

Nellens Veveni

True Name:	Nellens Veveni	Compassion	3	Artifact	3
Type:	Dragon Blood	Conviction	3	Ship	3
Aspect:	Water	Temperance	1	Knowledge	3
Gender:	Female	Valor	3	Reputation	2
Concept:	Pirate Captain			Breeding	2
		Willpower	6	Connections	1
				(House Nellens)	
		P. Essence	3	Henchman	1
				Experience	1

Motivation: Steal, save, or salvage a princess's ransom

Intimacies: Her Intended, House Nellens, Gambling

Languages: High Realm, Low Realm, Old Realm, Seatongue

Attributes

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

Bashing	3	Lethal	1	Aggravated	0
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Abilities

Linguistics	●●●○○	Awareness	●●●○○	Athletics	○○○○○
Lore	●●○○○	Craft	○○○○○	Dodge	●●●●● ◀
Occult	○○○○○	Integrity	●○○○○	Melee	●●●●● ◀
Stealth	○○○○○	Resistance	●○○○○	Presence	●○○○○
Thrown	○○○○○	War	●○○○○	Socialise	●●○○○
Bureaucracy	●●●○○ ◀	Archery	●○○○○	Sail: Piracy	●○○○○
Investigation	●○○○○ ◀	Medicine	○○○○○	Shallow Waters	●○○○○
Larceny	●●○○○ ◀	Performance	●●●○○ ◀	Melee: On Ship	●●○○○
Martial Arts	●○○○○ ◀	Ride	●○○○○	Perf ^m : Ocharina	●○○○○
Sail	●●●●● ◀	Survival	○○○○○	Sea Shanties	●○○○○
				Dodge: On Ship	●●○○○

Wounds

-0 □ -1 □□□ -2 □□□ -4 □ Incapacitated □

Counters

Willpower	6	□□□□□ □
Limit (Valor)	10	□□□□□ □□□□□
Personal Essence	9	□□□□□ □□□□
Peripheral Essence	27	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□
Experience Earned	0	
Experience Spent	0	

Charms

Melee: First Excellency

Reference: Exalted: Dragon Blooded: Second Edition: Page 128

Cost: 1 mote per 2 dice, plus 1 mote harmonisation

Duration: Instant

Type: Reflexive

Minimum Melee: 1

Minimum Essence: 1

Prerequisite Charms: None

Veveni can invoke this Charm when making a Melee roll. The Charm adds two dice to the roll for each mote spent.

Melee: Terrestrial Melee Reinforcement

Reference: Exalted: Dragon Blooded: Second Edition: Page 128

Cost: 1 mote per 2 dice, plus 1 mote per target, plus 1 mote harmonisation

Duration: One Scene

Type: Simple, Touch

Minimum Melee: 3

Minimum Essence: 2

Prerequisite Charms: Any Melee Excellency

Veveni can improve the ratings of her allies in Melee for brief periods of time, effectively transferring the benefits of the First Excellency to another person for the duration of an entire scene. All allies to be affected must hold hands at the time of the Charm's activation.

The maximum number of allies who can have their Melee boosted at one time is equal to Veveni's Permanent Essence. The Charm has two limitations. First, no ally's Melee rating can be raised above Veveni's Melee rating. Second, no ally's Melee rating can be raised to more than twice its normal rating.

Melee: Threshing-Floor Technique

Reference: Exalted: Dragon Blooded: Second Edition: Page 156

Cost: 2 motes, plus 1 mote per target, plus 1 mote harmonisation

Duration: One Action

Type: Simple

Minimum Melee: 5

Minimum Essence: 2

Prerequisite Charms: Terrestrial Melee Reinforcement

Veveni can permit her allies to become preternaturally well-coordinated in their attacks on a single target, even to the point of overcoming the normal limit of how many people can attack a single target simultaneously. Each targetted ally will be able to make an attack on the target, regardless of how defensible the target's position is, provided that the ally is within normal move distance of the target.

