

# THE PERFECT LOTUS III SCRIPTURE OF WONDER AND HORROR

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# CHAPTER ONE

# SOLARS

## ZENITH CASTE

### RESISTANCE

#### ENDURING LEGEND TOUGHNESS

**Cost:** —; **Mins:** Resistance 3, Essence 3; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Ox-Body Technique

The Unconquerable Essence of the sun suffuses the bodies of all lawgivers, elevating them beyond their mortal limitations. For some, this essence is enough to proof them even against death. So rich is his body with the essence of the sun that his bones are like orichalcum and his flesh adamant. Even wounds that ought to lay him low do not destroy him. The Solar's condition does not worsen while he is in his dying health levels, neither poison nor sickness will kill him, or affect him beyond that point (though they otherwise proceed as normal), damage may still kill him. For Each Ox-Body he knows, the Exalt gains an additional two Dying health levels.

#### SUNLIGHT PANOPLY MEDITATION

**Cost:** —; **Mins:** Resistance 5, Essence 3; **Type:** Permanent

**Keywords:** Holy

**Duration:** Permanent

**Prerequisite Charms:** Glorious Solar Plate

The Solar Weaves solar essence of the most rarified purity into a suit of glorious armor. This Charm permanently improves Glorious Solar Plate, while a character is wearing it, he gains the benefits of the Orichalcum Magic Material Bonus for this armor. Against creatures of darkness, this soak is inviolate. The Armor ignores the Piercing tag and Charms which normally ignore Hardness fail to function. No Crippling, Poison, or Sickness effect which requires a successful attack, even those which do not require the attacker to do any damage or penetrate soak and hardness, are applied to the Exalt unless the attack that served as their vector successfully inflicts a level of damage on the Exalt. This applies only to Charms and other powers used by creatures of darkness or channeled through weapons made of Soulsteel or tainted by Vitriol. At Essence 5+, this Charm automatically provides this Holy benefit against all attacks.

#### UNDYING HERO ATTITUDE

**Cost:** —; **Mins:** Resistance 5, Essence 3; **Type:** Permanent

**Keywords:** Holy

**Duration:** Permanent

**Prerequisite Charms:** Ox-Body Technique

The Solar stands before those enemies that none can challenge. When they fought the Primordials, they withstood punishment that ought to have slain lesser individuals and lived. This Charm permanently improves the Exalt's physical body any attack that would reduce him to Incapacitated instead

leaves him at his last -4 health level. Even his supernatural resilience has limits and this Charm can only save him from the lower of (Purchases of Ox-Body) or (Permanent Essence) times in a given scene. Aggravated damage bypasses this protection. At Essence 5+, this Charm may be repurchased, which allows it to discount damage dealt by Creatures of Darkness for the purpose of evaluating the maximum number of times the Charm functions in a scene, provided the Creature of Darkness does not do enough damage to kill him outright, in which case this Charm functions as normal. This repurchase also allows it to function against Aggravated Damage.

**Note:** Players who make use of the Charm Endurance of Ten Thousand Cuts, from Hundredfold Facets of Enlightenment, may wish to add the following bonus for those who have both two purchases of this Charm and that Charm. While Endurance of Ten Thousand Cuts is Active, the character restriction on this Charm is lifted while the character is suffering wound penalties of -1 or less. This functionally upgrades the performance of Endurance of Ten Thousand Cuts.

### INTEGRITY

#### SHINING BEACON OF RIGTHEOUSNESS

**Cost:** —; **Mins:** Integrity 5, Essence 5; **Type:** Permanent

**Keywords:** Mirror (Dread Scion of Oblivion)

**Duration:** Permanent

**Prerequisite Charms:** Phoenix Renewal Tactic

The Solars are natural conduits for the brilliance of the sun. The Holy Essence of the sun flows from them with the same ease as it flows from any other. This Charm permits the exalt to activate a single Holy Charm as a non-Charm action, paying the full cost to do so, and assuming the Charm could validly be placed in a combo with any other Charm the exalt has activated during that action. This Charm only provides one extra Charm use per action (so he can activate 1 Charm or combo as normal and, additionally, activate 1 Holy Charm that could have validly been a part of that combo).

**New Abyssal Charm:** This Charm applies identical benefits to Charms with the Avatar Keyword, the principles of death and oblivion are a natural facet of abyssal essence and one they manipulate with ease. This Charm only provides its benefits while the abyssal is in the underworld.

## TWILIGHT CASTE

### OCCULT

#### SUN CALLING FACILITY

**Cost:** —; **Mins:** Occult 5, Essence 3; **Type:** Permanent

**Keywords:** Native, Holy

**Duration:** Permanent

**Prerequisite Charms:** Terrestrial Circle Sorcery

The Chosen of the Sun have a natural affinity for with the Holy Essence of their patron, evoking it is not, for them, a difficult feat. This charm Permanently improves the Exalt's competence as a sorcerer. When taking a Shape Sorcery action prior to casting a Spell which evoke a Holy or obviously Solar effect (eg: Dawn's Cleansing Light) the solar waives the associated WP cost and reduces the DV penalty associated with the Shape Sorcery action of any such spell that can be cast in short ticks by -1.

This spell explicitly is incompatible with spells cast through the Sorcerous Enlightenment of (Yozi).

In the First Age solar sorcerers crafted a number of variants on traditional spells designed to exploit this effect. Some Examples follow

**Last Cry of the Sun Phoenix:** This Spell mirrors Flight of the Brilliant Raptor in all ways, except that the it inflict Half the normal damage. As a Holy effect, against creatures of darkness, this damage is Aggravated.

**Sunbeam Rider:** This spell is in all ways identical to Storm wind rider except that it creates a semi-solid sunbeam that carries the Caster. It further differs in that it neither penalizes incoming or outgoing attacks and inflict only a -1 point penalty

on the person steering it. As a Holy effect, only non-creatures of Darkness can be carried on this sunbeam and pass through it.

### GLORIOUS SOLAR HALO

**Cost:** —; **Mins:** Occult 5, Essence 4; **Type:** Permanent

**Keywords:** Native, Obvious

**Duration:** Permanent

**Prerequisite Charms:** Terrestrial Circle Sorcery

Mastering the shaping of spells is a long and arduous process even for the Solar Exalted, but the study rewards those who walk this road with almost peerless understanding of Essence and its use. The Solar sorcerer, having mastered her own essence, may turn the disadvantage normally associated with Shaping Sorcery into a Defensive benefit. Manipulating the Obvious display that accompanies Shape Sorcery actions, the Solar creates an inviolable wall of Essence about her as she casts her spell. During her Shape Sorcery action, the solar applies an External Penalty, to all incoming attacks equal to the (Circle of the Spell Being Cast+Essence) this benefit applies only to spells which are cast in Combat Time, not spells which are cast as dramatic actions.

# CHAPTER TWO

# LUNARS

## SHAPESHIFTING KNACKS

### INSCRUTABLE HYBRID TRANSFORMATION

**Prerequisites:** Hybrid Body Rearrangement, Essence 3, Dexterity 4

The Lunar Exalt's rapid transformation makes attacking him a difficult feat. When shapeshifting, the Lunar eliminates the DV penalty that miscellaneous action incurs. Furthermore, ranged attacks aimed at shifting the lunar suffer -2 points external penalty while melee ranged ones suffer -1 for the duration of the Lunar's Shapeshifting action. A Lunar who uses Quick-silver Second Face to Speed his Shifting Action increases these protective benefits, adding one point to the External Penalty his shifting action inflicts against attacks. Note however, that the Lunar Must actually take a miscellaneous shapeshifting action to gain these benefits reflexive shapeshifting actions do not benefit from this knack. At Essence 4+, however, when reflexively shifting as part of a stunt to defend himself, the Lunar increases the external penalties imposed by the Knack against the offending attack, and also increases them by an amount equal to the rating of the defensive shapeshifting stunt.

### FLOWING MOONLIGHT BODY

**Prerequisites:** Inscrutable Hybrid Transformation, Essence 4, Dexterity 5

Masters of their Shape as they are, Lunars may deliberately discombobulate their physical forms while they transform in order to protect themselves from attack. Adding three motes and one willpower to the Cost of his shape shifting action, this Knack renders the lunar an invalid target for all attacks for the duration of his Shapeshifting action. This, obviously, requires that the Lunar take a miscellaneous shapeshifting action. This Knack requires the Lunar sublimate his physical form into a nigh-inchoate mass of surging, shifting, flesh while he Shapeshifts and prevents him from flurrying his shapeshifting action with any others or making any Counterattacks until his DV refreshes. Use of this knack is Obvious. Use of this Knack adds +2 dice to any Wyld Taint dice pool the Lunar must roll as a result of that Shapeshifting Action.

### RESILIENT BEAST BODY

**Prerequisites:** Deadly Beastman Transformation, Stamina 5, Essence 3

The Lunar Exalted are renowned for their physical endurance, especially in their War-Forms. This Charm is a demonstration of this, it permanently enhances the Lunar such that,

while in his War Form, he gains a number of additional Dying health levels equal to his natural (Stamina). Furthermore, for each purchase of Ox-Body Technique, he converts one Dying Health level into a -4 health level while in his War form. Damage inflicted to these additional health levels is carried over into other forms but the additional health levels are not and lingering wounds are reapplied to the Lunar's original Damage track unless healed before he Shapeshifts out of his War Form.

## PERCEPTION

### PERCEPTION ADVANTAGE CHARMS

#### EAGLE EYE INSIGHT

**Cost:** —; **Mins:** Perception 3, Essence 2; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Eagle Eye Advantage

This Charm enhances Eagle Eye Advantage. The Exalt adds the dice acquired from eagle eye advantage to her DDV against the target until she aborts or takes advantage of the Aim action. This Charm, when it is activated, also reduces the DV penalty associated with the Use of Eagle Eye Advantage by -1. A Lunar who learns this Charm and Wolf's Ear Advantage can now spend 2xp to expand this Charm such that it applies similar benefits to the monologue action provided by wolf's ear. Adding the dice, internally, to the Lunar's DMDV.

#### EAGLE EYE COMPREHENSION

**Cost:** —(+1m 1wp); **Mins:** Perception 4, Essence 3; **Type:** Permanent

**Keywords:** Fury-OK

**Duration:** Permanent

**Prerequisite Charms:** Eagle Eye Insight

This Charm upgrades Eagle Eye Advantage and Eagle Eye Insight. The bonus either Charm provides can, for a 1m +1wp surcharge, be made a scene long enhancement. Doing so precludes the Lunar from taking further aim actions or otherwise Aiming at another target for the Charm's duration, his insight and attentions are already focused on one target. When Activated as part of Relentless Lunar Fury, the Lunar gains only +3 dice of bonus, as if he had taken a normal, full aim action, reflexively. Used in this manner apply the benefits of both Eagle Eye Insight and Eagle Eye Advantage for the flat 2m cost of normal Fury-OK activations.

# INTELLIGENCE

## CRAFTING CHARMS

### SANCTUARY IN SILVER CHAINS

**Cost:** 1m, 1wp, 1 Limit; **Mins:** Intelligence 5, Essence 3;

**Type:** Simple

**Keywords:** Combo-OK, Obvious

**Duration:** One Day

**Prerequisite Charms:** Form Fixing Mediation

The Lunar, through a deep and comprehensive understanding of his essence and moonsilver tattoos, may achieve unparalleled harmony with them. This is both a blessing and a curse as the defenses they provide are as restrictive as they are potent. This Charm may only be used by tattooed lunars as it draws upon the stabilizing power of the moonsilver tattoos. When activated, the lunar's tattoos shine with brilliant Argent Light. They become immediately obvious and void stealth as if they were a Totemic Anima. This display fades when the Lunar's DV refreshes, but the Tattoos remain visible and unconcealable, and the display reappears whenever this Charm defends the Lunar from shaping. However, the Lunar herself becomes immune to shaping that affects her body or mind or soul. This protection is comparable to Integrity Protecting Prana, but specifically does not defend Backgrounds that are not internal and does not protect her possessions unless they are attuned to her. Finally, this Charm's protection is as indiscriminate as that which is provided by lunar tattoos, encompassing even Lunar magic unless the Exalt is using it on themselves. This Charm cannot be terminated once it is activated, until its duration elapses and puts significant strain on the Lunars psyche. Such restriction is inimical to their fundamental nature.

# WITS

## CONCEALMENT CHARMS

### CUNNING SMUGGLERS GULLET

**Cost:** — ; **Mins:** Wits 5, Essence 4; **Type:** Permanent

**Keywords:** Obvious, Shaping

**Duration:** Permanent

**Prerequisite Charms:** Implausible Lunar Panoply

Lunars must sometimes escort a charge across hazardous terrain, or keep an individual hidden from prying eyes. Wrapping someone in his cloak, or opening his mouth improbably wide and allowing the target to climb in, the lunar can conceal a single living being Elsewhere as per Implausible Lunar Panoply. This Charm permanently Upgrades Implausible Lunar Panoply, allowing a Lunar to conceal a living being no larger than the Lunar's current form. Doing so requires the lunar use Implausible Lunar Panoply, and requires the same extended duration. The stored individual can breath, but is inactive and suspended in elsewhere, they will age normally but do not require food or drink or air while held in this manner. This Charm can only consume a willing target. Only one person at a time can be stored in this manner and they count against the maximum number of objects that can be stored Elsewhere. Should the Lunar shift out of his form in such a way that his passenger is

no longer small enough to qualify as a target of this Charm, the Lunar disgorges him immediately.

### WONDER VANISHING TRICK

**Cost:** — (+2m); **Mins:** Wits 6, Essence 3; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Many Pockets Meditation

The Lunar Does not always have time conceal her treasures, this Charm enables her to commit an additional +2m to use Many Pockets Meditation reflexively. This functions only if the object in question is one of the Lunar's Possessions or is otherwise ownerless. This is incompatible with Implausible Lunar Panoply and does not hasten attempts to conceal objects of that size. At Essence 6, this Charm may be repurchased a second time to allow it to provide the same benefit for Implausible Lunar Panoply.

### SILVER MIRROR PRESTIDIGITATION

**Cost:** — (+1wp) ; **Mins:** Wits 4, Essence 3; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Many Pockets Meditation

This Charm Upgrades its pre-requisite by allowing Many Pockets Meditation to be used on any object the Lunar or no one owns within (Essence+Wits) yards. This removes the Touch Keyword. Thus the lunar may take things from plain view. This Charm upgrade is compatible with Cunning Thief's Defense and Wonder Vanishing Trick and when used in that manner allows him to use Cunning Thief's Defense to Reflexively protect a character within (Essence+Wits) yards. The lunar uses their PDV in this defense but if they fail the attack strikes its intended target not the Lunar. A Repurchase of this Charm at Wits 5 enables the lunar to use it to perform Larceny based theft at the listed range. He must still succeed in the roll (though he uses Wits as the attribute rather than Dexterity), but can enfold objects possessed by other into elsewhere pockets. Objects stolen in this manner reappear in the lunar's hands when he releases the mote commitment.

### CUNNING THIEF'S DEFENSE

**Cost:** — (+1m); **Mins:** Wits 5, Essence 4; **Type:** Permanent

**Keywords:** Obvious

**Duration:** Permanent

**Prerequisite Charms:** Wonder Vanishing Trick

The Lunar may swallow blows into elsewhere, where they can do no harm. This Charm allows the defensive activation of Wonder Vanishing for an additional +1m surcharge. This raises the total cost to 5m. This activation may enhance an attempt to parry an attack by sending it elsewhere. The Lunar parts the essence of the world and opens a hole Elsewhere which swallows the blow. This allows him to parry even attacks which cannot be parried provided his unarmed PDV is sufficient. His PDV is purged of all penalties for the purposes of this defense and gains an internal bonus equal to the Lunar's (Wits), this functions as an 'equipment bonus' representative of the defensive virtues of the Elsewhere portal and therefore does not interact with the Lunar's DV cap. This Charm can only parry objects small enough to be concealed with the base effect of

many pockets meditation. It cannot parry attacks with an area of effect. Finally, this Charm requires the Lunar have available Elsewhere pockets. Activating it does not fill these pockets as the Charm doesn't actually store the attacking weapon, it only opens a hole in space through which the blow travels so that it strikes the emptiness of elsewhere rather than the Lunar. Missile weapons parried in this way vanish briefly Elsewhere but then clatter to the floor an instant later. If the Lunar has purchased Wonder Vanishing Trick twice, this Charms prohibition against area of effect attacks is terminated.

### BURROW SWALLOWS FERRET

**Cost:** — ; **Mins:** Wits 6, Essence 4; **Type:** Permanent

**Keywords:** Obvious, Counterattack

**Duration:** Permanent

**Prerequisite Charms:** Cunning Thief's Defense

This Charm further upgrades its pre-requisite. With it, the Exalt can swallow up his attacker's weapon Elsewhere. On a successful application of Cunning Thief's Defense, the exalt may reflexively attempt to disarm the attacker as a Counterattack. This attempt is unblock able and undodgable and is considered to have (Attack Roll- Lunar's PDV) successes. Unless the target has some means to avoid the counterattack, they are automatically disarmed and their weapon stored Elsewhere. Doing this requires the lunar consume one of his Elsewhere storage spaces and keep all motes spent on this Charm committed. Missile attacks generally do not afford any chance to resist being swallowed unless the weapon has some means of returning to its owner. Swallowed energy attacks dissipate naturally and do not require mote commitment, nor can they be recalled later. This Charm cannot disarm natural weapons nor does it allow the consumption of living beings. At Essence 5, the Lunar may use this Charm to redirect ranged attacks rather than simply swallow them.

**Note:** This Charm Somewhat Overlaps With Soldier Bee Extraction Emulation , from Dreams of the First Age. I was not pleased with the Charm initially and feel that the addition of the Shaping keyword was not an adequate Errata. Thus I posit this Charm as a possible alternative.

### WARY MOUSE SURVEILLANCE

**Cost:** 8m; **Mins:** Wits 5, Essence 4; **Type:** Simple (Speed 5)

**Keywords:** Obvious, Shaping, Illusion

**Duration:** Indefinite

**Prerequisite Charms:** Secure Den Prana

The Lunar Pulls aside the curtains of his elsewhere den and peers out at the world. This Charm opens a portal from his elsewhere den into the world he departed. He can see out, as if he was looking through a window, while this Charm is active, but other characters can't see him. The Window is protected by an illusion that affects all characters with an MDV less than the Lunar's ( $[Wits + Stealth + Essence] \div 2$ ) preventing them from noticing it, resisting this costs 2wp. While the window is active other characters may move in and out of the Warren, but if the lunar leaves, the den vanishes ejecting all within.

### TIME-STREAM SALMON STYLE

**Cost:** — **Mins:** Wits 7, Essence 6; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Limitless Argent Protectorate, Blinking Eye of Chaos

This Charm permanently upgrades Blinking Eye of Chaos, it may now be used while within an Elsewhere Den, at normal cost, as well as while in the Wyld. Furthermore, the Charm costs one less mote per Degree of Wyld in which the character is present. If the Character Knows Ripple in the Frozen Lair, the Lunar applies the full 4 mote cost reduction while in an Elsewhere Den created using that, or similar, Charms.

# CHAPTER THREE

# DRAGON-BLOODED

## GENERAL CHARMS

### MUNIFICENT DRAGON (ABILITY) INSPIRATION

**Cost:** —; **Mins:** Ability 5, Essence 5; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Terrestrial (Ability) Re-enforcement

The foremost masters of the Terrestrial Host can give Mortals prowess akin to that of supernatural entities. This charm enhances the use of Terrestrial (Ability) Re-enforcement, such that whenever a character benefits from the maximum allowable improvement the charm can provide, the character also gains access to all the Terrestrial's Specialties in that ability, as if they were her own. These are considered magical specialties, not dice from charms nor do they count against the maximum number of specialties a character can possess. This charm, however, cannot cause any character to gain the benefit of more than three Specialties at a once.

### PEDIGREE (ABILITY) PROWESS

**Cost:** —(+1wp) **Mins:** Ability 5, Essence 5 **Type:** Permanent

**Keywords:** Dynasty, Purity 3

**Duration:** Permanent

**Prerequisite Charms:** Terrestrial (Ability) Re-enforcement

The Blessing of the dragons is in their blood, Terrestrial may activate Terrestrial (Ability) Reinforcement to benefit any Descendant of his as if he were holding hands with them provided they are within Creation. Terrestrials who have acquired Exotic Aspects (such as Dragons of A Different Color) and have Essence 6+ may use this charm to target Descendants in Realms of Existence associated with their alien aspect as well as Creation. This Charm gives the Terrestrial no information about his Descendant's whereabouts or state of being, so the Terrestrial who activates this charm is essentially in the dark about whether his actions are helpful or not without the aid of other magic or direct observation of their progeny.

## AIR ASPECT

### LORE

#### TEMPEST QUELLING MEDITATION

**Cost:** 4m; **Mins:** Lore 4, Essence 3; **Type:** Simple

**Keywords:** Obvious

**Duration:** One scene

**Prerequisite Charms:** Elemental Empowerment Method

The Chosen of The Elemental Dragons bear whirling maelstroms of elemental power within their souls. When their anima manifests this power may lay waste to the world around them. This display of power, though impressive, is not always desirable and can inconvenience those terrestrials who turn their essences towards non-martial pursuits. Terrestrials with

this Charm may calm the terrible force of their anima. While this Charm is active, the Exalt's Anima flux does no damage to his surroundings or others. This Charm cannot suppress anima flux already active, activating it while anima flux is already damaging ones surroundings will prevent it from increasing in severity, but it will persist at its current level so long as the Exalt continues to spend motes to fuel it. At Essence 5+ this Charm may be repurchased to extend its duration to One Day.

#### SILENT STORM WAYS

**Cost:** —(+2m 1wp) ; **Mins:** Lore 5, Essence 4; **Type:** Simple

**Keywords:** Purity 2

**Duration:** Permanent

**Prerequisite Charms:** Tempest Quelling Meditation

This Charm permanently enhances Tempest Quelling Method, allowing the Exalt to spend 2m 1wp extra to expand its effects such that it now completely stills the Exalt's anima. Only those Terrestrials truly in tune with their elemental nature are able to command it thusly. While this Charm is active, expenditures of peripheral essence no longer cause the Exalt's anima to flare at all. However, this forceful stifling of his Elemental nature also limits his capacity to control his essence. While this Charm is active, the exalt cannot access his Anima Power, and considers all Charms to be out of aspect, for the purpose of determining whether he must pay a surcharge when using them. This Charm does not remove other displays of essence that accompany sorcery, Obvious Charm use, or combo usage, effecting only the Exalt's anima. As with Anima Flux, this Charm must be used before anima flare begins in order to be effective, otherwise it merely prevents anima flare from worsening beyond the level it was at when this Charm was activated. Peripheral motes spent activating this Charm count towards determining anima level.

#### ELEMENTAL RESOLVE PRANA

**Cost:** 6m 1bhl; **Mins:** Lore 5, Essence 3;

**Type:** Simple (Speed 5, DV -2)

**Keywords:** Combo-Basic, Elemental, Obvious

**Duration:** Instant

**Prerequisite Charms:** Elemental Succor

The Power of the Dragons is a sight to behold, and for those who bear the dragon's blessing, the sight of such might reaffirms their faith in their own power. The terrestrial channels the ambient elemental energy into their being and briefly relieves the moment of exaltation, when essence poured in a torrent from their being. Elemental essence pours out of their hearts and their anima flares to the 8-10 mote level as raw elemental essence churns through them. This Charm allows the exalt to roll their (Lore) regaining 1 spent point of willpower per success, to a maximum of (Lore) points of temporary willpower. Though exhilarating, this Charm is damaging to the exalt, as reflected by the cost, and deeply spiritually draining. Using this Charm more than once in a day is impossible.

