbox"/> Weak Caste Mark 1-3 Motes
<input type="checkbox"/> Strong Caste Mark 4-7 Motes
<input type="checkbox"/> Mild Aura 8-10 Motes
<input type="checkbox"/> Bonfire Aura 11-15 Motes
<input type="checkbox"/> Iconic Aura 16+ Motes

LIMIT BREAK
○○○○○○○○○○○○○○

SOAKS
Bash: 14 **Lethal:** 10 **Aggravated:** 9

WEAPONS	Spc	Spd	Acc	Dam	PDV	Rate	Range
Weapon							
Goremaul - Orichalcum	-	5	2 (7)	+16B/4 (18)	2 (4)	3	-

HEALTH	
-0 Bruised	□
-1 Hurt	□□□□
-2 Wounded	□□□□□□
-4 Crippled	□
Incapacitated	□□□
Dying	□□

ARMOR
REINFORCED BUILT JACKET
ORICHALCUM 21
Soaks: Bash: 12 Lethal: 9 Agrv: 9
Hardness: Bash: 6 Lethal: 6 Agrv: 0
Fatigue 0 Mobility: -1
Shield Used:
Shield vs. Melee: Shield vs. Ranged:

JOIN BATTLE
Base (6) + Spd (___) <input type="checkbox"/>
+ Misc (___) - Dmg (___) <input type="checkbox"/>

SPECIAL NOTES
 Familiar is a white ferret, named 'Fat Li'; Grey Owl overindulges him; nickname 'Fatty'

DESCRIPTION, WEAPONS AND DEFENSE VALUES

www.EdExalted.com

Jun. 27, 2010

Name: Grey Owl (xp)
Caste: Zenith

Player: Gareth Larter
Experience: +17

DESCRIPTION

Age 40s	Gender Male	
Height 5'9"	Weight 160lbs	Build Slender & Wiry
Hair Grey	Eyes Green	Skin Olive Complexioned

Hometown

Demeanor
Reserved yet Observant

Dress
Scholarly robes over leather breeches and boots.

Favorite Saying
'You might want to stop ... right about ... NOW!'

WEAPONS

Weapon	Spc	Spd	Acc	Dam	PDV	Rate	Range
Goremaul - Orichalcum	-	5	2 (7)	+16B/4 (18)	2 (4)	3	-

PHYSICAL DEFENSE VALUES

DDV: 8 +

MA: 2 +

Melee: 3 +

MENTAL DEFENSE VALUES

Dodge MDV: 6 + ___

Charisma + Investigation MDV: 2 + ___

Charisma + Performance MDV: 3 + ___

Charisma + Presence MDV: 3 + ___

Manipulation + Investigation MDV: 3 + ___

Manipulation + Performance MDV: 4 + ___

Manipulation + Presence MDV: 4 + ___

Name: Grey Owl (xp)

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MERITS

Common Sense

Cost: 1 **Type:** Mental

Your character has an inner voice that warns her when her present course of action is unwise or dangerous, a voice that sounds remarkably like that of the Storyteller. Whenever the character prepares for a course of action that is objectively a bad idea (and especially when it is a very bad idea), the Storyteller will warn the character's player of the danger he has apparently failed to see. The Storyteller is obliged only to warn the player. Nothing prevents a stubborn or bull-headed character from doggedly pursuing a course of action that a more reasonable character would avoid.

Scroll of Heroes (2e) page 54

Hidden Manse (1 pt)

Cost: 1 **Type:** Background

Generally, any Essence-wielding character can intuitively sense the presence of a manse or demesne by perceiving the ambient Essence flows, and even mortal thaumaturges can identify such valuable real estate by studying local dragon lines. Yet, whether through cunning geomancy or simply through quirks of Essence, some demesnes and manses conceal themselves from detection. For one point, your character has control over a demesne that naturally conceals itself from detection by others. For two points, she possesses a manse of any level that does the same. The character and her allies must still be discreet in their comings and goings, as ostentatious displays of power near a hidden manse might expose its location.