Resistance: Ox-Body Technique

Reference: Exalted: Dragon Blooded: Second Edition: Page 146

Cost: —

Duration: Permanent

Type: Permanent

Minimum Resistance: 1

Minimum Essence: 1

Prerequisite Charms: None

(Extra Wound Levels)

Performance: Invisible-Street-Performer Technique

Reference: Exalted: Dragon Blooded: Second Edition: Page 179

Cost: 3 motes plus 1 mote harmonisation

Duration: Until performance ends

Type: Simple

Minimum Performance: 3

Minimum Essence: 2

Prerequisite Charms: None

This Charm can be activated only while Veveni is playing a musical instrument. As long as she continues to play, those around will not notice her presence. The knowledge that someone is nearby softly playing a musical instrument tickles at the edge of the observer's consciousness, but he simply doesn't give it much thought. The player of any character who might observe Veveni must roll Wits + Awareness with a difficulty of Veveni's Performance + Speciality. Even if the roll is successful the observer might still have no reason to notice Veveni's presence unless the presence of a musician playing an instrument is somehow out-of-place.

Sail: First Excellency

Reference: Exalted: Dragon Blooded: Second Edition: Page 128

Cost: 1 mote per 2 dice

Duration: Instant

Type: Reflexive

Minimum Sail: 1

Minimum Essence: 1

Prerequisite Charms: None

Veveni can invoke this Charm when making a Sail roll. The Charm adds two dice to the roll for each mote spent.

Sail: Terrestrial Sail Reinforcement

Reference: Exalted: Dragon Blooded: Second Edition: Page 128

Cost: 1 mote per 2 dice, plus 1 mote per target

Duration: One Scene

Type: Simple, Touch

Minimum Sail: 3

Minimum Essence: 2

Prerequisite Charms: Any Sail Excellency

Veveni can improve the ratings of her allies in Sail for brief periods of time, effectively transferring the benefits of the First Excellency to another person for the duration of an entire scene. All allies to be affected must hold hands at the time of the Charm's activation.

The maximum number of allies who can have their Sail boosted at one time is equal to Veveni's Permanent Essence. The Charm has two limitations. First, no ally's Sail rating can be raised above Veveni's Sail rating. Second, no ally's Sail rating can be raised to more than twice its normal rating.

Sail: Deck-Striding Technique

Reference: Exalted: Dragon Blooded: Second Edition: Page 171

Cost: 3 motes, or 6 motes for the advanced version

Duration: One Scene

Type: Reflexive

Minimum Sail: 3, or 5 for the advanced version

Minimum Essence: 2

Prerequisite Charms: None

While this Charm is in effect Veveni can make any normal movements across the deck of a ship or up and down its rigging without any possibility of falling, even in the roughest seas or while the ship is under attack. The Charm also totally negates any movement penalties associated with environmental effects such as ice, snow, water, or motion.

This Charm does not normally permit the sailer to perform impossible feats such as walking along the side of a ship's hull or up the canvas of its billowing sails. However if Veveni spends 6 motes then even these limits are overcome allowing her to perform impossible feats such as standing horizontally on the ship's mast or upside down from the bottom of its crow's nest. The sole limitation is that this Charm can only be used aboard a ship of some sort, although exotic vessels such as Haslanti air boats count as ships.

In addition to granting the aforementioned benefits of either version to himself, Veveni can also grant them to anyone else provided she pays the same amount of Essence and touches the person to be affected.

Veveni can use it on herself on any tick. If she wishes to use it on someone else, she can only do so by touching the other person on a tick upon which she acts.

Sail: Hurricane-Predicting Glance

Reference: Exalted: Dragon Blooded: Second Edition: Page 170

Cost: 1 mote

Duration: Instant

Type: Simple

Minimum Sail: 2

Minimum Essence: 1

Prerequisite Charms: None

With a glance toward the western sky and a quick whiff of the sea salt in the air, Veveni can flawlessly predict the course of the weather for the day by intuitively sensing the currents of the ocean and the air. The Charm will not help her predict supernatural changes to the weather made after her prediction. It can, however, sometimes predict phenomena related in some way to the weather or to the seas, such as deducing when an enemy fleet is most likely to leave port by knowing the tidal patterns or predicting an earthquake by foreseeing the tsunami it will cause. In order to use this Charm Veveni *must* be on water. It automatically fails when she is standing on land.

