

Ma	dLetter's Charact	er Sh	eet -	Primary Pag	ge	
Name:	Belanor the Prince of Daru-Izham	CASTE:	Dawn	Supe	ERNAL:	Melee

ARTIFACTS

THIRD	PLAYER: EDITION ANIMA:	CONCEPT: Warrio	or-General-Prince with a lost homeland	
Ави	LITIES		Attributes	Armor and Defense
ASTE/FAV ABILITY ARCHERY ATHLETICS AWARENESS	••••	DEXTERITY •••• MAN	RISMA PERCEPTION INTELLIGENCE WITS PERCEPTION WITS	Armor Name: Plate and Chain, Southern Style Soak: ±7. Hardness: 0
□ Brawl Bureaucracy Organizin Craft			LIMIT P.134	Additional / Other Armor Name: Chain Shirt (Light)
Dodge Integrity Investigation Larceny	••••• □ ••••• □	LIMIT POINTS: 00000000 LIMIT BREAK: DURATION:	which the Solar has planned the outcome with his skills.	SOAK: ±3
LINGUISTICS	•••••	Willpower	Experience	PARRY: (STAMENA 1 A MOR SOAK) RESOLVE: (MIT 3 NIEGRITY) ÷ 2
 □ MARTIAL ARTS □ MEDICINE ■ MELEE Spear, Straight Sw 	word • • • • • •		Normal XP Total: Solar XP Current:	EVASION: (DEXTERITY+D) DGE) ÷ 2 GUILE: (N) SIMULATION+SOCIALIZE) ÷ 2
□ Occult Performance Harp □ Presence	•••••	Essenc	SOLAR XP TOTAL: CE & ANIMA EFFECTS P.175	HEALTHLEVELS -0 -1 -1 -2 -2 -4 IC
RESISTANCE	••000 □	PERMANENT ESSENCE:	Anima Effects:	
STEALTH SURVIVAL THROWN WAR	00000		13 ₀	
0	00000 🗆		Weapons	
	00000 🗆	WEAPON NAME Straight Sword Spear Javelin Shield Thrown Weapon Accuracy Close +4	+2 +9 +1 1 Lethal, Melee,	Piercing, Reaching Thrown (Medium)

+1 BONUS ACCURACY AT ALL RANGES

TENTER
A O I LI COST CONTRACTOR

MadLetter's Character Sheet - Intimacies and Merits

Name:	Caste:	SUPERNAL:	Looks:
PLAYER:	CONCEPT:		
Anima:			

Intim	ΔCIES		Merits			Notes		
	ACILS			IVILIII		140125		
INTIMACY NAME	Context (Ties only)	Intensity	Merit	RATING	Notes			
My Travelling Kingdom	Benevolent Ruler	Defining	Command	••000	Size 3, Normal Drill			
Samarh Ramat nezar-Daru (younger brother)	Boundless Wrath	Defining	Command	••000	Size 2, Elite Drill			
The Realm	Hatred	Major	Followers	•0000	Staff (Bureaucrats)			
The Kingdom of Daru-Izham	Beloved Home	Major	Followers	•0000	Staff (Merchants)			
Elyah Hammrah nezar-Daru-Adrah	My Wife / Love	Major	Languages	••000	High/Low Realm			
Senrur Delahm Ichamur	Favored Bastard	Major	Resources	••000	Income from hiring out			
Yirima Achami nezar-Daru	Love and Worry	Major		00000				
Elam, my horse	Treasured Horse	Minor		00000				
The Dragon-Blooded	Murderers!	Minor		00000				
My murdered family	Mourning	Minor		00000				
				00000				
Hurt mine and I'll hurt yours!		Defining		00000				
Preparation is everything!		Defining		00000				
I stand by my chosen allies!		Major		00000				
My revenge may take a while, but it will come!		Major		00000				
I will found my own empire and strike back!		Major		00000				
Respond with great prejudice!		Major		00000				
Keep a low profile and let none know you are Ana	thema!	Major		00000				
Value your skilled lessers and take their advice!		Minor		00000				
Truth is what I seek, not lies and sugarcoated wor	ds!	Minor		00000				
Knowledge holds a realm together!		Minor		00000				
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MadLetter's Character Sheet - Detail Merits Name: _____ Caste: _____ Supernal:

