Ashley Hale

"Duir"

Basic Info



Character Name: Ashley Hale
Nature: Caregiver
Demeanor: Defender
Society: Brotherhood of the Oak / Verbena
Essence: Primordial
Mentor: Father / Deceased
Affinity: Hellfire
Model: Armie Hammer

Attributes

– **Strength:** 3
– **Dexterity:** 4 / [Spec: Lightning Reflexes]
– **Stamina:** 4 / [Spec: Unrelenting]
– **Charisma:** 2
– **Manipulation:** 3
– **Appearance:** 3
– **Perception:** 2
– **Intelligence:** 2
– **Wits:** 3
– **Willpower:** 7
– **Quintessence:** 4
– Banality: 4

Talents

-- Alertness (3)
-- Athletics (3)
-- Awareness (2)
-- Brawl (2)
-- Expression (1)
-- Instruction (2)

Skills

-- Animal Ken (4) [Dog Training]
-- Meditation (3)
-- Melee (4) / [*Lann'darach*]
-- Research (3)
-- Survival (2)

Knowledges

-- Enigmas (2)
-- Occult (3)
– Esoterica (4) [Areas: Verbena, Sorcerer, Druids][Spec: Druidic Magic]
-- Herbalism (1)

Paths

Casting Attribute: Stamina

-- Hellfire (3) [Casting Ability: Occult]
– Quintessence Manipulation (3) [Casting Ability: Esoterica)
-- Beastform (4) [Casting Attribute: Animal Ken][Wolf Characteristics]

Backgrounds

-- Library (2)
-- Artifact (3) / [*Lann'darach - The Oaken Spear*]
-- Resources (3)
-- Sanctum (3)

Merits
-- The Flow of Ki (3)

Flaws
-- Isolated Upbringing (2)

Resonance
-- Dynamic: (Burning) 1
-- Entropic: (Unmaking) 1
-- Static: (Unrelenting) 1

Character History

Work in progress

Notes

Brotherhood of the Oak is an ancient order tied to the Druids. They are, were, defenders of the faith. Paladins of the Druid Order.

Staff of the Brotherhood
-- This staff is in most ways a simple oaken quarterstaff. However, when the correct words are spoken in the correct manner and with intent, the staff will either shrink to the size of a cane, or grow to the size of a normal quarterstaff. In all other ways it functions as a simple Quarterstaff.

Family
Older Sister, Clara Hale, Awakened Verbena

Sanctum

The Hale/MacTiernan Compound
– Ashley's Sanctum
-Arcane: 3
-Ritual Difficulty Bonus: -1
Location: Rural Maine, outside of Kingfield
The Sanctum itself is within a grove of trees that Ashley tends to. He cleansed it and built an altar and a small building off to the side of the grove to store tools and a small library. The grove is mostly young oak trees, with one massive, ancient oak that's at least 300 years old. Ashley believes the guardian of this grove he tends to is within this particular White Oak.



Lann'darach - The Oaken Spear
Diff: 6 | Damage: Str +3 Aggravated]
With the expenditure of 1 Quint, Lann'darach can change its shape to a walking cane, or back to the spear. Activating Lann'darach gives Ashley a poison oak rash on his hands.

Lann'darach was originally a Staff of the Brotherhood, but with the help of one of his Brothers who specialized in craft and Enchantment it was improved greatly. The spear head is carved from the stone of the place he was born, and strengthened to be like steel. The lashings that bind blade to staff come from a poison vine so that Ash understands that using this weapon in anger is not something to take lightly.

The Flow of Ki: (3 pt Merit)
You understand the natural flow of energy through the human body, taught through a form of martial arts. This energy is represented as Quintessence but may be called a variety of things: chi, ki, and others, depending on your martial arts style. You may spend Quintessence from your internal reserves to reduce the difficulty of any die pool for physical actions. You cannot lower the difficulty below two, nor may you reduce it by more than three. You must be able to store Quintessence in your own pattern to be eligible for this Merit

Isolated Upbringing:
(2 pt Flaw)
You were raised within a reclusive environment and have had little contact with the "mundane" world. This could mean you were the child of Arcanum scholars, were born in a Uzome ile, or were extensively home-schooled away from society. This gives you a limited understanding of how the "normal" world works, and whenever you are outside of your childhood Affiliation, you have a –1 die penalty to all social skills.

