

# Peleps Suijin

???

**Essence:** 4; **Willpower:** 8; **Join Battle:** 7 dice

**Personal Motes:** 90

**Health Levels:** -0x2/-1x7/-2x7/-4x2/Incap.

**Actions:** *Sorcery:* 11 dice, *Senses:* 8 dice, *Manipulation:* 9 dice, *Threaten:* 7 dice, *Read Intentions:* 8 dice, *Feats of Strength:* 6 dice (may perform Strength 5 feats), *Resist Hazards:* 6 dice

Appearance 4 (Hideous), Resolve 3, Guile 4

## *Intimacies*

Miya (Obsession); Defining

"I *will* have my daughter, living or dead;" Defining

R'zeem (Hatred); Major

The Immaculate Philosophy; Minor

Tsu-Yin (Half-Forgotten Love); Major

*Attack (Unarmed):* 13 dice (Damage 11L)

*Attack (Claws):* 14 dice (Damage 14L/3)

*Attack (Grapple):* 4 dice (7 dice to control)

*Combat Movement:* 6 dice

Evasion 5, Parry 2

**Soak/Hardness:** 13/7 (Tentacle shroud)

## *Merits*

**Life After Death:** ??? is immune to poison and disease, has no need to eat, drink, or sleep, and is otherwise immune to things that only affect living creatures. She is likewise unaffected by powers and techniques based around inflicting nerve strikes, damaging vital organs, or otherwise affecting things that spirits don't have and corpses no longer use.

**Like Clear and Stagnant Water:** Wound penalties do not apply to any mental actions that the spirit takes, including shape sorcery actions.

## *Sorcery*

??? is a skilled sorcerer of the Emerald Circle. Her control spells are Death of Obsidian Butterflies and Silent Words of Dreams and Nightmares. Additionally, she can cast Corrupted Words, Flight of Separation\*, Mists of Eventide, and Wood Dragon's Claws.

## *Offensive Charms*

(5m, 2i; Simple; Instant; Essence 1): Suijin grasps the remembered tatters of her anima and forms them into a tendril. She can't have more than four at a time, but can activate this Charm reflexively when she crashes an opponent.

**To Suffocate Below** (1wp; Supplemental; Instant; Withering-only; Essence 2): Ripping and crushing the breath from her enemy, ??? does not receive any Initiative from a **withering** attack, but instead converts each point of damage into a mote stolen from the victim's Essence pools and added to her own.

<An anti-Willpower burst.>

#### *Defensive Charms*

**Veil of Writhing Essence** (2sm+; Reflexive; Instant; Uniform; Essence 2): While shaping sorcery, Suijin can raise any of her static values by 1 per two sorcerous motes spent. She can add up to +1 to her Parry and Resolve, +2 to her Guile, or +3 to her Evasion. Boosted Defense manifests as a shield of occult patterns.

**Keening in the Depths** (10m, 4i; Reflexive; Instant; Dual; Essence 2): Shattering into a flock of black songbirds, Suijin swerves around a physical weapon or projectile, adding +2 to her Evasion. Even if she is hit, subtract two dice from the post-soak damage of a **withering** attack or the raw damage of a **decisive** attack. Against a grapple, she instead subtracts five successes from her enemy's roll to establish control, flying out of his grasp and denying him the opportunity to take any grappling action against her if this reduces him to 0 successes.

**Black Ocean's Mirror** (7m, 4i; Reflexive; Instant; Psyche; Essence 4): The spectre clouds the mind of an attacker with shadows and paranoid impulses, rolling nine dice against his Resolve. If she succeeds, she may redirect the attack to any other character within range. Eye of the Unconquered Sun or comparable effects render characters immune to this illusion.

#### *Sorcery Charms*

**Knowing Its Hour** (8m; Simple; Essence 2): Suijin can use this Charm to flurry shaping sorcery, distortion, or countermagic with any other action, ignoring the usual penalties to dice pools and Defense.