PLAYER: CONCEPT: THIRD EDITION ANIMA:	
Merits	Merits
MERIT: Command RATING: • • • • • • • • • • • • • • • • • • •	Merit: Followers Rating: • • • • • • • • • • • • • • • • • • •
Merit: Languages RATING: •••○○ DETAILS: From his formal training as prince Belanor still remembers the languages of the Realm, both the High Realm and Low Realm versions, which have also served him well in times past.	Merit: Resources Rating: ••••• Details: After initial problems with money and some unsavory actions on part of the soldiery, the large carvan has begun to employ the skills of men and women present. When in a city the merchants trade, the bureaucrats hire themselves out and the common workers try to find work as well, often as simple laborers. The soldiery often takes on small mercenary work and the merchants often form small trade-caravans that head out in a different direction to join back up later again. The full utilization of the people has led to a nice income, though expenses still often require spending much of what comes back in, as soldiers require new gear or merchants make mistakes in their endeavours.
MERIT: RATING: 0000 DETAILS:	MERIT: RATING: 0000 DETAILS:



MadLetter's Character Sheet - Charms and Mote-Management NAME: PERSONAL MOTE POOL PERSONAL MOTE POOL MOTE REGENERATION

AME:	PERSONA
LAYER:	
Direit	

ERSUNAL IVIUTE PUC)L	
	E×3 + 10	

ERIFIERAE IVIOTE I C	IOL .	
	E×7 + 26	

MOTE REGENERATION	
5	

WILLPOWER
000000000

TEMPORARILY COMMITTED MOTES	

Charms						
CHARM NAME	Туре	Duration	Cost	Keywords & Description	PAGE REFERENCE	
Excellency	Ѕирр.	Instant	1m/díe	. Automatically availbale for all Caste/Favored Abilities, as well as all others where you posses at least one Charm. Add Charm-based bonus.		
				dice to relevant actions or static values. Maximum dice added are the relevant (Attribute + Ability). Static values increase for 1 per 2 dice		
War God Descendent						
Rout-Stemming Gesture						
Ideal Battle Knowledge Prana						
League of Iron Preparation						
Master Horseman's Techniques						
Master noiseman's recliniques						
Monkey Leap Technique						
monte, coap communication						
Frugal Merchant Method	•••••					
Deft Official's Way	***************************************					
Enlightened Discourse Method						
Durability of Oak Meditation						
Spirit Strengthens the Skin						
Iron Skin Concentration						
Dipping Swallow Defense						
Excellent Strike						
Fire and Stone Strike						
Hail-Shattering Practice						
Rising Sun Slash						
Bulwark Stance						



MadLetter's Character Sheet - Looks and Story

	Widdletter 5 Character Sheet Looks and Story						
NA	ME: Belanor the Prince of Daru-Izham	CASTE:	<u>Dawn</u> Supernal: <u>Melee</u>	Notes / To Do			
PLA	_{ver:} Jens	CONCEPT:	Warrior-General-Prince with a lost homeland				
Αn	MA:						

	Looks	Background
SKIN: EYES: HAIRCOLOR: HAIRSTYLE:	Olive (Middle-Eastern) Height: 1,7 Bright Orange Weight: 88 Black Age: 41 Short black hair	PARENTS AND SIBLINGS: King Samur Eramaan nezar-Daru (father, died at the hands of the Dragon-Blooded) Queen Surah Shiramar nezar-Daru-Eylim (mother, died in the slave uprising) Elamar Thurazh nezar-Daru (elder brother, heir apparent, died in the slave uprising), Yilana Mazhra nezar-Daru (younger sister, currently lost, presumed dead)
around the ch	URES: Burn-scar on the right arm, some slight scan and right eye), left arm tattooed with a list of nan im, a reminder of sorts.	
		Background Story:
Related Arty	VORK (TATTOOS, CHARACTER PICTURE, ANIMA, COAT OF ARMS, BAN	

The Kingdom of Daru-Izham is located north of the lap along the coast of the inland sea, seeing regular Dragon-Blooded traffic and being taxed harshly. Prince Belanor was born as second child to King Samur II, ruler of the kingdom, and taught the customary knowledge required to be a part of the family proper. The trade of warfare, command, management of labor and personal fighting were rounded off with skills in mounted combat, politics and statecraft. Belanor learned most all of these things, but excelled at few.

