



# RAVI BALADAN

**CASTE:** ZENITH  
**CONCEPT:** SUN DOG

**NATURE:** EXPLORER  
**ANIMA:** TREE OF UNITY

## ATTRIBUTES

STRENGTH: 4	CHARISMA: 3	PERCEPTION: 4
DEXTERITY: 4	MANIPULATION: 1	INTELLIGENCE: 2
STAMINA: 4	APPEARANCE: 4 (5)	WITS: 4

## ABILITIES

**DAWN**  
 ARCHERY: 0  
 BRAWL: 0  
 MARTIAL ARTS: 2  
 \*MELEE: 5  
 THROWN: 0

**ZENITH**  
 \*ENDURANCE: 2  
 \*PERFORMANCE: 2  
 \*PRESENCE: 1  
 \*RESISTANCE: 2  
 \*SURVIVAL: 1

**TWILIGHT**  
 CRAFTS: 0  
 INVESTIGATION: 2  
 LORE: 2  
 MEDICINE: 1  
 \*OCCULT: 2

**NIGHT**  
 \*ATHLETICS: 3  
 \*AWARENESS: 2  
 DODGE: 1  
 LARCENY: 0  
 STEALTH: 0

**ECLIPSE**  
 BUREAUCRACY: 0  
 LINGUISTICS: 2  
 RIDE: 1  
 SAIL: 0  
 \*SOCIALIZE: 2

**SPECIALTIES**  
 OCCULT - TAINTED: 2  
 MELEE - TAINTED: 2  
 MELEE - POLEARMS: 1  
 LORE - LAW: 1  
 SOCIALIZE - TING!: 2



**WILLPOWER:** 6 OOOOOO

**ESSENCE:** 2

### VIRTUES:

HEART OF TEARS  
 COMPASSION: 4 OOOO TEMPERANCE: 2 OO  
 CONVICTION: 1 O VALOR: 2 (4) OO-OO

PERSONAL: 0 / 0  
 PERIPHERAL: 41 / 29  
 COMMITTED: 12

**LIMIT:** OOOOOOOOOO

### HEALTH:

**SOAK:** B: 4/15 L: 2/14 A:0/11

0 O  
 -1 OOOO  
 -2 OOOOOO  
 -4 O

**WEAPON:** HEAVEN-EARTH SUN-MOON SABER  
 SP +12, ACC +3, DAM +9 L, DEF +4, RATE 4



## CHARMS

CHARM	COST
*EXCELLENT STRIKE.....	1 M/D
*GOLDEN ESSENCE BLOCK.....	1M/2D
*EDGE OF MORNING SUNLIGHT..	1M
RETRIEVE THE FALLEN WEAPON...	1M
IRON RAPTOR TECHNIQUE.....	2M
CORONA OF RADIANCE.....	5M 1WP
OX BODY TECHNIQUE * 2.....	-
ARMOURED SCOUT'S INVIG.....	3M/P
MASTERFUL PERFORMANCE EX....	2M/D
ASANA OF THE OPEN HEART.....	3M
INCREASING STRENGTH EXERCISE...	3M/P

CHARM	COST
*Combo - Excellent Strike, Golden Essence Block, & Edge of Morning Sunlight	

## BACKGROUNDS:

MANSE 4: COMPASSION  
 MANSE 3: JUDGMENT  
 MANSE 2: SEDUCTION  
 MANSE 1: SANCTITY  
 ARTIFACT 3: ARMOR  
 ARTIFACT 5: DIRELANCE

**EXPERIENCE:**

0

## MERITS

Taint's Warning (2)  
Virtue Specialty: Valor vs. Tainted (4)  
Enchanting Feature: Disarming Smile (2)  
Signature Style: Ting! (2)

## FLAWS

Unusual Appearance:  
Orichalcum Complexion  
Known Anathema (2)  
Beacon of Power (4)  
Favour: Bronze Faction  
Sidereal (2) - Anumata,  
Handmaiden of the 1000  
steps (Serenity)



## HEARTHSTONES

### MANSE 4: HEART OF CALM COMPASSION

The Jewel adds half the bearer's Compassion (rounded up) to all Socialize, Presence and Performance rolls. In addition, it boosts the bearer's ability to make an impression. Those that would be inclined to, like him a lot, those that would naturally feel ambivalent like him like him, and those that have reason to distrust him may still not trust him, but like him in spite of their mistrust.