Note: More expansive rules for manse construction, including mechanisms for concealing a manse from detection, appear in The Books of Sorcery, Vol. III- Oadenol's Codex on pages 44-79. This Merit is presented for the benefit of players and Storytellers without access to that supplement.

Scroll of Heroes (2e) page 59

Innocuous (2 pts)

Cost: 2 **Type:** Social

Your character is neither beautiful nor ugly, but instead plain... remarkably so. Everything about your character's appearance is perfectly normal and typical of the average member of the society from which he hails. As a result, it is more difficult for those who have encountered the character to remember anything about him. With the two-point version, the character gains a one-die bonus on all Larceny and Stealth rolls made for him to blend into a crowd. The difficulty of any casual pursuit or investigation of the character increases by one.

With the four-point version, the character's normalcy rises to the level of a form of supernatural occlusion. Remembering anything more than the most superficial details of the character after an encounter with him requires a successful (Wits + Essence) roll. The base difficulty for this roll is 6, reduced by one for every significant encounter the observer has had with the character over the last week (to a minimum of 1). If this roll is successful, the observer pierces the character's anonymity and remembers him clearly for one week. At the end of that time (and at the end of each subsequent week in which she has had no contact with the character), the observer's player must again roll (Wits + Essence) against a difficulty equal to the number of weeks since the two have last interacted. Failure on this roll indicates that the observer has forgotten all details about the character.

A character with the four-point version of this Merit has serious difficulties in establishing long-term ties in mortal society. Such a character may never have more than two dots in Allies, Contacts or Mentor unless those Backgrounds are defined as representing magical beings (who are immune to the effects of this Merit). The character may never possess any dots in Command, Cult, Followers, Henchmen or any other Background that require that he be widely known in mortal society.

The effects of Innocuous do not stack with any Charm or magical effect that conceals identity. Only the most powerful effect applies. Sidereals may not purchase either version of this Merit, as they are already protected by Arcane Fate.

Scroll of Heroes (2e) page 53

FLAWS

Obligation (3 pts)

Cost: 3 **Type:** Social

Your character owes a debt to some powerful or influential personage who uses your indebtedness as leverage to secure your services. This Flaw represents the antithesis of the Favor Merit found on page 56, as your character is the one who owes the favor to someone else. The creditor can call upon the character to act as a henchman or unwilling ally. The value of this Merit is based on the type of favor the character owes.
Base Merit Cost Favor

1 pt. Minor boon. The character is obligated to perform some task that might occupy a few days of her time but exposes her to no significant risk.

2 pts. Moderate boon. The character is obligated to perform some task that represents a serious inconvenience but is not life threatening.

3 pts. Major boon. The character owes a major boon to the character, and fulfilling it could involve a substantial risk of injury.

4 pts. Life debt. The character owes her life to the debt holder. This debt can be cancelled only by either saving the patron's life or by performing any major request of his choice, no matter how time consuming or dangerous.

Once the character satisfies her obligations, this Flaw ceases to exist, but that is far easier said than done. The patron might choose not to call in the debt for its full value but ask for minor favors for an extended period of time instead. Generally, a character under an obligation may be asked for the benefits of an obligation costing two or more points less once per session or the benefits of an obligation costing one point less once per story. For example, if the character is a Lunar who owes a life debt to another, the creditor can ask her for a minor or moderate boon once per session or for a major boon once per story. Once he asks the character for a favor that is equal to the life debt, however, the Flaw is lost.

The effects of this Flaw are not enforced magically, and it is quite possible for a character to refuse to fulfill her obligations. Generally, in order to refuse an obligation requested by the debt holder, the character must roll Conviction and get no successes. Add one additional die to the Conviction roll for each level by which the requested favor is less than the debt owed. That is, if the debt holder asks for a minor boon from a character who owes him a life debt, add three dice to the roll. If he appeals to the character's sense of honor through social combat, the successes on the social attack may add dice to the Conviction roll as well. The Storyteller may add even more dice to the roll if the character would face social opprobrium for renegeing on a debt or if she is from a culture that places particular emphasis on repaying one's debts. Lunars, in particular, find it socially unacceptable to deny their obligations, especially life debts.

