

Name: Night-Shrouded Edge (xp) **Player:** Alex Trew **Concept:** Drifter
Caste: Night **Campaign:**
Changed: 06/27/2010 **BP:** 47 **Experience:** +24
Motivation: Driven by the desire to completely master the Even Blade martial arts style.
Anima: A ghosly image of his first incarnation, surrounded by a whirlwind of small, caste mark shaped, blades. Night-Shrouded Edge's hair also fiercely radiates with golden light as it stands up on end.

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	
Artifact	●○○○○
Artifact(2)	●●○○○
Artifact(3)	●●●○○
Artifact(4)	●●●●○
Contacts	●○○○○
Manse	●●○○○
Resources	●●○○○

WILLPOWER	
●●●●●	○○○○○

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

ESSENCE			
	●●●		
	Motes	CMT	Total
Personal	17	0	—
Peripheral	38 (0)	16	—

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

LANGUAGES	
Low Realm	

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

LIMIT BREAK	
●●●●●	○○○○○

SOAKS
 Bash: 13 Lethal: 15 Aggravated: 13

WEAPONS							
Weapon	Spc	Spd	Acc	Dam	PDV	Rate	Range
Reaper Daiklave - Orichalcum	-	4	5 (14)	4 (4)	2 (6)	4	-
Knife - Orichalcum	-	5	4 (11)	5 (8)	1 (4)	4	-
Knife - Orichalcum (Thrown)	-	5	3 (7)	6 (9)	-	3	25
Punch	-	5	1 (10)	- (3)	2 (6)	3	-
Kick	-	5	- (9)	3 (6)	-2 (4)	2	-
Clinch	-	6	- (9)	- (3)	- (5)	1	-

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

ARMOR	
BREASTPLATE - ORICHALCUM WITH SILKEN ARMOUR	
Soaks: Bash: 9 Lethal: 13 Agrv: 13	
Hardness: Bash: 3 Lethal: 3 Agrv: 0	
Fatigue 0 Mobility: 0	

JOIN BATH	
Base (6) + Spd ()	□
+ Misc () - Dmg ()	

Shield Used:
 Shield vs. Melee: Shield vs. Ranged:

SPECIAL NOTES
 Unspent Experience: 0
 Spent Experience: 24
 Experience Debt: 0
 Training Time: (Essence 3 - 4) 3 months

DESCRIPTION, WEAPONS AND DEFENSE VALUES

www.EdExalted.com

Jun. 27, 2010

Name: Night-Shrouded Edge (xp) **Player:** Alex Trew
Caste: Night **Experience:** +24

DESCRIPTION

Age
27

Gender
Male

Height
5' 9'

Weight
190lbs

Build
Athletic

Hair
Black, shoulder length

Eyes
Pale Blue

Skin
Palid

Hometown

Demeanor

Calm and collected to the point of being cold

Dress

A finely tailored ebony coloured kimono, tied with a black silk cord around the waist.

Favorite Saying

WEAPONS

Weapon	Spc	Spd	Acc	Dam	PDV	Rate	Range
Reaper Daiklave - Orichalcum	-	4	5 (14)	4 (4)	2 (6)	4	-
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Punch	-	5	1 (10)	- (3)	2 (6)	3	-
Kick	-	5	- (9)	3 (6)	-2 (4)	2	-
Clinch	-	6	- (9)	- (3)	- (5)	1	-

PHYSICAL DEFENSE VALUES

DDV: 9 +

MA: 5 +

Melee: 4 +

MENTAL DEFENSE VALUES

Dodge MDV: 5 +

Charisma + Investigation MDV: 1 +

Charisma + Performance MDV: 1 +

Charisma + Presence MDV: 1 +

Manipulation + Investigation MDV: 2 +

Manipulation + Performance MDV: 2 +

Manipulation + Presence MDV: 2 +

MERITS AND FLAWS

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Name: Night-Shrouded Edge (xp)