XP Tracking
Freebies
5 pts Dexterity
7 pts Alchemy
7 pts Shapeshifting
2 pts Library
1 pts Sanctuary

– **Earned XP:** 0
– **Unspent XP:** 0

Brotherhood of the Oak
Verbena Sorcerous Society

The Brotherhood of the Oak started around the time of the Roman occupation of Britannia. They were formed by 9 families. Each family swore the Oath of Oak. Oathed to stand strong against all enemies. To protect the druids unto death. They specialized in body and protective magics. Each carried an enchanted spear that granted the wielder great power in battle, and could be disguised as a simple walking stick.

Over the years the Brotherhood performed its duty, creating consors for druids of the Verbena. They acted as guardians primarily. They moved with the Verbena all over the world, eventually moving the bulk of the order to Boston in the early 1700's. That's where their current chantry is located. Only 4 of the original nine families remain, most dying out from the various wars over the years. One family was driven out, and is still hunted to this day for consorting with Nephandic entities.

The Oaken Oath/The Virtues of the Oak
I bind myself to the virtues of the Oak.
The expansive virtue of love outstretched toward the heavens
The sheltering virtue of protection afforded to those entrusted to my care.
The stable virtue of a foundation rooted firmly in the earth beneath my feet.

I bind myself to the virtues of the Oak.
The resilient virtue of strength to weather whatever comes.
The ancient virtue of wisdom to act only when it is appropriate.
The steadfast virtue of faith in myself, and others of the Brotherhood

I bind myself to the virtues of the Oak.
The compassionate virtue of patience in waiting to see to my own needs at the right time.
The audacious virtue of hope to ever stand tall, even when it seems all is lost.
The restrained virtue of remembering that my honor is to bear the burdens of serving the Brotherhood.

- As written by Falx Trevedic, Ordú an Glascroí

Most Common Paths and Numina
Mana Manipulation, Hellfire, Shapeshifting, Bio-Control, Healing, Telepathy

Important Holidays
The Brotherhood celebrates the Sabbats with their most important being Lughnasadh.

Initiation Rituals
Almost all of those within the Brotherhood were born into it. Those who weren't must first be accepted by one of the remaining 4 families. There is a training period that can last for as long as a year. Most of those born in the families are prepared for most of this as they grow and enter the training around sixteen. Once the training year ends initiates are given a rite of passage. This rite involves riddle games, and other trials that test the initiate’s knowledge.

After the rites of passage the initiates become novices and are presented with an oaken staff. They learn to fight with it, and to defend with it. They begin to learn the basics of the magics most suited to them. Once they've become competent in the basics of these things, they begin the rites to attain the rank of

Guardian. These trials test their skill with their staves, and their magic. They must, with the help of the Brotherhood's Smith, forge the head of their spear, putting their own blood, sweat, and tears into it...literally.

The rank of Guardian is when the Brother's new spear is enchanted by one of the elders. This is when they're ready to begin their lives as consors of a Verbena Druid (Mage)...

Organization
The Brotherhood is run by a council of Elders. One from each of the 9 (4 remaining) families is chosen when the old Elder dies. This is usually the most accomplished of the Elder's apprentices. From there the Elder chooses 4 apprentices. They do the day to day business of the Brotherhood. Other than this, the Brotherhood is mostly run by a Matriarchy in the given families.

Paradigmatic Style
Basics: Creation is Innately Divine and Alive, Might is Right

The Brotherhood of the Oak get their power from nature, and as such see themselves, and everyone else, as part of nature, regardless of how much people fight against it. Human beings are animals. Powerful, intelligent, animals, but animals nonetheless. They follow the same rules as all other creatures. Natural selection, survival of the fittest, and so on. The only thing that truly separates us from the rest of animalkind? The ability to understand and reason. The ability to, through understanding nature's law, shape, and reshape the world around us.

So, the Brotherhood uses nature and the elements as well as powerful languages like Latin and Gaelic, in their magics. They call on powerful beings, like Lugh, or The Great White Stag. They use blood, and sex.

Typical Instruments: Language, Circles, Cups and Vessels, Dancing and Movement, Sex, The Four Elements (Earth, Air, Water, Fire), Incantation, Wands and Staves.

Rituals

- **Hellfire**

Roll: Stamina + Occult
Successes divided between Damage, Range, and Area

● Decay
[Diff: 5]
This ritual does no damage to living targets, but anything they are wearing or carrying begins to rust, decay, warp, and generally fall apart at a high rate. Within 2-3 turns, anything they are wearing or holding will be junk. This effect destroys three pounds of material per point of damage that would be scored (some substances and anything that has been enchanted, will be resistant to this effect).

