

## Peleps Longi

Concept: Vigilant assistant, behind a black jade mask

Caste: Eclipse

Motivation: Restore the glorious legacy of Rapa Mojaït

Age: 29

Sex: F

Hair Color: Black

Skin Tone: Fair

Eye Color: Blue

Totemic Anima: A womanly figure with squid tentacles from the hips down, that writhe and seem to reach for far places, a

## Essence

Personal Pool 11 (11) Total / \_\_\_ Available  
Peripheral Pool 24 (24) Total / \_\_\_ Available

## Attributes

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

## Virtues

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

## Virtue Flaw

Overindulgence: Have to take some sort of substance that isn't very temperate

## Anima

- Cause Caste Mark to glow brightly (1 mote)
- Cause anima to glow bright enough to read by (1 mote)
- Know the precise time of day (1 mote)

Motes	Banner Flare	Stealth
1-3	Caste Mark glitters	Normal
4-7	Caste Mark burns	+2
8-10	Coruscant Aura	Impossible
11-15	Brilliant Bonfire	Impossible
16+	Totemic Aura	Impossible

## Abilities

Dawn  
■ Archery ●●●●●○ ○○○○○○ 1 2 3  
□ Martial Arts ○○○○○○ ○○○○○○ 1 2 3  
□ Melee ○○○○○○ ○○○○○○ 1 2 3  
□ Thrown ○○○○○○ ○○○○○○ 1 2 3  
□ War ○○○○○○ ○○○○○○ 1 2 3  
  
Zenith  
□ Integrity ○○○○○○ ○○○○○○ 1 2 3  
□ Performance ○○○○○○ ○○○○○○ 1 2 3  
□ Presence ○○○○○○ ○○○○○○ 1 2 3  
■ Resistance ●●●●●○ ○○○○○○ 1 2 3  
□ Survival ○○○○○○ ○○○○○○ 1 2 3  
  
Twilight  
□ Craft ○○○○○○ ○○○○○○ 1 2 3  
■ Investigation ●●●○○○ ○○○○○○ 1 2 3  
■ Lore ●○○○○○ ○○○○○○ 1 2 3  
□ Medicine ○○○○○○ ○○○○○○ 1 2 3  
□ Occult ○○○○○○ ○○○○○○ 1 2 3  
  
Night  
+ □ Athletics ●●●●●○ ○○○○○○ 1 2 3  
■ Awareness ●●●●●○ ○○○○○○ 1 2 3  
+ □ Dodge ○○○○○○ ○○○○○○ 1 2 3  
+ □ Larceny ○○○○○○ ○○○○○○ 1 2 3  
+ □ Stealth ○○○○○○ ○○○○○○ 1 2 3  
  
Eclipse  
■ Bureaucracy ●●●●●○ ○○○○○○ 1 2 3  
■ Linguistics ●○○○○○ ○○○○○○ 1 2 3  
+ □ Ride ○○○○○○ ○○○○○○ 1 2 3  
■ Sail ○○○○○○ ○○○○○○ 1 2 3  
■ Socialize ●●●●●○ ○○○○○○ 1 2 3

## Crafts

Craft - Air ○○○○○○ ○○○○○○  
Craft - Earth ○○○○○○ ○○○○○○  
Craft - Fire ○○○○○○ ○○○○○○  
Craft - Water ○○○○○○ ○○○○○○  
Craft - Wood ○○○○○○ ○○○○○○  
\_\_\_\_ ○○○○○○ ○○○○○○  
\_\_\_\_ ○○○○○○ ○○○○○○  
\_\_\_\_ ○○○○○○ ○○○○○○

## Specialties

Bureaucracy - Trade routes ●●●○  
Socialize - Business relationships ●●●○  
\_\_\_\_ ○○○○  
\_\_\_\_ ○○○○  
\_\_\_\_ ○○○○  
\_\_\_\_ ○○○○  
\_\_\_\_ ○○○○  
\_\_\_\_ ○○○○

+: This ability is commonly affected by mobility penalty.  
123: Dark numbers indicate known Excellencies for this ability.

