# Vignette Blackmor (Shadow-Touched)

## Attributes

<table>
<thead>
<tr>
<th>Character</th>
<th>Initiative (Dex + Comp)</th>
<th>Defense</th>
<th>Size</th>
<th>Speed</th>
<th>Perception (Wits + Comp)</th>
<th>Stamina</th>
<th>Intelligence</th>
<th>Wits</th>
<th>Resolve</th>
<th>Composure</th>
<th>Willpower</th>
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<tbody>
<tr>
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<td>10</td>
<td>5</td>
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**Essence**: Death Sight (9) / Instinct / +1 Uraha can see ghosts. Int + Occult roll to detect ghosts. Int + Occult to detect specters. Int + Occult roll to detect events in both physical and spirit realms. Lasts 1 round per success. ES: Smell or hearing applies as well. **Death Rage**: Resolve + Composure - 2

**Maneuver**: Two-World Eyes (10) / Instant (Wits + Occult + Wisdom) Uraha sees events in both physical and spirit realms. Lasts 1 round per success. ES: Smell or hearing applies as well. **Claw**: +1 Lethal

**Hit Value**: 3

**Armor**: 1/1

**Modifications**

- Scent of Taint (10) / Instant (Wits + Occult + Purity) User can detect the presence of supernatural beings by scent in an area within 10 yards per dot of Wits. Does not work on Uraha, Wolf-Blooded, or places/objects. Gives +2 bonus to track supernatural being. One roll per turn is given to determine if the creature has left the area. Does not determine type of creature, or pick them out of a crowd. Roll is contested if creature uses power to cloak itself. Works only in material world, does not detect disembodied spirits or ghosts.

**Conditions**

- Individual encountered: +1
- Outdoors: calm weather -1
- Outdoors: windy or drizzling -2
- Outdoors: snowing or raining -3
- Multiple supernatural beings in area -3
- Crowded area -4

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**Harmony**

**Resolution**: 7

**In this example**: Brawl = 2

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![Image of Uraha characters]