

Useful Numbers

Combat

Context	Initiative Dex+Wits +Speed	Attack Dex+Acc +Skill	Damage Bonus	Defence Dex+Def +Skill	Rate
MA, WFW	7	10	+0L	10	4
Melee, WFW	7	6	+0L	6	4
MA, unarmed	7	6	+0B	6	
Melee (base)	7	4	-	4	

Common Pairs

Str+Athletics	3	Cha+Socialise	5	Per+Awareness	5
Str+Craft	6	Cha+Presence	4	Per+Lore	7
Dex+Athletics	3	Cha+Ride	4	Per+Medicine	5
Dex+Dodge	4	Man+Socialise	3	Per+Occult	7
Dex+Dodge+Ess	7	App+Presence	4	Int+Lore	5
Dex+Stealth	8			Wits+Essence	7

Experience

	Cost	Time
Attribute	$current \times 4$	$rating\ months$
Favoured or Caste Ability	$(current \times 2) - 1$	$none\ needed$
Other Ability	$(current \times 2)$	$rating\ weeks$
New Ability	3	$3\ weeks$
New Speciality	3	$3\ weeks$
Essence	$current \times 8$	$rating\ months$
Virtue	$current \times 3$	$none\ needed$
Willpower	$current \times 2$	$none\ needed$
Favoured or Caste Charm	8	$min\ Ability\ days$
Favoured or Caste Spell	8	$circle\ weeks$
Other Charm	10	$(min\ Ability + min\ Ess)\ days$

Nellens Vasily

True Name:	Nellens Vasily	Compassion	4	Artifact	2
Type:	Solar	Conviction	4	Mentor	2
Caste:	Twilight	Temperance	2	Resources	2
Gender:	Male	Valor	1		
Nature:	Caregiver	P. Essence	3		

Attributes

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

Bashing	3	Lethal	1	Aggravated	0
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Abilities

Archery	●○○○○	Endurance	○○○○○	Crafts	●●●○○	<
Brawl	○○○○○	Performance	●○○○○	Investigation	●○○○○	<
Martial Arts	●●●○○	Presence	●○○○○	Lore	●●●○○	<
Melee	●○○○○	Resistance	○○○○○	Medicine	●○○○○	<
Thrown	○○○○○	Survival	●○○○○	Occult	●●●○○	<
Athletics	○○○○○	Bureaucracy	○○○○○	Self-crafted		
Awareness	●○○○○	Linguistics	●●○○○	Weapons (MA)	●●○	
Dodge	●○○○○	Ride	●○○○○			
Larceny	○○○○○	Sail	○○○○○			
Stealth	●●●●●	Socialise	●●○○○			

Wounds

-0 □ -1 □□ -2 □□ -4 □ Incapacitated □

Counters

Willpower	8	□□□□□ □□□
Limit (Compassion)	10	□□□□□ □□□□□
Limit (Conviction)	10	□□□□□ □□□□□
Personal Essence	17	□□□□□ □□□□□ □□□□□ □□
Peripheral Essence	40	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
Experience		

Charms

Martial Arts: Five-Dragon Fortitude

Reference: Exalted: The Dragon-Blooded: Page 197

Cost: 1 mote per 2B or 1L

Duration: Instant

Type: Reflexive

Minimum Martial Arts: 3

Minimum Essence: 2

Prerequisite Charms: None

The armoured scales of the Elemental Dragons can afford great protection to their disciples. When using this Charm Vasily may invoke the colossal stamina of the Dragons and soak the damage from one particular attack by paying Essence.

This soak is applied before damage is rolled and is compatible with the use of armour.

Martial Arts: Five-Dragon Blocking Technique

Reference: Exalted: The Dragon-Blooded: Page 197

Cost: 4 motes, 1 willpower

Duration: One scene

Type: Simple

Minimum Martial Arts: 3

Minimum Essence: 2

Prerequisite Charms: Five-Dragon Fortitude

The powerful claws of the Elemental Dragons easily bat away attacks upon them. This Charm lets Vasily emulate this ability, boosting parry prowess with a weapon or allowing the Exalt to turn attacks aside with his bare hands.

For the remainder of the scene, Vasily may add his permanent Essence to all parry rolls, even those made with Abilities other than Martial Arts. This bonus is applied to parries made with split dice pools after the multiple action penalty is applied, and the Charm also allows Vasily to make reflexive parries at his permanent Essence if he has no other way to parry an attack.

If Vasily is unarmed he may parry Lethal damage without a stunt.

Martial Arts: Five-Dragon Claw

Reference: Exalted: The Dragon-Blooded: Page 198

Cost: 1 mote

Duration: Instant

Type: Supplemental

Minimum Martial Arts: 3

Minimum Essence: 1

Prerequisite Charms: None

The power of the Five Elemental Dragons can empower Vasily's blows with deadly force. He does lethal rather than bashing damage on an unarmed attack.