### MANSE 3: STONE OF JUDGEMENT

The bearer asks the target whether or not he committed a crime or other harmful act. Gives the bearer three additional dice to determine if he is telling the truth.  
(Book of Three Circles, pg 115)



### MANSE 2: GEM OF SEDUCTION

This gem gives the wearer an additional three dice on rolls pertaining to seduction attempts. It also gives one extra die on any other Appearance roll.

(Book of Three Circles, pg. 113)

### MANSE 1: SANCTIFYING EYE

Gives the wearer an additional two dice to all Investigation, Occult or Socialize rolls used to root out the machinations or resist the social wiles of the Tainted. (New)

## ARTIFACTS

### ARTEFACT 3:

Orichalcum Reticulated Breastplate  
Soak Penalty: 12/11, Mobility Value: -1, Fa-



figure: 1, Commitment: 4 (+3 committed for Armoured Scout's Invigoration to ignore these penalties).

**ARTEFACT 2:** Heaven-Earth, Sun-Moon Sabre  
Made of Orichalcum and trimmed out in Moonsilver with White and Blue Jade, the Heaven-Earth, Sun-Moon Sabre is a DireLance about two paces long, consisting of a pole with two curved blades, one at each end. Along the pole are two handles with hooks protruding forward similar to that of a halberd.

In addition, the Heaven-Earth Sun-Moon Sabre adds 3 dice to accuracy, speed, damage, and defence above its normal bonuses when used against the Tainted. The wielder of the Heaven-Earth Sun Moon Sabre may create a warded sanctuary to be used in any environment. The wielder carves a circle in the ground and spins the weapon into the air above it where it stays floating in a slow spin, creating a transparent golden dome between itself and the earth. No Tainted may cross the barrier of the sanctuary the dome creates.

# CHARMS

## MELEE

### EXCELLENT STRIKE (Page 162)

Cost: 1 Mote per die, Duration: Instant, Type: Supplemental, Min Melee: 1, Min Essence: 1, Prereqs: None  
DESCRIPTION: For each mote of Essence spent, PC may add one die to single attack, but can no more than double regular Dexterity + Melee pool.

### GOLDEN ESSENCE BLOCK (Page 166)

Cost: 1 Mote per 2 dice,  
Duration: Instant, Type: Reflexive, Min Melee: 1, Min Essence: 1, Prereqs: None  
DESCRIPTION: PC can trade Essence to parry any hand-to-hand attacks she is aware of, but cannot use more dice to parry any single hand-to-hand attack than her Dexterity + Melee dice pool. (Not double her Dexterity + Melee pool, as is typical with Solar Charms.)

### IRON RAPTOR TECHNIQUE (Page 164)

Cost: 2 Motes, Duration: Instant, Type: Simple, Min Melee: 3, Min Essence: 1, Prereqs: Retrieve the Fallen Weapon  
Description: PC can use weapon up to Dexterity x 5 yards away, flying back to his hand afterwards. Attack is with Melee pool and does normal damage based on PC Strength, may be blocked as normal. Botched attacks may result in stuck weapons.

### EDGE OF MORNING SUNLIGHT (Page 166)

Cost: 1 Mote, Duration: Instant, Type: Supplemental, Min Melee: 5, Min Essence: 2, Prereqs: Iron Raptor Technique  
Description: PC focuses Essence through weapon, making it effective against creatures of darkness, the undead, and Abyssal Exalted. PC adds Essence to weapon damage against such creatures.