## ELEMENTAL PUISSANCE CONDUIT

**Cost:** — ; **Mins:** Lore 5, Essence 4; **Type:** Permanent

**Keywords:** Action-Only, Purity 3

**Duration:** Permanent

**Prerequisite Charms:** Elemental Empowerment Meditation, Elemental Succor Method

The might of the Elemental Dragons is one of the principle forces that defines the shape of creation. Essence flows freely from them to suffuse the dragon-lines of creation. This Charm permanently upgrades its pre-requisites. Whenever the Dragonblooded is in the midsts of an environmental effect associated with her elemental aspect, she may make use of either Charm as if it were Reflexive and Action-Only. She is limited to using only 1 Charm or another and both Charms carry the Combo-Basic keyword when used in this manner.

## (ELEMENT) DRAGON'S BOUNDLESS FURY

**Cost:** — (+1wp) ; **Mins:** Lore 5, Essence 4; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Elemental Burst Technique

The Dragon-blooded are excellent channels for the raw elemental forces that run through creation. When they wish to turn their aptitude towards destruction, they do so with great ease, for the elements are deadly, dangerous things. This Charm upgrades Elemental Burst Technique. For a 1wp surcharge the Exalt generates an environmental effect that lingers in the aftermath of the Burst, rather than a simple eruption. The effect has a damage trait equal to half the bolt that generated it and encompasses an area half the size of the bolt. The Environmental Effect's Trauma is the character's (Essence). If the Bolt was created using the co-operative efforts of multiple Terrestrials the Trauma is increased by half the number of additional participants, rounded down. Only the focusing Terrestrial needs to know this Charm or pay its cost to utilize the effect. The effect lingers until the Terrestrial's next action inflicting damage on a per tick basis.

## (ELEMENT) MIND HARMONY

**Cost:** —; **Mins:** Lore 4, Essence 3; **Type:** Permanent

**Keywords:** Elemental, Purity 4

**Duration:** Permanent

**Prerequisite Charms:** Elemental Concentration Trance

The Terrestrial Exaltation flows through the blood, thus each Dragonblooded carries the blood of his brothers in his veins. This connection to one another and, ultimately, to the source of their power, can be called upon by the terrestrials who know this charm to aid them in their studies, calling forth the knowledge of their forbears and, some say, of the Dragon's themselves. This charm enables the Exalt to swiftly comprehend those abilities with which his Aspect has a natural facility. The Terrestrial claims the knowledge that is his birthright with uncanny speed. She is always considered to have a Tutor for the purpose of increasing her rating in Aspect Abilities or gaining specialties for those abilities provided she is not raising those abilities above her current Lore rating. If the Terrestrial is raising the Ability to a rating which is less than or equal to her Breeding she also divides this training time by (Breeding/2). At Essence 4+ a Terrestrial may apply this first benefit to charms

belonging to her Aspect or bearing the Elemental keyword. They do not gain the secondary benefit, however. This charm does not shorten the training time for Attributes, Virtues, Willpower or Magical Traits such as Essence. At Lore 6+, a Terrestrial who sees a valid in-Aspect or Elemental charm used, even once, and has sufficient banked experience, may spend experience reflexively to learn a charm as an Instant training effect. She must still meet the minimums and prerequisites required by the charm. This benefit applies, at most, once per Story.

## TERRIBLE (ASPECT) EIDOLON

**Cost:** 10m 1wp; **Mins:** Lore 5, Essence 5; **Type:** Simple

**Keywords:** Purity 5, Elemental, Martyr, Obvious

**Duration:** One Scene

**Prerequisite Charms:** Elemental Concentration Trance

The Terrestrial may willfully push at the bounds of his own enlightenment. Spending the requisite motes, the terrestrial flashes with terrible inner light. His Aspect becomes Obvious, as he manifests clearly visible Aspect Markings. Furthermore, he raises all Aspect Abilities rated lower than their Maximum to a value equal to (6-Breeding) points less than their Maximum. This increase does not count as dice from charms, but as a natural improvement to his Ability scores. He cannot learn new charms during this period as the enlightenment is all to short lived. For the duration of the charm he experiences the effects of his Limit Break, losing one point of Limit at the end of the Charm's duration. If a Terrestrial has multiple Aspects, resulting from the purchase of Transcendent Gaian Harmony, he may purchase this charm once for each aspect, but may only activate one version at a time. If A Terrestrial has Essence 7, Lore 7 and knows Endless Coils of Enlightenment, he may activate this charm while that charm is active to provide this charm's benefits to any Terrestrial affected by Endless Coils of Enlightenment that shares his Aspect, even if they do so temporarily through the use of Most Beneficent Seed of Five Dragons. This does not apply to the Martyr Effect.

The Martyr effect of this charm causes the Terrestrial to perish at the end of the scene, but until that point unlocks all Aspect associated charms for which he meets the pre-requisites, including knowledge of the pre-requisite charm for use. This does not count as 'learning' the charm and the Terrestrial does not 'know' charms gained in this manner for the purpose of teaching or meeting Prerequisite Charm requirements for other charms, or for sharing them with others for the purpose of Endless Coils of Enlightenment, however he may make free use of them.

## WINDS CARRY ANCIENT WISDOM

**Cost:** —(+5m +1wp); **Mins:** Lore 6, Essence 6;

**Type:** Permanent

**Keywords:** Dynasty, Purity 5

**Duration:** Instant

**Prerequisite Charms:** Endless Coils Enlightenment

This Charm permanently improves its pre-requisites in the following ways. When the Exalt spends additional motes and willpower activating the charm, he extends its benefits to all descendants of his, regardless of their physical distance from him. Furthermore, descendants who know Elemental Concentration Trance may activate it while the charm is active in

order to learn any charm temporarily conferred upon them by Endless Coils of Enlightenment for which they meet the prerequisites and which could validly benefit from a decreased Training Time as a result of a normal application of Elemental Concentration Trance. They learn this charm instantly, rather than merely reducing the speed by the usual value, but must pay the full Experience cost and cannot learn more than (Breeding) charms in a single scene in this manner.

## OCCULT

### MYSTIC DRAGON'S PROWESS

**Cost:** —; **Mins:** Occult 5, Essence 6; **Type:** Permanent

**Keywords:** Elemental, Native, Purity 3

**Duration:** Permanent

**Prerequisite Charms:** Terrestrial Circle Sorcery

The Chosen of the Dragons are not the least talented Sorcerers of the Exalted host, but their mastery of the Elements is without peer. This charm duplicates Sun Calling Facility except for the different minimums and Key-words. Furthermore, it only applies to Emerald Circle Spells and only to spells which evoke an Obviously Elemental Effect. The Sorcerer, finally, only benefits from the DV penalty reduction when she casts a spell associated with her Aspect, though she may waive the willpower cost to cast spells that evoke Elemental Effects in all cases.

### PEDIGREE ASSESSING HAND

**Cost:** — **Mins:** Occult 5, Essence 3 **Type:** Permanent

**Keyword:** Purity 2

**Duration:** Permanent

**Prerequisite Charms:** Essence Unveiling Touch

This Charm has been in use among Dragon-Blooded Elders to help gauge viability of their lines patrician and exalted Breeding stock. It permanently improves its prerequisite such that Breeding becomes a valid trait that can be detected with its use as well as Elemental Aspect. Inheritance can also be detected through this Charm but the Terrestrial must succeed in a (Intelligence+Occult) roll at a difficulty of (8-Target's Inheritance) in order to do so and must actively scrutinize a target for signs of supernatural parentage. When used to assess a target's Inheritance, this Charm gives no information about the target's parentage or the nature of their supernatural origins. It does not differentiate between ghost blooded and fae-blooded by default. The one exception to this is that scions of Elementals or strongly Elementally Aligned spirits have their Elemental Aspect made Obvious. More significantly this Charm can be used to determine Terrestrial Genealogy. Upon touching a target a Terrestrial Exalt or Mortal becomes immediately aware of whether they are part of the same lineage for the purposes of Dynasty Charms. The Terrestrial can determine if the target is a relative of another Mortal or Dragon-blooded whose parentage he scrutinized during the scene by succeeding in a (Intelligence+Occult) roll at a difficulty of (1+ the number of targets he assessed with this Charm during the scene).

### EXEMPLARY SCION MANTLE

**Cost:** —; **Mins:** Occult 3, Essence 4; **Type:** Permanent

**Keywords:** Purity 3, Elemental

**Duration:** Permanent

**Prerequisite Charms:** Elemental Internalization

The Exalt embraces the power of the Dragon's that surges through his veins, meditating upon it and cultivating a deeper connection to his patron Dragon. The Terrestrial's Aspect markings become more pronounced, he manifests an obviously supernatural appearance associated with his element. A character who knows this Charm is more in tune with their anima. Her anima power now activates automatically when he reaches its highest level. At Essence 5+ the Terrestrial gains the properties of the Element Adaption pox as a permanent effect and (Essence+Breeding) points of positive mutations which must be selected immediately but which may be re-allocated whenever the Exalt raises his essence or breeding by spending two weeks meditating and spending the newly available mutation points. These mutations manifest in ways that correspond to the Exalt's Aspect and manifest whenever the Character activates his Anima Power.

### GHOST-WIND DRAUGHT

**Cost:** —; **Mins:** Occult 5, Essence 5; **Type:** Permanent

**Keywords:** Purity 3

**Duration:** Permanent

**Prerequisite Charms:** Spirit Shredding Attack

In most cases motes cleft from the soul of a wayward spirit are lost to the terrestrial, but this is not always the case. Some Dragonblooded of great learning and good breeding have achieved a level of harmony with essence that enables them to make use of the motes cut from a spirit. This Charm enhances its pre-requisite by enabling to the Terrestrial to Respire (Essence/2) motes that he cuts from a spirit by the use of this Spirit Shredding Attack. Such is the Terrestrial's mastery of the elements and attunement to his own birthright, that he may regain the full value motes cut from a spirit who is aspected towards his Element. She draws these motes into her Peripheral Pool, and may not exceed its maximum capacity. If the Terrestrial's Peripheral pool is full, motes do not flow into her personal pool and she may draw no further essence through this Charm.

### GLORIOUS DRAGON BIRTHRIGHT

**Cost:** —; **Mins:** Occult 3, Essence 3; **Type:** Permanent

**Keywords:** Compulsion, Purity 3, Obvious

**Duration:** Permanent

**Prerequisite Charms:** None

The Chosen Of The Dragon's are, despite the apparent disinterest of their benefactors, bearers of the blessing of the Elemental Dragons. This accords them a metaphysical cache of sorts when dealing with spirits who are likewise associated with the Elements, though such spirits are loathe to admit it. This Charm inflicts a -1 MDV penalty against any elemental or other spirit strongly associated with any of the elements of creation. This includes Raksha using an Elemental Assumption Charm. Against a spirit whose affinity is strongly associated with the Exalt's own element, this penalty increases to -2 MDV. The Terrestrial is also considered a Priest of any god or elemental whose purview corresponds with the Exalt's Element-

tal aspect, for the purposes of reducing the difficulty of prayer rolls. Penalties resulting from this Charm are treated as relative appearance penalties for all purposes except the manner in which they are assessed. They are cumulative with those penalties but cannot, cumulatively, inflict a penalty greater than -3. Social attacks benefiting from this Charm are considered Unnatural Mental Influence costing 1wp to resist. Spirits who resist such an attack twice in a scene become immune to this Charm for a day unless their Permanent Essence is less than the Terrestrial's Breeding.

### SHATTER THE SPECTRAL BODY

**Cost:** 5m; **Mins:** Occult 4, Essence 3; **Type:** Supplemental

**Keywords:** Combo-OK, Shaping, Obvious

**Duration:** Permanent

**Prerequisite Charms:** Spirit Grounding Shout

The Immaculate Order discourages, forcefully in many cases, the worship of those heretical gods who defy the natural order of the world and manifest physically to command their followers. This Charm is often employed to dispel such manifest spirits without actually killing them. This Charm supplements an attack against any being who is not naturally substantial, such as Gods, Ghosts (in creation) and Raksha (using impermanent assumptions). The Terrestrial rolls his (Essence + Occult) against a difficulty of the target's (Essence). If successful, the target's body shatters into a brilliant shower of crystallized essence and spiritual radiance, and they are dematerialized. This Charm cannot be used on Elementals, for they are naturally material. This Charm cannot affect spirit's whose essence exceeds the Exalt's. This Charm may be placed into a combo with Charms of other abilities.

## THROWN

### HURRICANE KNIFE ATTACK

**Cost:** 3m or 3m 1wp ; **Mins:** Thrown 3, Essence 2; **Type:** Supplemental

**Keywords:** Combo-OK, Obvious, Leader

**Duration:** Instant

**Prerequisite Charms:** Persistent Hornet Attack

The Terrestrial adds (Essence x 2) yards to the range of a supplemented thrown attack, furthermore, the attack ignores any weather based external environmental penalties. Furthermore, at Thrown 5, the exalt can spend 1wp to add half those penalties as bonus successes to the Thrown attack and also add (Essence x2) to the attack's range instead of just essence.

## EARTH ASPECT

### AWARENESS

#### VENERABLE PROGENITOR'S GAZE

**Cost:** 5m, 1wp; **Mins:** Awareness 5, Essence 5;

**Type:** Simple

**Keywords:** Combo-OK, Dynasty, Shaping, Purity 3

**Duration:** Until Disrupted

**Prerequisite Charms:** Feeling the Dragon's Bones, Sense Riding Technique

This Charm allows the Exalt to project all of her senses to observe a single Descendant. This Charm functions in the same manner as Sense Riding Technique except that the Exalt may only target Descendants and automatically succeeds in her roll-off if the Descendant in question is a mortal descendant of hers. Furthermore, if the target is an Terrestrial Exalted descendant of hers with a lower essence and Breeding she also succeeds automatically on the roll off. All other restrictions are identical. This is a scrying effect that functions over any distance and does not require the target be within visible range of the Terrestrial.

### ANCESTOR'S OVERWHELMING WILL

**Cost:** -; **Mins:** Awareness 5, Essence 6; **Type:** Permanent

**Keywords:** Total Control, Martyr

**Duration:** Permanent

**Prerequisite Charms:** Venerable Progenitor's Gaze

This Charm upgrades its prerequisite, adding the following capability when it is employed against one of the Terrestrial's Mortal Progeny. At Essence 6, the Terrestrial May use this Charm to temporarily seize control of the Mortal Descendant by winning a contested (Willpower+Essence) roll with the victim after successfully invoking this Charm. The Exalt adds (Breeding) successes to this roll. If successful the Mortal may continue to spend 1wp, once per action, to force a new roll-off. This roll -off must be flurried with any other actions Terrestrial takes. When the Mortal Spends willpower equal to the Exalt's (essence)/2, the effect ends. Until then the Terrestrial controls the mortal as a Total Control effect, but may not use magic through him and is limited to the Mortal's Physical attributes and Appearance.

As a Martyr effect, the terrestrial with Awareness 7, Essence 7 may attempt to seize Total Control of a Descendant permanently, destroying his own body, and exaltation in the process. The Martyr effect automatically succeeds against mortals and may be employed against Terrestrial Descendants. This Charm cannot target an entity with an Essence or Breeding score equal to or greater than the Exalt's Breeding. It cannot target Descendants who have received a Celestial Exaltation. The Exalt rolls (Intelligence+Awareness+Essence) against the target's DMDV. This is always considered to contradict the target's Motivation and therefore inflates their DMDV appropriately. Mortals who are affected keep their physical attributes and appearance, but otherwise replace their abilities and attributes with the Exalt's.

The Exalt loses access to all his Charms, and is not refunded his experience for them. He remembers them, however, and could potentially teach them to others. He also loses the ability to channel and perceive essence, though he may teach himself how without need for a tutor. If he takes over the body of a Terrestrial, he retains his Charms, but takes the other's Breeding and Physical Attributes. He retains his Virtues and Intimacies, but gains an additional intimacy, protected as if by Oath of 10,00 Dragons, to the character's Motivation. He also is reduced to the target's Essence score. This possession is Indefinite

## CRAFT

### STONE MUSE GUIDANCE

**Cost:** —(+1wp); **Mins:** Craft 3, Essence 2; **Type:** Permanent

**Keywords:** Combo-OK

**Duration:** Permanent

**Prerequisite Charms:** Terrestrial Craft Reinforcement

Pasiap shares his wisdom and insight with his Chosen, who hear the whispers of Earth and Stone. They in turn may bestow this gift upon their followers so that they may all better Glorify the Dragon of the Earth. This Charm improves the capacity of its prerequisite to boost the Craft rating of anyone who is Aide to the Exalt on a Craft project. Applied to such targets, Terrestrial Craft Reinforcement treats all of them as if they were holding hands at the time of activation (regardless of actual location), and has a duration equal to one Craft interval. At Essence 3+ further improves Terrestrial Craft Reinforcement such that mortal beneficiaries of the Terrestrial Craft Reinforcement, provided they meet all ability requirements, count as Supernatural assistants for the purposes of determining the maximum number of successes they may add to the Craft roll. Instead of the usual maximum of the Artifact's Rating, they may now add up to twice the Artifact's Rating in successes provided they are working under the Terrestrial Exalt who blessed them and there are sufficient numbers of them to provide such benefit (See Oadenol's Codex p. 29).

### TEN THOUSAND DRAGONS SHAPE THE EARTH

**Cost:** 3m 1wp; **Mins:** Craft 5, Essence 3; **Type:** Supplemental

**Keywords:** Combo-OK, Cooperative

**Duration:** Instant

**Prerequisite Charms:** Charm of Lesser Unmaking, Stone Carving Fingers Form

The Dragon-blooded have a natural facility with their chosen element, and may assemble things from it with speed that, though it pales in comparison to the pace with which Celestial Artisan's perform their work, far exceeds mortal capability. This Charm can enhance a craft roll made, either by the Exalt themselves, or by an Artisan the Exalt is acting as an Aide for in the Craft roll. Doing so doubles the speed at which they can Craft. Multiple characters stacking activations increase this multiplier by +1 each. A single craft roll may benefit from a number of distinct, concurrent, activations of this Charm equal to the lead artisan's Permanent Essence, but only the Artisan herself or one of her Aides may validly activate the Charm. This Charm can only benefit Craft rolls of the Elemental Craft associated with the Terrestrial's Aspect, repurchases of this Charm can add different elemental crafts provided he has an appropriate rating in those Crafts. The benefits of this Charm apply only for a single Craft interval. Essence 4+ is required to purchase this Charm for Exotic Crafts such as Craft [Magitech], as well as an appropriate rating in that Craft. This Charm cannot speed the production of any Artifact primarily comprised of any Magic Material other than Jade.

## RESISTANCE

### IMPENDING AVALANCHE ADVANCE

**Cost:** 2m; **Mins:** Resistance 4, Essence 2; **Type:** Reflexive

**Keywords:** Action-Only, Combo-OK, Obvious

**Duration:** Until next action

**Prerequisite Charms:** Impervious Skin of Stone

Few who have seen an avalanche and felt the earth tremble as it advanced, faster than a hundred horses, down a mountain, would claim that a boulder was in any way encumbered by its great mass. Similarly, the children of Pasiap, attuned as they are to the power of rock and earth, are unaffected by the weight of their armaments. The added mass grants them momentum not encumbrance. The Terrestrial, upon activating this Charm, not only ignores their armor's mobility penalty to their movement, but adds it as a bonus to the distance of their move and dash actions. Mobility penalty still effects DDV and, this Charm only functions with armor made of substances that are of the Earth, this includes most metals and Jade, but explicitly excludes the Celestial Magical Materials, and non-metal substances like silk or cloth. Furthermore, this Charm only functions while the Exalt stands upon the earth.

### CRASHING BOULDER STYLE

**Cost:** 2m; **Mins:** Resistance 4, Essence 3;

**Type:** Reflexive (Step 1)

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Impending Avalanche Advance

Turning the weight of jade to their advantage, the terrestrial brings the heft of his armor to bear in combat against his foes. This Charm adds his armor's mobility penalty to his Strength for the purposes of close ranged striking attacks and initiating and maintaining control of, but not gaining control of, clinches. At Resistance 5+ This Charm can also add to the Exalt's strength to break an object as a feat of strength, but not to lift it. Dice added by this Charm are subject to normal dice caps. This Charm is subject to the same restrictions on what type of armor qualify for its benefits as its prerequisite.

### THE MOUNTAIN STANDS

**Cost:** 1m 1wp; **Mins:** Resistance 5, Essence 4;

**Type:** Reflexive (step 7)

**Keywords:** Combo-OK, Obvious, Shaping

**Duration:** Instant

**Prerequisite Charms:** (Element) Protection Form

Who could sunder the Imperial Mountain? Not even the mightiest Anathema or the most terrible Behemoth. Terrestrials who know this Charm may avail themselves of a portion of the Omphalos's endless resilience. As the enemies weapon strikes, the Exalt's flesh is momentarily transformed into White Jade. Invoked against any incoming attack, this Charm permits the the player of the Terrestrial to roll (Stamina + Resistance) against a difficulty of the attacker's (Permanent Essence). Against Fae, Creatures of the Wyld, and attacks which are not enhanced by Charms or made with artifacts, the terrestrial adds +2 successes to this roll. Should the roll overcome the listed difficulty, reduce the raw, pre-soak damage of that attack to the attacker's (Essence). Should this value be insufficient to

pierce any Hardness the terrestrial possesses, the attack fails, otherwise, it proceeds as normal. This Charm requires the exalt stand on earth or another stone surface to function, and only works if the Exalt has not taken any type of Move action on that tick yet. Attacks which completely bypass armored soak and/or Hardness also bypass this Charm protection. At Essence 6+ this Charm may be repurchased such that it may be activated for an addition +1wp for a Duration of One Tick.

### STONE SOLDIER'S BOON

**Cost:** 2m 1wp; **Mins:** Resistance 5, Essence 4; **Type:** Reflexive  
**Keywords:** Combo-OK, Action-Only, Obvious, Stackable  
**Duration:** One scene

**Prerequisite Charms:** Unfeeling Earth Meditation

The Exalt flexes his essence, and draws elemental manifestations of his nature to him. Shards of stone fly towards him and form a hard exoskeleton about his body, supporting him. This Charm may be activated whenever the Terrestrial Suffers a Amputation-type Crippling wound. Doing so generates a stony prosthesis that compensates for the Crippling wound and, incidentally, eliminates penalties associated with it. Each activation of this Charm compensates for one crippling effect. It explicitly does not heal the wound. A Character who suffers a permanent Crippling wound may repurchase this Charm at normal cost, and may activate it again with a duration of Indefinite.

### UNYIELDING DRAGON FLESH

**Cost:** -(2+m); **Mins:** Resistance 5, Essence 5;  
**Type:** Permanent  
**Keywords:** Native, Obvious  
**Duration:** One scene

**Prerequisite Charms:** Unfeeling Earth Meditation

This Charm upgrades its pre-requisite, by spending an additional two motes the Exalt may enhance the effects of unfeeling earth meditation. The Exalt's skin grows cold and craggy, taking the appearance of stone. While Unfeeling Earth Meditation is active, the exalt does not feel pain, and suffers no effects even from great trauma. Bashing damage does not prompt her to loose consciousness before wrapping around to lethal. Instead, for every tick she remains conscious despite the damage, the terrestrial spends 2m. She succumbs to unconsciousness only when her motes run dry. At Essence 6 this Charm also prevents the target from being incapacitated by Lethal damage and ensures her condition does not worsen of its own accord while she has damaged Dying health levels. If her Incapacitated box is filled with Aggravated damage, however, she suffers incapacitation as normal.

### STRENGTH OF THE EARTH DRAGON

**Cost:** —; **Mins:** Resistance 5, Essence 3; **Type:** Permanent  
**Keywords:** None  
**Duration:** Permanent

**Prerequisite Charms:** Mountain Toppling Method

This Charm permanently modifies Mount Toppling Method. While Strength of Stone Technique is active, the Exalt may activate Mountain Toppling Method for 0m on any action during which he had already activated it at full cost. Furthermore, while used within an Earth Aspected Demense or Manse to

which the Exalt is attuned, the Charm's initial cost is reduced by one mote.

