

Exalted / Antagonists



Antagonists

Guardian spirits are assigned to guard or protect various important sites by the Celestial gods. The Temple of Light has some of these protectors, to look after it and its inhabitants. The Temple of Light has artifacts around its grounds, to allow its guardians to Materialize more easily.

Fire Beast

Description:

Sanctum: the Fire Beast has no sanctum. Those that are off duty for a time use their Charms to travel to Yu-Shan, where they have humble but adequate mansions.

Nature: Paragon

Attributes

Strength 12 Charisma 5 Perception 5

Dexterity 6 Manipulation 4 Intelligence 4

Stamina 10 Appearance 5 Wits 5

Virtues

Compassion 2 Conviction 4

Temperance 4 Valor 4

Abilities

Athletics 5	Lore 5	Resistance 5
Awareness 5	Martial Arts 5	Socialize 3
Dodge 5	Occult 5	Stealth 3
Endurance 5	Presence 5	Survival 5
Linguistics 3		

Backgrounds: Influence 2

Charms: Camouflage, Essence Bite, Hoodwink, Host of Spirits, Instill Obedience, Measure the Wind, Paralyze, Principle of Motion, Sense Domain, Spirit-Cutting, Stillness, Tracking, Uncanny Prowess, Word of Power

The Fire Beast is immune to fire damage, and anyone striking it without a weapon or wrestling it takes a number of lethal damage every turn equal to its Essence. If it strikes with an attack or wrestles with someone they take a similar amount of damage.

Base Initiative: 11

Attack:

Claw	Speed 17	Accuracy 20	Damage 18L	Defense 18
Bite	Speed 14	Accuracy 14	Damage 24L	Defense 11

Dodge Pool: 10 **Soak:** 30L/30B (Orichalcum hide, 25L/20B)

Willpower: 8

Health Levels: -0/-0/-0/-0/-0/-0/-0/-0/-0/-0/-0/-0/-1/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-2/-4/Incap

Essence: 5 **Essence Pool:** 102

Other Notes: None

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