### CORONA OF RADIANCE (Page 166)

Cost: 5 Motes, 1 Willpower, Duration: Scene, Type: Simple, Min Melee: 5, Min Essence: 2, Prereqs: Edge of Morning Sunlight

Description: Attacks against PC by undead, creatures of the night, and Abyssal Exalted are at + 1 difficulty. If such creatures strike PC unarmed, they must soak Aggravated damage equal to PC Essence, and PC attacks against these creatures do Aggravated damage and have a damage bonus equal to PC Essence.

## ENDURANCE

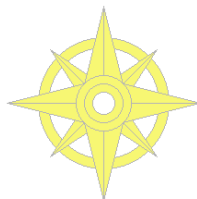
### ARMORED SCOUT'S INVIGORATION (Page 170)

Cost: 5 Motes, Duration: One Day, Type: Simple, Min Endurance: 2, Min Essence: 2, Prereqs: None  
Description: Fatigue value and Mobility penalty of PC's armor is reduced by one each, cannot reduce value below zero.

## PERFORMANCE

### MASTERFUL PERFORMANCE EXERCISE (Page 174)

Cost: 2 Motes per success, Duration: Instant, Type: Supplemental, Min Performance: 1, Min Essence: 1, Prereqs: None  
Description: PC makes a regular Charisma + Performance roll, but may buy additional successes up to (PC's Essence rating + number of successes on the Charisma + Performance roll,) with each success costing 2 motes of Essence.



## ATHLETICS

### INCREASING STRENGTH EXERCISE (Page 194)

Cost: 3 Motes per point, Duration: Scene, Type: Simple, Min Athletics: 3, Min Essence: 2, Prereqs: None  
Description: PC can increase Strength up to the value of her permanent Essence. This extra Strength works towards increasing the damage of the character's attacks.

## SPECIAL

### ASANA OF THE OPEN HEART - Special Charm

Cost: 3 Motes, Duration: 1 Day, Type: Simple, Min Essence: 1, Prereqs: None

Description: The Seven Suns are the map of power inside the Solar Exalted. Some Solar have learned or are naturally adept at aligning and controlling the way that Essence flows through their bodies, and find that benefits come from achieving this balance.

Characters whose Sun Chakra of the Heart is open to the world have clean paths of Essence and feel naturally good to be around. Perhaps the old witch feels the character reminds her long lost son or the king of the impetuous nature of his own youth; however it manifests, Asana of the Open Heart adds dice equal to the character's permanent Essence to all social roles used to determine the character's likeability, attractiveness or trustworthiness.

### DHARANA OF SOLAR POWER - Special Charm

Cost: 3 motes , Duration: Instant, Type: Supplemental, Min Essence: 2, Prereqs: Asana of the Open Heart

Description: Located in the Solar Plexus, this Sun is the pure expression of power. The Dharana is a technique used to manifest the power of the divine from within and express it through the force of the body. Practitioners of the Dharana churn their essence through the caldron of the torso and are able to invest thier power redoubled when using their anima abilities, adding successes equal to the character's permanent Essence rating.

### TAPASYA OF THE SACRAL FIRE - Special Charm

Cost: ?, Duration: Scene, Type: Reflexive, Min Essence: 2, Prereqs: Dharana of Solar Power

Description:

### MUDRA OF THE LIVING SHAKTI- Special Charm

Cost: 5 motes, 1 WP, 1 HL Duration: Instant, Type: Reflexive, Min Essence: 4, Prereqs: Tapasya of the Sacral Fire

Description: The Root, located at the base of the spine, is the beginning of the path of the Seven Sun Chakras. The Living Shakti is the site within the body where a Solar Exalted receives essence from the Unconquered Sun. This spark of exaltation is protective of it's host, and can extend to defend it when the practitioner learns the exact Mudra, or gesture in which enables him to abandon himself to the divine. When activated, the practitioner extends his open arms to receive the blow of his enemy giving his body over humbly to the care of Sol Invictus. When he is hit, the image of the six arms of the Warrior Sun appear around him in pure essence, imitating the form of God for a single, perfect defense. In so doing, the practitioner suffers one level of unsoakable bashing damage, which does not come as a result of the blow, but rather is a blood gift of sacrifice and thanks to the Sun.

