

51 Willful Acorn

True Name: 51 Willful Acorn

Compassion 2

Artifact 2

Type: Solar

Conviction 2

Artifact 2

Caste: Zenith

Temperance 4

Connections

Gender:

Valor 1

(Underworld) 2

Concept: Mortician

P. Essence 3

Resources 1

Motivation: Free Creation from the rule of the Deathlords

Intimacies: Sijan,

Languages: Riverspeak, Old Realm, Airtongue, Woodtongue, High Realm, Firetongue

Attributes

Strength ●●○○○ Charisma ●●●●● Perception ●●●○○

Dexterity ●●●●○ Manipulation ●●●●○ Intelligence ●●○○○

Stamina ●●●○○ Appearance ●●○○○ Wits ●●○○○

Bashing 3 Lethal 1 Aggravated 0

Abilities

Archery ○○○○○ Integrity ●●●○○ ◁ Craft ○○○○○

Martial Arts ●●●●● ◀ Performance ●●○○○ ◁ Investigation ●●●○○ ◀

Melee ○○○○○ Presence ●●●○○ ◁ Lore ●○○○○

Thrown ○○○○○ Resistance ●○○○○ ◁ Medicine ●●○○○ ◀

War ○○○○○ Survival ●○○○○ ◁ Occult ●●●●● ◀

Athletics ○○○○○ Bureaucracy ●○○○○

Awareness ○○○○○ Linguistics ●●●●● ◀

Dodge ●○○○○ Ride ●○○○○

Larceny ○○○○○ Sail ○○○○○

Stealth ○○○○○ Socialise ○○○○○

Wounds

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

Counters

Willpower 6 □□□□□ □

Limit (Temperance) 10 □□□□□ □□□□□

Personal Essence 15 □□□□□ □□□□□ □□□□□

Peripheral Essence 35 □□□□□ □□□□□ □□□□□ □□□□□

Experience Earned 5

Experience Spent 0

Charms

Martial Arts: Second Excellency

Reference: Exalted: Second Edition: Page 184

Cost: 2 motes per success

Duration: Instant

Type: Reflexive

Minimum Martial Arts: 1

Minimum Essence: 1

Prerequisite Charms: None

Acorn is known for unwavering perfection in Martial Arts

Integrity: Righteous Lion Defence

Reference: Exalted: Second Edition: Page 199

Cost: —

Duration: Permanent

Type: Permanent

Minimum Integrity: 3

Minimum Essence: 1

Prerequisite Charms: None

To Acorn, “death” and “surrender” are almost the same thing. This Charm helps Acorn hold fast to fundamental Intimacies in the face of temptation. The player picks one of the character’s Intimacies when purchasing this Charm. This loyalty must be to an ideal—not to a person or a love, but sometimes to a relationship; not to a tribe or a city but sometimes to the nation they might build of them; not to a battle or a war, but to the extinction of one foe or the conquest of a great region. This Charm allows Acorn to treat mental influence to betray or forsake that Intimacy as an unacceptable order (see p.180).

Resistance: Ox Body Technique

Reference: Exalted: Second Edition: Page 208

Cost: —

Duration: Permanent

Type: Permanent

Minimum Resistance: 1

Minimum Essence: 1

Prerequisite Charms: None

(Extra Wound Levels)

Investigation: First Excellency

Reference: Exalted: Second Edition: Page 183

Cost: 1 mote per die

Duration: Instant

Type: Reflexive

Minimum Investigation: 1
Minimum Essence: 1
Prerequisite Charms: None

Acorn is known for his moments of investigative brilliance.

Investigation: Crafty Observation Method

Reference: Exalted: Second Edition: Page 213
Cost: 5 motes
Duration: Instant
Type: Simple (DV-1)
Minimum Investigation: 3
Minimum Essence: 2
Prerequisite Charms: Any Excellency

The world holds no mysteries to Acorn. This Charm functions exactly as a dramatic Investigation action that takes up to 15 minutes, save that Acorn performs it in a handful of seconds and does not need to ransack the scene.

