



Exalted / Felis of House Ragara, Earth

We are the Dragon-Blooded Terrestrial Exalted Champions of the Five Elemental Dragons

We channel Essence, the power of the cosmos, through our fingertips, our fists, our feet. Our blades are cast of jade, set with Hearthstones and never dull. We are the champions of the Five Elemental Dragons.

The least among the Exalted in power, the Dragon-Blooded, alone among the Chosen, can increase their numbers through reproduction. The Dragon-Blooded were the rank and file of the champions of the gods in the war against those who came before the gods. In the late Old Realm, the Dragon-Blooded murdered the Solar Exalted at the behest of the Sidereal Exalted and usurped the rulership of the Realm. The Dragon-Blooded branded the Solar and Lunar Exalted Anathema and made the Immaculate Order the state religion. Today, almost no Dragon-Blooded know of these events, instead believing the stories of the Immaculate Order.

Felis of House Ragara's Life & Family

Quote: "With a heart as clear as ice, the sky may fall and I will not fear!"

Character: Felis of House Ragara

Occupation: Immaculate Order Initiate (the Order of the Immaculate Dragons)

Aspect: Earth.

Father: Nadir of House Mnemon

Occupation: Soldier, Adventurer, Commander of a full Dragon

Mother: Silver of House Ragara

Occupation: Sorceress, Ex-Instructor at the Heptagram

Brothers: None

Sisters: None

Exceptional Red Jade Seven-Section Staff

Speed: +6, Accuracy: -1, Damage: +7L, Defense: +3, Commitment: 5, Artifact: 2

Jade Hooked Daiklaives of Dual Prowess (Caste Book Night)

Daiklaives are a set of fine blades, forged from Jade. They have a setting for a single Hearthstone in each blade.

Speed: +5, Accuracy: +2, Damage: +5L, Defense: +5, Commitment: 8, Artifact: 4

Blue Jade Collar of Dawn's Cleansing Light (Bo3C p91)

Artifact: 1, Commitment: 3

The character's lethal soak is increased by 1 and bashing soak by 2. Add +2 dice to Resistance rolls against disease or poison.

White Jade Superheavy Plate (Exalted p346)

Soak: 15/15, Mobility Penalty: -2, Fatigue Value: 0, Commitment: 8, Artifact: 5

Gem of Incomparable Wellness

Windhands Gemstone

Stone of Quick Thought **Felis? Past**

Ragara Felis carries the features of both his parents in about equal measure. He has his mother's dark straight hair and has unusual white eyes. His skin color is somewhere in between, slightly lighter than his very dark father, but darker than his mother's mocha coloring. His skin has already started to harden, darken and has begun to take on a smooth marble like texture. He is relatively short and stocky, which is fairly typical for an Earth Aspect Dragon-Blooded.

Felis is one of many children of Silver and his father. This caused great joy with her wealthy family. Because of this and the fact that he seemed to have a good deal of wealth to support his new family, he was also popular with Silver's family having an exceptional bloodline increased his standing with her family. Nadir is a legendary swordsman and martial artist, capable of amazing feats with his daiklaive or any other sword. He commands an entire dragon (500 soldiers), an elite group of troops ready to fight for him under his personal banner. He has also commanded legions in his time. Nadir's heroism and leadership in battles especially against the Fair Folk, has increased his popularity and ability to lead soldiers.

Silver was the daughter of an eminent and very wealthy family from Blessed Isle. She has long dark straight hair and is a celebrated beauty in the Imperial Court, causing many of the handsome society men to pursue her. She is a graduate of the Heptagram and was an instructor there for a few years. She is a skilled healer and provided a great deal of help when she used her sorcerous powers to battle an

incursion by the Fair Folk. This is where she met Nadir and realized they were both very attracted to each other. After this Silver maneuvered herself so she was frequently in his company and eventually Nadir began to pursue her and then they began courting.

Felis' family named him after an older and influential relative, who is a high-ranking patrician in the Thousand Scales in an effort to endear them to him.

As a child in a very wealthy family (his mother and father's families combined their fortunes) Felis was well educated with many lessons, which he usually lacked any focus on.

Felis' father trained him until he became a very powerful fighter, even going to the expense of paying for tutors and trainers in the martial arts. Even though he could wield a sword skillfully, it was easier for him to fight without weapons, using martial arts. He was also interested in seeing new things and so while his father trained him to fight, his mother tried to teach him sorcery. Unfortunately Felis could never cast any of the spells his mother showed him, as he could not control his Essence well enough at the time. She also taught him Gateway, as she is highly skilled at the game and all its variants.

Upon completing his primary education Felis had to endure nine rigorous examinations.

For his secondary school education, Felis was sent to the Cloister of Wisdom on the Blessed Isle, starting his education for the Immaculate Order. While there an instructor called Obsidian Tiger took an interest in him helping train and guiding him in the ways of the Fivefold Dragon Method.

Felis has discovered that he is to inherit a large amount of wealth from his parents and their families. To receive this award he must serve as an Immaculate Order Initiate for one year. The reason behind this is to make him more disciplined and ready to rule a house.