### ENDURING EARTH POSTURE

**Cost:** —(+1wp) **Mins:** Resistance: 4, Essence 3 **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite:** Strength of Stone

This Charm Upgrades its Prerequisite granting all beneficiaries the ability to Soak lethal damage as Exalted. Exalted, instead become able to soak Lethal with their full Stamina. It also enhances the Charm such that it now adds +2 to strength and stamina instead of +1. At Resistance 5+, Essence 4+, this upgrade may be re-purchased extending its duration to One Day and lowering the cost to 1m per person provided all persons benefiting from the Charm are either related to the Charm's activator or otherwise share his Elemental Aspect.

### DRAGON HIDE REINFORCEMENT

**Cost:** 1m 1wp; **Mins:** Resistance 3, Essence 3; **Type:** Simple

**Keywords:** Native, Purity 4

**Duration:** One scene

**Prerequisite Charms:** None

The magic of Terrestrial Exalted is, especially at low levels, often ill suited to the task of protecting them against sorcerously enhanced attacks. Naturally, the army of the Gods could not allow themselves such an obviously exploitable vulnerability. This Charm was developed in answer to this dilemma. While it is active, Resistance Charms such as (Element) Protection Form and Impervious Skin of Stone which fail against Charms no longer suffer from this weakness and function equally well against both Magical and Mundane attacks. At Essence 5+ this Charm's duration becomes Indefinite.

## WAR

### MOUNT SHIELDS THE VALLEY DEFENSE

**Cost:** 4m **Mins:** War 4, Essence 3 **Type:** Reflexive  
**Keywords:** Action-Only, Combo-OK, Holy, Obvious, War  
**Duration:** Until next action

**Prerequisite Charms:** Ramparts of Obedient Earth

The terrestrial exhorts the earth dragon to shield his comrades from harm, rolling (War+Essence) against a difficulty of 3, or 2 if the target is a relative, the Terrestrial himself or the object of an Oath of Ten Thousand Dragons. If the target is a Celestial Exalt reduce the difficulty to One. If successful, for the next action, the Earth itself takes a Defend Other Action to protect the target extruding stones and dust to deter attackers. The Earth has a PDV of the net successes on the activation roll to a maximum of the Terrestrial's Permanent Essence. To validly benefit from this defense both the Terrestrial and the warded subject must stand on the first story of a building or upon raw earth or stone as per All-Encompassing Earth Sense. This Charm may only ward targets within range of an unmodified Move action, if this Charm is used in mass combat, it can be used to defend allied units within range of a single move action provided their magnitude is less than the Terrestrial's Essence. The Earth will not attempt to gainsay the will of the

Celestial Exalted so this Charm provides no protection against them unless they are also Creatures of Darkness in which case this Charm functions normally. This final aspect of the Charm is a Holy effect. Only one invocation of this Charm may be active at a time upon a given target. Attacks blocked by this Charm reduce the protection it provides by -1. This reduction is cumulative and can cause the Charm to terminate prematurely. Should an attack overcome the defense this Charm provides, then it terminates automatically and does not further protect the target. At Essence 4+ this Charm may be repurchased, doing so eliminates this weaknesses.

## FIRE ASPECT

### ATHLETICS

#### DRAGON VEIN TRAVERSE

**Cost:** 7m 1wp; **Mins:** Athletics 5, Essence 5;

**Type:** Simple (Speed 6, DV -2)

**Keywords:** Combo-OK, Obvious, Elemental, Shaping

**Duration:** One action

**Prerequisite Charms:** Dancing Ember Stride

Space is easily circumvented by the Exalted. Subsuming himself into raw essence, the Terrestrial vanishes within the flux of his own anima and re-appears from within a manifestation of his own element within (Essence x 50) yards. Disappearing takes one full tick, during which time the Terrestrial's body melts into raw essence, then he vanishes and does not reappear until his next action at which time he steps out from the center of the Elemental manifestation. Should the arrival point be destroyed the Terrestrial returns to his initial location at the end of the action, but still loses motes spent on this Charm.

#### DISTANT HEARTH TREAD

**Cost:** —(+2m +1ahl); **Mins:** Ability 5, Essence 5;

**Type:** Permanent

**Keywords:** None

**Duration:** Permanent

The Dragonblooded are the new Princes of the Earth and with this authority comes the responsibility to defend creation. This responsibility places heavy demands on the Chosen of the Dragons who, it seems, are called to be in many places at once and must travel swiftly to keep up with the demands on their time. This Charm upgrades its pre-requisite. By paying an additional +4m +1wp the Terrestrial may vanish into an eruption of his own essence. Instead of stepping out of an instance of the element within the normally allotted range, she appears in the hearth room of an attuned manse or at the center of an attuned demesne (either of which must be of the same Elemental Aspect as the Terrestrial) within (Essence x 2) miles.

The Terrestrial must know, approximately, where the location he is teleporting to is and, should attunement lapse or the manse or demesne suffer destruction or power failure between departure and arrival, he suffers 7A levels of automatic damage as his body forcibly reconstitutes at the location from which he departed. This damage cannot be soaked by any means and is inflicted on top of the cost of this Charm. Use of this Charm

takes longer than its shorter distance counterpart. Measure the speed of the upgraded version of the Charm in long ticks.

## MELEE

#### BLAZING METEOR STORM

**Cost:** — **Mins:** Melee 5, Essence 3, **Type:** Permanent

**Keywords:** Obvious, Co-operative

**Duration:** Instant

**Prerequisite Charms:** Ringing Anvil Onslaught

The Blows of the Terrestrial fencer strike most furiously when they strike in tandem with their brethren. If the An Exalt activates Ringing Anvil onslaught on the same tick as another who knows this Charm, they each add 1 success to the Charm's activation roll per character (other than themselves) who activates the Charm on the same tick. Secondly, knowledge of this Charm adds +1 to the Maximum number of Melee Attacks the Charm can provide.

#### STALWART DRAGON DEFENSE

**Cost:** 2m **Mins:** Melee 4, Essence 2; **Type:** Reflexive

**Keywords:** Action-Only, Combo-OK, Dynasty

**Duration:** Instant

**Prerequisite Charms:** Any Melee Excellency

The Hide of A Dragon's toughness stems from its interlocking scales, and the strength of the Terrestrial host depends on the willingness of each Dragonblooded to stand for his brother. This Charm enables the exalt to take a Defend Other action reflexively rather than as a miscellaneous action. He may still make only one Defend Other per Action at a time. At Essence 3+ the Terrestrial may defend Relatives, Celestial Exalted who are not creatures of Darkness, and Characters Towards whom he has sworn an Oath of Ten Thousand Dragons without it counting as his one Defend Other action.

#### FIRE BURNS BACK

**Cost:** 4m **Mins:** Melee 5, Essence 2; **Type:** Reflexive (Step 9)

**Keywords:** Combo-OK, Counterattack, Obvious

**Duration:** Instant

**Prerequisite Charms:** Stalwart Dragon Defense

The Dragonblooded May activate this Charm to launch a counterattack against an attacker who made a close ranged attack against him which was thwarted by his PDV. At Essence 4+, this Charm may be invoked whenever the exalt is defended by another PDV via Defend-Other. When she does so in this manner, the attack cannot be parried.

#### FLESH SCORCHING DRAGON BLADE

**Cost:** 3m, **Mins:** Melee 5, Essence 2; **Type:** Supplemental

**Keywords:** Combo-OK, Obvious, Crippling

**Duration:** Instant

**Prerequisite Charms:** Blinding Spark Distraction

The Exalts weapon burns with a terrible inner fire as it strikes. This Charm supplements an attack which deals at least two levels of lethal damage. Reducing the final damage of the attack by one level in Step 10, the Exalt inflicts a crippling wound which cannot be healed, even by Charms or magic, until the end of the scene (except, obviously, Charms which allow the healing of Crippling Wounds). Mortals struck by such an attack never heal the wound without magical care and are

forever scarred by it. It is a small mercy that an attack supplemented by this Charm can never be a vector for a Poison or Sickness and the wound it opens neither bleeds nor risks infection.

### FOE MAIMING CONFLAGRATION

**Cost:** —(+1m +1wp); **Mins:** Melee 5, Essence 3;

**Type:** Permanent

**Keywords:** Holy

**Duration:** Permanent

**Prerequisite Charms:** Flesh Scorching Dragon Blade

This Charm is a permanent upgrade to its prerequisite. The terrestrial may spend an additional mote and point of willpower when attacking a Mortal or UnExalted being with an Permanent Essence less than the Terrestrials. Doing so allows him to automatically inflict a Disabling wound without needing to inflict 4+ levels of damage. If the target would not normally be susceptible to such wounds this Charms makes it possible to inflict a disabling wound upon them by dealing 4+ levels of Lethal or Aggravated damage with the attack. If the target is a Creature of Darkness do not reduce the final damage of the attack by 1 level in Step 10. At Essence 4+ this Charm may be repurchased such that it affects all creatures of darkness, even if they are Exalted and no longer requires that UnExalted Creatures of Darkness have a Permanent Essence less than the Terrestrial's in order to function. It also expands it such that it may target Terrestrial Exalted of inferior Essence. Celestial Exalts who are not Creatures of Darkness remain proof against this Charms effects. The Character is not aware of whether a given target is a valid target for this Charm until he attempts to employ it against them.

### UNWAVERING DRAGON FIDELITY

**Cost:** — **Mins:** Melee 5, Essence 3 **Type:** Permanent

**Keywords:**None

**Duration:** Permanent

**Prerequisite Charms:** Portentous Comet Deflecting Mode

Known in the first age by the less grandiose name, "Dutiful Retainer Defense" this Charm was employed by Terrestrials who served as bodyguards or lieutenants to Celestial Exalted and other important figures. It enabled them to better protect their Celestial Lords, as well as their kin, while in combat. This Charm permanently enhances its pre-requte, eliminating its willpower cost for all activations in an action following the first provided they are used as part of a Defend Other action to protect either a Celestial Exalt, Descendant, or the subject of an Oath of Ten Thousand Dragons.

### TEMPER THE SOULFIRE SABER

**Cost:**— **Mins:** Melee 5, Essence 3 **Type:** Permanent

**Keywords:** Native

**Duration:** Permanent

**Prerequisite Charms:** Refining the Inner Blade, Melee Specialty Focus

The Terrestrial Exalted excels in their areas of expertise. When he purchases this charm, the terrestrial learns to turn their comprehensive understanding of the fighting arts towards the task of forging weapons of their essence. Increase the quality of any weapon created by this Refining The Inner Blade by one

degree per dot of specialty the Terrestrial has that specifically applies to that weapon. A single specialty increases the quality of the weapon to fine, while two specialties renders it Excellent and Three Perfect. The Bonus traits provided by this charm are assigned when Refining the Inner Blade is activated. Situational specialties do not qualify in this case, only specific, weapon related specialties are valid for the purpose of this charm. Thus, a specialty of Melee 5 (+1 On Ships) would provide no benefits for the purpose of this charm, but a specialty of Melee 5 (+1 Slashing Swords) would cause any Slashing Swords created with Refining the Inner blade to have the qualities of Fine weapons. A repurchase of this charm at Breeding 3+, Essence 4, gives any Weapon that benefits from quality improvement through this charm the properties of a Jade weapon of a color appropriate to the charm user's Aspect.

## PRESENCE

### AUGUST DRAGON RESPLENDENT

**Cost:** 3m 1wp; **Mins:** Presence 5, Essence 2; **Type:** Simple

**Keywords:** Combo-OK, Obvious, Illusion, Dynasty, Purity 2

**Duration:** Instant

**Prerequisite Charms:** Warlord's Convocation

Laying Bare the might of the elements that surge within her, the Exalt holds herself superior to those of inferior puaissance and is more readily able to bend them to her will. Activating this Charm, the exalt is enfolded in a terrible flash of daunting Elemental essence he becomes a figure of awe in the eyes of the object of his ire. This Charm subjects a single individual, who must have an (Essence) less than the Terrestrial's and a DMDV less than the Exalt's (Appearance+Presence+Essence)/2 to an illusion which convinces the target that the Exalt's Appearance is (Breeding)/2 points higher than it actually is for the purposes of intimidation. This does not provide a boost to the Terrestrial's DMDV due to relative appearance, because he is not, himself, subject to the illusion, but he does not suffer penalties either unless the target's Appearance is higher than his illusory rating. This illusion costs 1wp to resist, and doing so immunizes the character for one scene. Direct Descendants of the Terrestrial, however, must spend 2wp to immunize themselves against this Charm for a scene unless they have a Permanent Essence higher than their ancestor's (rendering them invalid targets for this Charm). When the Exalt attains Essence 3+, Mortal descendants Halve their DMDV's against this attack. Celestial Exalted, regardless of their essence, are unimpressed by the crude display of Elemental Essence.

### REVEREND ANCESTOR'S MIGHT

**Cost:** 4m; **Mins:** Presence 4, Essence 3;

**Type:** Reflexive (Step 1)

**Keywords:** Action-Only, Combo-OK, Dynasty, Obvious, Purity 2

**Duration:** Until next action

**Prerequisite Charms:** Glowing Coal Radiance

Pedigree is of supreme importance to the Terrestrial exalted, the blessing of the Dragons flows in the blood and the blood is the source of the Terrestrial's power. There is no escaping this fact. Drawing upon this truth, elder terrestrials developed this Charms as a way of cowering their petulant descendants. When

activated, this Charm causes the exalt to shine with a terrible inner light, creating a display appropriate to her elemental aspect. She adds her (Presence+Breeding)/2 to her Strength and Charisma, for the purpose of forcibly commanding or interacting with one of her Descendants, who must be of lower essence. The Strength bonus applies only to direct physical interaction with the target, not just any action taken in the target's presence. It is believed that application of this Charm allowed the Empress to throttle one of her children with her bare hands in open court. At Essence 5+ this Charm may be used against any Terrestrial, Mortal or Elemental who have a Permanent Essence less than the Terrestrial's (Breeding), regardless of their heritage.

## SOCIALIZE

### MATCHMAKER'S KNOWING GLANCE

**Cost:** 4m **Mins:** Socialize 4, Essence 2;

**Type:** Simple (Speed 3 long ticks)

**Keyword:** Combo-OK, Purity 1

**Duration:** Instant

**Prerequisite Charms:** Auspicious First Meeting Attitude

This Charm functions similarly to Pedigree Assessing Hand but has different prerequisite Charms, minimums and duration. Furthermore, it does not require touch, but does necessitate three long ticks spent scrutinizing the target's manner and conduct followed by a successful (Intelligence+Socialize) roll at a difficulty of (7-Breeding) . A repurchase of this Charm at Essence 3+ allows it to function with regards to Inheritance and also enables the Dragon-blooded to discern the parentage of the Half-Caste offspring Celestial Exalted. That is to say, it allows the Terrestrial to discern the nature of the target's Celestial sire (be he Solar, Lunar, Sidereal etc...) as well as determining relatives of the target if he has scrutinized them earlier in the scene. This follows the same rules as Pedigree Assessing Hand. As a final benefit of this Charm, the Terrestrial gains +2 bonus specialty dice to all social abilities for the purpose of encouraging copulation between two Terrestrial Exalts with dots in the Breeding Background and who she has targeted with this Charm earlier in the scene.

### ENTHRALLING GLOW METHOD

**Cost:** —; **Mins:** Socialize 5, Essence 3; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Warm Faced Seduction Style

The Terrestrial becomes more adept at her use of the prerequisite Charm. Against any Character who possesses an intimacy of lust, attraction, or even friendly camaraderie, the Terrestrial is treated as having +1 dot of Appearance . Furthermore, Any target who consents to intercourse with the Terrestrial restores any existing intimacy of love or lust to full strength provided it was extant prior to intercourse.

### BONFIRE REVELRY ENHANCEMENT

**Cost:** —(+2m); **Mins:** Socialize 5, Essence 3; **Type:** Permanent

**Keywords:** Emotion

**Duration:** Permanent

**Prerequisite Charms:** Sweeten The Tap Method

This Charm augments its prerequisite, allowing the Exalt who activates the Charm to exempt themselves and their Kin, at their discretion, from the effect of a botched social attack. They neither provoke nor are provoked to violence by this Charm. Furthermore, any character whose DMDV drops below the Charm user's Essence gain a temporary intimacy towards the patron of the event, generally, but not always, the Terrestrial who activated the Charm. This effect is resisted by a separate 1wp expenditure.

### CANDLELIGHT WHISPER STRATAGEM

**Cost:** 2m; **Mins:** Socialize 4, Essence 2 **Type:** Supplemental

**Keywords:** Combo-OK, Illusion, Dynasty

**Duration:** Instant

**Prerequisite Charms:** Any Socialize Excellency

This Charm enhances a social attack made in the setting of a party or social gathering. This social attack is not necessarily personal and can address up to (Essence/2) Magnitude individuals if Performance is used. Target's of this attack experience it as an impulse gleaned from the crowd rather than as the influence of a specific individual. This obfuscation is an illusion effect that costs 2wp to resist unless the target is a descendant of the Exalt with lower Essence, or a mortal in which case it costs 3wp. Once a character has resisted this effect once he is immune to its use for the remainder of the scene. The attack itself remain natural mental influence but its source is unclear. One who resists the illusion must still succeed in a (Wits+Awareness or Socialize) roll at a difficulty of the target's (Socialize) to discern its specific source, though that the attack originated from a singular target and that it was being magically concealed becomes obvious. This Charm may be comboed with Charms from other abilities.

## WATER ASPECT

### LARCENY

#### IMPASSIBLE PORTAL MEDITATION

**Cost:** 4m 1wp **Mins:** Larceny 5, Essence 3 **Type:** Simple

**Duration:** One Hour

**Keywords:** Combo-Basic, Obvious, Touch

**Pre-Requisite Charms:**

The Chosen of Daana'd often must safeguard the treasures of the Princes of the Earth from the dangers of theft. Touching a door and suffusing it with frigid water essence, the Exalt renders it inoperable and impassable. The mechanisms jam and the door is frosted into its frame. The door can be broken down or damaged as normal, though it adds half the Dragon-blooded's (Essence) to the (Strength+Athletics) difficulty to kick it down, but it cannot be unlocked or opened by any other means.

## FLOWING VISAGE VEIL

**Cost:** 1m 1wp **Mins:** Larceny 3, Essence 3 **Type:** Reflexive

**Duration:** One scene

**Keywords:** Combo-OK, Obvious

**Prerequisite Charms:** None

The Dragonblooded, wishing to remain anonymous, sheathes his visage in rippling water essence that distorts his visage and prevents recognition. While this Charm is active, mundane senses cannot detect the character's identity visually, though the sound of their voice or similar things might still betray them. This Illusion affects only the Terrestrial himself and cannot be pierced by the expenditure of willpower, requiring instead a Charm or magical effect that can defeat illusions. If this Charm is active while the character is under water or, if they are a Water Aspected Terrestrial, while their anima is at the 8+ mote level, apply a -1 external visibility penalty to all relevant actions targeting the exalt resulting from the churning currents of essence obfuscating the character further.

## FLUID FEATURES TECHNIQUE

**Cost:** — (+2m) **Mins:** Larceny 5, Essence 3 **Type:** Permanent

**Duration:** Permanent

**Keywords:** None

**Prerequisite Charms:** Flowing Visage Veil

The Wate Aspect who knows this Charm may add +2m to the cost of Flowing Visage Veil such that, while it is active, the exalt no longer suffers penalties trying to disguise himself without sufficient tools or props, or who is of a different gender. This bonus is produce by the flowing sheath of water essence that enfolds the Exalt's form and which he can sculpt readily. The Exalt must still apply the disguise as a separate dramatic action. This Charm renders its pre-requisite not obvious while the disguise is in place. The duration of the Charm is improved to One Day.

## MARTIAL ARTS

### DRAGON FIST UNDERSTANDING

**Cost:** — (+1m, +1wp); **Mins:** Martial Arts 5, Essence 3; **Type:** Permanent

**Keywords:** Combo-OK, Obvious, Form-Enhancing, Native

**Duration:** Permanent

**Prerequisite Charms:** Terrestrial Hero Form, Dragon's Claw Elemental Strike

Expanding her understanding of her innate fighting abilities, the Terrestrial Hero learns to harmonize it with the peculiarities of their Aspect. This provides the Following Benefits:

- The Terrestrial's Punch attacks benefits from the appropriate aspect variant of Dragon's Claw Elemental Strike on all attacks.
- The Terrestrial reduces the cost of all Terrestrial Hero Charms by 1m to a minimum of 1m.
- The Terrestrial gains (Essence/2) additional 'points' to be allocated when he activates Terrestrial Hero Form. No Stat may be raised by more than Martial Arts points and all dice added count as dice from Charms.

## ETERNAL ELEMENTAL TALON

**Cost:** — ; **Mins:** Martial Arts 5, Essence 4; **Type:** Permanent

**Keywords:** Native

**Duration:** Instant

**Prerequisite Charms:** Dragon Fist Understanding

This Charm improves its pre-requisite such that it may be active, for the listed cost, irrespective of whether the terrestrial is using Terrestrial Hero Form. Doing so requires the commitment of 1m, the expenditure of 1wp, and a miscellaneous ready weapon action. The prerequisite retains the Form-Enhancing keyword in relation to Terrestrial Hero Form, but it may be exercised optionally and does not cost 1wp anymore. This is a deliberate divergence from the normal rules for Form Enhancing Charms. Only the first two benefits of Dragon Fist Understanding apply when it is activated independently of the Terrestrial Hero Form. As a final benefit, while this effect is active the Terrestrial's enhanced Punch attacks gain trait bonuses as if they were Exceptional Weapons. At Essence 6+ this benefit upgrades such that they become Perfect weapons. Bonus trait does are assigned at Charm purchase and may not be moved, except at Essence 6 where they may be reconfigured, once, at the time the extra bonus traits are assigned.

## SAIL

### WAVE RIDER TRAVERSE

**Cost:** 8m 2wp; **Mins:** Sail 5, Essence 4;

**Type:** Simple (Speed 4 in long ticks, DV-2)

**Keywords:** Combo-OK, Obvious, Shaping

**Duration:** One Day

**Prerequisite Charms:** Wave Like Clouds Voyage

The Terrestrial floats or stands in the water, meditating upon the essence of the sea and calls up a wave to bear him to his destination. The ocean rises up to bear him aloft and carry him where he wishes. The Exalt must declare where he is going at the outset and rolls (Intelligence+Sail) at a difficulty of 1 per 10 miles the Exalt wishes to travel to a maximum distance of (Essencex10) miles. He selects his destination in advance and cannot alter course once he has selected it. Failure on this roll results in the wave failing to form. Should the Terrestrial Succeed he travels over the ocean, on the back of the wave, as if on a vessel that moves at the speed of a ship rowed tirelessly (**Exalted**, p. 264). He may travel up to 360 miles in a single day in this manner. Multiple Terrestrials who know this Charm may activate it cooperatively, each adding one automatic success to the difficulty of the roll and all of them making the roll together. Furthermore, for each additional activator beyond the first, reduce this Charm's willpower cost by one to a minimum of 0. At Essence 5+ this Charm may be repurchased allowing the terrestrial to pay an additional 2m to carry his (Essence/2) magnitude people along with him. When activated co-operatively, use the highest essence of any participant to determine maximum number of passengers and do not count fellow Charm activators against the maximum. Non-water aspected Terrestrials and Mortals cannot walk on water as the Children of Daana'd can, and soaking in the sea is not an attractive prospect for most. For this reason, many Outcaste who make use of this Charm ride the wave in kayaks or balanced upon long boards of

carefully carved woods. The Wave cannot be attacked directly, though magic which controls the weather or water might disrupt it. An (essence) roll-off is required to determine if such a thing is possible. Should the Charm user fall unconscious while the Charm is in use, it terminates prematurely.