Occult: Spirit-Detecting Glance

Reference: Exalted: Second Edition: Page 221
Cost: 3 motes
Duration: One scene
Type: Reflexive
Minimum Occult: 2
Minimum Essence: 2
Prerequisite Charms: None

This Charm lets Acorn see, hear, smell and feel — but not touch — dematerialized creatures. It makes dematerialized creatures within the normal range of Acorn's senses valid targets for Acorn's Awareness actions, including reflexive Awareness actions.

Occult: Spirit-Cutting Attack

Reference: Exalted: Second Edition: Page 221
Cost: 1 mote
Duration: Instant
Type: Supplemental
Minimum Occult: 2
Minimum Essence: 2
Prerequisite Charms: Spirit-Detecting Glance

This Charm enhances an attack, making dematerialized creatures within the attack's normal range valid targets. The attack deals aggravated damage to spirits, materialized or otherwise. Note that if Acorn cannot see the spirit he attacks, they receive the normal -2 external penalty.

Bureaucracy: Frugal Merchant Method

Reference: Exalted: Second Edition: Page 230

Cost: 1 mote

Duration: Instant

Type: Supplemental

Minimum Bureaucracy: 1

Minimum Essence: 1

Prerequisite Charms: None

This Charm gives Acorn a perfect awareness of the target object's quality and condition. This awareness gives one bonus success on any price haggling if Acorn's bargaining opponent is honest (using Charisma) and three bonus successes if the opponent is dishonest (using Manipulation).

Linguistics: Third Excellency

Reference: Exalted: Second Edition: Page 185

Cost: 4 motes for one reroll

Duration: Instant

Type: Reflexive

Minimum Linguistics: 1

Minimum Essence: 1

Prerequisite Charms: None

Acorn recovers smoothly from Linguistic failure.

Linguistics: Discerning Savant Eye

Reference: Exalted: Second Edition: Page 232

Cost: 6 motes, 1 willpower

Duration: One scene

Type: Reflexive

Minimum Linguistics: 5

Minimum Essence: 2

Prerequisite Charms: Any Excellency

Acorn sees through petty mysteries. This Charm lets Acorn understand encoded, obscure and hidden communication as if it were clear. This Charm can oppose the concealing effects of Letter-Within-a-Letter Technique and similar Charms. The character is never surprised by social attacks while this Charm is in force.

Virtue Flaws

Temperance: Ascetic Drive

Reference: Exalted: Second Edition: Page 105

Condition: Acorn is confronted by their own inadequacies or human weakness.

Possessions

Mortician's Costume

Acorn wears the Mortician's grey robes and silver bracers.

Armour

Under Acorn's robes lies an Orichalcum lamellar.

	Soak	Hardness	Mobility	Fatigue
Lamellar	+10B/+11L	6L/6B	-1	0

Weapons

When things deteriorate that badly Acorn brings out his Razor Claws.

	Speed	Accuracy	Damage	Defence	Rate
Razor Claws	5	+5	+5L	+2	4
Unarmed (Punch)					
Unarmed (Kick)					

Misc

Anima

Acorn has an Anima. Honest. May burn bodies for 1m May illum Ess10 yards then gains additional B/L soak equal to Ess against all creatures of darkness. In addition may add Ess dice to minimum number of dice when attacking creatures of darkness.

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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
MA, Claws	2	14	+7L	6	4	5
MA, Punch MA, Kick						

Common Pairs

Str+Athletics	2	Cha+Bureaucracy	6	Per+Awareness	3
Dex+Athletics	4	Cha+Presence	8	Per+Lore	4
Dex+Dodge	5	Cha+Ride	6	Per+Investigation	6
Dex+Stealth	4	Cha+Socialise	5	Per+Medicine	5
		Man+Socialise	4	Per+Occult	8
Combat Dodge DV	3	App+Presence	5	Int+Lore	3
Social Dodge DV	6			Int+Investigation	5
Social Parry DV	4			Int+Occult	7
(Cha+Inv or Pre)				Wits+Essence	5

Experience

	Cost	Time
Attribute	$current \times 4$	<i>rating months</i>
Favoured or Caste 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	$current \times 8$	<i>rating months</i>
Virtue	$current \times 3$	<i>none needed</i>
Willpower	$current \times 2$	<i>none needed</i>
Favoured or Caste Charm	8	<i>min Ability days</i>
Favoured or Caste Spell	8	<i>circle weeks</i>
Other Charm	10	<i>(min Ability + min Ess) days</i>