It has been noticed that the blood of the Elemental Dragons flows strongly in his veins. It is patently obvious he is directly related to the Empress. He is clearly an aspect of Earth and more than a mere mortal. His exceptionally close ties with the Elemental Dragon of Earth, most people find it uncomfortable to be around him. His Anima is a mantle of a white light overshadowed by the image of an earth dragon.

In his father's mansion are a vast collection of weapons and artifacts each priceless treasures. Among these treasures are

"Legendary Sword"

This weapon is a perfectly crafted straight sword.

Speed: +3, Accuracy: +2, Damage: +5L, Defense: +2, Commitment: 0, Resources: 4, Minimums: S2

"Unchallenged Sword"

This is a Reaver Daiklaive crafted from Jade alloy.

Unchallenged Sword has a setting for a single Hearthstone

Speed: +3, Accuracy: +3, Damage: +11L, Defense: +0, Commitment: 5, Artifact: 2, Minimums: S2

Jade Grand Daiklaive "Blizzard Blade"

This Grand Daiklaive is crafted from both black and blue jade alloys.

Blizzard Blade has settings for three Hearthstones.

Speed: +6, Accuracy: -1, Damage: +7L, Defense: +3, Commitment: 8, Artifact: 3, Minimums: S3

Jade Daiklaive "Life's Best Sword"

This Daiklaive is crafted from white jade alloy.

Life's Best Sword has settings for three Hearthstones.

Speed: +3, Accuracy: +2, Damage: +9L, Defense: +2, Commitment: 5, Artifact: 3, Minimums: S2

"Five Unicorn Sword"

This Daiklaive is crafted from red jade alloy.

Five Unicorn Sword has settings for two Hearthstones.

Speed: +5, Accuracy: +0, Damage: +7L, Defense: +3, Commitment: 5, Artifact: 2, Minimums: S2

"The Snow Drinking Saber"

The Snow Drinking Saber was forged centuries ago during the First Age by a Twilight Solar Exalted to be carried by her Terrestrial Exalted Dragon-Blooded lover. The exact story and the names of those involved have been lost to history because of the purge against the Anathema.

This is a Chopping Sword crafted from the purest blue Jade alloy. The sword appears to be translucent, with a blade about three-feet long. The Snow Drinking Saber has settings for four Hearthstones. If it strikes an opponent The Snow Drinking Saber will drain one point of temporary Willpower and a number of motes equal to the wielder's permanent Essence. Half these motes are passed to the wielder, while the rest are passed to Mela the Elemental Dragon of Air. The player also rolls Essence + Melee. For each success the opponent loses one dot of Dexterity from shivering and partial freezing. A victim with zero Dexterity is frozen and incapable of moving. An opponent's Permanent Essence is subtracted from the number of successes rolled.

A character who faces the wielder in battle, the sight of someone so connected to an Elemental Dragon can be truly terrifying. He must make a Willpower roll or suffer a 4 die penalty to any attacks against the wielder. This is difficulty 3 for Exalted and other magical beings and 4 for mortals.

The last power of this weapon is perhaps what makes it so valuable and dangerous. As a reflexive action at a cost of the entire wielder's remaining Peripheral Essence (must have a minimum of 10 Essence to activate it), any single attack that would damage the wielder may be ignored. This action will cause the wielder's Anima to flare, which causes a connection to the Elemental Dragon of Air for a fraction of a second. As this action is performed the temperature around the sword drops noticeably and any bashing or lethal damage the wielder has suffered is healed and he will also heal a number of aggravated wounds equal to his Permanent Essence.

Speed: -3, Accuracy: +3, Damage: +11L, Defense: 0, Commitment: 8, Artifact: 5, Minimums: S3

"Ultimate Sword"

This is a Grand Daiklaive crafted from Jade alloy.

Ultimate Sword has settings for four Hearthstones.

Speed: +0, Accuracy: +2, Damage: +11L, Defense: +0, Commitment: 8, Artifact: 5, Minimums: S3

And so he was sent of to the Order of the Immaculate Dragons' Cloister of Wisdom to help in the training of the next generation of Dragon-Blooded.

NAME: Ragara Felis	CONCEPT: Immaculate Order
	Initiate
PLAYER:	NATURE: Paragon
ASPECT: Earth	HOUSE: Ragara

ATTRIBUTES

STRENGTH: 3	CHARISMA: 2	PERCEPTION: 4
DEXTERITY: 3	MANIPULATION: 3	INTELLIGENCE: 2
STAMINA: 4	APPEARANCE: 2	WITS: 3

ABILITIES

AIR	EARTH	FIRE
LINGUISTICS:	*AWARENESS: 1	*ATHLETICS:
LORE: 2	*CRAFT:	*DODGE:
OCCULT:	*ENDURANCE:	MELEE: 1
*STEALTH:	*MARTIAL ARTS: 1 (4)	PRESENCE: 1
THROWN:	*RESISTANCE:	SOCIALIZE: 2

WATER	WOOD	SPECIALTIES
BRAWL:	ARCHERY: 1	
BUREAUCRACY: 3	MEDICINE:	
INVESTIGATION:	PERFORMANCE: 1	
LARCENY:	RIDE:	
SAIL:	SURVIVAL: 3	

ADVANTAGES

BACKGROUNDS	CHARMS
ARTIFACT: 5	NAME
Jade Collar of Dawn's Cleansing Light 1	NAME
	Force of the Mountain

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