●● Hellblade
[Diff: 6]
- This simple ritual attunes a weapon (normally some kind of bladed weapon, often a dagger or sword) to the powers of Fire. You may engulf the blade in flames; while burning, the weapon does aggravated damage and 1 additional die of damage per Success.

[Threshold of 2 for Minimum Effect: 1 extra aggravated damage for a few minutes]

●● Tanglewood Prison
[Diff: 6]
- Plants flail and attack the target, throwing thorns, splinters, and other bits of wood at it. With extreme luck (at least three successes beyond the spell's requirement) this can stake a vampire, but a magician who counts on it will likely be badly disappointed. If the target is standing in dense undergrowth, they are captured by the plants. A creature restrained in this fashion cannot move until they accumulate as many successes on a Strength roll (difficulty 7) as damage dealt by the spell. This cannot be made aggravated.

●●● Earthen Armor
[Diff: 7]
- This ritual calls stone from the caster's surroundings to him to create a suit of hardened stone armor. This suit of armor grants an armor of 1/success. For every 3 points of armor gained the cast also gains a Dexterity penalty of -1.

[Threshold of 2 for Minimum Effect: 1 extra armor for a few minutes]

- **Quintessence Manipulation**

Roll: Manipulation + Occult
Successes divided between Area and Duration

● Quintessence Sense
[Diff: 5][Cost: 1 WP]
This ritual allows the sorcerer to sense if an area or item is charged with power (Quintessence, Mana, Vampire Blood, what have you). With three or more successes, the sorcerer can tell if it has a specific Resonance - recognizing a sacred grove as a place holy to nature and growth or determining that some sort of stored Mana is actually flavored with a destructive, poisonous Resonance, for instance.

●● Infusion
[Diff: 6]
The ability to store and redirect Quintessence is useful on a near daily basis for the sorcerer on the go. Thinking in advance, a sorcerer prepares themselves for situations where they may begin to run dry of available quintessence by infusing drinks or snacks with their own reserves for later use. Classically, this was a potion of great power. In modern nights, the savvy sorcerer may decide the espresso in a can or a protein bar may be just as handy, serving as the perfect inconspicuous consumable. The one drawback to this task is the fueling and the resource of the ritual. For every Quintessence stored, another Quintessence must be channeled to infuse the receptacle.

●●● Shape Quintessence
[Diff: 7]
With special mirrors, diagrams, carvings, or the like, the sorcerer turns the flaw of Quintessence in an area so that it changes the direction and intent. The sorcerer could cause "bad" energies to become wholesome, alter a spell effect or turn a ley line so that it runs through his residence. The level of success guides the effect: With one success, the sorcerer could dissipate some unlucky energies so that a place does not attract evil spirits of ill fortune. With three successes, the sorcerer can channel joss so that a location has good fortune (lowering by one the difficulty of all commerce or practices of the area - a store would facilitate business, a hospital would encourage healing, and so on). With five successes, the sorcerer can reshape a magic effect already in the area to the limits of his own knowledge (turning, say, a ward so that it wards against a different creature type) or even cause a Node or other source of power to channel its energy to a location of his choosing. Mana reshaped into this form typically lasts until some force "snaps" it back to normal, though some places may require specific maintenance (yearly for simple effects like good luck, perhaps daily for rituals for bening ley lines).

- **Beastform**
Roll: Wits + Animal Ken

● Befriend Beast
[Diff: 5]
This ritual allows the caster to make an ally of a single beast of any type. This alliance will last for one scene, and the beast will perform one simple task for every success allotted to the effect. Note that all roll bonuses from the base path apply to these rolls.

●● Beguile Beast
[Diff: 6]
This ritual allows the caster to make an ally of a single beast of any type for a longer period of time. The beast will perform one simple task for every success allotted to the effect. Note that all roll bonuses from the base path apply to these rolls.

●●● Bewitch Beast
[Diff: 7]
This ritual allows the caster to make a permanent ally of a single beast of any type. This alliance will last unless the caster abuses or mistreats the animal, which will dissolve the magic instantly. The beast will become a permanent companion to the caster and follow basic commands, and will generally behave as if the caster is a beloved friend. Note that all roll bonuses from the base path apply to these rolls.

●●●● Bewitched Beasts
[Diff: 8]
This ritual allows the caster to make a permanent ally of beasts of any type, of a number up to her casting attribute. This alliance will last unless the caster abuses or mistreats the animals, which will dissolve the magic instantly. The beasts will become permanent companions to the caster and follow basic commands, and will generally behave as if the caster is a beloved friend. Note that all roll bonuses from the base path apply to these rolls.