

V'neef Djoser

Motivation: Start his own household within House V'neef

Aspect: Water

Concept: Trickster/amature vigilante, talking his way into gangs and learning their secrets before busting them.

Strength 3, Dexterity 4, Stamina 3

Charisma 3, Manipulation 3, Appearance 3

Perception 2, Intelligence 2, Wits 3

Water abilities: Bureaucracy 3, Investigation 2, Larceny 1, Martial Arts 5, Sail

Favored: Occult 3, Stealth 5, Presence 3 (Looks like a criminal 2)

Other: Archery 1, Dodge 3, Linguistics 3 (Old Realm, Northern, Southern), Lore 2, Melee 1, Performance 1, Ride 1, Socialize 2, War 1

Charms: 1st Martial Arts Excellency, Five-Dragon Fortitude, Five-Dragon Blocking Technique, Terrestrial Circle Sorcery, Invulnerable Skin of Bronze, Mist Apprentice Gesture, 1st Presence Excellency

Backgrounds: Artifacts 2 (Hearthstone Bracers and 2 Heaven Thunder Leaves), Resources 3, Breeding 3, Retainers 2, Manse 2 (Sphere of Balance, Stone of Recognition)

Compassion 2, Conviction 3, Temperance 2, Valor 2

Essence 3, Willpower 5, Personal Essence 11, Peripheral Essence 27

The background I have in mind is pretty basic and very open to change. Young, recently married, and wandering creation. He's never been in a situation that really challenged him, however, as he breezed through school and hasn't really fought anyone more powerful than a god-blooded.