Scroll of Heroes (2e) page 70

Name: Grey Owl (xp)**Player:** Gareth Larter**Caste:** Zenith**Experience:** +17

CASTE

ZENITH

Description

-

Anima Effects

The Zenith Caste is empowered with the touch of the Sun himself. With but a touch, they can burn the bodies of the fallen for 1 mote of essence per body, sending the smoke (and soul) to Heaven and preventing the body from rising after death as a zombie or the lower from rising as a hungry ghost. They are protected from and can strike down demons, the undead and other creatures of darkness.

As his action, a Zenith Exalt may channel 10 motes of Essence through his anima. He then glows with the holy fire of the Unconquered Sun and illuminates the area around him as brightly as if it were noon. This illumination extends for (Permanent Essence x 10) yards. For the remainder of the scene (or until he chooses to let the effect dissipate, he gains additional lethal and bashing soak equal to his Essence against attack by all creatures of darkness. In addition, when he has activated his anima power, his player can also add the Zenith's essence to the minimum number of dice he rolls for any attack made against a creature of darkness (meaning that, in most cases, he will roll a minimum number of dice equal to twice the character's Essence). This effect comes into play automatically once the Solar spends 11-15 motes of Peripheral Essence.

Exalted (2e) page 94

ARTIFACTS

Goremaul (Orichalcum)**Artifact Type:** Hammer **Level:** ●● **Commitment:** ●●●●●●

These artifact hammers and maces dwarf their mundane counterparts and inflict deadly blows, crumpling most armor. Most goremauls have one slot for a hearthstone.

Hearthstone Bracers (Orichalcum)**Artifact Type:** Bracer **Level:** ●● **Commitment:** ●●●●●●

Another common survivor of the First Age (and still manufactured occasionally the Dragon-Blooded), hearthstone bracers provide powerful defensive bonuses to the Exalt who wear them. These bracers come as a pair, one of which has a setting for a single hearthstone and the other of which is imbued with magical power. These powers work only for an Exalt of the appropriate type.

Hearthstone bracers require the commitment of four motes of Essence to activate them — two motes for each bracer. A bracer must be worn with its mate and will not activate unless worn as a pair. Regardless of construction, hearthstone bracers provide a three-die bonus to dodge attempts made by an attuned user.

Orichalcum: Ornately wrought in homage to the Unconquered Sun, these bracers cause the Solar Exalt who wears them to strike with the surety and power of the Unconquered Sun. All of the character's attacks have their damage increased by two dice while he is wearing the bracers.

Reinforced Buff Jacket (Orichalcum)**Artifact Type:** Reinforced Buff Jacket **Level:** ●● **Commitment:** ●●●●

A heavier version of the buff jacket, the reinforced buff jacket is a common armor among light cavalry, post-riders in dangerous territory, heavy scouts, brigands and mercenary infantry. It is also the standard armor of the Realm's light infantry.

The reinforced buff jacket is cut along the same pattern as the standard buff jacket, but the shoulders, neck and vitals are armored with swatches of chain or small metal plates. The overall effect is a heavier, more protective armor that isn't much more fatiguing than the standard buff jacket.

Concealed versions of this jacket are available, with the plates and chain sewn to the inside of the jacket. This armor is considerably more fatiguing to wear (+1 fatigue rating), but it also conceals the fact that the character is dressed for conflict and muffles the inevitable clank of the armor (mobility penalty for Stealth rolls is only -1 rather than the normal -2).