## Willpower

●●●●●○ ○○○○○○  
□ □ □ □ □ □ □ □ □ □

## Intimacies

My Ship: The Preemptive Salvager (deep appreciation), My wife: Drifting Iceberg (thankful instrumentalisation), The Island of a Thousand Faces (longing nostalgia), Peleps Huadang (Respectful friendship), The Guild (Irritated annoyance), Doing what I want 'cause a pirate is free (yarr)

## Social Combat

Join Debate 7 Dodge MDV 3

Attack	Speed	Honesty Attack/MDV	Deception Attack/MDV	Rate
Presence	4	3	2	5
Performance	6	3	2	5
Investigation	5	6	3	8
Common Actions	Speed	DV	Common DV	Modifiers
Join Debate	5	None	Appearance	Difference
Attack	Above	-2	Motivation	+/- 3
Monologue	3	-2	Virtue	+/- 2
Miscellaneous	5	-2	Intimacy	+/- 1

## Arsenal

Name	Speed	Accuracy	Damage	Defence	Rate	Range	Tags
Punch	5	+1	6	+0	1	B	N
Kick	5	+0	5	+3	4	B	N
Clinch	6	+0	5	+0	1	B	C,N,P
Short Powerbow - Base	6	+2	12	+2	3/2	L	250 2,B,O
Short Powerbow - Broadhead Arrow	6	+2	12	+4	5/2	L	250 2,B,O
Short Powerbow - Fowling Arrow	6	+2	12	+4	5/2	B	250 2,B,O
Short Powerbow - Frog Crotch Arrow	6	+2	12	+6	7/2	L	250 2,B,O
Short Powerbow - Target Arrow	6	+2	12	+2	3/2	L	250 2,B,O,P

## Panoply

Name	Soak (B/L/A)	Hardness (B/L)	Mob. Pen.	Fatigue
Natural Soak	3	1		
Reinforced Buff Jacket (Concealed)	+8	+5	0	-2
Effective	11	6	5	0

## Movement & Health

Move	Dash	Jump (H/V)	Health Levels	Rules
3	9	6	3	-0
2	8	4	2	-1
1	7	2	1	-2
1	5	0	0	-4
Yards   Accounts for wound & mobility pen.	Incap.			

## Combat

Join Battle 7 Dodge DV 2 Knockdown 8 10 Stun 3 8

Order of Attack Events	Knockdown	Common Actions
1. Declare Attack	Characters are knocked down if an attack deals more raw damage than their Knockdown Threshold. Roll Knockdown Pool (2) to avoid. Rising from prone requires an action. Prone characters take a -1 external penalty to all non-reflexive physical rolls.	Join Battle Varies None
2. Declare Defence		Ready Weapon 5 -1
3. Attack Roll		Physical Attack Varies -1
4. Attack Reroll		Coordinate Attack 5 None
5. Subtract Penalties/Apply Defenses		Aim 3 -1
6. Defence "Reroll"		Guard 3 None
7. Calculate Raw Damage		Move 0 None
8. Apply Hardness & Soak, Roll Damage		Dash 3 -2
9. Counterattack		Miscellaneous 5 Varies
10. Apply Damage, Knockdown & Stunning		Jump 5 -1
		Rise from Prone 5 -1
		Inactive 5 Special

### Backgrounds

Allies (Peleps Huadang)	● ○ ○ ○ ○ ○
Backing (House Peleps)	● ○ ○ ○ ○ ○
Resources (Trade benefits)	● ● ● ● ● ○
Artifact (Black jade short powerbow)	● ● ○ ○ ○ ○
_____	○ ○ ○ ○ ○ ○
_____	○ ○ ○ ○ ○ ○
_____	○ ○ ○ ○ ○ ○
_____	○ ○ ○ ○ ○ ○

[illegible]

Languages

High Realm, Seatongue

Experience

0 total - 0 spent = 0 banked

Generic Charms	
Second (Ability) Excellency	○ Archery
First (Ability) Excellency	● Martial Arts
	○ Melee
	○ Thrown
	○ War
	○ Integrity
	○ Performance
	○ Presence
	○ Resistance
	○ Survival
	○ Craft
	○ Investigation
	○ Lore
	○ Medicine
	○ Occult
	○ Athletics
	○ Awareness
	○ Dodge
	○ Larceny
	○ Stealth
	○ Bureaucracy
	○ Linguistics
	○ Ride
	○ Sail
	○ Socialize

[illegible]