## WOOD ASPECT

### MEDICINE

#### MERCIFUL PHYSICIAN CARESS

**Cost:** 2m+ ; **Mins:** Medicine 3, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK, Obvious, Action-Only, Touch

**Duration:** Indefinite

**Prerequisite Charms:** Any Medicine Excelency

The Terrestrial lays his hands upon an injured comrade, manipulating their essence to lessen the pain they suffer. Upon activating this Charm in conjunction with a (Dexterity+Martial Arts) attack (which does no damage and is assumed to be automatically successful if the target is willing but which is, itself, not reflexive) the Terrestrial spends up to (Essence x2) Motes and rolls a number of dice equal to half the motes spent, rounding down. For each success on this roll, the terrestrial reduces the target's wound penalties by -1. For each point of reduction 2m spent on this Charm must remain committed or the effect lapses. Wounds that receive this treatment are not healed and may become infected or bleed as they normally would, but the beneficiary of this Charm suffers no wound penalties. This Charm normally affects only Bashing wound penalties. When a Terrestrial learns Wound Closing Touch and/or Grievous Wound Alteration energy this Charm becomes able to treat Lethal and Aggravated wound penalties. At Essence 3+ when this Charm is used on a Relative or the object of an Oath of 10,000 Dragons, all dice are converted into successes automatically for the purpose of determining how many wound penalties are ignored.

#### FERTILE FIELD MEDITATION

**Cost:** 5m or 10m; **Mins:** Medicine 2, Essence 4; **Type:** Simple

**Keywords:** Obvious

**Duration:** One scene

**Prerequisite Charms:** None

Breathing deeply, the Terrestrial internalizes a large sum of highly vital Wood Essence. Which suffuses her being and renders her supernaturally vital. While this Charm is active, the Terrestrial is assured that any sexual liaison she has with a suitably virile partner will result in conception. This Charm exists for both Male and Females and, in both cases, suffuses the character's reproductive organs with a soft green light while it is active. At Medicine 5+, Essence 5+ this Charm may be repurchased to allow the Terrestrial to increase her Breeding by +1 (to a maximum of 5) for the purpose of determining the hypothetical Breeding score of his or her offspring should they Exalt. To do so they must keep the motes committed for the full term of the pregnancy however.

**Note:** A similar Solar Charm called Aureate (Horn or Vessel) Modification. With Male Exalt's learning it as Aureate Horn Modification and Females learning at Aureate Vessel

Modification. This Charm has the pre-requisites of Medicine 1, Essence 2 and is permanent requiring only that 5m be committed during sexual congress. It does not have an Obvious display, though it does cause the Solar's Genitals to shine with Golden light when viewed with Essence Sight. While it is active the Solar Chooses whether or not they wish to Conceive. Solars with Essence 4+ no longer need to commit motes to the Charm, but may freely choose to conceive or not. At this point, the Charm ceases to be Obvious even to Essence Sight. However, a Solar with Essence 5+ may choose to commit 5m for the duration of a pregnancy to raise her Permanent Essence by +1 for the purpose of determining if the offspring is a Half-caste and, if so, what their Inheritance rating is.

### SURVIVAL

#### BLOOD CALLS TO BLOOD

**Cost:** — **Mins:** Survival 5, Essence 4; **Type:** Permanent

**Keywords:** Purity 3, Dynasty

**Duration:** Permanent

**Prerequisite Charms:** Quarry Revelation Method

The Terrestrial can feel their kin, they can sense them, bonds of essence link their Exaltation inextricably. This charm permanently expends the terrestrial's competence. Whenever a Terrestrial Undertakes to find a Terrestrial who is related to them by blood, they add +2 successes to the roll. This charm does not, itself, constitute supernatural tracking, however it may benefit a charm that does and, when it does, if a contested roll-off results, impose an external penalty of the Terrestrial's (Breeding/2), round up, to his relatives roll. This charm benefits the roll-off by adding successes in the same way as it benefits any survival roll.

#### SCORNFUL ELDER EVASION TACTIC

**Cost:** — **Mins:** Survival 5, Essence 3; **Type:** Permanent

**Keywords:** Purity 3, Dynasty

**Duration:** Permanent

**Prerequisite Charms:** Trail Concealing Measure

This Charm is often used by Terrestrials in their prime who wish to avoid the scrutiny of their Elders or who otherwise wish to hide themselves from their ancestors. This charm permanently upgrades the Terrestrial's use of Trail Concealing Measure, whenever a character who is a blood relative of the Terrestrials searches him out she suffers a -2 external penalty on all Survival rolls, if he is able to make one at all, to track the Terrestrial. If another effect contests this charm, the Terrestrial Adds her (Essence) successes to her roll. This does not apply against characters who are not relatives of the Terrestrial.

#### VERDANT EDEN CULTIVATION

**Cost:** —; **Mins:** Survival 5, Essence 3; **Type:** Permanent

**Keywords:** Native

**Duration:** Permanent

**Prerequisite Charms:** Element Shelter Creation Technique

The Dragonblooded are not the children of Gaia, nor are they her Chosen, but a portion of her being flows through them and she does show them favor, insofar of a being of her metaphysical magnitude is capable of such a thing. This charm is but one example of such, offering the terrestrial a place in creation

which acts as their refuge from the harsh world around them. This charm, when learned, forges an indelible bond between the Terrestrial and a plot of land, no larger than (Essence + Breeding) x30 yards in radius which is owned by the Terrestrial and which represents a biome associated with the Terrestrial's Aspect. This land, for the purposes of the Terrestrial only, gains the following properties:

- It is a place of safety and comfort. While there, the Terrestrial doubles (to a maximum of the size of her initial pool) all successes rolled to regain willpower from sleep, Halves the amount of time necessary to heal and regains essence twice as swiftly while at rest or meditating.

- The Terrestrial automatically succeeds on all Survival rolls to find food or Shelter for herself alone. At Essence 3+ any descendants of her's qualify as herself, allowing the Terrestrial to secure food and shelter for them as if they were her.

- Finally, she reduces the cost of (Element) Shelter Creation Technique by (Breeding) notes.

The terrestrial must Own an appropriate plot of land before she can learn this charm. This charm can only function within creation, it cannot be repurchased nor can the location of the Terrestrial's Garden be changed. Therefore, they must protect it whenever possible. Should the area be destroyed, the Terrestrial may cultivate another Garden but must re-learn the charm. The area affected by this charm is Obvious to essence sight and counts as an Arcane Link to the Owner of the land.

### DWELLING IN MOTHER'S GARDEN

**Cost:** —; **Mins:** Survival 4, Essence 5; **Type:** Permanent

**Keywords:** Purity 3, Native

**Duration:** Permanent

**Prerequisite Charms:** Verdant Eden Cultivation

This charm upgrades its prerequisite, providing a number of additional benefits:

- The Garden's benefits may be extended to up to a Magnitude of (Essence)/2 guests. Descendants do not count against this limit.

- Uninvited or extraneous guests suffer a -1 external penalty on all non-reflexive actions within the premises, if the action in question is an attack against the Terrestrial or one of her guests, be it social or physical, the target suffers a -2 external penalty instead.

- The Terrestrial also gains a single automatic success on all actions associated with an Aspect Ability or with a Terrestrial Charm activation roll. This benefit is not available to the Terrestrial's guests.

- The Garden creates a structure for the Terrestrial to inhabit. The Structure is mundane in its qualities but offer all the non-magical creature comforts one could wish for, all of which are created from the garden's Element (or in a manner which resonates with the aforementioned element in event direct elemental manifestations would not create a habitable structure). The dwelling has an apparent resources value of a structure which was built and furnished with the expenditure of (Essence+2) dots of resources, this expenditure can be divided between furnishings and construction, but the structure is, in fact, worthless, as it cannot be sold or given away to any other being.

At Breeding 5+ when the Terrestrial dies, should he perish on the premises, the local geomancy shifts to transform the area into a Demesne over the course of the next (10-Essence) years. At the end of this time period, the Demesne, which shares the Terrestrial's aspect and is rated at her (Breeding-2), appears. This Demesne is automatically attuned to all the Terrestrial's Descendants and, for a number of decades following this equal to the Terrestrial's (Essence), they can return to the site and speak to a lingering essence manifestation of their deceased elder. This phatasm has all the Terrestrial's memories, including charms, and can teach and share his knowledge with anyone who can speak with him. He also has the Same Attributes, Abilities and Traits, though he cannot interact Physically with the world. He cannot use charms, but may still teach them to those who speak with him. This phantasm is not a ghost and cannot be targeted or harmed as one might harm a ghost, he is neither material nor immaterial but is truly a being without substance. Only destroying or altering the demense can prematurely destroy the lingering Terrestrial's presence. Capping the Demesne also has this effect. However, the use of Sapphire or Adamant Countermagic suppresses manifestation and prevents it from appearing to others for a number of years equal to the Caster's Permanent Essence (-1 for Sapphire countermagic).

# CHAPTER FOUR

# INFERNALS

## MALFEAS

### WRATHFUL HOLOCAUST VIGOR

**Cost:** — (1+m); **Mins:** Essence 3; **Type:** Permanent

**Keyword:** Obvious

**Duration:** Permanent

**Prerequisite Charms:** By Agony Empowered

Malfeas can no longer be cowed by wounds, so maddened is he that injuries he suffers do nothing but fuel his anger. While By Pain Reforged is active, the Infernal may, on each action, make a number of Reflexive attacks, equal to the wound penalty associated with his highest lethal wound. He must pay 1m per action, reflexively, each time he chooses to do so. The Infernal's attacks must follow certain guidelines. They must be actions which could validly benefit from both the Malfean Excelency and Green Sun Nimbus Flare. At Essence 4+ this charm may be repurchased, adding +1 to the number of per-action attacks he may make and the charm may be used whether or not By Agony Empowered is active, but costs 2m per attack when it is not. At Essence 6+ a character who has purchased this charm twice reduces the cost, per attack, is reduced by -1m to a minimum of 0m.

### IN TORMENT ETERNITY

**Cost:** —; **Mins:** Essence 4; **Type:** Permanent

**Keywords:** Shaping

**Duration:** Permanent

**Prerequisite Charms:** By Agony Empowered

Destruction, true destruction, is still beyond Malfeas's comprehension. Broken though he is, he remains eternal, even if that eternity is spent in torment. No wound may cleave him from being to non-being, or so he believes. This Charm represents that conviction. While it's pre-requisite is active, the Infernal increases the target number of any roll to inflict damage against him by a value dependant on the type of damage which levies the highest penalty at the time the damage is rolled. Bashing wound penalties set the Target number at 8. Lethal wound penalties set the target number at 9. At Essence 5+ Aggravated damage sets the target number at 10. Normally, this is the Charm's limit, but at Essence 8+ this Charm may be repurchased such that an Infernal who has a -4 health level filled with aggravated damage sets the target number of all damage rolled against them to a theoretical 11. This makes it literally impossible for damage dice to succeed unless the attacker can lower the target number of their damage roll, or inflict automatic levels of damage. Automatic successes, or dice converted into successes by Charms or similar effects are unaffected by this Shaping effect. The Shaping effect alters the Infernal himself such that blows simply do no harm him.

### FEARSOME BRASS WAR-MACHINE

**Cost:** —(0m or 3m); **Mins:** Essence 3; **Type:** Permanent

**Keywords:** Native

**Duration:** Permanent

**Prerequisite Charms:** Viridian Legend Exoskeleton (2x)

This Charm upgrades its prerequisite. If the Infernal has readied a weapon when activating the Charm, or if he readies a weapon while the Charm is active and expends, but does not commit, 3m as a reflexive action, he may fuse that weapon into his grasp, melding it to his brazen flesh. The weapon gains the N tag and cannot be disarmed without amputating the limb holding it. Furthermore, the martial artist treats attacks with this weapon as attacks with a natural weapon for the purposes of Martial Arts Charms. Magitech, thrown, and ranged weapons are not viable targets for this Charm. Finally, the Exalt substitutes the traits of the natural weapon to which he fused the weapon for the weapon's Accuracy, Rate, or Defense when the traits of his natural weapons are superior. This Charm cannot benefit Thrown weapons.

### ENDLESS TORMENT REPROOF

**Cost:** —; **Mins:** Essence 4; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Magnanimous Warding Glyph, Fealty Acknowledging Audience

This Charm upgrades its pre-requisites such that characters branded with Magnanimous Warding Glyph suffer the effects of the brand (Infernal's Essence) times before the brand is destroyed. At Essence 6+ This Charm may be repurchased such that, while the Intimacy of Terrified Awe endures, the damage inflicted by the brand does not count against this maximum and only damage inflicted upon the bearer of the mark when they do not have an intimacy of Terrified Awe toward the Infernal or Malfeas erode the brand. This repurchase also increases the power of the Sorcerous effect such that Sapphire Countermagic or greater is required to fully dispel the effect. Emerald Countermagic only drives the brand into remission for a scene.

### TERRIBLE EMPYREAN PROCLAMATIONS

**Cost:** —; **Mins:** Essence 4; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Crowned With Fury

This Charm permanently improves the Infernal capabilities. Entities who possess an intimacy of terrified awe towards the infernal suffer a -2 MDV penalty against Presence or Performance based Social Attacks originating from the Infernal which benefit from the effects of Crowned With Fury. This penalty is cumulative with the normal penalties for such an intimacy. If they have a Permanent Essence two or more dots lower than the Infernals and an appropriate intimacy, treat

such mental influence as unblockable. Beings who bear a Magnanimous Warding Glyph as well as the appropriate intimacy double these penalties. First Circle Demons descended from the Soul Hierarchy of Malfeas and Mortal Denizens of Malfeas are always treated as having Essence two or more dots less than the Infernals. This Charm's effects are predicated upon an Emotion effect but are not, themselves an emotion effect. Eliminating the Intimacy is the only way to cause this Charm's effects to abate. This Charm only provides benefits when the Infernal is making the social attack within the physical presence of his target (as a guideline assume this means within 50 yards) indirect social attacks delivered through non-spoken mediums do not qualify for this benefit.

### INVIOULATE PRISON-BODY BLESSING

**Cost:** — (+5m +1wp) **Mins:** Essence 4 **Type:** Permanent  
**Keywords:** Desecration, Servitude, Shaping, Sorcerous, Touch  
**Duration:** Permanent  
**Prerequisite Charms:** Viridian Legend Exoskeleton (x2), Magnanimous Warding Glyph

The King of Primordials is loathe to share power with others, but he will subject his servants to the agony of imprisonment. This Charm allows the Charm Viridian Legend Exoskeleton to be used on another individual. This requires the willing submission of the target, which cannot be compelled with Unnatural Mental Influence, but can be extorted with threats of violence and the like. With this Charm the Infernal may bestow the effects of Viridian Legend Exoskeleton upon a target who has been branded with Magnanimous Warding Glyph.

The Infernal also lays a geas upon the target, which must be phrased as a specific order or command that has a clearly defined completion condition. The subject must pursue this agenda, gaining one automatic success on all actions which both further the goal and could have hypothetically benefitted from the Malfean Excellency. This is a Servitude effect which may be resisted for a day by spending 1wp. So long as the brand and/or an the Intimacy of awe and terror directed at the Infernal endure, however, the unnatural mental influence will reassert itself the next day. Resisting the Mental Influence does not terminate the physical effects of the Charm either, and the being still appears to be a living brass statue of, savants will note, Infernal origins.

Furthermore, should the target take some action which would cause his Magnanimous Warding Glyph to burst into flames, the damage it causes increases by 1 level and lowers the target's appearance by -1 as a permanent Crippling effect as the brass flesh literally melts off the target. Should the Individual complete the condition, the effects of this Charm recede and he regains 1 point of willpower. He still bears the brand of Malfeas however unless it is removed. For the Duration of their transformation the target of this Charm is considered a Creature of Darkness as a Desecration effect.

### UNFURLING BRAZEN PALACE

**Cost:** 20m 1wp **Mins:** Essence 4 **Type:** Simple (One Dramatic Action)

**Keywords:** Blasphemy, Desecration, Obvious, Shaping, Sorcerous, Touch

**Duration:** Instant

**Prerequisite Charms:** Inviolable Prison Body Blessing

Malfeas's brass flesh and basalt bones form the infrastructure of the demon city, with this Charm an Infernal begins to approximate the grandiosity of the King of Primordials. The Infernal touches a contiguous structure (a palace, a manor etc) which is designed for habitation and activates this Charm. In the course of the next day, which the infernal spends mediating at the center of this structure, liquid Brass flows out of his anima and coats the building transforming it into a great citadel of basalt and infernal metal. This process is a Blasphemy effect, setting off alarms in Yu-Shan, unless activated within the bounds of an area tainted with Charms like Holy Land Infliction.

The Palace has the same footprint of the building it was set on top of, but adds +10L/+10B to it's natural soak and requires that damage be rolled against it. The structure becomes a part of the Infernal's metaphysical body and is an arcane link to him it also is considered a part of Malfeas for the purpose of Charms and effects which function only within the Demon Realm. Furthermore, any being who is not a Denizen of Malfeas but resides within the palace for more than a day contracts the Green Sun Wasting. If the Infernal knows Fealty Acknowledging Audience, characters marked by that Charm are exempt, even if their nature would preclude them from being denizens of Malfeas. As a Final benefit, while within the boundaries of his palace, space means nothing. The Infernal can spend 2m as a miscellaneous action within the Palace to melt into the walls or floor and emerge at any place within the structure 5 ticks later.

At Essence 5+ this Charm may be used to convert a Manse into an infernal citadel. This attunes the aspect of the manse to Malfeas. Manses tainted in this way can be made to provide materials, luxuries and mundane crafting implements and materials to the Infernal in near infinite quantities. In addition to providing the character with any conceivable mundane object his capabilities would allow him to craft, this duplicates the effects of the Solar Charm Craftsman Needs No Tools, except that it does not increase the rate at which the infernal may craft. Items created by this effect, though not items created using tools provided by this effect, must have a resources value less than the rating of the Manse and dissolve into essence if they leave the Manse itself unless treated with the distilled essence of a demon in the manner of Hellforged Wonders. The Countermagic required to dispel the Unfurling Brazen Palace is relative to the Infernal's Essence not to the Essence 4 minimum of the Charm.

# CHAPTER FIVE

# MARTIAL ARTS

## TERRESTRIAL MARTIAL ARTS

### DRAGON BOXING STYLE

This Martial Art was developed in the late years of the shogunate when some martially inclined Terrestrials began to participate shady bare-knuckle brawls during their idle hours. Seen by many as a sign of the decline of culture in the Late First Age, this art was initially scorned and little respect accorded to its practitioners. However, in the early years of the Scarlet Empress's reign the style made a comeback, as decadent dynasts began to orchestrate and wage on bouts between their younger offspring. Seeing an opportunity to further prevent any collusion between the houses, the Empress established an inter-House tournament that was held bi-annually. The tournament has not been held since her disappearance, but the style has become enormously popular. Even Mortals, incapable of channeling essence, have taken to imitating practitioners of this style and hosting their own bare-knuckle tournaments. Pugilism as this practice has come to be called, is even considered the gentlemanly way to settle physical disagreements without bloodshed in some satrapies. Dragon Boxing between dynasts in any context other than a strictly sportsmanlike one is still unheard of in the realm, but it occurs with increasing frequency on the Threshold where violent disagreements are becoming increasingly commonplace. It is a small favor that, at least, conflicts settled by Dragon Boxing do not often result in loss of life. At least, not immediately. There are some mortal and Alchemical practitioners of this style in Autochthonia, they call it Fist-As-Hammer Style.

**Weapons and Armor:** Martial Artists may practice this style only specific types of armor: Buff Jackets, Reinforced Buff Jackets, and Leather Coats (such as those produced in Autochthonia and by the Mountainfolks). It cannot be used with any weapons, nor can its Charms augment unarmed attacks other than Punches except where specifically noted.

**Complementary Abilities:** Practitioners of this style must be strong, fast and physically fit. No one who does not have three dots distributed between Athletics and Resistance may learn this style. Characters who cannot Punch may learn this style but may have trouble implementing it's Charms.

### PRACTICED PUGILIST TACTIC

**Cost:** 3m or 3m 1wp; **Mins:** Martial Arts 3, Essence 2; **Type:** Supplemental

**Keywords:** Combo-OK,

**Duration:** Two Actions

**Prerequisite Charms:** None

The Martial Artist enters the fray poised and ready, with his guard up and the reserves of his stamina untapped. This Charm supplements his Join Battle, adding two successes to that roll. If he faces only a single opponent he may activate it for 3m 1wp gaining an additional benefit. until his DV refreshes twice

(i.e. when it refreshes prior to his second action) he adds (5- his position in the reaction count), minimum 0, to either to his Martial Arts PDV calculation (this counts towards the DV Cap) or as dice to his unarmed Punch attacks (this counts as bonus dice). This Charm may be used only once per scene even if the Martial Artist exits combat and re-rolls join battle during the scene.

### BEHEMOTH STAGGERING BLOW

**Cost:** 4m; **Mins:** Martial Arts 3, Essence 2;

**Type:** Supplemental

**Keywords:** Combo-OK, Crippling

**Duration:** Instant

**Prerequisite Charms:** None

This Charm adds (Essence/2) to the final damage of a punch attack for the purpose of determining whether a target is stunned and for determining the difficulty of the check. This is a Crippling effect. If used against a character who is already Stunned as a result as a previous application of this Charm, this Charm instead converts one post soak dice of Bashing damage into an automatic success. Lethal damage may, optionally, be converted but it always becomes a level of Bashing damage.

### DRAGON BOXING FORM

**Cost:** 4m; **Mins:** Martial Arts 5, Essence 3;

**Type:** Simple (Speed 4)

**Keywords:** Form Type

**Duration:** One scene

**Prerequisite Charms:** Behemoth Staggering Blow, Practiced Pugilist Tactic

The Martial Artist raises his arms to guard his face. He bounces lightly on his feet, weaving and ducking to avoid his enemies blows and striking only with his fists. The Martial Artist may only make Punch attacks while this form is active. However, he adds to the traits of that attack +2 Damage and +1 Accuracy and Defense. He may parry lethal damage unarmed.

### SWARM HARRIES LION OFFENSE

**Cost:** 1m 1wp; **Mins:** Martial Arts 5, Essence 2;

**Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** One action

**Prerequisite Charms:** Dragon Boxing Form

The Martial Artist has learned to stress his opponents defenses with a jab before following the attack up with a more powerful blow. By Voluntarily choosing in (Step 1) to reduce the maximum damage of the attack to 1B (all post soak dice are rolled, but the final damage is reduced to no more than one and converted to Bashing regardless of the type associated with the attack) the Martial Artist makes low risk attacks that harry his opponent. A Punch attack benefiting from this effect reduces

the penalty it inflicts on the Martial Artist's PDV by -1 and, if successful, does not

### FLAWLESS BLOCKING STYLE

**Cost:** 2m; **Mins:** Martial Arts 5, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** One action

**Prerequisite Charms:** Swarm Harries Lion Offense

The Martial Artist catches her enemies blows upon her arms and does not allow the onslaught to weaken her defense. This Charm supplements a Guard action making it DV +1. Close Ranged Attacks which fail to pierce the Exalt's, PDV (Calculated using his Punch natural weapon) do not inflict Onslaught penalties. This Charm does not offset Onslaught penalties of attacks parried using a Charm with a Flaw of Invulnerability.

### TIMELY CLINCH TECHNIQUE

**Cost:** 4m; **Mins:** Martial Arts 5, Essence 2;

**Type:** Reflexive (Step 9)

**Keywords:** Combo-OK, Counterattack

**Duration:** Instant or One action

**Prerequisite Charms:** Swarm Harries Lion Offense

When he finds himself overwhelmed, the martial artist attempts to find some breathing room in combat. This Charm allows him to make an unarmed clinch, counterattack against an opponent who made an unsuccessful close ranged attack against him. If successful, the martial artist must immediately release the Clinch as soon as it is established and cannot crush, throw or hold his opponent. However, it breaks any flurry that was in progress and the martial artist resets all PDV penalties resulting from his own actions until his next action. Should he incur further penalties between this time and the time his DV refreshes they penalize his DVs normally.

### SWIFT FIST TRIUMPHANT

**Cost:** 5m; **Mins:** Martial Arts 5, Essence 3; **Type:** Supplemental

**Keywords:** Combo-Basic

**Duration:** Instant

**Prerequisite Charms:** Timely Clinch Technique

The Martial Artist delivers a blow so swift it flies past all but the most robust defenses. The Martial Artist activates this Charm to benefit an attack against a target who the martial artist has landed a number of successful punches in excess of the target's Permanent Essence since the last time that target's DV refreshed. If the supplemented attack meets this criteria it is unblockable, provided the target suffers at least one point of penalty to their PDV.

