

Name: Damoritosh, the Laughing Warrior

Concept: Rebel General

Caste: Dawn

Motivation: Free Lookshy of the Dragon Blooded

Intimacies:

My followers are my brothers and sisters, I will stand by their side.

Lookshy is my home, I shall see it free.

A deal once made shall not be broken.

A warrior is never without his weapon.

Mortals can show us the best in ourselves if given the chance.

A leader shows wisdom through strength, cruelty is anathema to that.

Life is hard, we must all learn to endure adversity.

Life is short, learn to live, love and laugh.

Virtue Flaws:

Conviction: Heart of Flint

Valor: Foolhardy Contempt

Appearance:

Tall and powerfully built with criss crossing scars across his arms and face. Long black hair tied back with a silver band. Piercing grey eyes and a broken nose.

Prelude:

Born in Lookshy, the son of a mortal soldier, he was destined for the army from a young age. He rose through the ranks, showing considerable skill both as a warrior and a leader of men, eventually reaching the highest rank a mortal could. He Exalted during a major conflict between Lookshy and the Realm with Dragonblooded magic flying in all directions. As he watched his command cut to pieces he took his second breath and struck down both sides.

Gathering what he could of his command he fled into the wildernesses of the East, hotly pursued by both the Realm and Lookshy. Years later he and his band of men reappeared in Nexus, now operating as a band of mercenaries for hire called the Red Blades of Glory. This he uses as a cover, raising an army to, one day, march on Lookshy and reclaim it for mortals.

Artifacts

Orichalcum Grand Daiklaive

Speed 5, Accuracy +3, Damage +12L/4, Defense +1, Rate 3, Attune 8, Tags 2, O, P, R

Strength	4	Charisma	5	Perception	3
Dexterity	5	Manipulation	1	Intelligence	2
Constitution	2	Appearance	1	Wits	4

Dawn		Zenith		Twilight	
Archery		Integrity		Craft	
Martial Arts		Performance		Investigate	
Melee	5	Presence	5	Lore	1
Thrown		Resistance	3	Medicine	
War	5	Survival	3	Occult	5
Night		Eclipse		Specialities	
Athletics	4	Bureaucracy		Daiklaive	2
Awareness	3	Linguistics		Tactics	2
Dodge		Ride		Persuasion	2
Larceny		Sail			
Stealth	5	Socialise			

Willpower	8	Backgrounds	Charms
Valor	3	Followers 3	1st Melee excellency
Compassion	1	Artifact 3 (Weapon)	Hungry Tiger
Conviction	3	Artifact 4 (Armour)	Dipping Swallow
Temperance	2	Influence 3	Bulwark Stance
Essence	2	Resources 3	1st War Excellency
Personal		Flaws	1st Presence Excellency
Peripheral		Enemy 3	Spirit Detecting Glance
		Code of Honor 3	Spirit Cutting Attack
Join Battle	7		Easily Overlooked Presence
Dodge DV	4	Dodge MDV 2	Mental Invisibility Technique
Parry DV	6	Parry MDV 5/6	

The Gunshoza-Q armor has the following features:

Sensory Augmentation Visor*: +2 bonus to Awareness, negates all penalties from darkness less than pitch black.

Integrated Targeting Subsystem*: +2 bonus to all attacks; +4 to the Defense of any wielded weapon inclusive of unarmed attacks

Adaptive Camouflage Subsystem*: +4 bonus to Stealth.

Exomuscular Fibers*: Doubles wearer's ground speed; +2 bonus to Strength for feats of strength and inflicting damage with attacks.

Vitality-Boosting Subsystems*: Wearer regenerates either one level of bashing damage with every action taken during combat or all bashing levels per minute outside combat.

Resiliency Augmentation*: +2 bonus to Resistance.

Essence Gauntlets: Each of the user's gauntlets have enchantments built into them that allow them to be used as power maces. The character can use these gauntlets to both make hand-to-hand attacks and fire Essence bolts, identical to those delivered by a power mace.

Essence Wings: If the wearer spends five motes, this armor produces a pair of glowing golden wings made from solid Essence. The wings have a wingspan of 2 feet. After activating the wings, the user can fly at a speed of 20 yards per tick for one scene. For six motes, the user can fly at up to 100 miles per hour for a number of hours equal to the wearer's permanent Essence, but maneuverability is limited. Roll (Dexterity + Athletics), difficulty 1, for the Exalt to make any sudden change in course.

Energy Shield Bracers*: By clenching fists in a specific gesture, the wearer can cause shimmering disks of force to manifest across the back of one or both hands. These shields have the statistics of a mundane tower shield with no Mobility penalty. Alternatively, the wearer can bring the arms together and forcefully present both palms, spending one Willpower (or three motes) as a miscellaneous action to create a larger, unmoving energy barrier. This wall may be up to 10 square feet large and appears within a yard of the wearer. It has soak 9L/12B and six health levels and is considered an inanimate object for the purposes of taking damage (but not for the purposes of Charms). If the wall is destroyed, it fades away, though the wearer may create a new one. Otherwise, the barrier lasts as long as the wearer stands in place and holds her hands up to project it, and only one wall can be created.

Upkeep: Maintenance required every 100 hours of use; every 10 missed hours randomly disables one of the powers marked with an asterisk.

Base Statistics: Soak +11L/+11B, Hardness 6L/6B, Mobility -3, Fatigue 2, Attune 10m. Includes Orichalcum magical material bonus.

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