Spinel Caryatid
Twilight Caste

Iconic Anima: An austrech in golds so pale as to appear white, with the very tips of its feathers tinged in triangles of bright red
Motivation: Catalog the wonders of previous ages

Virtue Flaw: Contempt of the Virtuous

Attributes: [Assign 8/6/4, +1 from BP]
[6+1] Strength 2 Dexterity 5 Stamina 3
[4] Charisma 3 Manipulation 1 Appearance 3
[8] Perception 4 Intelligence 5 Wits 2

Virtues: [Assign 5, capped at 4 w/o BP, +3 from BP]
Compassion 2, Conviction 3, *Temperance 5, Valor 2

Soul:
Essence 2, Willpower 10
Personal 16/16, Peripheral (26+10)/36
10/36 Peripheral committed (4m sling, 5m armor, 1m "familiar")

Abilities/Skills:
Caste: Craft, Investigation, Lore, Medicine and Occult
Favored [5]: Dodge, Linguistics, Integrity, Thrown, Stealth

[skill dots: 28 free, 10 of which must be caste/favored; +2 from BP]
[specialities: 4 free]

Archery
Athletics
Awareness
Bureaucracy 1
*Craft (Air) 2
*Craft (Fire) 2
*Craft (Lightning) 1
*Dodge 3
*Integrity 1
*Investigation 1
Larceny
*Linguistics 2 (Native: Flametongue (??? Dialect), Others: Riverspeak, Old Realm)
*Lore 3
Martial Arts
*Medicine 5 (Burns +1)

Melee
*Occult 1 (Art of Alchemy +1, Art of Husbandry +1, Kimbery +1)
Performance
Presence 1
Resistance
Ride 1
Sail
Socialize
*Stealth 1
Survival
*Thrown 5
War

[Skill math](#)

Craft (Lightning) aka Magitech requires 2 dots in (Air) and (Fire) and can't be higher than your Lore.

Thaumaturgy
- Those granted by an Initiate Degree in the Art of Alchemy
- Those granted by an Initiate Degree in the Art of Husbandry
- Various Apprentice-level procedures from Occult 1

Charms: (10)
1. *Triple-Distance Attack Technique [E2, Thrown 2]
2. *Shadow Over Water [E1, Dodge 3]
3. *Leaping Dodge Method [E2, Dodge 3]
4. *Flawless Diagnosis Technique [E1, Medicine 1]
5. *Ailment-Rectifying Method [E2, Medicine 3]
6. *Body-Purifying Admonitions [E2, Medicine 3]
7. *Second Medicine Excellency [E1. Medicine 1]
8. *Instant Treatment Methodology [E2, Medicine 2]
9. *Contagion-Curing Touch [E2, Medicine 3]
10. *Wound-Mending Care Technique [E2, Medicine 3]

Mutations, Merits and Flaws: [net 0]
None

Backgrounds: [7 dots, +4 from BP]
Artifact 2 (Acid-Rime Sling of Deadly Prowess)
Artifact 2 (Orichalcum Discreet Essence Armor)
~~Familiar 3~~ Artifact 3 (Orichalcum Flying Automotive Assassin; Kingfisher)
Eidolon 1 (Queen k'Tula)
Resources 3 (Itinerant Physician)

Armor is repair 2, robo-bird-buddy repair 1, but neither needs regular maintenance.

Mundane Equipment / Resource Purchases:
- Clothes (Robes)
- Elaborate medkit, counts as exceptional for first aid, basic for surgery
- Limited selection of tools
    - Hyperion key, for ergonomic adjustments to discreet essence armor, in a padded case
- Initiate-level portable alchemy kit
- Copious quantity of alchemical reagents, disinfectants, supplies for lesser wards vs. insects
- Writing supplies

With Athletics 0, suffering a -3 mobility penalty

Intimacies: [max 12, min 2]
1. Healer's Code (Duty)
2. Her Familiar (Pride)
3.
4. Tentacles (Revulsion)
5. Staying the hell away from the Grotto of Light (Resolution)

BP Spent
+18 free
-5 Permanent Willpower 10
-3 Virtues
-4 Dex 5
-2 Caste/favored abilities
-4 Backgrounds

Assorted Descriptions:

Future Planning:

- Craft
  - Excellency
- Thrown
  - Excellency
  - Wind Full on Knives
- Linguistics
  - Whirling Brush Method
- Medicine
  - Wholeness-Restoring Meditation [E3, Medicine 3]
- Occult
  - Third Excellency