### REAPING THE OPPORTUNIST'S HARVEST

**Cost:** 3m 1wp; **Mins:** Martial Arts 5, Essence 3;

**Type:** Simple (Speed 5, DV -0)

**Keywords:** Combo-OK, Counterattack

**Duration:** One action

**Prerequisite Charms:** Flawless Blocking Style

The Martial artist adopts a low, primarily defensive, stance raising his arms to form a bulwark around his body. This Charm functionally is identical to a Guard action, except that it cannot be terminated prematurely. Furthermore, if an attacker makes a close ranged barehanded attack (or attack with a Melee

weapon that lacks the R Tag) which the martial artist parries or dodges, the martial artist may launch a Punch counterattack against them. The Martial Artist may make no more (martial arts) counterattacks per action, though she chooses when to make them. Furthermore, stunts on such counterattacks count as 1 dice higher than they normally would for the purpose of determining if the martial artist can regain Willpower if they are successful.

### THOUSAND FIST HURRICANE

**Cost:** 5m 1wp; **Mins:** Martial Arts 5, Essence 3;

**Type:** Extra Action

**Keywords:** Combo-Basic, Obvious

**Duration:** Instant

**Prerequisite Charms:** None

This, the penultimate technique any practitioner of this martial art learns, is one of the most dangerous techniques in the repertoire of a Boxing Dragon Stylist. The Martial Artist makes an Punch attack against the character, should it land, he follows it up with (Essence) punch attack which must each land or otherwise break the flurry. All attacks target the same character. Each blow is harder than the previous. For every attack that lands, the martial artist adds a cumulative +1 to his post soak damage of the subsequent attacks. This Charm provides a Magical Flurry that has a DV and Speed equal to that of the highest component attack +1. The flurry is not limited by Rate and all attacks are made at the Martial Artists full Dice pool.

### CONSUMMATE UNDERSTANDING OF FISTICUFFS

**Cost:** — **Mins:** Martial Arts 5, Essence 3; **Type:** Permanent

**Keywords:** Form-Enchanting

**Duration:** Permanent

**Prerequisite Charms:** None

So great is his understanding of the bare-fisted arts that his facility with it exceeds even his fellow pugilists. In all cases, while the Form Charm is active, he reduces the Speed of his Punches to 4 if they would not be lower.

Furthermore, if engaged in a one-on-one duel style bout his mastery shines even brighter

Swift fist Triumphant, Behemoth Staggering Blow, when used as part of a flurry, reduce their costs by 2m, non cumulatively, for each activation after the first.

The Martial Artist reduces by -2 the Cumulative DV penalty he suffers as a result of unarmed Punch counterattacks he makes.

Swarm Harries the Lion Offense has a duration of One scene

### DRAGON WRANGLER STYLE

One of the More Esoteric Terrestrial Martial Arts this style was conieved during the shogunate for the purpose enabling its practitioners to handle rouge essence channelers. Rare even during the shogunate, where Terrestrials were loathe to give their servants anything they might find turned on themselves, this style is now almost unheard of. It remains taught to only a select few Terrestrial and Enlightened Mortal operatives in the Imperial Service. These operative, known as Dragon Handlers, are responsible for hunting rogue terrestrials and other essence wielding criminals and handling such threats as such entities present. For more information on this organization see

COCD: The Blessed Isle. This style emphasizes meditative and tactical fighting, employing unarmed, open handed, strikes. Martial Artists trained in this school fight conservatively, wearing away at their foes reserves of power until they can take the upper hand. This style requires a degree of precision which comes naturally to those whose essence is of the Air Aspect.

**Weapons and Armor:** This style requires a level of essence manipulation which is impossible when the martial artist is encumbered by armor. At most, the martial artist may wear light armor. Likewise this style is incompatible with weapons.

**Complementary Abilities:** A complex study of the Meridians of the body and of the behavior of essence in general. This requires the martial artist have at least Occult 2, the level of study involved means it is also impossible to approach this style with out at least Lore 1, one simply would be unable to read the requisite treatises and texts. Finally any prospective student of this style must be familiar with the way essence works within the body. This can be achieved either through knowledge of a degree of geomancy, a fourth dot of occult, or one dot of Medicine.

### EYEING THE STREAMS OF LIFE

**Cost:** 3m 1wp; **Mins:** Martial Arts 1, Essence 2;

**Type:** Simple (Speed 4)

**Keywords:** Obvious, Combo-Basic

**Duration:** One scene

**Prerequisite Charms:** None

The Martial Artist focuses, and his eyes glow briefly with the reflected radiance of the essence he perceives. This Charm can be used to scrutinize an entity, rolling (Perception + Occult) against a difficulty of (5- half the target's essence). If successfully, the Martial Artist immediately learns the target's essence rating relative to his (not specifically, but generally) and also how large (again vaguely) the target's essence pool is and how full it is. The martial artist does not learn the type of essence or any further information beyond this and does not gain the benefits of essence sight, though he does ignore the visibility penalties from darkness, smoke or fog, against a target he has scrutinized in this manner, as they glow to his perceptions. Only one character at a time may be focused on through this Charm. The Martial Artist must be able to see the target to use this Charm on them. The awareness this Charm grants is synesthetic, manifesting, most frequently, as light displays of one variety or another.

### PROTECTIVE ESSENCE BUFFER

**Cost:** 2m; **Mins:** Martial Arts 2, Essence 2;

**Type:** Reflexive (Step 8)

**Keywords:** Obvious, Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Eyeing The Streams of Life

The Martial artist may focus upon the essence that his opponent channels into an attack against him, manipulating the cascade of released energy that the mote expenditure creates to buffer himself against the force of the blow. This Charm may be invoked against any physical, essence empowered attack (which benefits from Charms or from an artifact), adding the attacker's (essence), or the artifact's (rating), whichever is higher, to the martial artist's Bashing soak and half that to

his Lethal soak against the attack. This benefit manifests as a flashing, protective sheath of whirling essence that manifests and disperses, like a cloud of energy, in a matter of instants. This charm may not add more than +5B/+3L soak.

### GRASP THE DRAGON'S TAIL

**Cost:** 1m; **Mins:** Martial Arts 3, Essence 2;

**Type:** Reflexive (Step 1)

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Eyeing The Streams of Life

The Martial Artist may move along the streams of essence he perceives, to pull himself closer to a target or repulse himself away from one. Whenever he has marked a character with Eyeing the Streams of Life he may spend 1m to add that target's (Permanent Essence) to his move and dash rating towards or away from that target, provided he only moves directly towards or directly away from them. The winds of the target's essence buoy his retreats and the currents of his foes anima open passages for his advance. The martial artist seems to glow with the reflected light of his foes essence, forming a wispy sheath about his body, when he employs this Charm.

### DRAGON WRANGLER FORM

**Cost:** 5m; **Mins:** Martial Arts 4, Essence 2;

**Type:** Simple (Speed 5)

**Keywords:** Form-type, Obvious, Shaping

**Duration:** One Scene

**Prerequisite Charms:** Grasp The Dragon's Tail, Protective Essence Buffer

The Martial Artist Clasps her hands together in front of her chest, drawing energy from one into the other, and creating a flowing current of essence. Separating her palms, the martial artist's hands are shrouded in a blue nimbus of essence. This field extracts motes from the bodies of others. When the martial artist strikes an opponent with an unarmed martial arts Punch (which must roll damage but needn't achieve any successes on this roll) or Clinch (or on any action on which the martial artist gains or maintains control of a clinch and chooses to hold or crush) the target loses 1m of essence. The Martial Artist does not Gain this mote of essence, it is only lost. While the Form is active the martial artist adds +1 to the accuracy of his unarmed Punch and Clinch attacks and +1 to the Defense trait of his punch attacks against targets he has marked with Eyeing The Streams of Life.

### TALON TURNING DEFENSE

**Cost:** 3m; **Mins:** Martial Arts 4, Essence 2;

**Type:** Reflexive (Step 2)

**Keywords:** Combo-OK, Obvious

**Duration:** Until next action

**Prerequisite Charms:** Dragon Wrangler Form

The Martial Artist channels essence into his limbs, and renders them proof against antagonistic essence. This Charm permits the martial artist to parry any lethal or ranged attack without a stunt or Charm, provided the attack is enhanced by the expenditure of essence or made with an artifact. Against a target marked with Eyeing the Streams of Life, the martial artist enjoys a bonus to his PDV equal to the target's (essence)

or the artifact they are wielding' (rating) against the first attack made against him while this Charm is active, but not to subsequent attacks until the Charm is activated again.

### RIVER WRESTLING TECHNIQUE

**Cost:** 5m; **Mins:** Martial Arts 4, Essence 2;

**Type:** Supplemental

**Keywords:** Combo-OK, Crippling, Touch

**Duration:** One action

**Prerequisite Charms:** Dragon Wrangler Form

The Martial Artist's Grip is inescapable, as it grips the target by the primary meridians from which their essence flows. Channeling Essence into the target's body, he disrupts the flow of that essence and impairs the target's ability to resist him. This Charm enhances an attempt to initiate or retain control of a clinch, but cannot be used to gain control of a clinch. This Charm inflicts an internal penalty equal to the Martial artist's (essence)/2 to the target's attempts to resist or take control of the clinch. If the target was tagged with Eyeing the streams of life, this penalty is instead equal to (Target Essence+Martial artist's Essence)/2. This Charm may, explicitly, be activated by the martial artist while they are involved in clinch. The Martial Artist must remain in contact with specific vital meridians on the target's body while using this Charm and so cannot crush a target while benefiting from this Charm, he may only hold, release or throw them. Though he still draws out their essence

### FIST FOLLOWS THE CURRENT

**Cost:** 4m; **Mins:** Martial Arts 5, Essence 2;

**Type:** Supplemental

**Keywords:** Combo-Basic, Obvious

**Duration:** Instant

**Prerequisite Charms:** Talon Turning Defense, River Wrestling Technique

This Charm supplements an unarmed martial arts clinch or punch attack. The Martial Artist's fist is drawn to the target's core by the tide of their anima, parts the essence of the world like a knife through water. This essence, normally invisible, flashes visibly about the blow. The target's PDV is halved, after all other negative modifiers, against this attack. If the target was tagged by Eyeing the Streams of Life, they reduce their DDV similarly. It is tough to avoid an attack which tracks one's very essence.

### DRAGON HANDLER ENLIGHTENMENT

**Cost:** —(+1m); **Mins:** Martial Arts 5, Essence 3;

**Type:** Permanent

**Keywords:** Form Enchanting

**Duration:** Permanent

**Prerequisite Charms:** Fist Follows the Current

Reflecting final mastery of the Dragon Wrangling Style, the Martial Artist is as adept as one can be at handling essence wielders on the battlefield. This mastery provides a number of benefits to the stylist while the form is active. First, while the form is active, the charms of this style reduce their cost by 1m. Furthermore, the form draws 2m from any target the Martial Artist has tagged with Eyeing the Streams of Life, rather than 1m, or 3m if the target has the same elemental aspect as the Martial Artist. (Note: Celestial Exalts are never considered

to have an elemental aspect for the purposes of this charm). Furthermore, the martial artist respire 1 less than the number of motes drained from the target, becoming able to actually siphon essence in a limited manner. Thus, an attack that drains 1m yields no gain, but an attack which drains 2m or 3m provides the martial artist 1m or 2m respectively. This Essence Fills the Martial Artist's Personal pool only, and cannot provide more than the martial artist's (Occult+Essence)/2, round down, motes per action.

### MUTILATED CHAMPION STYLE (OR HIDEOUS BERSERKER STYLE)

This style was developed in the depths of Malfeas in emulation, or loving evocation of the torment of Malfeas. Its first students were beautiful mortals and outcasts, abducted from creation, and dragged into Malfeas where they were forced to undergo internalize what the Demonic Sifu's called, the Enlightenment of Lost Glory. Compelled to flagellate and scar themselves with brass knives and vitriolic baths, the once beautiful learned the pain and anguish of loss. They felt the impotence and rage that Malfeas must have felt, or at least the closest approximation a human could feel, and they learned to draw strength from it. They become monsters who would tear apart the world just as readily as they would tear apart themselves.

Practitioners of this style tend to be physically attractive, at least in the beginning, prolonged and regular use of this style makes this increasingly hard to see. The more they have to lose, the better they can come to understand what it means to be defiled and maimed as the King of Primordials were. They fight with wild abandon and free flowing anger, true berserkers. This style is common in the streets of Malfeas, practiced by demons and the odd terrestrial or enlightened mortal. It is even known by various akuma. Among the people of Creation this style is called the Hideous Berserker style, and its origins are all but unknown. This will soon change. When the Green Sun Princes throw open the Gates of Malfeas and march into creation, they will do so at the head of a legion of Mutilated Champions who want to share their torment and the Enlightenment of Lost Glory with the world.

**New Keyword: Mutilation #:** Learning Charms with this keyword permanently reduces your appearance by 1. The road of the Enlightenment of Lost Glory is paved with blood and flayed flesh. Those who walk it learn to embrace their scars and increasingly monstrous visage. Characters receive XP reimbursement on these lost Appearance dots, after a fashion. Dots of lost Appearance is converted to XP which may only be spent either offsetting the cost of the Charms of this style (including the Charm being learned). A character with 0 Appearance can progress no further along the road to this Charm, they have nothing left to lose and loss is the vehicle to enlightenment. The Number next to the Charm refers to the Maximum Appearance any character can have after having learned this Charm. Raising it beyond this number renders the Charm useless until it is lowered again.

**Complementary Abilities:** The Demons who teach this style often select beautiful students to learn this style, they have the most to lose and are most equipped to internalize

the Enlightenment of Lost Glory. Seldom will a student with an Appearance less than 3 be selected. In addition to this, anyone attempting to learn this style must have Resistance 3 and Athletics 1, reflecting the physical hardiness required to withstand the training.

**Elemental Association:** This style is aspected to the Element of Vitriol and may be used without surcharge by all Natives of Malfeas. All other's must pay a surcharge. Experiments in the first age did attempt to harmonize the Terrestrial anima with the element of vitriol, but the results were sufficiently unsettling that the project was abandoned. Nonetheless, a Terrestrial Martial Artist could, in theory, learn Vitriol Style Formulation, though they would have to develop the Charm themselves as it does not currently exist and would be considered High Heresy by the Immaculate Order if discovered. Attempts to harmonize with the element beyond this point, and the repercussions thereof, are wholly the provenance of the Storyteller.

**Weapons and Armor:** This style is incompatible with all weapons and must be practiced barehanded. The Martial Artist's who learn this style are not taught to wear armor, but nothing prevents them from wearing up to Medium Armor other than tradition. No armor worn, however, can be made of a Celestial Magic Material unless it is tainted with Vitriol. The resonance of such Materials with the essence of the Most High is sufficient to inhibit the proper function of the Charms of this Martial Art.

### SCAR HARDENED BULWARK

**Cost:** 3m ; **Mins:** Martial Arts 2, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK, Obvious, Mutilation 4

**Duration:** One scene

**Prerequisite Charms:** None

The Martial Artist embraces his hate and anger, feeding his essence with it. This action transforms his essence, causing it to become baleful and caustic. His flesh blisters and splits, as if he were emerged in an acid bath. This effect damages, but also toughens his skin, causing it to build grotesque scars and scabs which give it the toughness of tanned leather. While this active the Martial Artist can parry lethal unarmed and may ignore one point of wound penalty per Mutilation Charm known.

### WRATH BORN MIGHT DEFENSE

**Cost:** 5m; **Mins:** Martial Arts 3, Essence 2;

**Type:** Reflexive (Step 2)

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Scar Hardened Bulwark

The Martial Artist has little respect for finesse, only power. His fighting style reflects this, he takes blows on his arms and face when he could just as readily have dodged them. This flagrant disregard for his own body, and the baleful essence he channels through his frame, cause him to appear monstrous and maimed. This Charm allows the Martial Artist to substitute his (Strength) for (Dexterity) when calculating his unarmed Parry DV against a single attack, and adds a bonus to the Defense trait of one of his natural weapons equal to half the number of Mutilation Charms known.

### MUTILATED CHAMPION FORM

**Cost:** 5m; **Mins:** Martial Arts 4, Essence 2;

**Type:** Simple (Speed 4)

**Keywords:** Form-type, Obvious

**Duration:** One scene

**Prerequisite Charms:** Wrath Born Might Defense

The cup of the Exalt's hatred runneth over. Vitriolic essence, in a pathetic imitation of the self flagellating fury of the bound King of the Primordials, pours from the Martial Artist's every pore. His skin flakes, and curls up around the edges, blood pours from his eyes and nose and his hair falls out in clumps and grows stringy. The Martial Artist is a monstrous parody of their former selves, scarred by the power of their own hate. After the initial surge of essence the Martial Artist's flesh grows hard, scarifying and growing grotesque callouses everywhere. They soak Lethal damage with their full Stamina, or half if their stamina if they were mortal and add +1 to the Rate of their Punch attacks. Furthermore they may make their fierce blows or coup de grace attacks, unarmed, without external accuracy penalties. Their demeanor and fighting style is filled with uncontrolled rage and pain channeled through an Enlightenment more damning than empowering.

### MEDITATION ON BRUTALITY

**Cost:** 4m 1wp **Mins:** Martial Arts 5, Essence 2;

**Type:** Simple (Speed 3, DV -0)

**Keywords:** Combo-OK, Obvious, Mutilation 3

**Duration:** (Mutilation Charm's Known) Actions

**Prerequisite Charms:** Mutilated Champion Form

The Martial Artist toughens his frame by channeling essence into his self mutilated frame. His self-inflicted disfigurements reify his conceptualization of himself as a monster. Thus he draws inhuman strength and resilience from his hideousness. This Charm adds a number of points to the character's Strength and Stamina equal to half the number of Mutilation Charms known. This counts as dice from Charms, but applies for all purposes. While his body is toughened in this manner, the Martial Artist does not bleed when he suffers lethal wounds.

### MEDITATION ON RETRIBUTION

**Cost:** 3m **Mins:** Martial Arts 4, Essence 2;

**Type:** Supplemental

**Keywords:** Combo-OK, Crippling, Mutilation 2

**Duration:** Instant

**Prerequisite Charms:** Mutilated Champion Form

Launching herself at her foe with the fury born of despair and torment. She moves with a speed sufficient to rupture the blisters and tear open the scars that cover her frame, she appears even more monstrous as she strikes. The martial artist connects with her target's torso with brutal force that drives the wind from his body and lays out the mightiest foes. This Charm supplements an unarmed martial arts attack, if it lands the target is automatically knocked down and cannot rise until his DVs refresh twice. This Charm causes any Fierce Blow it supplements to do Lethal damage.

## WITH TORMENT UNENDING

**Cost:** 8m 1wp **Mins:** Martial Arts 5, Essence 3;

**Type:** Extra Action

**Keywords:** Combo-Basic, Mutilation 1

**Duration:** Instant

**Prerequisite Charms:** Meditation on Brutality, Meditation on Retribution

Seeing his foe fallen, the Martial Artist falls upon them with rabid fury, desperate to impart his own pain upon others. He strikes his foe wildly, bloodying his knuckles with each blow. This Charm Generates a magical flurry of three unarmed, Martial Arts strikes against the same character who must be prone at the time the flurry is initiated. The total DV penalty for all these attacks is equal to the highest for any component attack. If the final attack lands, the target suffers a number of additional dice of soak bypassing damage equal to the total number of attacks that landed. This damage is rolled separately and is always Bashing, resulting from the trauma the Martial Artists fists inflict upon his victims internal organs.

## UNCHAIN THE MONSTROUS HEART

**Cost:** 2wp-0wp **Mins:** Martial Arts 5, Essence 3;

**Type:** Reflexive (Step 1)

**Keywords:** Combo-OK, Obvious, Rage, Illusion

**Duration:** Two Actions

**Prerequisite Charms:** With Torment Unending

The Exalt lets hate guide his movements, he leaps and charges about the field striking with efficiently managed and still psychotic hatred and destructive intent. The Vitriolic Essence flows readily for him. His body seems properly monstrous in appearance, without actually transforming beyond perhaps growing slightly more mutilated. Reduce the Cost of all Mutilation Charms by the number of known Mutilation Charms to a minimum of 1m. Furthermore, Masters may make use of one of the Charms which enjoy a cost reduction as a non-Charm power. The Charm must be selected when Unchain the Monstrous Heart is activated.

The Martial Artist spends 2wp to activate this Charm the first time, and reduces the cost by 1wp each subsequent time she activates it in a scene. When the cost of this Charm reaches 0wp, the character must make a Temperance check each time he activates this Charm, failure on this check causes him to suffer a psychotic break. His mind becomes the monstrous thing he believes it to be and he loses control. This is similar to the Effects of an uncontrolled Berserker Anger Limit Break. While Berserk, he treats himself as being under the effects of this Charm for the duration of his breakdown. The madness persists until the end of the scene or until (6-Temperance) hours, whichever is longer. At the end of it, the Exalt suffers a -2 fatigue penalty until he rests. He does, however, recover one point of temporary willpower, automatically, after this rest.

The Madness inflicts an illusion effect upon the Martial Artist, upon the end of his episode, which forces him to forget the whole thing. If he spends 1wp he can recover these memories.

## STEEL HURRICANE STYLE

This Style was developed and popularized among outcaste martial artists of the South in fairly recent history. It lends itself to swift fighting and, though beautiful, is also incredibly dangerous and suited to the hardscrabble and ruthless lifestyle that that environment necessitates. This style is aspected towards the element of Air.

**Weapons and Armor:** This Style is Compatible with Light or Medium Armor and permits the use of short swords or hook swords, practitioners most often wield them in pairs.

**Complementary Abilities:** This Style Requires Athletics 2 and Melee 2. It demands of its practitioners both grace and athleticism as well as skill with a blade.

## RACING STORM ASSAULT

**Cost:** 2m; **Mins:** Martial Arts 2, Essence 2; **Type:** Reflexive (Step 1)

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** None

Moving to pre-empt his foes, the martial artist strikes them down before they have a chance to react. This Charm may only be invoked at the outset of combat to benefit unarmed martial arts attacks made against targets who have not yet taken their first action after rolling join battle. The Martial Artist strikes at such a foe with terrible speed causing them to suffer a DDV penalty against the attack equal to the number of ticks that must pass before their first action. Because these penalties are the result of the Martial Artist striking with haste that overwhelms his foes defenses these penalties are treated as Onslaught penalties.

## CROSSED STEEL DEFENSE

**Cost:** 4m; **Mins:** Martial Arts 2, Essence 2;

**Type:** Reflexive (Step 2)

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** None

The Martial Artist, in response to an attack, raises both his weapons overhead to for a bulwark against the assault. This Charm may be invoked only while the martial artist dual wields form weapons for the style. Instead of Applying the Defense bonus of the weapon's trait internally to his PDV, he applies it Externally. This counts as a shield bonus, and does not stack with other shield bonuses, but it does not count as a Charm provided defensive bonus. Furthermore, should the martial artist's PDV be overcome by the attack he used this Charm to defend against, the Martial Artist's PDV drops to 0 against that attacker for the rest of the tick. This Charm may only be invoked to defend against a close range Martial Arts or Melee attack.

## THOUSAND DANCING BLADES

**Cost:** 3m 1wp; **Mins:** Martial Arts 3, Essence 2; **Type:** Simple (Speed 3, DV -0)

**Keywords:** Combo-OK

**Duration:** One scene

**Prerequisite Charms:** Racing Storm Assault, Crossed Steel Defense

The Martial Artist is practiced in the art of two weapon fighting and at home with a blade in both hands. This Charm ensures the martial artist suffers no penalties for dual wielding form weapons of this style. Furthermore, he ignores (1+Number of Form Weapons) worth of Penalty to his PDV resulting from his Martial Arts Attacks each action.