### SATSANG OF THE DIVINE VOICE - Special Charm

Cost: 5 motes, 1 WP, Duration: Scene, Type: Simple, Min Essence: 2, Prereqs: Asana of the Open Heart

Description: A Satsang is a means of establishing truth in communion with others. By using the Divine Voice the practitioner focuses his words through the Sun Chakra of his Throat, establishing a link between his being, his audience and the divine. Words vibrate in divine union with the Unconquered Sun and create a resonating connection between the Essence of speaker and that of the audience. Anyone speaking while the Satsang is in effect will have their message absolutely recognized as truth. Although this Satsang is a powerful social tool, it is also limited. The Satsang can only be spoken in truth and with truthful intent and cannot be used to lie or to deceive an audience. If the practitioner willfully lies while using the Satsang, the Essence connection will break, leaving the message sounding actively hollow and exposing the lie.

**SANKALPA OF THE ETERNAL WOUND** - Special Charm

Cost: 10 motes, 1 WP, Duration: Instant, Type: Simple, Min Essence: 3, Prereqs: Satsang of the Divine Voice

Description: The Sankalpa is a willful direction of the mind, a flood of essence through the Sun Chakra of the Third Eye used to determine the cause of social disease. Following careful observation of a single person, a group or a community, the practitioner may perform the Sankalpa of the Eternal Wound to determine what is needed to heal the target person or group in a spiritual sense. A lonely widow may need to let go of her departed husband before she can once more experience joy; a family may need to forgive the transgressions of their black sheep to find peace; a city may need to find a hero to muster behind to end its self-destructive spiral; the need may or may not align with what the target wants, but the path will be clear to the practitioner of the Sankalpa.

**ARATI OF THE CELESTIAL CROWN** - Special Charm

Cost: , Duration: Scene, Type: Simple, Min Essence: 4, Prereqs: Sankalpa of the Eternal Wound

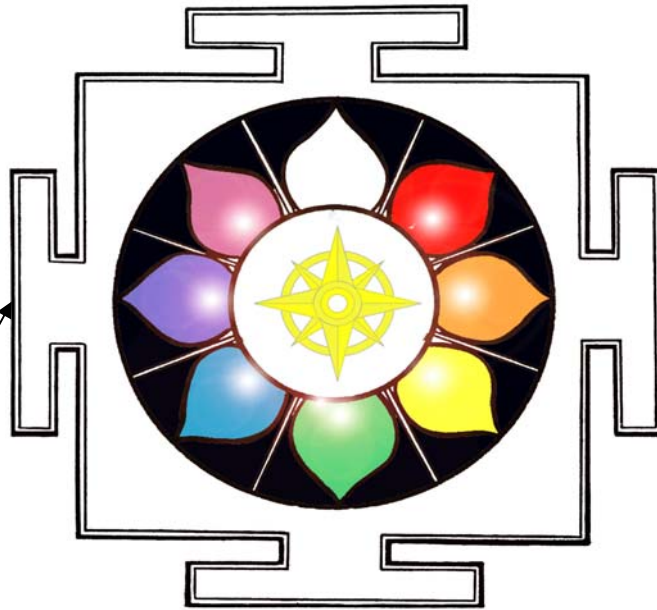
Description:

**AVADHUTA OF SEVEN SUNS ALIGNED**

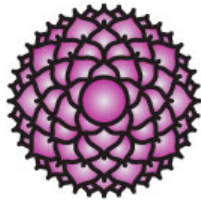
Cost: , Duration: Scene, Type: Simple, Min Essence: 5, Prereqs: Arati of the Celestial Crown, Mudra of the Living Shakti