Windhands Gemstone (Air)

Artifact Type: Hearthstone **Level:**  **Commitment:**

This Hearthstone is perfectly clear - so clear that it becomes invisible if submerged in clear water. A character bearing this Hearthstone has his reflexes enhanced, allowing him to knock aside arrows and thrown attacks with casual ease. Whenever the character is subject to a ranged attack, he may make a reflective roll to dodge or parry it (his option) at his full Dexterity + (his Dodge or his highest combat Ability, whichever he chooses) dice pool.

Name: Grey Owl (xp)
Caste: Zenith

Player: Gareth Larter
Experience: +17

Durability of Oak Meditation (Resistance)

Reflexive Instant **Motes:** 3 **WP:** **Other:**

Keywords: Combo-OK,
Pre-Requisite Charms: None
Reflexive (Step 7)
Exalted (2e) page 206

Easily Overlooked Presence Method (Stealth)

Simple One Scene **Motes:** 3 **WP:** **Other:**

Keywords: Combo-OK,
Pre-Requisite Charms: None
Exalted (2e) page 230

First Dodge Excellency - Essence Overwhelming (Dodge)

Reflexive Instant **Motes:** 1m/die **WP:** **Other:**

Keywords: Combo-OK,
Pre-Requisite Charms: None
Reflexive (Step 1 for attacker, Step 2 for defender)
Exalted (2e) page 183

First Stealth Excellency - Essence Overwhelming (Stealth)

Reflexive Instant **Motes:** 1m/die **WP:** **Other:**

Keywords: Combo-OK,
Pre-Requisite Charms: None
Reflexive (Step 1 for attacker, Step 2 for defender)
Exalted (2e) page 183

Integrity Protecting Prana (Integrity)

Reflexive One Day **Motes:** 5 **WP:** 1 **Other:**

Keywords: Combo-OK,
Pre-Requisite Charms: None
Reflexive (Step 2)
Exalted (2e) page 199

Ox-Body Technique (Resistance)

Permanent Permanent **Motes:** 0 **WP:** **Other:**

Keywords: Stackable,
Pre-Requisite Charms: None
Exalted (2e) page 208

Shadow Over Water (Dodge)

Reflexive Instant **Motes:** 1 **WP:** **Other:**

Keywords: Combo-OK,
Pre-Requisite Charms: None
Reflexive (Step 2)
Exalted (2e) page 227

Stubborn Boar Defense (Integrity)

Permanent N/A **Motes:** 0 **WP:** **Other:**

Pre-Requisite Charms: None
Exalted (2e) page 199

Terrestrial Circle Sorcery (Occult)

Permanent Instant **Motes:** 0 **WP:** **Other:**

Pre-Requisite Charms: None
Exalted (2e) page 220

Name: Grey Owl (xp)
Caste: Zenith

Player: Gareth Larter
Experience: +17

INVULNERABLE SKIN OF BRONZE

Terrestrial 2e

Exalted (2e) page 254

20 Motes

Name: Grey Owl (xp) **Player:** Gareth Larter **Caste:** Zenith **Experience:** +17

DESCRIPTION

Age
40s

Gender
Male

Height
5'9"

Weight
160lbs

Build
Slender & Wiry

Hair
Grey

Eyes
Green

Skin
Olive Complexioned

Hometown

Demeanor
Reserved yet Observant

Dress
Scholarly robes over leather breeches and boots.

Favorite Saying
'You might want to stop ... right about ... NOW!'

ITEMS

Axe, Hand, Backpack, Bed Roll, Belt Pouch, Belt, Leather, Boots, Breeches, Leather, Cloak, Woolen, Crowbar, Flask, Leather, Flint and Steel, Gloves, Leather, Grappling Hook, Hammer, Hat, Leather, Knife, Lantern, Lock Picks, Magnifying Glass, Parchment, Quills, Rations, Iron, Robes, Scholar, Rope, Sharpening Stone, Spade, Tent, Tinderbox, Vial, Ink, Waterskin,

INTIMACIES

Intimacy
1 Mother
2 Sister
3 Nexus Central Library