

<b>Name:</b>	Ceaseless Arrow Brings Bread to the Yearning (Abby, Abigail, Ahri)									<b>Limit</b>	0 /10	<b>BP Budget</b>	
<b>Exaltation:</b>	Dragon-Blooded (Lookshy)											30	free with chargen
<b>Aspect:</b>	Wood											-2	Archery 3 to 5
<b>Motivation:</b>	Train an army from commoners and tribalists as a Proof-Of-Concept											-10	Essence 3 to 4
<b>Iconic Anima:</b>	Branches form the crosshair of a targetting reticle behind his head											-10	2 Aspect/Favored Charms
<b>Virtues:</b>	<b>Willpower</b>	<b>Compassion</b>	<b>Conviction</b>	<b>*Temperance</b>	<b>Valor</b>			<b>Temporary wp</b>	<b>Permanent wp</b>			-1	Willpower 6
	2	2	2	3	2			6	6			-7	Additional backgrounds (from 15 to 23 dots)
	0	0	0	0	0	Channels Spent							
<b>Attributes:</b>	<b>Strength</b>	<b>Dexterity</b>	<b>Stamina</b>	<b>Charisma</b>	<b>Manipulation</b>	<b>Appearance</b>	<b>Perception</b>	<b>Intelligence</b>	<b>Wits</b>				
	2	5	4	2	2	3	4	2	3				
<b>Essence:</b>	<b>Permanent</b>	<b>Personal</b>	<b>Peripheral</b>		<b>Anima</b>								
	4	(12 + 0) / 12	(20 + 10) / 30		0 /16								
		12	30	Totals									
		0	10	Committed									
		0	0	Spent									
<b>Mote Recovery</b>	<b>Motes</b>	<b>Rate</b>	<b>From</b>	<b>wp Recovery</b>	<b>Willpower</b>	<b>Rate</b>	<b>From</b>						
	4 or 8	hourly	Base		Roll Conviction	Night's Sleep	Base						
	0	hourly	Stone in Hearthstone Amulet										
<b>Abilities:</b>	<b>Skill</b>	<b>Dots</b>	<b>Specialty</b>	<b>Aspect:</b>	Archery, Medicine, Performance, Ride, Survival								
!	Archery	5	(Sniping +1)	<b>Favored:</b>	Awareness, Dodge, Investigation								
	Athletics	3											
?	Awareness	3	(Ranged Attacks +1)										
	Bureaucracy	1											
	Craft												
?	Dodge	3											
	Integrity	1											
?	Investigation	3	(Tracking +1)										
	Larceny												
	Linguistics	3	(Native: Riverspeak (Lookshyan Dialect), Others: Forest-Tongue, Low Realm, Old Realm)										
	Lore	3											
	Martial Arts	2											
!	Medicine	3	(On the Battlefield +1)										
	Melee	2											
	Occult												
!	Performance	1											
	Presence	1											
	Resistance												
!	Ride	1											
	Sail												
	Socialize	1											
	Stealth	3											
!	Survival	3											
	Thrown												
	War	2											
<b>Mutations, Merits and Flaws:</b>	<b>Points</b>	<b>Name</b>											
	0	None											
<b>Backgrounds:</b>	<b>Background</b>	<b>Dots</b>	<b>Details</b>										
	Ally	1	(The Wall's Eye, a Lookshyan Dragon-Blooded spotter)										
	Ally	1	(Salamander's Graceful Curl, a Lookshyan Dragon-Blooded with firewands)										
	Artifact	3	(** Onslaught Crossbow, * Jade Hearthstone Amulet, ** <a href="#">Sharpshooter Armor</a> )										
	Arsenal	3	Spec-Ops spares no expense to the standard equipment budget.										
	Breeding	2											
	Connections	1	(Special Operations Unit D.Y.N.E.)										
	Familiar	3	(Hawk with strange markings)										
	Family	2	(Gens ???, Grandparents with a reputation for trolling, humor, general mischief, +2 to relevant rolls)										
	Manse	3	(Water-aspect, produces a Bloodstone)										
	Resources	3											
<b>Charms:</b>	<b>Tree</b>	<b>Name</b>	<b>Cost</b>	<b>Type</b>	<b>Duration</b>	<b>Combo?</b>	<b>Keywords</b>	<b>Notes</b>					
	<b>Archery</b>	Second Archery Excellency	2m per success	Reflexive (Step 1 for attacker, Step 2 for defender)	Instant	Combo-OK	-	1 Auto-success per 2 motes					
		Terrestrial Archery Reinforcement	1m per 2 dice + 1m per subject	Simple	One scene	Combo-OK	Touch, War	Touch spell: buff all allies					
		Dragon-Grazed Arrow (Wood)	1m	Supplemental	Instant	Combo-OK	Elemental, Leader, Obvious	Increases the damage of the arrow by 2L					
		Swallows Defend The Nest	1m per arrow	Extra Action	Instant	Combo-OK	Leader 5	Fire [Permanent Essence] arrows at once					
		Dragonfly Finds Mate	1m	Reflexive (Step 5)	Instant	Combo-OK	Leader	Counter arrows with arrows					
		Harvest of the Hunter	2m	Simple	Instant	Combo-OK	-	Create arrows from plant life					
		Unobstructed Archer's Aim	4m + 1wp	Reflexive (Step 3)	Instant	Combo-OK	Leader 4	Wallhack through wooden objects. Extra willpower cost to curve arrow's trajectory mid-flight with penalty to aim					
	<b>Linguistics</b>	Wind-Carried Word Technique	1m per message, plus distance*	Simple	Instant	Combo-OK	Social	Sending to any character [Permanent Essence*100] feet away, range can be multiplied by 10*x by spending x motes					
	<b>Lore</b>	Elemental Bolt Attack (Wood)	1m per 2L *	Simple	Instant	Combo-OK	Cooperative, Elemental, Leader, Obvious	Magic Missile (athletics or archery) with a side order of toxin					
	<b>Medicine</b>	Infection-Banishing Prana	1m	Simple	Instant	-	Touch	Disinfects and seals wounds. Does NOT heal them.					
	<b>Survival</b>	First Survival Excellency	1m per 2 dice	Reflexive (Step 1 for attacker, Step 2 for defender)	Instant	Combo-OK	-	2 extra rolls per mote					
		Nature's Healing Bounty	-	Permanent	Permanent	Combo-OK	-	Increase Medicine Rolls					
				* charm incurs a 1m elemental surcharge									
<b>Spells:</b>	<b>Circle</b>	<b>Name</b>	<b>Cost</b>										
	None	None	0										
<b>Thaumaturgy Procedures:</b>	None												
<b>Defences:</b>	<b>Dodge DV</b>	6	<b>Dodge MDV</b>	5									
	<b>Parry DV</b>	See weapons, below	<b>Parry MDV</b>	3	(w/ Investigation)								
			<b>Soak</b>		<b>Aggravated</b>	<b>Bashing</b>	<b>Lethal</b>	<b>Aggravated</b>					
	Natural	4	2	0	0	0	0	0					
	Sharpshooter Armor	+4	+6	0	+3	+3	0	0					
	Total	8	8	0	3	3	0	0					
<b>Attacks:</b>	<b>Martial Arts</b>	<b>Name</b>	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Parry DV</b>	<b>Rate</b>	<b>Minimums</b>	<b>Tags</b>	<b>Notes</b>		
		Clinch	6	+0	+0B	-	-	1	Str +	C, N, P			
		Kick	5	+0	+3B	-2	3	2	Str +, Dex **	N			
		Punch	5	+1	+0B	+2	5	3	Str +	N			

