

Cynis Borok

The Self-Involved Satrap

Background: Though the blood of Cynis runs thin in his veins, Borok holds lofty aspirations and is willing to go to any lengths to prove the capability of his branch of the family line — including bragging about his abilities to turn a disappointingly rural satrapy into a thriving hub of culture and commerce. He certainly has his work cut out for him now that he has been appointed, and rumors have begun to suggest that Borok's selection was more an effort to prove his shortcomings rather than to highlight his strengths in leadership.

Too poor to be of note and with too few exports to matter, the eastern satrapy Borok supervises was once a decent producer of lumber until resources and local morale depleted and its garrisons were withdrawn to the Blessed Isle with no intention of returning. The situation he encountered during his first visit was even more dire than he was originally led to believe, a fact that Borok suspects was an intentional act meant to sabotage his efforts, and since this discovery he has committed to all manner of deception as a part of convincing others of his false success while imposing extreme taxes and generally establishing himself as an unforgiving tyrant.

Borok hopes that his efforts will aid in making a name for himself and proving that he is capable of holding his own, even if this is proving to be a much more difficult task than he originally anticipated. Aside from encountering some difficulty in garnering support for his various projects, Borok also faces the trouble of fending off raiders with only an ill-armed local militia remaining to protect his new project. His growing frustration with the situation has made him quick to anger and eager to threaten those who are unwilling to lend their own resources toward making his taxpayers miserable.

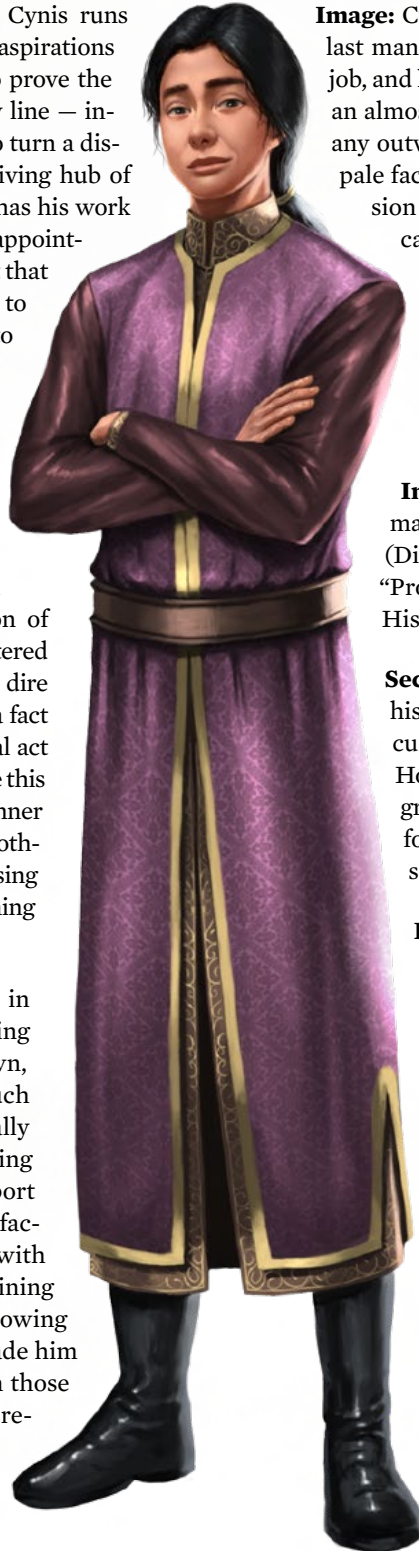


Image: Cynis Borok is generally accepted as the last man that you would wish to choose for the job, and he exudes this with his very appearance: an almost sickly looking man, he does not show any outward sign of muscle or strength and his pale face does little to make any sort of impression on those who have the misfortune of carrying on a conversation at length with him. He keeps his long hair tied back in a neat ponytail and tries his best to dress in a manner befitting his post, but his efforts are generally lost next to the distraction of the sneer that seems to grace his lips on a constant basis.

Intimacies: *Defining:* “My authority demands respect.”; *Major:* Local Leaders (Disdain), His Sifu (Respect); *Minor:* “Protection is a privilege worth paying for,” His Successful Sister (Envy)

Secrets: Though he claims his loyalty to his family is beyond measure, Borok is currently distracted by an admiral from House Ragara who has promised him great power if he turns over sensitive information regarding one of the ports in a satrapy adjacent to his own.