Condition: Vasily is frustrated by the intemperate or childish nature of the world around him.

Vasily's heart hardens to the point where no emotion can enter. For a number of days equal to his Conviction rating, he feels and expresses no emotions. He is not robotic, but rather lacks all empathy and feeling. Vasily considers little more than efficiency in choosing his course of action and, while he is not totally tactless, he still suffers a -2 on all Social rolls involving face-to-face interactions.

Possessions

Windfire Wheels

These windfire wheels were crafted by Vasily himself, before he Exalted. In a contrast to most examples, these are simply a pair of rings of metal, sharpened lethally around the outside edge.

In partnership with these are a pair of hardened leather half-gloves that protect Vasily's palms from the sharpened edges.

Automata Assassin

Vasily's Automata Assassin is a butterfly crafted out of blue jade. It was a gift from Kira, his Mentor.

Misc

Anima

Vasily's Anima banner is a large deciduous tree. At minimal essence levels it appears as a fairly normal eastern tree in the midst of the summer season and, but for a slight golden tint and the fact that it often appears to observers that its branches frame the sun artistically, one might think that it was the anima of a Wood Aspect Dragon Blood. As more essence is grounded through it, however, this impression would quickly fade as the tree's season passes into autumn; it's dying leaves producing a coruscant rainbow display, with bright oranges prominent, but all colours represented.

Stealth: Vanishing From Mind's Eye Method

Reference: Exalted: The Solars: Page 202

Cost: 10 motes, 1 willpower

Duration: One day

Type: Simple

Minimum Stealth: 5

Minimum Essence: 3

Prerequisite Charms: Mental Invisibility Technique

The ultimate mental misdirection — Vasily can vanish from all memory. He is no more or less easy to detect than before, but those who see him will not recognize him because they have no idea who he is.

Essentially, Vasily sets up a separate history for himself, starting when the Charm is first invoked and ending when he allows it expire. Beings with Essence ratings higher than Vasily's are immune to this effect.

Craft: Flawless Handiwork Method

Reference: Exalted: The Solars: Page 182

Cost: 3 motes per success

Duration: Instant

Type: Supplemental

Minimum Craft: 1

Minimum Essence: 1

Prerequisite Charms: None

Vasily channels Essence through his hands and tools, enhancing his efforts and making the final product of his work far more impressive than the fruits of any mortal craftsman's labour. To use this Charm, the player first makes a regular Intelligence or Stamina + Craft roll for Vasily. Then, the player may "buy" additional successes, up to Vasily's Permanent Essence + the number of successes rolled on the Craft roll.

Craft: Object-Strengthening Touch

Reference: Exalted: The Solars: Page 18, 251

Cost: 6 motes

Duration: One Scene

Type: Simple

Minimum Craft: 2

Minimum Essence: 1

Prerequisite Charms: Flawless Handiwork Method

This Charm strengthens objects, allowing them to endure far more damage than normal. Very fragile objects such as those made of paper or glass cannot be damaged without the full exertion of a Strength at least equal to Vasily's Permanent Essence. Objects that are not so fragile take roughly twice as much force as normal to harm.

Object-Strengthening Touch does not just protect against breakage — strengthened objects are also resistant to fire, acid, freezing and other forms of damage.

Vasily must touch the object in order to cause this Charm to take effect. Vasily can strengthen any object, not just objects that are at the focus of his Craft Ability. This charm does not work on animals or sentient beings.

Occult: Terrestrial Circle Sorcery

Reference: Exalted: The Solars: Page 191

Cost: 1 willpower

Duration: Instant

Type: Simple

Minimum Occult: 3

Minimum Essence: 3

Prerequisite Charms: None

This Charm enables Vasily to cast a single spell.

Spells of the First Circle

Death of Obsidian Butterflies

Reference: Exalted: The Solars: Page 217

Cost: 15 motes

Death of Obsidian Butterflies calls forth a cascade of sculpted obsidian butterflies with razor-sharp wings, whose wingspans vary from an inch across to almost a foot. Flashing over Vasily's shoulders and past his sides in a glassy black torrent, they slash through the air in a pattern approximately 30 yards wide, 100 yards long and 10 yards high. Brush, grass and small trees are cut off near the ground. Larger trees and wooden structures suffer serious damage. Stone is defaced but structurally unharmed.

When Vasily releases the magic, his player makes a Perception + Occult roll and adds a number of automatic successes equal to Vasily's permanent Essence. Everyone in the attack pattern not behind an inch or more of stone or several inches of wood is subject to attack. Characters who wish to defend against the Death of Obsidian Butterflies do so as if it were a hand-to-hand attack that had scored as many successes as Vasily's player achieved on his Perception + Occult roll.