### STEEL HURRICANE FORM

**Cost:** 5m ; **Mins:** Martial Arts 4, Essence 2;

**Type:** Simple (Speed 4)

**Keywords:** Form-type

**Duration:** One scene

**Prerequisite Charms:** Thousand Dancing Blades

The Martial Artist moves with the revolving grace of a whirlwind, or clockwork gear. She his perfectly in tune with the rhythm of battle, following one deft blow with after another. If the Martial Artist is dual wielding the Form weapons for this style, reduce the multiple action penalties he suffers on flurries consisting entirely of attacks made with them by -2. The Martial Artist also allows her momentum to carry her forward into battle. Furthermore, for each Martial Arts attack she makes as part of such a flurry add one yard to her maximum Move distance on that tick, to a maximum of (Martial Arts) yards. She may benefit from this increased move distance before or after she makes the actual attacks, but she must use it on the same tick or forgo the benefit until her next action.

Swift Breeze Reprisal

**Cost:** 4m; **Mins:** Martial Arts 5, Essence 2;

**Type:** Reflexive (Step 2)

**Keywords:** Combo-OK

**Duration:** Two actions

**Prerequisite Charms:** Steel Hurricane Form

The Martial Artist, having turned aside an enemies assault, reveals an opening for her next attack. This Charm may be activated whenever the martial artist is subject to a Melee or Martial Arts attack at close ranged. Should she successfully Parry the attack, she imposes a penalty to the attackers DVs equal to the difference between her PDV and the opponents attack successes against the next unarmed Martial Arts attack she makes against that foe before the Charm's duration elapses. This window of opportunity is short lived and applies only to the first attack she makes against the opponent, furthermore if this Charm is invoked more than once, each successive invocation replaces the previous, they do not stack and they cannot be used to gain this benefit against multiple foes. This Charm does not function if the Martial Artist Parried using a Charm that has a Flaw of Invulnerability.

### CUTTING GALE ASSAULT

**Cost:** 3m 1wp ; **Mins:** Martial Arts 5, Essence 2;

**Type:** Reflexive (Step 1)

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Steel Hurricane Form

The Martial Artist's Momentum lends strength to her blows even if it compromises her defense. This Charm adds the total DV penalty the Martial Artist suffers as a result of her own Martial Arts attacks to the raw damage of the attack it benefits. This Charm may not add more than (Martial Arts) dice of raw

damage. This Charm may only supplement an unarmed Martial Arts attack.

### CRIMSON TYPHOON TACTIC

**Cost:** 5m 1wp ; **Mins:** Martial Arts 2, Essence 2;

**Type:** Reflexive (Step 1)

**Keywords:** Combo-OK, Obvious

**Duration:** One tick

**Prerequisite Charms:** Swift Breeze Reprisal, Cutting Gale Assault

The Martial Artist moves with such haste that she can barely be seen. While this Charm is active, provided the Martial Artist makes only unarmed Martial Arts attacks and takes no other non-reflexive actions, she may reduce the speed of the flurry or action to 3. If the Form is also active, reduce the Multiple action penalty each attack suffers by the Martial Artist's full Martial Arts score rather than -2. This Charm cannot be used in conjunction with other Charms that provide Infinite Rate.

## CELESTIAL MARTIAL ARTS

### EMERALD SCION STYLE

This Martial Art was developed after a lengthy mediation on the subject of life, and growth. Its practioners emulate that un-failing vitality of the young sappling in their practice and learn draw essence from the earth below and from the elemental Essence of wood. Despite the fact that this style is often practiced while stationary, just as the great oak is unmoving in its defiance of that which would destroy it, its masters are among the most spry and lively fighters in creation. This Celestial Martial Art is unique in that, due to its strong ties to the Gaian Element of Wood, bears the Wood aspect. Wood Aspected Terrestrial's who learn this style find it comes easier to them than other martial arts, even their own wood dragon Style. . Despite this fact, this style is not taught within the realm Bronze faction Sidereals see it as a precursor to the more potently Elementally harmonized Immaculate Styles. Indeed, much was borrowed from styles such as this by the Sifu's who developed those Arts. A few Outcastes have found tutors in this art among spirits and other entities and thus the style is practiced by a handful of Wood aspected terrestrials as well as a few Sidereal and Lunar Martial Artists even in the second age.

**New Keyword: Root:** Charms bearing this Keyword depend upon, or have special effects when employed by a martial artist making use of the Charm Sappling Takes Root.

**Complementary Abilites:** This style requires 3 dots in Survival.

**Weapons and Armor:** This style May not be practiced with any weapon's save the martial artist's own hands, though some Martial Artists of a Sorcerous bent have been known to employ Wood Dragon's Claw as a combat aid. This style is generally seen as incompatible with armor. This is not wholly true. Light or Medium armor composed wholly of vegetative, organic materials, such as the leaf armor of the Dragon Kings, may be employed with this style provided the practitioner has mastered, at least, the Form Charm.

### SAPLING TAKES ROOT

**Cost:** 3m **Mins:** Martial Arts: 3 **Essence:** 2;

**Type:** Simple (Speed 3)

**Keywords:** Combo-OK, Stackable, Root

**Duration:** One scene

**Prerequisite Charms:** None

The Martial Artist aligns himself with the Essence of wood, sinking into a pliant posture, as strong and supple as the young elm. His body unites with the earth, his essence mingling and harmonizing with it. While this Charm is active, the Martial Artist is incapable of take Jump, Move, or Dash actions, nor can he make Kick attacks. He is rooted to the spot. This does not penalize his defense as he sways effortlessly aside. In fact, while this Charm is active the Martial Artist may safely ignore Environmental Penalties to his DDV and each invocation also adds one success to all resisted grapple rolls. This Charm and all its benefits stack up to (Essence) times. This Charm may only be activated if the Exalt stands in an area that his hospitable to Trees, even if barely so. Should the Martial Artist be moved forcibly or lifted from the ground, this Charm ends.

### REED IN THE BREEZE MANNER

**Cost:** 5m or 7m; **Mins:** Martial Arts 4, **Essence:** 2;

**Type:** Reflexive

**Keywords:** Combo-OK, Obvious, Root

**Duration:** One Tick or One action

**Prerequisite Charms:** Sapling Takes Root

The Martial Artist, when subject to force, turns it aside, either with the resolute strength of a mighty oak or the pliant grace of the willow. This Charm may effect, at the player's choosing, either their Dodge or Parry DV. In Either case, it eliminates (Essence+Instances of Sapling Takes Root) points of External penalty to either for One Tick. If the Character Stands Rooted, this Charm may be invoked for 7m to Extend its duration to One action.

### DEEP ROOTED STANCE

**Cost:** 4m **Mins:** Martial Arts: 3 **Essence:** 2; **Type:** Reflexive

**Keywords:** Combo-OK, Root

**Duration:** Instant

**Prerequisite Charms:** Sapling Takes Root

Drawing on the Innate connection of Wood and earth, the Martial Artist unifies himself with the ground and cannot be moved. This Charm may be invoked whenever the Martial Artist is forced to check for knockdown or knockback, or against instability. Activated, it doubles the successes he rolls on the check. If the Martial Artist is Rooted this Charm provides automatic success, even against perfect effects that prompt no knockdown or knock-back check, provided the opponent's essence is less than the Martial artist's (Essence+Number of Active Instances of Sapling Takes Root).

### STEEL TURNING BARK

**Cost:** 2m **Mins:** Martial Arts: 4 **Essence:** 2;

**Type:** Reflexive (Step 2)

**Keywords:** Combo-OK, Obvious

**Duration:** One action

**Prerequisite Charms:** Deep Rooted Stance, Reed In the Breeze Manner

Meditating upon the Earth and Wood the martial artist communes with their essences and drinks deeply from nearby dragon-lines become at once man and being of nature. He learns to defend himself with life-force alone. For the Duration of this Charm the Martial Artist uses his current Stamina not Dexterity to calculate his PDV. Simply allowing his naturally resilient, life-essence invigorated, frame to deflect the blow. He gains the ability to parry lethal damage barehanded.

### EMERALD SCION FORM

**Cost:** 6m **Mins:** Martial Arts: 4 **Essence:** 3;

**Type:** Simple

**Keywords:** Form-type, Obvious, Shaping

**Duration:** One scene

**Prerequisite Charms:** Steel Turning Bark

The Martial Artist's body is suffused with Wood Essence, his flesh might take on a Bark-like appearance, his hair become shot with flowers or leaves, or his blood assume a sappy quality. The degree to which this is pronounced or manifests differs from practitioner to practitioner. Limbs grow longer and take a decidedly Arboreal Appearance However. The Martial Artist's Punch attacks deal lethal damage as the essence shapes them into monstrous branch-like claws, they also gain the R tag.

The Martial Artist also adds one to his Stamina and Strength plus another one point to each for each invocation of Sapling Takes Root, and may soak Lethal Damage with his full Stamina. These count as, but may exceed, dice added from Charms.

Finally, for the purposes of healing later, and determining wound penalties, all the Martial Artist's non-Dying health levels are considered -0 and any Crippling Amputation effect he suffers while this Charm is active, will heal normally after a full day of rest. Previously extant Crippling effects are unaffected.

### WOOD KING'S GRASP

**Cost:** 5m or 7m; **Mins:** Martial Arts 4, **Essence:** 3;

**Type:** Reflexive (Step 1)

**Keywords:** Combo-OK, Root, Obvious

**Duration:** One Tick

**Prerequisite Charms:** Emerald Scion Form

The Martial Artist Lashes out, striking with the Essence of Wood rather than pure force. This manifests differently depending on the Martial Artist, sometimes taking the form of terrible claws of bark, snaking vines or flowing ivy that strikes out at the opponent, and other times taking a more esoteric, but still undeniably Wood Aspected appearance. This Charm adds a bonus equal to half the number of active invocations of Sapling Takes Root, to the Accuracy and Damage trait of either his Punch or Clinch attacks for the duration, but not both at once. For an additional 2m the Martial Artist may make such an attack at a range of 10 yards. If the attack is a clinch, and it is successful, he drags his foe to his current location.

### DRINKING DEEPLY OF THE WORLD

**Cost:** 4m, 1wp; **Mins:** Martial Arts: 4, **Essence:** 3;

**Type:** Simple (Speed 3, DV -0)

**Keywords:** Combo-OK, Obvious, Root

**Duration:** (Essence+1) Actions

**Prerequisite Charms:** Wood King's Grasp

The Martial Artist focuses on his link to the flows of wood essence and tears a huge portion of essence from the surrounding Dragonlines. Ripples of essence dance about his frame and nearby plants wither slightly, deprived of life-giving essence. This act of consumption temporarily bolsters his body far beyond its normal limits. While this Charm is active, for the purposes of all the Charms of this style, the Martial Artist is considered to have twice as many instances of Sapling Takes Root as he did when he activated this Charm. This may even exceed the cap imposed by the Charm itself. However, as a result of his draining of the ambient wood Essence, his body's harmony with nature is disrupted. This has two effects; The plethora of wood essence suffusing his form is stolen and not gained through harmony with Creation, at the end of this Charm's duration all activations of Sapling Takes Root are canceled. However, while he is bloated with stolen wood essence he is free of the restrictions of Sapling Takes Root, though he doesn't enjoy the Charm's direct benefits either (beyond the obvious benefits of having twice as many Active Instances of Sappling Takes Root for the purpose of all Charms bearing the Root Keyword).

### EMERALD MOTHER'S BENEFICENCE

**Cost:** — **Mins:** Martial Arts: 5, Essence: 3 **Type:** Permanent

**Keywords:** Root

**Duration:** None

**Prerequisite Charms:** Wood King's Grasp

The Martial Artist is blessed by a deep communion with Gaiian Essence, and particularly with the Essence of Wood and he is the better for it, for the Emerald Mother is kind to him. When this Charm is learned the martial artist gain's a more intimate understanding of the Elemental nature of wood. Note the number of Active iterations of Sappling Takes Root, every Wood Aspected Martial Arts Charm with a minimum essence below this number has its cost reduced by 1m to a minimum of one mote. Charms of this style meeting this criteria have their cost further reduced by 2m while the Form is active. This reduction applies only to Charms with a duration of One action or less.

### INEVITABLE SPRING MENTALITY

**Cost:** 4m, 1wp; **Mins:** Martial Arts 5, Essence 4;

**Type:** Reflexive (Step 10)

**Keywords:** Combo-OK, Stackable, Root, Shaping

**Duration:** One scene

**Prerequisite Charms:** Drinking Deeply of the World, Emerald Mother's Beneficence

Deepening her connection with Wood, the Martial Artist learns to live through harm and grow past death. Like the Sapling in the snow, the Exalt may be harmed but she is an irrepressible font of life and with blossom anew. The Martial Artist may activate this Charm whenever he is wounded by an attack or environmental effect. This does nothing to mitigate the damage of that attack, but further attacks by the same weapon or environmental effect have their damage reduced by an external penalty of 1 or (Currently active invocations of Sapling Takes Root), whichever is higher. If this is activated in response to a non-magical environmental effect, add +2 to the external penalty to damage. Only (1 + Currently Active Invocations of Sapling Takes Root) instances of this Charm may be active at

a time. This Charm is a shaping effect which temporarily alters and betters the Martial Artist's metaphysical resilience.

### EMERALD WHEEL WITHIN

**Cost:** —; **Mins:** Martial Arts 5, Essence 4; **Type:** Permanent

**Keywords:** Root

**Duration:** Permanent

**Prerequisite Charms:** Inevitable Spring Mentality

The Martial Artist has perfected his understanding of Growth and is truly a being of wood. Learning this Charm, he fully internalizes this understanding to a degree enviable by even the Wood Aspected Terrestrial Exalted. The Martial Artist Gains the Following abilities:

- He May Use any Charm in this style as an innate ability, provided he currently has a number of instances of Sapling Takes Root active equal to the Charm's Minimum Essence, follows the normal rules governing Combo's and Makes use of no other Charms beyond those present in this style, other than Wood Aspect Martial Arts Charms, on the same action.-

- While within the Bounds of a Wood Aspected Demense or Manse to which he is attuned, he Enjoys the Benefits of half, round down, the site's Rating activations of Sappling Takes Root, but none of the drawbacks. This is not cumulative with physical activations of the Charm. Only the higher applies. This benefit is not compatible with Drinking Deep of the World.

### IRON WOLF STYLE

In the First Age the Iron Wolves brought justice to the places where darkness prevailed. They fought the invisible war against the enemies of creation and were the terrors of the unrighteous and all who moved in shadow. They are gone now, but this style, honed by a young Night Caste in the twilight of the First Age, to celebrate the prowess of her peers, lives on. Practiced to day by the Sidereal exalted, as well as by a few Outcaste who have been initiated into the Bulb of the Perfect Lotus, this art emphasizes subtlety and teaches the art of moving in shadow. Ironically, it is favored by Bronze faction assassins, for it grants substantial benefits to the meticulous assassin. Attackers often make use of smoke bombs and other artifice to further conceal the field of battle, taking advantage of natural obstructions to enhance their own prowess.

**Complementary Abilities:** This Martial Art requires the Exalt have 3 dots distributed between Stealth and Awareness.

**Weapons and Armor:** This Martial Art is compatible with Light Armor and treats knives, sais, and sword swords, as well as their artifact equivalents, as form weapons.

### VEIL OF DUSK

**Cost:** 2m **Mins:** Martial Arts 2, Essence 2; **Type:** Reflexive

**Keywords:** Obvious, Combo-Basic

**Duration:** (Martial Arts) Actions

**Prerequisite Charms:** None

The Exalt Draws a shroud of shadow over her visage, cloaking her identity in the anonymity of darkness. The Exalts face is impossible to perceive and her identity impossible to identify. Use of Essence Sight comparable to All Encompassing Sorcerer's Sight force a roll-off to which the user of this charm adds two automatic successes. Otherwise, this charm obscures the Exalts identity fully and muddles her anima such that it does

not negate attempts at stealth fully while totemic, and fails to manifest a coherent shape, generating an abstract discharge of midnight colored essence instead. It still penalizes the Exalt's stealth rolls normally.

### RACING SHADOW HASTE

**Cost:** 4m **Mins:** Martial Arts 3, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** None

The Exalt Moves with the speed of dusk, which covers the world as soon as the Daystar descends below the Horizon. This charm enhances a Move action towards a specific target. The Martial Artist must stand in a are of Murky Visibility (from the point of view of his target), within (Essencex10) yards of the target. The Martial Artist must, themselves, be able to perceive the target without due to darkness penalty. Activating this charm, the martial artist flashes across this distance, however far it might have been, to enter the outer threshold of the area of clear visibility. This consumes their per-tick move action, but in some cases may carry them into striking range of the target.

### IRON FANG TECHNIQUE

**Cost:** 4m **Mins:** Martial Arts 3, Essence 2;

**Type:** Supplemental

**Keywords:** Combo-OK, Obvious, Poison, Holy

**Duration:** Instant

**Prerequisite Charms:** Veil of Dusk, Racing Shadow Haste

The Nightbringer's struck decisively, aiming to degrade their enemies capabilities with every blow. By paying 4m to supplement an unarmed attack, the martial artist's hand takes the aspect of the assassins dagger, flashing in the darkness to strike the unrighteous. If the attack hits, and does at least 1 level of damage, the target becomes afflicted with a poison with the following qualities: (4L/1 action, 3, —/—, <Special>). The Poison's penalty is Internal comes from the fact that the toxic essence blurs their vision and functions a partial blindness penalty -2, (Exalted p. 135) this aspect is a function of the Poison Effect. Creatures of darkness find their vision filled with the light of solar judgment. Their eyes go white, irises hidden behind a film of faintly shimmering essence, and they become totally blind and Double the damage of the poison such that its traits are (8L/1 Action, 3, —/—, <Special>)

**Note:** The Notion that Blindness is an Internal penalty is one that has been Errata'd prior to the forming of the Errata Team Prime, it is also, in this author's opinion, a stupid and nonsensical errata. Crippling Blindness, officially, imposes a -2 or -4 external penalty, while partial darkness imposes a -1 external penalty and total darkness (zero visibility) -2. Making one variety of Blindness twice as bad as the other despite the fact that the conditions are identical. I would not recommend using that ruling in your games, but if you storyteller wishes to simply alter the Charm text accordingly and make the penalty External.

### IRON WOLF FORM

**Cost:** 5m **Mins:** Martial Arts 4, Essence 2; **Type:** Simple (Speed 4)

**Keywords:** Form-Type

**Duration:** Instant

**Prerequisite Charms:** Iron Fang Technique

The Iron Wolves hunted the enemies of creation through the dark and mazy paths that those fiends called home. They chased them from the glory of the sun and cut them down. Adopting the disposition of the Hunter in Darkness, the Martial Artist finds that shadows retreat from his gaze and impediments to his vision fall away. While this charm is Active the Exalt gains the following bonuses:

- +1 to the Accuracy and Rate and Damage Traits of all Unarmed Martial Arts attacks.

- The Exalt's Zone of Clear vision cannot be reduced by external factors below a radius of (Essence) yards and he further extends the range of his Reduced Visibility by a like number of yards.

- All Creatures of Darkness shine with light equivalent to Torchlight in her eyes. This effect is perceptible only to her, but it renders them constantly Obvious to her senses and adds +2 successes to attempts at detecting stealth. This effect does not function if magic conceals the Creature of Darkness's nature or if they are immaterial and cannot be seen for that reason.

- When Fighting at Night, or in a place that is predominantly poorly lit and dark, the Martial Artist may validly attempt to re-establish surprise without a stunt, even if her opponents do not suffer visibility penalties as a result of this poor lighting.

### HIDDEN SUN JUDGMENT

**Cost:** 3m **Mins:** Martial Arts 4, Essence 2;

**Type:** Supplemental

**Keywords:** Combo-OK, Holy

**Duration:** Instant

**Prerequisite Charms:** Iron Wolf Form

When the Nightbringers fell upon the enemies of the world, they were swift and unrelenting in their Judgment. The Exalt Doubles her extra successes on a martial arts attack roll for the purposes of calculating raw damage when she makes an unarmed martial arts attack from surprise, or against a target who is suffering a visibility penalty related to her. Against a creature of darkness this attack converts one post soak dice of damage into an automatic success right before the dice are rolled (Effectively trading one dice of post soak damage for one automatic success).

### WEAVING SHADE TACTICS

**Cost:** 2m 1wp **Mins:** Martial Arts 4, Essence 2;

**Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** One Scene

**Prerequisite Charms:** Iron Wolf Form

Dancing in and out of his enemies field of view, the Martial Artist takes advantage of limited visibility to bolster his defense. The Exalt adds whatever visibility penalty his opponent suffers as a bonus to his DDV while this charm is active. Targets who ignore visibility penalties are treated as not having them. The bonus takes the same form as the penalty, internal penal-

ties add internally to the DDV and external penalty add Externally. Only the highest visibility penalty any character suffers applies as a bonus, they are not cumulative for the purposes of this charm. The bonus adjusts automatically for each opponent, it is not universal. If this charm provides any DDV bonus against a character, it also causes them to suffer a -1 external penalty on all rolls to detect (Stealth) actions the Martial Artist undertakes.

### RETREAT TO SHADOW

**Cost:** 5m **Mins:** Martial Arts 4, Essence 2;

**Type:** Reflexive (Step 9)

**Keywords:** Combo-OK, Obvious, Counterattack

**Duration:** Instant

**Prerequisite Charms:** Iron Wolf Form

The Martial Artist may activate this charm as a counterattack in step 9 of attack resolution to retreat just beyond the bounds of a targets zone of Clear Vision. She leaps away from her attacker into the cover of invisibility, landing 1 yard beyond the bounds of their area of unobstructed vision. This Charm cannot be used if there's no shadow within range. The maximum distance this charm allows one to leap is equal to (Essence + Martial Arts) x2 yards (vertically) or twice that horizontally.

### WOLF IN SHADOW INTIMIDATION

**Cost:** 7m **Mins:** Martial Arts 4, Essence 3;

**Type:** Simple (Speed 3)

**Keywords:** Combo-OK, Obvious, Holy, Emotion

**Duration:** Instant

**Prerequisite Charms:** Hidden Sun Judgment

Night is more than just shadow, it is true absence of light. That is a horrifying truth, if one truly grasps it. And yet the Iron Wolves moved in this ominous gloom as easily and fearlessly as anything, and that is perhaps more terrifying still. Those who stand with the enemies of creation rightly trembled before the iron wolves. The Exalt invokes this charm, emitting a silent kiai that resonates with the essence of shadow. His presence is felt by all who stand in shadow within (Essence x 10) yards. His enemies, even the Exalted, must make a Morale check. The difficult of this check is equal to the (Highest Visibility penalty + 1) they currently suffer. Creatures of Darkness add +1 to the difficulty of this roll as a holy effect. Characters who have perfect valor do not suffer from this. All, non-heroic, mortals who fail treat their failure as a botched Morale check (See **Exalted**, p. 156). Exalted and essence wielders who fail may spend 1wp to shake of the penalties, while those who botch the check may spend 2wp. Spending willpower to resist this charm twice in one scene renders one immune to this charm until the next sunset.

### SUNSET KATA

**Cost:** 4m 1wp **Mins:** Martial Arts 4, Essence 3;

**Type:** Simple (DV -1)

**Keywords:** Combo-Basic, Illusion, Obvious

**Duration:** Instant

**Prerequisite Charms:** Weaving Shade Tactics, Retreat To Shadow

The Exalt executes a graceful sweeping kata that imitates the sun setting. Tenemrous darkness emanates from his being and sweeps over the sky. The Exalt Rolls (Essence+Manipulation+Martial Arts) against the DMDV of all targets within 50 yards. If successful, they all see the world as if it were Night. Regardless of the time of day they perceive the light as appropriate for their current environment at night. (See **Exalted** p.135) This is an illusion which otherwise persists until the end of the scene, unless the target spends 2wp to shrug it off. Because this is an illusion, it is proof against normal charms which mitigate penalties due to low light, as well as attempts to generate illumination such as flaring one's anima or lighting a fire, but can be thwarted by charms which defeat illusion effects. Masters of this style treat characters who spend one full cycle of their DV under the effects of this illusion as having experienced another sunset for the purpose of resetting their immunity to Wolf In Shadow Intimidation. This works, at most, once per scene.