Equipment: Fine robes tied with a silk sash to be used for combat. Borok also enjoys adorning himself with signs of wealth and prosperity that will be noticed by others.

Roleplaying Hints: Borok will do *anything* to achieve his goals, and his number one priority is himself. A blow to his ego could be just as detrimental as a physical blow, and he will certainly retaliate tenfold using any and all available resources.

Aspect: Air

Attributes: Strength 2, Dexterity 2, Stamina 3; Charisma 3, Manipulation 5, Appearance 4; Perception 4,

Intelligence 3, Wits 4;

Essence: 2

Willpower: 6

Join Battle: 5 dice

Personal Motes: 13

Peripheral Motes: 31

Health Levels: -0/-1x2/-2x2/-4/Incap.

Abilities: Athletics 2, Awareness 1, Bureaucracy 3, Dodge 3, Integrity 3, Linguistics 2, Martial Arts (Dreaming Pearl Courtesan) 4, Melee 2, Performance 2, Presence 3, Resistance 2, Ride 1, Socialize 4, War 1

Merits: Artifact 2, Backing 2, Fast Reflexes 3, Martial Artist 4, Resources 2

Specialties: Bureaucracy (Local Laws), Bureaucracy (Taxes), Linguistics (Propaganda), Performance (Public Speaking), Socialize (Court Functions), War (Gateway)

Attack (Sash, Dreaming Pearl): 11 dice – Bashing, Martial Arts, Flexible, Grappling (damage 12)

Combat: Soak 8 (Artifact Light Armor +5); Parry: 3 (Martial Arts); Evasion: 3; Rush 4 dice; Disengage: 5 dice

Social: Resolve: 4; Guile: 5

Protectors: While in combat, Borok may assemble a battle group of Elite Bodyguards (**Exalted**, p. 497) with the following traits: Size 1, Elite Drill, Magnitude 7. This group is led by a skilled lieutenant who is proud of their position and fiercely loyal to the Realm in spite of their lack of confidence in Cynis Borok as a leader.

Charms

OFFENSIVE CHARMS

Hammering Wave Technique (1m per +1 die; Supplemental; Instant): Add up to (Martial Arts + Specialty) bonus dice on an attack and deal lethal damage unarmed. Reroll 6s on the damage roll until they cease to appear.

Elegant Weapon Repertoire (3m; Supplemental; Instant; Dual): Add a **withering** attack's Accuracy

bonus to damage, or one die of **decisive** damage. Alternatively, ready an item as a mundane light weapon.

Dreaming Pearl Courtesan Form (8m; Simple; One scene): Borok can make Martial Arts attacks at short range. His Elegant Weapon Repertoire and Pearlescent Filigree Defense use the traits of artifact weapons and armor. On a successful disengage with 5+ successes, Borok can use this form reflexively.

DEFENSIVE CHARMS

Threshold-Warding Stance (2m per success or +1 Evasion; Reflexive; Instant): Add up to ([Dodge + Specialty] / 2), rounded down, to Evasion, or in automatic successes on a Dodge roll. Ignore environmental penalties.

Demure Carp Feint (3m; Reflexive; Instant): Add +1 Evasion or one success on a disengage. If Borok's Appearance beats his attacker's Resolve or that of all characters he is disengaging from, he adds +2 Evasion or two successes instead. He gains 1 Initiative when he succeeds on a disengage against an enemy whose Resolve is lower than his Appearance.

Pearlescent Filigree Defense (1m; Reflexive; One scene): Treat clothing as light armor. When hit by an attack, Borok may spend up to (Appearance) motes and add that much to his armored soak against it.

SOCIAL CHARMS

Loquacious Courtier Technique (2m per success or +1 Guile; Reflexive; Instant; Mute): Add up to ([Socialize + Specialty] / 2) to Guile or in bonus successes to a Socialize roll.

Smoothing-Over-The-Past Technique (3m, 1wp; Simple; Instant; Psyche): Roll instill with (Manipulation + Socialize) to make one character forget a past incident of misbehavior by Borok. Resisting this influence requires entering a Decision Point and calling at least a Major Tie.

Wind-Carried Words Technique (3m; Simple; Instant): Send a message of up to a few sentences to a character within (Essence) miles.

Voices on the Wind (5m; Supplemental; Instant): Add (Linguistics) dice on a Perception-based roll to eavesdrop. If Borok reads the intentions of a character he's eavesdropping on, she takes -2 Guile for being unaware of him.

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