The obsidian butterflies have a raw damage of 8, plus extra successes on the attack roll. This damage is lethal. The thousands of shattered glass butterflies don't go away afterwards, and walking barefoot in the area is not recommended.

Emerald Countermagic

Reference: Exalted: The Solars: Page 218

Cost: 10 or 20 motes

Through the use of Emerald Countermagic, Vasily can protect himself and his companions from hostile sorcery. If Vasily spends 10 motes of Essence, he can secure his own person against hostile magic. He crosses his arms or makes a gesture of defence and is surrounded by a numbus of multicoloured energy. Until

the end of the next turn, any hostile magic of the Terrestrial Circle that attempts to affect him shatters, and its effects are wasted. However, the character must partially maintain his defensive stance and is this at a -2 penalty on combat, athletics and similar actions during his next turn.

Vasily can also opt to spend 20 motes of Essence and halt the effects of a Terrestrial Circle spell within a radius of (his Permanent Essence \times 50) feet. Spells in the middle of being cast are shattered, and spells that are currently in effect are undone.

Emerald Countermagic is fast and requires no shaping — it takes effect as soon as the character spends the Willpower. Countermagic cannot banish demons or other spirits. Countermagic is not a clean or quiet process — spells in the midst of being cast are huffed out in a puff of Essence, and already existing magics are deliberately torn assunder. While Vasily will remain safe, those nearby may receive minor flashburns, small fires may be kindled, and weak “echo” effects of the disrupted spell may wash over the area.

Infallible Messenger

Reference: Exalted: The Solars: Page 218

Cost: 10 motes

Vasily conjures up a minor spirit, a cherub, purely from Essence. Cherubs are multicoloured humanoid figures only a few feet tall, with six glittering blue-chrome wings. Vasily whispers his message, which can be no longer than a few minutes, into the cherub's ear. He then names and describes a target. The cherub is able to travel from one point to another nearly instantly — traveling hundreds of miles an hour, it can traverse the world in less than a day. Unless the target's location is mystically obscured, the cherub will find the recipient, deliver the message perfectly to her ear (even using Vasily's voice), then dissipate.

Virtue Flaws

Compassion: Heart of Tears

Reference: Exalted: The Solars: Page 131

Condition: Vasily witnesses innocents suffering, and is uable to ameliorate their pain.

Vasily can only bear so much. When his Limit Breaks, he is no longer able to stand the sight of suffering and can only weep that the world contains such pain. If in a stressful situation, the character will be unable to function for the rest of the scene and will attempt to flee if attacked. If he cannot flee he will defend himself at a -2 dice penalty and will seek to flee at the first opportunity.

If the Limit Break occurs outside of combat or some other stressful situation, Vasily will be left weeping and distraught for a number of days equal to his Compassion. He is unable to do more than avoid human contact, and perhaps find substances to ingest to numb himself to the pain of existence.

Conviction: Heart of Flint

Reference: Exalted: The Solars: Page 132

Martial Arts: Five-Dragon-Force Blow

Reference: Exalted: The Dragon-Blooded: Page 198

Cost: 2 motes

Duration: Instant

Type: Simple

Minimum Martial Arts: 3

Minimum Essence: 2

Prerequisite Charms: Five-Dragon Claw

Vasily makes a normal martial arts attack, but he does double the normal base damage (extra successes do not double). In addition to the normal damage of the attack, roll Vasily's Strength + Martial Arts in a reflexive opposed roll against the target's Strength + Resistance. If Vasily wins, the target is knocked down and must spend an action clearing her head and getting back to her feet. See the knockback and knock-down rules on pages 234-235 of the main rulebook.

Stealth: Easily Overlooked Presence Method

Reference: Exalted: The Solars: Page 201

Cost: 3 motes

Duration: One scene

Type: Simple

Minimum Stealth: 3

Minimum Essence: 1

Prerequisite Charms: None

This Charm does not involve hiding so much as becoming difficult to notice. So long as Vasily does nothing to stand out, make himself obvious or become the center of attention, those who are not actively looking for someone will simply discount him as part of the scenery.

For example, this Charm does not work on alerted guards or those watching over restricted areas or on those who intend to stop everyone who passes. Likewise, it cannot conceal Vasily if he is very different from his surroundings.

Stealth: Mental Invisibility Technique

Reference: Exalted: The Solars: Page 201

Cost: 4 motes, 1 willpower

Duration: One scene

Type: Simple

Minimum Stealth: 4

Minimum Essence: 2

Prerequisite Charms: Easily Overlooked Presence Method

An extension of Easily Overlooked Presence Method, this Charm bends the minds of those seeing the character. Players whose characters see Vasily must make a Willpower roll and gain a number of successes equal to his Permanent Essence to actually perceive him and not just ignore him.

The effect ends if Vasily takes violent action or if he is pointed out by someone who notices him, either directly or indirectly.