### MIDNIGHT WOLF TRIUMPHANT

**Cost:** 2m 1wp **Mins:** Martial Arts 5, Essence 3;

**Type:** Supplemental

**Keywords:** Combo-OK, Obvious, Holy

**Duration:** Instant

**Prerequisite Charms:** Sunset Kata, Wolf In Shadow Intimidation

The judgment of the Nightbringers inevitably found those it sought, like the teeth of an Iron Wolf about the throat of its quarry. Striking a blow which spins the ambient shadow into a flawless blade, the martial artist makes an unarmed marital arts attack that does Lethal damage (if it didn't already). The attack also automatically succeeds with a threshold of the current visibility penalty the target suffers. The attack succeeds with a margin of success determined by the vision penalty suffered by the target. Internal penalties are halved (round up), while external penalties are unmodified. Only the highest penalty applies. The maximum guaranteed threshold this charm can provide is capped at the Exalt's (Essence). If the target suffers no visibility penalty, this charm provides no guaranteed minimum threshold of success. Creatures of Darkness live in the shadow of the Unconquered Sun's hate, Metaphysically, even if they stand in the light. This charm treats such beings as having an external visibility penalty of -1, even when they do not suffer any visibility penalties. This is a Holy effect and like all visibility penalties, is treated by this charm as being non-cumulative with other visibility penalties for the purposes of determining Minimum Threshold of Success.

## COLLEGIATE STYLES

When the Five Maidens first crafted Five Celestial Martial Arts Styles for their chosen, the Sidereal Host marveled at the way these Arts harmonized with their Exaltation. The styles, which were each named for the Division associated with the Maiden that had created it, were unique at the time in that they actually were more potent when wielded by the Chosen of the Maidens. One style, the Violet Bier of Sorrows style was so potent it eclipsed the Sidereal's native Thrown Shadow style in popularity. The Sidereals were quick to attempt to reverse engineer these styles and create further Martial Arts that harmo-

nized with the unique essence of their Exaltation. Thus were the One Score and Five Collegiate Styles born. Each style emulates the principles embodied by a constellation and interacts with the unique nature of the Sidereal Exaltation to produce unique effect accessible only to the Sidereal Host. These effects are often less potent than those present in the Maiden crafted styles, but they are more pervasive and often function without any additional effort on the Sidereals' part. When the Bronze Faction designed the Five Glorious Dragon Styles for their Terrestrial catspaws, they drew on what they learned from designing these styles to accomplish the feat. Many of these styles are highly specialized or esoteric and have limited application in fallen the Second Age, but none have been wholly forgotten and many records of even the least popular styles remain within the archives of the Forbidding Manse of Ivy and the private libraries of various gods in Yu-Shan. The most popular styles remain in fairly common practice among gods and Sidereal exalted. Understanding the Astrological Principles that are a part of this style require any character who wishes to learn them to have at least one dot in either Occult or Craft (Fate), or three or more dots in Lore or any Astrological College.

## DESIGN GUIDELINES

Obviously, I am a mere fan of Exalted and lack the authority to institute design parameters for anything in the universe. However, as these arts are my baby, and I couldn't create Twenty Five unique martial arts and keep my day job, I thought I'd share some design guidelines for people who wished to build their own. These Celestial Martial Arts are all fairly esoteric, as is befitting styles which use the Colleges of Fate as the inspiration for their design, but they are not Sidereal Charms, nor are they Sidereal Martial Arts. They are no more powerful than usual for Celestial Martial Arts and they are, first and foremost Martial Arts. Thus each Charm within them is fundamentally a combat Charm. Fateful Harmony effects are similarly constrained and, because they do not increase the cost of the Charm, should not raise the power of the Charm beyond what is cost appropriate. For balance purposes I would advise comparing the most powerful Charms with Fateful Harmony effects to Solar or Infernal Charms with an minimum essence requirement rated 1 or more dots less than the Charm being created or one which has equivalent essence but which has fewer restrictions on its use. For instance, the Solar Charm Element Resisting Prana, is a powerful effect in its own right, and would probably not be a fitting effect for a scene long Celestial Martial Arts Charm, but a Charm which granted the benefit of that Charm in a specific situation, such as only on actions during which the martial artist had made a successful martial arts attack against a Creature of Darkness, might be appropriate, depending on the thematic structure of the Martial Art. Note, however, that one should not create Charm effects which are limited in ways that make them useless or undesirable and should remember that Martial Arts are ment to be effective combat Charms first, and weird and interesting second. Mainstream Celestial martial arts Charms particularly those which are placed before the form, should probably most closely resemble instant duration Alchemical Charms in their potency. Remember, however, that duplication of effects is generally undesirable other Charms are, at best, points of comparison,

but should never be treated as resources from which to steal effects to cobble together a Charm tree. It is most valuable to look to other, well designed, martial arts, in order to balance the Charms Celestial Martial Arts. These Charms are balanced based on the following styes: White Reaper, Eye of Heaven, Infernal Monster, Crane, Crystal Chameleon, Arms of the Unconquered Sun, Solar Hero, Jon Chung's Violet Bier of Sorrows, Black Claw, Shadow Hunter, Swaying Grass Dance, Live Wire, Dagger Wind, Flame and Stone, Black Tide, and Terrestrial Hero. In particular, my pre-form Celestial Charm are often inspired by post-form Terrestrial Charms, and Post-form Celestial Charms often draw upon mid-powered Celestial Martial Arts Charms for their balance points. All Collegiate styles are designed as Celestial Martial Arts of Mid-teir power, this is important because otherwise the inclusion of Fateful Harmonies will render the styles as a whole more powerful than other Celestial Martial Arts and that creates an undesirable situation.

As far as actual structure goes, most of the following Martial Arts are short, for Celestial Styles. They mostly contain between 8-10 effects, with the balance heavily being weighted towards 8 rather than 10. They should draw on the associated Sidereal Charms associated with the College (Greater Astrology, Resplendencies and Ability Charms) to understand how the College should be understood. Generally form weapon and armor choice should be predicated either on the College's Trappings or on the Ability it corresponds with. Charms with Fateful Harmonies never comprise more than twenty-five percent of the total tree. This means, generally, between 1-3 Charms in any given style will have them. Design should keep in mind the Sidereal Charm limitation when designing these styles and should avoid overlapping areas where the Sidereal Native Charms already provide competence in favor of those areas in which it does not. Remember, these Charms were designed for Sidereals by Sidereals. Finally, each style provides unique benefits to sidereal users in general and to those who make use of the Associate Astrological college in particular. These benefits are similar to those provided by the Five Dragon Styles to Terrestrial Users but should never be a directly potent or as broad

### CHARM CONCEPT: FATEFUL HARMONY

Charms of these style have ancillary effects that are called Fateful Harmony effects. These effects are accessible only to sidereals who have a rating in the appropriate College equal to the Minimum Essence required for the Charm. In some cases higher minimums are required, this is always noted in the Charm text. No style contains more than two such effects and they are always minor boosts to the potency of a Charm, sufficient only to raise the total power of the Charm to match the relative potency of native Sidereal or Celestial Charms of the same Minimum requirements. They are always accessible without additional essence expenditure but using them adds the Fate keyword to the Charm and prevent them from functioning against beings who are outside fate. Use of these powers is always optional.

as those. Instead they are often more numerous (numbering up

to two or three per style) but specific. When designing these effects make sure that they do not elevate the power of the style as a whole beyond the ken of Celestial Martial Arts. While individual Charms might be fairly powerful, the Styles as a whole, even when used by sidereals, should always be of appropriate power for a Celestial Martial Art rather than transforming into additional Sidereal Charm trees in the hands of the Chosen of Fate. Obviously exceptions exist to all these guidelines but, these are the parameters I kept in mind when I designed these.

## THE GULL

The Gull is a rootless sign, associated with the wanderer and the vagabond but also with the itinerant monk and the traveling sage. This style rewards change and self examination and a commitment to living in the moment without undo regard for the future. This means that its practitioners are often seen as irresponsible and short sighted, and many are, this style can help compensate for that sort of behavior and make it less lethal than it otherwise might be, but that is not the purpose of the Gull Style. The Gull when used properly, provides the user with true freedom from the concerns of the future that would otherwise dominate his thinking. The practitioners of this style are flexible and adaptive, they wander because by wandering they grow. They move not without purpose, or thought, but with an understanding of the fluidity of time and Fate and the ultimate futility of commitment to any course of action in a universe that is constantly in flux. Practitioners of this style do not prepare, not because they are shortsighted, but because their understanding has eroded the line between preparedness and unpreparedness. This style focuses on lightness of foot, swiftness of action and reaction, and employs thrown weapons to strike from afar while drifting lazily out of harm's way.

**Weapons and Armor:** This style is compatible only with light armor. It treats Shuriken and Typhoon Wheels as Form weapons.

**Complementary Abilities:** Learning this style requires both physical lightness and adaptability that is both physical and mental. Characters must have at least two dots in either Dodge or Athletics and may not have less than one dot in either. Furthermore, few pupils could hope to master this style without at least one dot in Thrown.

**Sidereal Benefits:** Sidereal Exalted is not restricted from constructing combos of Charms of this style and his own native Thrown Charms. Provided she is using a form weapon Thrown Charms may validly supplement martial arts attacks and Martial Arts Charms may supplement thrown ones. Weapons created by Sidereal Thrown Charms count as form weapons for the purpose of this style when the Sidereal's rating in the Astrological College of the Gull reaches 3+. Any character wearing a Resplendent Destiny associated with the Gull reduces the cost of all the Charms of this style with a duration shorter than One Scene by one mote. This cannot reduce the cost of any Charm below two motes and does not apply if the character is not wearing the Resplendent Destiny.

## GRASSHOPPER PREPARES FOR WINTER

**Cost:** 2m or 4m; **Mins:** Martial Arts 4, Essence 2;

**Type:** Reflexive (Step 2)

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** None

Preparedness is not something the Martial Artist worries about unduly, because it is, at best an illusion. When subject to an unexpected attack targeting her and originating from a range of more than 25 yards away or beyond the range of the Martial Artist range of perception, whichever is less, the Martial Artist may spend 2m to remove the unexpected quality from the attack. Attacks originating from closer range than this do not require undue foresight to anticipate and thus strain the applicability of this Charm, requiring a 4m expenditure to anticipate. If the martial artist has not activated any scene length or indefinite Charms to improve combat readiness, such as Form-type Charms, soak boosting Charms, or similar effects he may use this Charm against an unexpected attack made at any range for the 2m cost provided this is the first unexpected attack the assailant has aimed at him in the scene. The storyteller is the final arbiter of what constitutes a Charm which improves combat readiness, but the distinction should be fairly clear.

*Fateful Harmony:* Sidereal Exalted do not treat Charms of this style with a minimum essence less rating equal to or less than their rating in the Astrological College of the Gull as being Charms that improve combat readiness, even when they very obviously do and may do so against any number of unexpected attacks. However, because this is a Fate effect, the Charm also cannot take advantage of this effect when the attacker is outside Fate.

## JOYFUL OPPORTUNIST APPROACH

**Cost:** 4m; **Mins:** Martial Arts 3, Essence 2;

**Type:** Reflexive (Step 4)

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** None

The Gull does not fail because he defines success in far too broad terms to allow for something as easily avoidable as failure. This Charm may be activated in Step 4 of attack resolution whenever the martial artist makes an attack with a Shuriken or Typhoon Wheel. If the attack failed to strike the intended target, this Charm redirects the weapon to another target, chosen by the martial artist, within 10 yards of the intended target. The attack is re-applied against this new target from Step 1 and benefits from the same Charms that benefited the initial attack, but cannot be further enhanced by Charms. This Charm may not redirect a single attack more than once and may not redirect more than one attack per action towards a given target.

## GULLS CIRCLE SEA

**Cost:** 3m 1wp; **Mins:** Martial Arts 4, Essence 2;

**Type:** Simple (Speed 4, DV -1)

**Keywords:** Combo-OK, Obvious

**Duration:** One Scene

**Prerequisite Charms:** Joyful Opportunist Approach

The martial artist adopts a relaxed posture somewhere between a fighting stance and a slouch, winds pick up about her body and her form weapons rise to into the air around her, orbiting her body like a flock of gulls. This Charm functions as a ready weapon action, except that they ready up to (essence) form weapons, which must be on the Martial Artists person. Weapons readied with this Charm do not occupy the martial artist's hands and he need not ready a new form weapon after throwing another so long as some remain in orbit about his person. This functionally gives him a Rate equal to the number of weapons that were readied by this Charm. At the end of any tick during which he makes an attack with one, the thrown weapons readied with this Charm return to orbit around his body, using the same guidelines as Typhoon Wheels (See Scroll of the Monk, p. 160), Typhoon wheels, which would return normally, return automatically without need for a roll even when they strike a target. Disarmed weapons are considered to be no longer under the effects of this Charm and do not return. Finally, the storm of weapons around the martial artist applies a -1 external penalty to of any ranged attack using a personal scale missile that targets him. In order to add weapons to orbit, or re-acquire disarmed weapons, the martial artist must terminate this Charm and re-activate it.

### GULL FORM

**Cost:** 6m; **Mins:** Martial Arts 4, Essence 2;

**Type:** Simple (Speed 5)

**Keywords:** Form-type, Obvious

**Duration:** One Scene

**Prerequisite Charms:** Gulls Circle Sea, Grasshopper Prepares for Winter

Performing a brief kata and making the lesser Sign of the Gull over his heart, The Martial Artist's body is enfolded in a gust of wind which causes his clothes to flap about his frame and even distorts his anima such that it flaps about him alike a pair of great wings. The wind lightens his step, and his spirit. His essence aligned with the sign of the Gull his mind regards nothing beyond the moment and feels nothing but joy in existence and movement. The Martial Artist is immune to onslaught penalties, because he sees each attack as a new opportunity for defense, and is not worn down by the persistence of aggression. He is similarly protected from reprisal for his actions, he may apply his full DDV or DMDV (as appropriate) against any Counterattack that specifically targets him, ignoring any and all External penalties to the DV. Finally, he adds his (Essence) to his base Move, Dash and Jump distance and enjoys the benefits of Feather Foot stance on any action during which he takes a Dash or Jump action that carries him at least 8 yards from his initial location.

### UNBURDENED BY FORETHOUGHT

**Cost:** 5m; **Mins:** Martial Arts 5, Essence 2;

**Type:** Supplemental

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Gull Form

Closing his eyes the martial artist casts his weapon and entrusts it wholly to the winds of fortune. The Martial Artist makes an attack without bothering to aim, suffering a -2 inter-

nal penalty to his attack roll, The attack suffers no external or penalties to its accuracy roll and converts one dice of damage into an automatic success should it succeed.

*Fateful Harmony:* Sidereal Exalted with an appropriate College Rating cancel all External and Internal penalties except Multiple action penalties and the -2 internal penalty if he makes the attack with a Typhoon wheel or Shuriken. This benefit only applies when the target of the attack is inside fate and renders the Charm Obvious, starlight leads the weapon to its mark.

### FLY FROM PERIL MODE

**Cost:** 6m; **Mins:** Martial Arts 4, Essence 3;

**Type:** Reflexive (Step 2)

**Keywords:** Combo-OK, Counterattack

**Duration:** One Action

**Prerequisite Charms:** Gull Form

The Gull is not foolish and does not remain in perils midst for long, though it never worries itself wondering whether peril approaches. This Charm may be activated whenever the martial artist successfully avoids an attack, for the next action, the martial artist applies his full DDV, ignoring all penalties, against the assailant and doubles the distance of his Move action for the purposes of moving directly away from the attacker. Subsequent activations of this Charm do not stack, but switch the benefits of the Charm such that they apply against a new target.

### WANDERING STRIKE TRICK

**Cost:** 4m; **Mins:** Martial Arts 5, Essence 3; **Type:** Simple

**Keywords:** Comb-Basic, Obvious

**Duration:** Instant

**Prerequisite Charms:** Fly from Peril Mode, Unburdened by Forethought

The Martial Artist weapons move as unpredictably as he, this Charm is an unarmed martial arts attack made at the martial artist's full dice pool. The opponent must make a reflexive (Wits + Awareness) roll at a difficulty of the character's Martial Arts score. If they do not meet this difficulty the attack is considered unexpected.

### FORTUNE WITHOUT FORESIGHT

**Cost:** —(+1m +1wp); **Mins:** Martial Arts 5, Essence 4;

**Type:** Permanent

**Keywords:** Obvious

**Duration:** Permanent

**Prerequisite Charms:** Wandering Strike Trick

The Martial Artist can elect to trust his fate to the world and give up control of his own offense. For the Gull stylist this actually renders him more deadly. This Charm allows the martial artist to render any attack made with Wandering Strike Trick, Unburdened By Forethought or which has been redirected by Joyful Opportunist Approach Undodgeable. To do this she pays 1m 1wp extra when activating any of the listed Charms and forgoes the right to select a target for the attack. Instead, the Storyteller selects a target for him at random from hostile targets within range of whichever attack he is making (of course by limiting the number of opponents in range, the martial artist can render this distinction moot. The target selected is always Hostile to the Martial Artist. This Charm normally may only

benefit attacks made with the style's Form Weapon, and not attacks made unarmed. However, if the Martial Artist is surrounded by opponents this Charm may be used to enhance barehanded attacks provided they benefit, validly, from one of the listed Charms.

*Fateful Harmony:* Sidereals who have tan appropriate rating in the Gull do not treat Charms activated in conjunction with this Charm as Charm activations for the purpose of activating Charms of this Martial Art or other Native Sidereal Charms. This benefit only applies when the Sidereal is Inside Fate and only if the attack being enhanced is an attack with the Form Weapon.

## THE SHIP'S WHEEL

The Ship's Wheel is enduring, it is purposeful, it sails through a sea of endless hardship, or trudges through a wasteland fraught with peril, all in the pursuit of a goal. The Ship's Wheel is Dedication, even unto death, and the Martial Artists who practice this style become similarly dedicated individuals. They train in harsh conditions and practice regimes that would cause even the bravest and most dedicated Martial Artists to waver.

**Weapons and Armor:** This style is compatible only with light armor. It may only be practiced unarmed

**Complementary Abilities:** Learning this style requires resilience and dedication. A would-be Practitioner must have Integrity 1+ and Resistance 2+ to learn this style

**Sidereal Benefits:** Sidereal Exalted who practice this style may treat any intimacy re-enforced with Unhearing Dedication as benefiting from Recognition of Purpose. Thus they may, functionally, gain the benefits of Recognition of Purpose twice (though the Motivations must be mutually distinct) and if one Purpose fails, the other endures.

## RECOGNITION OF PURPOSE

**Cost:** — **Mins:** Martial Arts 2, Essence 2; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** None

The Ship's Wheel is the sign of those who work towards a purpose and persevere despite hardship. The Martial Art derived from it is engineered to provide its practitioners with a means to do this. Naturally, the first step along this road is the recognition of one's purpose. When this Charm is purchased, the Martial Artist selects a goal which must be associated with his Motivation. This goal must have a clearly defined end-point but should be heroic and represent commitment to what others might see as a lost cause. Thereafter, that goal becomes a secondary Motivation for the purposes of Martial Arts stunts. On any day in which she has succeeded on such a stunt, she converts one dice of her next Conviction roll to regain willpower from rest into an automatic success. Should the goal become invalid because the martial artist failed in the pursuit of it, or for any reason other than successful attainment of it, the Martial Artist must pay 2xp and One Week of training time to gain another before she can use any Charms of this style again. If she achieves her goal, she gains 1xp (maximum 1xp per story) and may change her Purpose as an Instant effect costing no XP. She has One Week to find her new Purpose before she loses access to the Charms of this style.

*Fateful Harmony:* Once per day, A Sidereal may treat one scene in which she succeeded in one a 2 or 3 die martial arts stunt that resonated with her Purpose as a night of rest for the purpose of resetting fatigue or sleep deprivation penalties.

## SPITTING IN DOOM'S FACE

**Cost:** 2m **Mins:** Martial Arts 3, Essence 2;

**Type:** Reflexive (Step 2)

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charm:** Recognition of Purpose

The Martial Artist is unfaltering in the face of peril and stands defiant against the most terrible odds. Though she face a terrible opponent, she does not falter, and is invigorated by the opposition. This Charm adds half the opponent's Permanent Essence to the Martial Artist's PDV against a single attack. If the opponent's Permanent Essence is greater than the Martial Artist's Permanent Essence, this Charm eliminates his opponent's (Essence) in points of penalty to his PDV as well.

## PUNCH THE HURRICANE'S EYE

**Cost:** 2m or 4m **Mins:** Martial Arts 3, Essence 2;

**Type:** Supplemental

**Keywords:** Combo-Ok, Obvious

**Duration:** Instant

**Prerequisite Charms:** Recognition of Purpose

The Martial Artist adds any environmental penalties he is subject to to the raw damage of his unarmed martial arts attack or adds half his current fatigue penalties in automatic successes to his Attack's Accuracy roll. For 4m he may use both benefits if the action being enhanced is a stunt that resonates with the Motivation created by Recognition of Purpose.

## SHIP'S WHEEL FORM

**Cost:** 6m **Mins:** Martial Arts 4, Essence 2; **Type:** Simple

**Keywords:** Form-type

**Duration:** Instant

**Prerequisite Charms:** Spitting in Doom's Face, Punch The Hurricane's Eye

The Martial Artist lowers his head and clenches his fists, raising his arms into a practical looking fighting stance. His strikes often seem wild, desperate and his manner weary and haggard but, though the fatigue and the elements weigh heavily upon him, he seems impervious to them, growing stronger the more trying his ordeal is:

- Even backed into a corner and staring Armageddon in the face, the martial artists certain knowledge that he can, and will, champion his purpose is unwavering. While this Charm is active, the characters Martial Arts actions and derived static values are immune to penalties caused by inhospitable or sub-optimal environments. He fights as easily on a tempest tossed ship's deck surrounded by thick fog on a moonless night as he does on a cloudless day in an open field.

- He Does not suffer penalties from Fatigue or Enduring Harship to his Martial Arts actions or static values, and adds the highest such penalty to his Strength and Stamina.

- He applies his full stamina as soak to both Lethal and Bashing damage and reduces by -1 the Difficulty of all Trauma rolls on any action during which he makes a Stunt that resonates with his Purpose.

### TOUGH AS THE ORDEAL DEMANDS

**Cost:** 3m **1wp** **Mins:** Martial Arts 4, Essence 3;

**Type:** Reflexive (Step 2)

**Keywords:** Combo-OK

**Duration:** One Action

**Prerequisite Charm:** Ship's Wheel Form

The Martial Artist can whether even the most terrible onslaughts and emerge, if not unscathed, then at least alive. The Martial Artist adds his (Current Onslaught Penalty+1) to his Lethal and Bashing soak and reduces the final damage of any attack by -1 or -2 if the Martial Artist channeled Conviction in support of a Martial Arts action since his DV last refreshed.

### THOUSAND TRIBULATIONS STRIKE

**Cost:** 2m **Mins:** Martial Arts 4, Essence 3;

**Type:** Reflexive (Step 1)

**Keywords:** Combo-OK, Crippling, Stackable

**Duration:** Instant

**Prerequisite Charm:** Ships Wheel Form

Fighting the Sidereal is a wearying prospect, for he is untiring and inhumanly tenacious. This Charm supplements an unarmed martial arts attack, if it is successful in striking the target, they must roll (Stamina+Resistance) at a difficulty of the number of successful attacks supplemented by this Charm they have been struck by since their last action. Should they fail this roll they are subject to a fatigue penalty equal to the threshold by which failed the roll. The application of this fatigue penalty is a Crippling effect, but it cannot be healed after it is applied as one, instead the Character must contend with it as if it were a normal fatigue penalty.

*Fateful Harmony:* Whenever a Sidereal applies a fatigue penalty to another character, they may reduce their fatigue penalty total by -1, as if through rest, if they choose.

