

Name: Ophris Aarthi

Concept: Foreign Exchange Student

Exalt Type and Caste: Fire Aspect Dragon-Blood

Anima: A wheel of red-violet flame surrounded by eyes.

Background:

Appearance:

Attributes

Strength	••
Dexterity	•••
Stamina	••
Charisma	••••
Manipulation	••
Appearance	••••
Perception	••
Intelligence	•••
Wits	••••

Abilities

[f]	Archery	•••••	(Flame Weapons)
	Brawl	•	
	Melee	••	
	Thrown		
	War		
	Integrity	•••	
[f]	Performance	•••••	(Speeches)
[a]	Presence	•••••	(Impassioned Argument)
	Resistance	•	
	Survival		
	Craft		
	Investigation	•••	
	Lore	••	
	Medicine		
[f]	Occult	••••	(Divine Lore)

[a]	Athletics	•	
	Awareness	••	
[a]	Dodge	••••	(Single Opponents)
	Larceny		
	Stealth		
	Bureaucracy	••	
	Linguistics	••	
	Ride		
	Sail		
[a]	Socialize	•••	(Courtly Manners)

Merits

Languages ••••

(High Realm, Low Realm, Flametongue, Riverspeak, Old Realm)

Resources •••• (House holdings, jade)

Artifact ••• (Gilded Salamander, Red Jade and Orichalcum Dragon Sigh Wand)

Hearthstone •• (Sphere of the Revolutionary Dog)

Backing ••• (House Ophris)

Influence •• (Lesser Realm Scion)

Charms

Archery

Dragonfire Crucible Shot

Smiling Salamander Blast

Occult

Secret Realm Insight

Terrestrial Circle Sorcery

Dodge

Threshold Warding Stance

Investigation

Revealing Light Method

Presence

Auspicious First Meeting Attitude

Overwhelming Presence Approach

Scorched Bastion Impulse

Prince of Destruction Attitude

Performance

Memorable Performance Technique

Talented Improvisation

Fire In the Belly Attitude

Socialize

Loquacious Courtier Method

Sorcery

Shaping Ritual: Burnt Offerings

Control Spell: Invulnerable Skin of Bronze

Summon Elemental

Combat

Join Battle: 7 (Wits 2 + Awareness 5)

Withering attack pool (Salamander): 11 (Dexterity 4 + Archery 5 + Speciality + Accuracy 1/5/3)

Withering damage pool (Salamander): 18 (Damage 14 + Flame 4)

Decisive attack pool (Salamander): 5 (Dexterity 4 + Archery 5 + Speciality)

Rush pool: 5 (Dexterity 4 + Athletics 1)

Disengage pool: 8 (Dexterity 4 + Dodge 4)

Soak/Hardness: 5/0 (Natural 2)

Parry: 4 ($[(\text{Dexterity } 3 + \text{Melee } 3)]/2$, round up) + weapon's defense 1)

Evasion: 5 ($[(\text{Dexterity } 4 + \text{Dodge } 4 + \text{Specaility})]/2$, round up)

Resolve: 4 ($[(\text{Wits } 4 + \text{Integrity } 3)]/2$)

Guile: 3 ($[(\text{Manipulation } 2 + \text{Socialize } 3 + \text{Speciality})] \div 2$, round up)

Willpower:

Permanent: ●●●●●

Temporary: [][][][][]

Intimacies:

Equipment:

Chain Shirt

Firewand Brace

Gilded Salamander (Dragon Sigh Wand)

Sphere of the Revolutionary Dog

Health

-0 []

-1 [][]

-2 [] []

-4 []

-X []

Essence

Permanent Essence: ●

Personal: 12/12 (0 Committed)

Peripheral: 20/27 (5 Committed)

Bonus Points 18/18

15 Abilities: 15

1 Tertiary Attribute: 3

XP Log:

Regular XP:

Terrestrial XP:

Summary Notes

Specialities