Dodge: Third Dodge Excellency

Reference: Exalted: Dragon Blooded: Second Edition: Page 128

Cost: 3 motes plus 1 mote harmonisation

Duration: Instant

Type: Reflexive

Minimum Dodge: 1

Minimum Essence: 1

Prerequisite Charms: None

Veveni can invoke this Charm to either reroll a Dodge roll, or to increase her DV by half her Dodge ability.

Linguistics: Wind-Carried-Words Technique

Reference: Exalted: Dragon Blooded: Second Edition: Page 131

Cost: 1 mote, plus 1 mote per range multiplier, plus 1 mote harmonisation

Duration: Instant

Type: Simple

Minimum Linguistics: 3

Minimum Essence: 2

Prerequisite Charms: None

With this Charm Veveni can whisper her words aloud and know that the winds will convey them to her intended listener, wherever that listener is. For a base cost of one mote the character can transmit one message to the ear of any single person within range. The words actually do not need to be spoken, but Veveni must at least mouth them. The base range of the Charm is Veveni's Permanent Essence \times 100 feet. Each additional mote increases the range by a factor of 10. The message can be no more than 25 words in length.

Veveni need not know the exact location of the intended recipient but she must know his approximate location which is defined as "within Permanent Essence \times 5 miles". The targeted location can, however, be some place that Veveni has never even been such as "the command HQ of the Fourth Legion stationed in Arjuf".

Motes	Distance
2	300' (100 yards)
3	3000' (1000 yards)
4	5 miles, 1200 yards
5	56 miles, 1440 yards (19 leagues)
6	568 miles (189 leagues)
7	1890 leagues
8	...

Possessions

Ocharina

Armour

A Black Jade lamellar.

	Soak	Hardness	Mobility	Fatigue
Lamellar	8L/9B	5L/5B	-1	0

Weapons

Paired Wavecleaver Daiklaves

Misc

Anima

If Veveni's anima banner is at the 8-10 motes level it inflicts 1L for each minute of contact to everything within a number of feet equal to her Permanent Essence. This damage is sufficient to destroy cloth and soft wood in a minute or two, or reduce hardwood to junk within five minutes.

At the 11-15 mote level the banner inflicts one die of damage for every nine ticks of combat.

At the two above levels characters who are able to soak lethal with Stamina ignore the damage inflicted. At the 16+ level, however, the banner generates one lethal die every tick, and all beings and objects (except the Exalt's personal effects) suffer this damage.

At the cost of five motes Veveni suffuses her being with the power of Water. For the duration of a single day she has complete water freedom. She can breathe water as easily as air and is incapable of drowning. She also suffers no environmental penalty for any actions she takes underwater including such improbable actions as firing a bow or throwing a chakram. Additionally she can walk across the surface of a body of water as easily as dry land.

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Useful Numbers

Combat

Context	Join Battle Wits+Awa	Attack Dex+Acc +Skill	Damage Bonus	Parry DV Dex+Def +Skill+Mob	Rate	Speed
Melee, Two Handed						
Melee, One Handed						
MA, Punch						
MA, Kick						

Common Pairs

Str+Athletics	2	Cha+Bureaucracy	6	Per+Awareness	7
Dex+Athletics	4	Cha+Presence	4	Per+Lore	6
Dex+Dodge	9	Cha+Ride	4	Per+Investigation	5
Dex+Sail	9	Cha+Performance	6	Per+Performance	7
		Cha+Socialise	5	Per+Sail	9
Combat Dodge DV		Man+Socialise	4	Int+Lore	4
Social Dodge DV		App+Presence	3	Int+Investigation	3
Social Parry DV				Int+Sail	7
				Wits+Essence	7

Experience

	Cost	Time
Attribute	$current \times 4$	<i>rating months</i>
Favoured or Aspect Ability	$(current \times 2) - 1$	<i>none needed</i>
Other Ability	$(current \times 2)$	<i>rating weeks</i>
New Ability	3	<i>3 weeks</i>
New Speciality	3	<i>3 weeks</i>
Essence	$current \times 10$	<i>rating months</i>
Virtue	$current \times 3$	<i>none needed</i>
Willpower	$current \times 2$	<i>none needed</i>
Favoured or Aspect Charm	10	<i>min Ability days</i>
Other Charm	12	<i>(min Ability + min Ess) days</i>