When coming of age he fathered a bastard with a servant maiden, for which he had to take credit and suffer the loss of standing associated. The child was gurdingly taken into the household though remained an outsider, though one looked-upon kindly by his father, whom would take care to still care for his child in some ways that could not be traced directly back to him.

A few years later Belanor was forced to marry a nobleman's daughter for political reasons and to tame his own appetites, lest he father another child. Elyah and Belanor started off on wrong terms and continued such for a long time. The first proper care they took of one another came nearly 8 years ago when the slave uprising took the life of Belanor's mother and elder brother, whom was scheduled to be king in ten years' time.

The slave revolt came as surprise and with much more force than would be possible without help on the inside or people supplying arms and armor. The uprising shook the kingdom and nearly called the Dragon-Blooded onto the scene, whom would wish for a stable kingdom at their borders.

Following the loss of mother and brother Belanor was put under scrutiny by many a nobleman and even his own father, for his station had moved up significantly, placing him in direct reach of the throne. His wife Elyah showed compassion at the time and soothed the wounded psyche of her husband and took care of him when he fell to depression and other dark thoughts. Still a distance remained between the two yet.

About six years later the fall of Daru-Izham happened. The young prince Samarh had managed to convince the Dragon-Blooded host of the scheming his father and brother had supposedly engaged in, trying to withold tribute and weaken the grasp of the Princes of the Earth upon the kingdom. With promises of much increased tribute and a good ruler to listen to the Dragon-Blooded, the young prince bought the aid of the Exalted. They fell upon the kingdom and made quick work of most of the royal family and assorted nobles. Belanor escaped thanks to an unscheduled treck into the wilderness, though apparently all others were killed or captured, which would mean soon to be dead as well. Among those captured were his wife and children, as well as many loyal retainers.

Belanor would not stand for what had happened and in a righteous rage began planning for his revenge. He managed to gather around him a group of soldiers disloyal to their new king, a tyrant in all but name. His own loyal elite bodyguards were also at his side and would fight for him.

Their opposition was fierce: Not only the new kings army, but also a half Imperial Legion was standing ready, at least for the first few weeks. But Belanor would not put off the time to strike much longer, for his wife and children, his kin, were at danger.

So he struck when he saw the chance in the dead of night. With less than five hundred men he stormed a palace guarded by many more and successfully broke into the dungeons. He freed his wife whom had been sure she would die unloved and alone. He freed his children, scared and alone. He freed loyal friends and retainers, all having been sure that death would come soon.

The situation had worsened and soon the dungeons were surrounded by the Imperial Legion, a Dragon-Blooded at the head of their force. Self-assured the Exalt demanded the surrender of the prince, lest his children would be slain on the spot in front of his very eyes.

Belanor refused the Exalt and ordered his men to charge, he breaking through to the front himself. The divine light of the Unconquered Sun lifted the prince up in this moment and he fought like a fury, his men carried along in awe and empowerment, fighting as they had never before. The legion was felled and the Dragon-Blooded coughed blood in the last moment, cursing the Anathema that had lain him low.

Belanor did not manage to take back his home, and neither did he manage to kill his traitorous brother. He simply could no longer rule here, being clearly marked as anathema by his own knowledge. But he knew now that the stories could not be all true, for he was still himself.

More, still, his wife had found proper love for him after being rescrued from certain death. She professed her love anew and swore loyalty to the man and his legacy until her death. Along with her his own soldiers bowed to sweat fealty and loyalty.

In a hasty fighting retreat with more Dragon-Blooded on the way and more soldiers being close by the group gathered all they required. Food, plunder and most importantly the families of the soldiers that swore loyalty. The group set out towards the south-west into the mountains and away from the reach of the Realm. They evaded follow-up engagements and finally escaped the gaze of the Realm proper after two months time.

Now Belanor stands with a large caravan of loyal people. Among them are friends, family and soldiers willing to trust their prince with their very life.

As his men, Belanor became a strong and resilient creature. He tackled the many problems on his way with sheer willpower, reistance and will to overcome all problems.

Belanor has found new purpose. Though he cannot rule so close to the Realm, which brands him Anathema and demon of greatest threat, he can rule elsewhere. He will find a new home for his people and form a kingdom not just in memory of his home and father, but also in memory of the betrayal. He would forge his own kingdom, his own empire, and some day take revenge.