**Mantra of the Breaking Wave** (?; Supplemental; Instant; Essence 4): Apply double 9s to a countermagic roll and allow Suijin to counter Celestial spells. If she breaks the casting, she regains a point of Willpower.

#### *Social Charms*

**Naked Screaming Thoughts** (???; Reflexive; Instant):

**Passion-Transmuting Nuance** (7m, 1wp; Simple; One scene; Psyche; Essence 3): Speaking black words, Suijin can warp the hearts and minds of the living. She rolls nine dice against her target's Resolve and, if she is successful, temporarily redefines the context of an emotional Tie she is aware of. The intensity and subject of the tie remain the same, but anything else is within her power to tamper with. The target can spend a point of Willpower in order to overturn the effects of this Charm for a single action, but it otherwise lasts for the scene.

### *Miscellaneous Charms*

**Hadal Dragon's Insight** (1m per die, +1wp; Supplemental; Instant; Essence 4): ??? can add up to 5 dice to any of her listed actions. After rolling, she may pay 1 Willpower to reroll up to 5 failed dice, paying 1m for each reroll.

**Apparition** (1m; Simple; One scene; Essence 1): Like the moon on the mirrored sea, ??? may use this Charm to become visible, but not corporeal, for one scene.

**Drowned Mind Bondage** (20m, 1wp; Simple; Indefinite; Decisive-only; Essence 2):

Tentacles piercing the psyche of her victim, ??? makes a **decisive** savaging attack against a grappled enemy, expending all rounds of control over the clinch to add that many dice of raw damage. This attack does not deal damage—instead, if the spectre's successes exceed the higher of the victim's Resolve or temporary Willpower, she possesses the target, merging with his body. She gains total control over the victim, using his physical Attributes and health track in place of her own for the duration of the possession; attacks capable of striking the immaterial damage both the victim's health track and the possessing ghost's. Possession victims may roll (Wits + Integrity) at difficulty 3 at the end of each scene as an extended action to force out the intruder, doing so upon attaining a goal number of 10 (terminus 3). The host may make an additional roll whenever ??? tries to force him to act in opposition to any of his Intimacies, adding that Intimacy's rating in dice to his roll.

## Tendrils

**Essence:** 4; **Willpower:** —; **Join Battle:** —

**Health Levels:** -0x10 (see the Great Whole)

**Actions:** *Feats of Strength:* 6 dice (may perform Strength 5 feats), *Resist Hazards:* 11 dice

Appearance 4 (Hideous), Resolve 3, Guile 4

*Attack (Tentacle):* 10 dice (Damage 19B/5); reach

*Attack (Grapple):* 9 dice (11 dice to control)

*Combat Movement:* 9 dice (can only be used to oppose Disengage actions)

Evasion 3, Parry 3

**Soak/Hardness:** 13/7

### *Merits*

**The Greater Whole:** Suijin's tendrils act on their own Initiative, but they are merely extrusions of her Essence. They are trivial opponents, and instead of rolling Join Battle, they act on the tick Suijin creates them. Additionally, they use her motes/Willpower/initiative to pay for their Charms and gambits, and benefit from her Merits. They cannot move further than short range from Suijin, but never need to disengage.

### *Offensive Charms*

**Impure Phantasm Touch** (2i; Reflexive; Instant; Perilous; Essence 4): A tendril may double 9s on any dice roll it makes while in combat, or add +1 to either of its Defenses.

**To Dream of Coils and Maidens** (5m, 3i; Simple; Instant; Essence 3): Black arms extend with nightmare certainty to grapple an enemy, doubling 8s on both the attack and control rolls. The tendril suffers no penalties while grappling an enemy in this way, and may drag that enemy along with its (and Suijin's) movement without needing to take a restrain/drag action.

#### *Defensive Charms*

**Flesh That Guards The Dragon** (4m, 1i, Reflexive, Perilous, Essence 2): The tentacle uses a grappled victim to defend Suijin, interposing its victim between her and danger. It uses up a round of control and forces its victim to reflexively use Defend Other on Suijin. Attackers who penetrate the victim's Defense but not the hers may choose to pull their blow and deal no damage.