Player: Alex Trew

Caste: Night

Experience: +24

MERITS

FLAWS

Greater Curse (5 pts)

Cost: 5

Type: Supernatural

If your character is a Solar, Lunar or Sidereal, he is more prone to Limit Break. For each point gained from this Merit, the character's Limit pool decreases by one. If the character has this Flaw at the three-point level, he experiences Limit Break when he acquires seven points of Limit instead of the normal 10. If the character is an Abyssal, his Resonance pool is reduced instead, and if he is a Green Sun Prince, his Infernal Limit pool is similarly reduced. Players of Sidereal Exalted may choose to apply the effects of Greater Curse to the character's Paradox pool instead of her Limit pool, but only one or the other. The player may not divide a Greater Curse between the two pools.

Scroll of Heroes (2e) page 74

Name: Night-Shrouded Edge (xp)**Player:** Alex Trew**Caste:** Night**Experience:** +24

CASTE

NIGHT

Description

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Anima Effects

The Concealing Shadows have more control over their animas than the average Solar Exalted do. The Hidden Suns can mute their animas, allowing them to exert their powers without the display of power. When a Night Caste Solar expends Peripheral Essence, she may spend additional motes in order to prevent the expenditure from adding to her anima banner. This ability does not allow the character to mute Essence displays caused by the use of sorcery however. To prevent the motes spent on a Charm that is not Obvious (see p. 183) from adding to her anima banner, the character must add one more mote to the cost of the Charm. When using an Obvious Charm, she must spend twice the normal mote cost of the Charm to prevent it from adding to her anima banner.

The Nightbringer may also extend her muted anima like an imperceptible veil around her. This extended anima lasts for an entire scene and costs 10 motes of Essence to evoke. The anima mutes the senses of those attempting to perceive her, as well as the evidence she leaves behind for who would follow her trail. Shadows are darker, sounds are muffled, and scent and footprints are both much lighter than normal. This muting increase the difficulty of all rolls to notice or track the exalted by half the character's Essence (round up), as long as this muted anima effect is active. Once the Solar spends 11-15 motes of Essence, though she is just as obvious as any Exalt, her features are obscured by her anima display. Thus assuming none of them saw her prior to her anima flaring, witnesses would be aware a Solar had been in their midst, but not her identity.

Exalted (2e) page 98

ARTIFACTS

Gem of the Calm Heart**Artifact Type:** Hearthstone - Fire **Level:** 1 **Commitment:**

This hearthstone is teardrop-shaped, and the bright red of heart's blood. It serves to bank the fires of the character's heart, allowing him to act out of reason rather than anger. The heartstone allows the character who bears it to spend three motes of Essence, in place of a temporary Willpower point, to suppress a Valor check.

Gemstone of Surface Thoughts**Artifact Type:** Hearthstone - Air **Level:** 2 **Commitment:**

This light-blue gem allows the bearer to read someone's surface thoughts. He just has to concentrate on his target, who must be within (Essence x 10) yards, and the wind whispers her thoughts into his ear. The bearer's player rolls (Perception + Awareness). The more successes achieved, the clearer the information. A single success will bring only words and perhaps a short phrase. Four or more successes will give a detailed idea of what the target is thinking. If the target suspects what is happening, she may resist with (Wits + Integrity), making the use of the stone a contested roll.

Orichalcum Breastplate**Artifact Type:** Armor - Light **Level:** N/A **Commitment:** 2

A pair of fitted Orichalcum plates that cover the chest and back, this armour provides excellent protection for the vitals. This example is adorned with the Night Caste insignia surrounding the Unconquered Sun.

Orichalcum Throwing Knives**Artifact Type:** Weapon - Thrown **Level:** N/A **Commitment:** 3

Set of 6 finely crafted throwing knives formed from Orichalcum.