Description:

# ALIGNMENT OF THE SEVEN SUN CHAKRAS

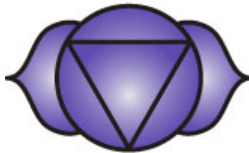


ARATI OF THE  
CELESTIAL CROWN



MUDRA OF THE  
LIVING SHAKTI

SANKALPA OF THE  
ETERNAL WOUND



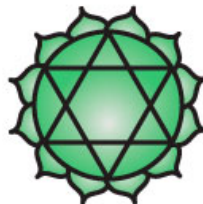
TAPASYA OF THE  
SACRAL FIRE

SATSANG OF THE  
DIVINE VOICE



DHARANA OF  
SOLAR POWER

ASANA OF THE  
OPEN HEART



# COMBAT SHEET

Maneuver	Initiative	To Hit	Damage	Defense	Notes
<b>Single Actions — No Charms</b>					
Spear Attack	20 (23)	13 (18)	13L (16L)	-	
Spear Parry	20 (23)	-	-	14 (19)	
Martial Arts Attack	8	6	4B	-	
Martial Arts Parry	8	-	-	6	
Dodge	8	-	-	5	
<b>Single Actions with Charms</b>					
Excellent Strike	20 (23)	13 (18) + 1 to 9	13L (16L)	-	<b>Cost:</b> 1 mote per 1 Dice
Golden Essence Block	NA	-	-	2 to 14	<b>Cost:</b> 1 mote for 2 Dice You can do this at anytime IF you have NOT used a charm already.
Edge of Morning Sunlight	20 (23)	18	18L	-	<b>Cost:</b> 1 — Only vs Tainted
Iron Raptor Attack	20 (23)	13 (18)	13L (16L)	-	<b>Cost:</b> 2 — Range of 20 yards
<b>Multiple Actions — No Charms</b>					
Spear, Spear	20 (23)	11 (16) / 10 (15)	13L (16L)	-	
Spear, Spear, Parry	20 (23)	10 (15) / 9 (14)	13L (16L)	9 (14)	
Spear, Parry, Parry	20 (23)	10 (15)	13L (16L)	10 (15) / 9 (14)	
Full Parry	20 (23)	-	-	14 (19) —	-1 for every parry past the first
<b>Multiple Actions with Charms</b>					
Excellent Strike, Parry	20 (23)	11 (16) + 1 to 9	13L (16L)	10 (15)	<b>Cost:</b> 1 mote per 1 Dice
Excellent Strike, ES, Parry	20 (23)	10 (15) + 1 to 9 9 (14) + 1 to 9	13L (16L)	9 (14)	<b>Cost:</b> 1 mote per 1 Dice (pay for each attack separately)
Edge of Morning, Parry	20 (23)	16	18L	15	<b>Cost:</b> 1
Edge of Morning, Parry, Parry	20 (23)	15	18L	14 / 13	<b>Cost:</b> 1
<b>Combo!</b>					
First, pick how many attack you want, and roll what it says. Parry is covered by a charm.					<b>Cost:</b> 1 WP (before other costs)
Attack	20 (23)	13 (18) + 1 to 9	13 (18) L	-	<b>Cost:</b> 1 + 1 per Dice
Attack, Attack	20 (23)	11 (16) + 1 to 9 10 (15) + 1 to 9	13 (18) L	-	<b>Cost:</b> 2 + 1 per Dice
Attack, Attack, Attack	20 (23)	10 (15) + 1 to 9 9 (14) + 1 to 9 8 (13) + 1 to 9	13 (18) L	-	<b>Cost:</b> 3 + 1 per Dice
Parry	NA	-	-	2 to 14 (17)	<b>Cost:</b> 1 per 2 Dice Added You can defend any number of times, it does not take an action. You just have to pay for it every time you do it.

**Special Note:** Remember that if you have Corona of Radiance on you add 2 to all damage and make it Aggravated!