	Traveller's Staff	5	2	+5B	2	5	2	Str **	2, M, R								
<b>Melee</b>	<b>Name</b>	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Parry DV</b>	<b>Rate</b>	<b>Minimums</b>	<b>Tags</b>	<b>Notes</b>							
	Traveller's Staff	5	2	+5B	2	5	2	Str **	2, M, R								
<b>Thrown</b>	<b>Name</b>	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Rate</b>	<b>Range</b>	<b>Minimums</b>	<b>Tags</b>	<b>Notes</b>								
<b>Archery</b>	<b>Name</b>	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Rate</b>	<b>Range</b>	<b>Max Strength</b>	<b>Tags</b>	<b>Notes</b>								
	Onslaught Crossbow	5	+3	Bolt +12/special	2	300	-	2, B, O	Fires bolts of essence, reloads itself automatically Minimum damage is equal to the rating of the socketed hearthstone Not eligible for MM bonuses or other templates								
	Blunt Crossbow Bolts	-	-	2B	-	-	-	-									
	Fletcher's Crossbow Bolts	-	-	4L	-	-	-	-									
	Armor Piercing Crossbow Bolts	-	-	0L	-	-	-	-									
<b>Intimacies:</b>	<b>Subject</b>	<b>Emotional Context</b>															
2/8	D.Y.N.E. Squadron	(Camaraderie)															
	Wind-Blown Nutters	(Teacher's Pride)															
<b>Persistent Bonuses and Penalties:</b>	<b>Dice Pool</b>	<b>Number</b>	<b>Source</b>														<b>Additional Details</b>
<b>Other:</b>																	

Health Boxes		Essence Commitments				Total Personal	Total Peripheral	Heathstones		
-0						0	10			
-1		<b>Anima</b>	<b>Duration</b>	<b>Personal Motes</b>	<b>Peripheral Motes</b>			<b>Socket</b>	<b>Rating</b>	<b>Name</b>
-1			Scene	0	0	Wood Aspect Anima (5m)		Onslaught Crossbow	3	Bloodstone
-2								Jade Hearthstone Amulet		
-2		<b>Artifacts</b>	<b>Duration</b>	<b>Personal Motes</b>	<b>Peripheral Motes</b>	<b>Name</b>	<b>Effect</b>			
-4			Indefinite	0	6	Onslaught Crossbow	Attune (6m)			
Incapacitated			Indefinite	0	1	Jade Hearthstone Amulet	Attune (1m)			
			Indefinite	0	3	Sharpshooter Armor	Attune (3m)			
		<b>Charms</b>	<b>Duration</b>	<b>Personal Motes</b>	<b>Peripheral Motes</b>	<b>Name</b>	<b>Cost</b>			
			Scene	0	0	Terrestrial Archery Reinforcement	1m per 2 dice + 1m per subject			
		<b>Other</b>	<b>Duration</b>	<b>Personal Motes</b>	<b>Peripheral Motes</b>	<b>Name</b>	<b>Effect</b>			