Each knife can be re-called by reflexively spending 1 mote of Essence per knife and the knife will re-appear in the character's hand. The knives does not physically travel to the character, passing through Elsewhere in order to return to the character.

Reaper Daiklaive

Artifact Type: Weapon - Martial Arts **Level:** N/A **Commitment:** ●●●●●●

Where the reaver daiklaive, with its great chopping blade, favours striking power, the reaper daiklaive favours speed and accuracy. The reaper daiklaive is a great slashing sword - a perfectly balanced, four-foot long, four inch wide, inch-thick, gently curved razor, shaped to a fine point. Favoured by those Exalted who prefer finesse and speed over raw striking power, the reaper epitomizes the ideal that the warrior who hits first rarely has to worry about how hard his opponent is going to hit him. A reaper daiklaive normally has a single hearthstone setting. Reaper daiklaives are popular among the Dragon-Blooded of Lookshy, who prefer the elegance and speed of the blade over the more common reaver or grand daiklaive.

Silken Armour

Artifact Type: Tunic **Level:** N/A **Commitment:** ●●

This unusual cloth is woven from the silk of Essence Spiders. Although the fabric has the weight and texture of silk and can be made into any garment that silk can, it is as strong as steel when struck. Even a light tunic, robe or cloak of the stuff makes effective armour. It is clothing of choice for those who need its protection but cannot be seen wearing obvious armour.

Unlike other forms of armour, silken armour stacks with other forms of armour. It cannot be detected as magical unless the use of some magic-sensing Charm such as All-Encompassing Sorcerer's Sight. Silken armour can also be worn while performing Martial Arts styles that normally prohibit the use of armour. Anyone can wear silken armour, but it is somewhat stiff unless attuned to the wearer's Essence.

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Body Mending Meditation (Resistance)

Supplemental	Until the Day Ends	Motes: 10	WP:	Other:
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Keywords: Combo-OK,
Pre-Requisite Charms: None
Exalted (2e) page 208

Durability of Oak Meditation (Resistance)

Reflexive	Instant	Motes: 3	WP:	Other:
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Keywords: Combo-OK,
Pre-Requisite Charms: None
Reflexive (Step 7)
Exalted (2e) page 206

Iron Skin Concentration (Resistance)

Reflexive	Instant	Motes: 2	WP:	Other:
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Keywords: Combo-OK, Obvious,
Pre-Requisite Charms: Durability of Oak Meditation
Reflexive (Step 7)
Exalted (2e) page 207

Lock Opening Touch (Larceny)

Supplemental	Instant	Motes: 3	WP:	Other:
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Keywords: Combo-OK,
Pre-Requisite Charms: None
Exalted (2e) page 229

Ox-Body Technique (Resistance)

Permanent	Permanent	Motes: 0	WP:	Other:
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Keywords: Stackable,
Pre-Requisite Charms: None
Exalted (2e) page 208

Seven Shadow Evasion (Dodge)

Reflexive	Instant	Motes: 3	WP:	Other:
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Keywords: Combo-OK, Obvious,
Pre-Requisite Charms: Shadow Over Water
Reflexive (Step 2)
Exalted (2e) page 227

Shadow Over Water (Dodge)

Reflexive	Instant	Motes: 1	WP:	Other:
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Keywords: Combo-OK,
Pre-Requisite Charms: None
Reflexive (Step 2)
Exalted (2e) page 227

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Experience: +24

DESCRIPTION

Age
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Gender
Male

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Athletic

Hair
Black, shoulder length

Eyes
Pale Blue

Skin
Palid

Hometown

Demeanor
Calm and collected to the point of being cold

Dress
A finely tailored ebony coloured kimono, tied with a black silk cord around the waist.

Favorite Saying

ITEMS

Backpack, Bed Roll, Belt Pouch, Cloak, Woolen, Gloves, Leather, Robes, Monk, Rope, Tinderbox, Waterskin,

INTIMACIES

Intimacy