### WEARY TIGER FURY

**Cost:** 7m **Mins:** Martial Arts 5, Essence 3;

**Type:** Extra Action

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Tough as The Ordeal Demands

The Martial Artist strikes a series of blows that are driven by desperation and an awareness of his own physical limitations as much as they are by an unwillingness to compromise his ideal, even in the face of death. The more weary the Martial Artist becomes, the more desperate he becomes, and the more desperate he becomes, the more savagely he fights. This Charm constructs a Magical Flurry of a number of unarmed martial arts attacks equal to the highest internal penalty the martial artist suffers from Fatigue or from Enduring Hardship. These attacks ignore Rate and are made at the Martial Artist's full dice pool. The total Speed and DV penalty of this flurry is the highest of any component attack. All attacks must target the same individual. These desperate actions put a strain on the Martial Artist. each activation of this Charm applies another

point of Fatigue penalty to the martial artist. This is considered part of the Charm and its application cannot be avoided, but its effects can be ignored by Charms such as Ship's Wheel Form.

### PURPOSE, TRIUMPHANT

**Cost:** 6m **Mins:** Martial Arts 5, Essence 3;

**Type:** Supplemental

**Keywords:** Combo-Ok

**Duration:** Instant

**Prerequisite Charm:** Thousand Tribulations Strike

The Martial Artist will permit no force to resist him. He launches a powerful attack which moves with surprising speed and defies attempts to block it, battering through defenses. This Charm supplements an unarmed fierce blow made bare-handed or with the style's form weapon. The attack is unblockable and, if aided by a 3-dice stunt in support of Recognition of Purpose, also ignores Hardness.

### HOPE'S LAST STAND MEDITATION

**Cost:** 0m, 2wp **Mins:** Martial Arts 5, Essence 4;

**Type:** Reflexive

**Keywords:** None

**Duration:** Until released

**Prerequisite Charm:** Purpose, Triumphant, Weary Tiger Fury

The Martial Artist, while he fights for a cause, is an opponent to be reckoned with. Unflappable and Unflagging, the Martial Artists combat spirit knows no compromise nor defeat. He endures because it must endure. Because that which it fights for needs him to endure. While this Charm is active the Martial Artist enters a sort of trance. He loses all consciousness of everything but the ideal associated with Recognition of Purpose and can take no action not directly related to supporting it. This dedication is risky for the Martial Artist, should Purpose (as defined by recognition of purpose) be destroyed or otherwise rendered irrelevant (For Example: A character who has sworn to rescue his lover from Malfeas discovers his lover, in truth a demoness in disguise and their whole relationship a lie, or, more mundanely, discovers his lover has been slain and her soul cast into oblivion.) they immediately lose all Temporary Willpower and cannot use any Charms of this style until they find a new Purpose. For the duration this Charm is active, the martial artist ;gains several benefits as a result of his inhuman commitment:

- Whenever he suffers damage which would fill his Incapacitated or Dying Health levels, he rolls (Conviction+Essence) at a difficulty of the number of times in the scene he has made this check previous to the current roll, if successful instead of being reduced to Incapacitated or below, he is only reduced to (or remains at) his last -4 health level. Should the difficulty of this roll rise beyond the Martial Artist's Conviction, the defense no longer functions.

- Recognition of Purpose now counts as a Motivation for the purpose of Adding to his MDV while this Charm is active. Because so much of his might is predicated on his own determination, he gains this benefit to his of a Physical DVs bonus when taking actions that support or further either his Motivation, Intimacies, or the cause associated with Recognition of Purpose, which is treated as a second motivation for the purpose of this Charm.

•Secondly, the martial artist reduces the cost of all Charms of this style with a duration of Two Actions or less, by 2m to a minimum of 1m provided he suffers a Fatigue or Hardship Penalty greater than Charm's Minimum Essence. If he takes no Martial Arts actions (reflexive or otherwise) that support his Purpose for the duration of an action, the Charm terminates and cannot be reactivated for the rest of the day.

Each time his DV refreshes while this Charm is active, after the first (Stamina) actions, the Martial Artist automatically gains one point of fatigue penalty. Should his fatigue penalties rise high enough to cause him to lose consciousness, this Charm terminates with the same effects as if the Martial Artist had taken no Martial Arts actions that support his Purpose for an action.

## THE MAST

The Mast is an expression of raw physical might and exertion, it is the force which cannot be stopped the pillar that will not crumble, When guided with skill and intelligence this strength can be productive and potent, when exercised without thought, the Mast fosters ruin. The style, curiously, enables both practices. Used thoughtlessly it causes harm both to the user and those who rely upon his might. The Martial Artist trains his body near the breaking point, the also cultivate spiritual strength and dedication to the tasks to which they are assigned or assign themselves. They are untiring stewards and untiring fighters who weather hardship in silence and lead by stoic example.

**Complementary Abilities:** To Cultivate the proper physical and spiritual fortitude practitioners of this style must have at least three dots distributed between Athletics, Resistance and Integrity, with a minimum of one dot in each.

**Weapons and Armor:** This style is, on a fundamental level, correlated to the manual laborer, who goes drably dressed and works with his hands, and is therefore, incompatible with armor, except Buff Jackets, but not Reinforced Buff Jackets, as well as coats of Synthetic Leather. This weapon prohibits the use of weapons except Improvised weapons; attacks with these can be enhanced with Charms even when they are Thrown. Armored Soak created by Sidereal Charms does not qualify as armor for the purpose of this style

**Sidereal Benefits:** Sidereal Exalted with a rating of 3+ in the College of the Mast, add +1 to the Accuracy and Defense traits of any Improvised weapon when the Sidereal augments an attack with that weapon with a Charm of this style or while the Sidereal wears the form Charm. Sidereals who wear a Resplendent destiny associated with the Mast, soak lethal damage with their full Stamina while they have the form Charm active. This applies only as long as they remain silent and do not act out of character in the least.

## THE MIGHTY FIND A WAY

**Cost:** 2m; **Mins:** Martial Arts 3, Essence 2;

**Type:** Reflexive (Step 1)

**Keywords:** Combo-OK,

**Duration:** Two Actions

**Prerequisite Charms:** Endurance of The Mighty

Her arms rippling with raw physical power, the martial artist may make effective use of weapons far too large for a normal human. This Charm supplements a Ready Weapon action to ready an Improvised Weapon. The weapon has a minimum Accuracy trait of 0 and Defense trait no lower than -1, regardless of what it would normally have. Also, Martial Artist adds her (Martial Arts/2) to her Strength to determine if she can lift, throw or wield the weapon, and to determine the raw damage of her attacks with it. This infusion of Essence compromises the integrity of most objects. Thus a steady supply of Essence is required to keep the weapon viable. If this Charm is not reactivated at the end of its duration, the weapon will break (or be rendered unusable) at the end of the next tick on which it is used to parry an attack or make a successful one. This Charm never considered unattuned daiklaves or any indestructible object to be a valid Improvised Weapon.

## ENDURANCE OF THE MIGHTY

**Cost:** 3m; **Mins:** Martial Arts 3, Essence 2;

**Type:** Reflexive (Step 2)

**Keywords:** Combo-OK

**Duration:** One Action

**Prerequisite Charms:** None

The Martial Artist is as resilient as she is mighty. This Charm adds half her (Strength+Athletics) to her natural lethal and bashing soak for a single action, she also reduces the damage of any successful attack by -1L or B in Step 10, before damage is applied, provided the attacker has a Permanent Essence less than the Martial Artist's Strength.

## STOIC WARRIOR MEDITATION

**Cost:** 4m; **Mins:** Martial Arts 4, Essence 2;

**Type:** Reflexive (Step 10)

**Keywords:** Combo-OK,

**Duration:** One Day

**Prerequisite Charms:** The Mighty Find a Way

The Martial Artist is unwavering of mind and body, and can use his essence to assert this in the face of hardship. When this Charm holds sway over the Martial Artist, she goes silent, her eyes deaden and she communicates through the strength of her arm and nothing else. She is cold, unfeeling, and obedient only to her superiors. This Charm may be activated in response to a social attack phrased as an Order from someone towards whom she has an intimacy of obedience, the martial artist accepts the order, and treats it as a Compulsion effect which must be obeyed. The Martial Artist must either terminate this Charm, dealing with the consequences listed below, or actively pursue this compulsion. While this Charm is active the Martial Artist gains several benefits for his obedience:

- He is immune to mental influence which creates Emotion or Compulsion effects and operates in combat time (Influence which operates in long ticks is not protected against). This immunity applies only to influence inflicted by a being with a Permanent Essence less than the Martial Artist's Strength, provided she has a DMDV greater than 0, before the application of bonuses from Charms, against the attack.

- He treats an unacceptable Order any command that would contradict the order this compulsion that formed the basis of this Charm.

- The Martial Artist does not suffer Virtue Compulsions and does not need to spend willpower to act against a virtue. She loses the ability to Channel any virtue, except when using Charms that explicitly note they may always be aided by a channel of a specific virtue, but succeeds or fails on virtue checks at her discretion. She is a being of pure physicality, and little or no thought.

Certain restrictions apply to the benefits of this Charm:

- she may only apply her DMDV, as speaking to address the attack would undermine the stoicism that is the bedrock of his protection.
- If the Charm ends before the Martial Artist fulfills the Compulsion, she automatically must pay 2wp to resist the Compulsion (treating it as unnatural mental influence even if it is not).
- Though she is resistant to influence from certain sources, while this Charm is active the Martial Artist is also treated as having a MDV of 0 against any character she has an intimacy of obedience, respect, or loyalty and cannot act to erode such intimacies without ending the Charm first.

### MAST FORM

**Cost:** 6m; **Mins:** Martial Arts 4, Essence 3;

**Type:** Simple (Speed 5)

**Keywords:** Form-type, Illusion

**Duration:** One Scene

**Prerequisite Charms:** Stoic Warrior Meditation

The Martial Artist drops into a ready stance, his muscles ripple like steel cables beneath his skin. He does not speak, but his every action bespeaks unassailable strength and unflagging dedication. While this Charm is active, the martial artist cannot speak or utter any sound beyond a grunt of exertion. However, he becomes apparently proof against damage.

- He suffers no Wound or Crippling penalties less than his natural Strength (assessed cumulatively).
- He is protected by an illusion which gives the impression that all damage inflicted upon him is reduced to 0 in step 10. The damage is not so reduced, and is applied as normal, but no one but the Martial Artist is aware of it. Only powers which penetrate illusions can see through this effect, willpower expenditure cannot. However, should the martial artist suffer a wound or fatigue penalty greater than his Strength, the illusion fails and the form Charm ends and cannot be reactivated until the Sideral's natural Strength once again exceeds his current wound or fatigue penalty.
- He adds (Strength) to his Stamina for all purposes. This counts as dice from Charm.
- The martial artist can parry lethal and ranged damage unarmed.

### DEPENDABLE RETAINER DEFENSE

**Cost:** 3m **Mins:** Martial Arts 4, Essence 3;

**Type:** Reflexive (Step 2)

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Mast Form

The Mast is strong because it must be strong to serve and support. The Martial Artist may readily employ his strength to protect those he serves. This Charm provides a reflexive

Defend Other action which allows the Martial Artist to apply his Parry DV on behalf of any character within (Dexterity) yards. This Charm may be activated only once per action, but the Martial Artist does not count activations taken to protect characters towards whom she feels an intimacy of loyalty or whom she views as a superior against her limit for the action. Furthermore, she adds +3 yards to the range of her Defend other action for the purpose of defending such targets.

### SUPERIOR STRENGTH OFFENSE

**Cost:** 3m **Mins:** Martial Arts 4, Essence 3;

**Type:** Supplemental

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Mast Form

The Martial Artist's raw Strength assures him of the efficacy of his blows. This Charm supplements a close-ranged, unarmed martial arts attack. The Martial Artist adds a number of automatic successes to the accuracy roll of his attack equal to difference between his Strength and his opponents, provided his opponent has a lower Strength rating. This cannot add more than (Permanent Essence/2), round up, successes. If the attack is successful, the martial artist counts 10's twice on the damage roll, or three times if the martial artist's Strength is twice as great as the target's.

### CRASHING HAMMER STRIKE

**Cost:** 4m 1wp **Mins:** Martial Arts 5, Essence 3;

**Type:** Supplemental

**Keywords:** Combo-OK, Obvious, Crippling

**Duration:** Instant

**Prerequisite Charms:** Superior Strength Offense

The Martial Artist strikes with force that sends shock-waves in every direction against this concussive force armor offers no protection. This Charm supplements an unarmed martial arts attack made barehanded or with an improvised weapon. The attack ignores Hardness and gains the piercing tag, but if it had insufficient power to bypass Hardness without the benefit of this Charm, then it does Bashing damage even if it would normally do lethal. This conversion from lethal to bashing takes place after damage has been rolled, when it is applied in Step 10. If the martial artist rolls damage against the target they are knocked prone and cannot rise until their DV refreshes twice, even if the attack does no damage. If the attack was made with an improvised weapon which was either thrown or struck at close range, the martial artist may release the weapon to attempt to pin the target beneath it. Doing so removes the crippling Keyword, and instead keeps the target prone and immobile until they take a miscellaneous action (Speed 4, DV -2) to lift the object off of themselves. This requires they have a (Strength+Athletics) rating sufficient to the task.

### UNBREAKABLE MAST STANCE

**Cost:** 3m 1wp **Mins:** Martial Arts 4, Essence 3;

**Type:** Reflexive (Step 9)

**Keywords:** Combo-OK, Obvious, Counterattack, Crippling

**Duration:** Instant

**Prerequisite Charms:** Dependable Retainer Defense

The Martial Artist trusts her brawn over any weapon, and for good reason. Weapons strike him and fly from their wielder's grasp. The Martial Artist may activate this Charm whenever she successfully parries a close ranged attack barehanded. Doing so provides an automatically Counterattack which takes the form of a disarm attack. The attack itself succeeds automatically with a threshold of 1 and the target must check against the Martial Artist's (Strength) to retain control of his weapon. Against a barehanded attack, this Charm provides an automatically successful Crippling counterattack, as the bones of the limb shatter in the Martial artist's grip. The attacker must roll (Stamina+Resistance) against the Martial Artist's (Strength) or suffer a Crippling Amputation Effect to the striking limb. This wound requires a season for mortals to heal, but heals for exalted after a day of rest as the limb is not really severed but just badly damaged.

*Fateful Harmony:* Sidereals can use this Charm against any attack that rolls damage, even if it achieves successes, provided the Form's Illusion blinds the attacker to the reality of the damage.

### INVINCIBLE SINEW SHIELD

**Cost:** 6m **Mins:** Martial Arts 5, Essence 3;

**Type:** Reflexive (Step 2)

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Unbreakable Mast Stance,

The Martial Artist's Strength is his bulwark and those who wish him ill must overcome it. This Charm provides an automatically successful Parry against any attack that is blockable. If the attack is not blockable, this Charm instead renders the Martial Artist's PDV applicable provided he is defending barehanded or with a form weapon. This Charm can only block attacks made by beings with a Permanent Essence rated less than the Martial Artist's Strength. Furthermore, it may not be invoked in response to attack by insensate forces of nature and the like because their strength is not the strength of the Mast, which is the strength of flesh and sinew. Finally, because the Mast applies its might in the service to others, this Charm may be activated only when the Martial Artist is laboring to support the Policy or carry out the orders of a group to which he belongs or an individual towards whom he feels an Intimacy of loyalty or respect.

### ALL-ENCOMPASSING STRENGTH ENLIGHTENMENT

**Cost:** —(+4m) **Mins:** Martial Arts 5, Essence 4;

**Type:** Permanent

**Keywords:** Obvious, Form-Enhancing

**Duration:** Permanent

**Prerequisite Charms:** Invincible Sinew Shield, Crashing Hammer Strike

When a master of Mast Style adopts the Mast Form, none can overlook his presence. He is larger than life, a being of pure physical might radiating strength and power. Those weaker than he rightly fear for their lives:

- Against characters with a Strength than the Exalt's natural, unmodified Permanent Essence the Martial Artist adds +1 to his Minimum Damage and to his natural strength for all purposes.

- If the Target's Strength is four or more points lower than the Martial Artist's Permanent Essence, the Martial Artist adds +2 to his natural strength against that target instead.

- Finally, against any opponents who meet the criteria set for at least the minimum effects of this Charm, the Martial Artist's physical might compensates for the shoddiness of his tools. Unarmed Martial Arts attacks gain the following bonuses to their traits Accuracy: +(Strength/2) Defense: +(Strength/2) Rate: +1.

*Fateful Harmony:* Sidereal practitioners with the Mast 5+ may gain the benefit of this whenever they activate a Celestial or Sidereal Form-type Charm but only if they have not communicated verbally in the last scene and only so long as they adhere to the Weapon and Armor restrictions of the style and accept the innate weakness of Mast Form, that it deactivates should the target suffer wound penalties in excess of their Strength, as a restriction placed upon whatever form gains this benefit.

# CHAPTER SIX

# GODS & MONSTERS

## SPIRITS AND ELEMENTALS

### STONE STAINED SCARLET, FALLEN

#### DAIMYO OF DELIBERATE BLOODSHED

Stone Stained Scarlet was never a pleasant being to work with. He was detached, aloof and uncharacteristically apathetic about Celestial Politics. He wasn't negligent, per se, he administered to the Bureaucratic needs of his unsavory Domain competently and reliably. He wasn't corrupt. He simply didn't care much for personal advancement. He didn't partake of the factional politics of Yu-shan and barely attended any of the many soirees and parties. He did what his job demanded of him and no more. This might have been forgivable, even desirable in some cases, were it not for his unsettling interest in the more practical aspects of his domain. There were repeated rumors of him personally presiding over bloody ceremonies in his honor and taking, rather illegal, steps to build his Cult of mortal followers. He had, it was said, a habit of wandering into the slums of Yu-Shan to stalk disenfranchised gods and brutally assault them. Some even said he had a line of contact to the Deathlords. Investigations were being made, but were proceeding in the typically slow and ineffectual manner characteristic of the Celestial Bureaucracy, when the god suddenly vanished. At first there was panic, then a few decades passed and people forgot about the unpleasant god, his star flickered out and he was presumed dead.

It turned out, however, that rumors of his death were greatly exaggerated. Recently declassified files from the archives of the Convention on Deathlords, suggest that an Underworld God matching his description has been, for some time, present in the court of the Dual Monarchy and remains a significant political figure within it. More recent reports suggest there is some link between the fallen god and an Abyssal Exalt believed to be active on the Blessed Isle and to have regular dealings with someone high up in House Mnemon, perhaps even with Mnemon herself. The recent resurgence of the Scarlet Celebrants, the erstwhile, mortal cult of the blood god, and its popularity, despite its heretical nature, on the Blessed Isle, lends credence to these tales.

Stone Stained Scarlet once took the form of a tall, gaunt man with cold eyes and the bearing of a physician or murderer. About his person he wore the trappings of the various trades that dealt in blood: The robes of a priest, the cleaver of a butcher, the bag of a physician, and the armor of a warrior. Since his departure from the Celestial Bureaucracy his appearance has taken a more sinister character. He wears the blood-stained robes of a sijanese mortician, over a coat of rusted, blood encrusted, armor. His face and flesh has a corpse-like pallor that is banished only by the flush of life that comes upon him after he supped on essence derived from blood. His

teeth have taken on a predatory sharpness, and his hands are permanently stained with blood. Given this transformation, many have wondered at the gods new purview. Most, however, would prefer not to contemplate the chilling implications of his transformation.

**Sanctum:** Stone Stained Scarlet dwells in a palatial manse within the city of Stygia which serves as his Sanctum. The manse, The Museum Sanguine, is a macabre place that is chilling even to the dead. It celebrates bloodshed of all sorts, purposeful or random, constructive or destructive, and in this way reveals a unsettling truth about the nature of the god. It doesn't matter if the cut is made by the physician's knife or the assassins dagger, if blood is spilt in the name of ideals or for sport, all bloodshed is equally beloved by Stone Stained Scarlet, and all bloodshed brings death closer.

**Motivation:** To spill the blood of everything in creation.

**Intimacies:** Bloodshed (love), Physician's (guarded respect), bleeding beings (fascination), Yu-Shan (Disdain), Mask of Winters (Cautious Kinship), His Cult (Amusement)

**Attributes:** Strength 3, Dexterity 6, Stamina 4, Charisma 3\*, Manipulation 3\*, Appearance 2, Wits 5\*, Intelligence 2\*, Perception 4\*

**Virtues:** Compassion 1, Conviction 5, Temperance 3, Valor 2

**Abilities:** Athletics 3, Awareness 4 (+2 Blood), Bureaucracy 2, Dodge 5, Integrity 4, Linguistics 3 (Native: Old Realm; Low Relam, Riverspeak, Flametongue), Lore 2, Martial Arts 4, Melee 6 (+3 With Crimson Tear Razor), Medicine 3 (+1 Bloodletting, +1 Surgery), Occult 4 (+1 Ghosts, +2 The Underworld), Performance 2, Presence 5 (+3 Intimidation), Resistance 3, Ride 2 (+2 Bone Steed), Socialize 1

**Charms:**

*Calculated Order of Immediate Action*—Create or destroy instances of blood, gore and other viscera.

*Blood Bursts The Dam*—for 6m 1wp he may cause any closed lethal wound to bleed again and increase the difficulty by +2 to seal them. Exalted do not suffer this increased difficulty but must close these re-opened wounds as mortals. He may also close any open wounds. He may target any or all targets within 60 yards whenever he activates this power, but he cannot cause non-bleeding targets to bleed. For 12m 1wp, he may cause all targets within the appointed range to suffer

*Dreamscape*—Target Must be Incapacitating and Bleeding Out.

*Essence Plethora* (x3)

*Harrow the Mind*

*Hoodwink*

*Hurry Home*

*Materialize*—Costs 70 motes

*Measure the Wind*—Can also determine if someone is Wounded

*Meat of Broken Flesh*—Only Characters Who Can Bleed.

*Sense Domain*—Anywhere someone is Bleeding to Death

*Stoke the Flame*—Instill Bloodlust  
*First (Ability) Excellency*—Martial Arts, Awareness  
*Second (Ability) Excellency*—Presence, Melee, Occult  
*Third (Ability) Excellency*—Medicine  
*Divine (Ability) Subordination*—Presence (Against A Bleeding Target), Melee (Conviction Flaw, With Panoply Weapon)

**Martial Arts:**

Hungry Ghost Style

**Join Battle:** 6

**Attacks:**

*Punch:* Speed 5, Accuracy 11, Damage 2B, Parry DV 5, Rate 3

*Kick:* Speed 5, Accuracy 10, Damage 5B, Parry DV 3, Rate 2

*Clinch:* Speed 6, Accuracy 10, Damage 2B (P), Parry DV –, Rate 1

**Soak:** 12L/17B (Divine robes, 8L/9B, -0 mobility penalty; Hardness: 5L/5B)

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

**Dodge DV:** 8    **Willpower:** 10

**Essence:** 6    **Essence Pool:** 140

**Other Notes:** Stones Stained Scarlet's Artifact Background is representative of the three following, highly potent, artifacts.

**Stygian Masque (Artifact 3):** This Mask, which fits over the user's face and is adorned with artfully spattered blood which stands in sharp contrast with the non-descript, passive expression the delicate features of the mask are shaped into. When the Mask's wearer kills an opponent while wearing the mask, he internalizes a piece of them, and may substitute one of their strengths for one of his. He may substitute any of the slain victim's Attributes, for any of his. Applicable attributes are marked with an asterix in the character's write-up. No attribute may be raised by more than 3 points. Only one slain victim at a time's attribute's may be subbed in for the wearer's and only one of the slain victim's attributes may be selected. This artifact resonates heavily with the essence of death. If it is carried out of the underworld during daylight, it loses its powers until it returns to the underworld or a shadowland. This also erases whatever benefit it was currently applying, if any, and does not restore it.

**Blood Sword (Artifact 4):** This weapon is a part of the God's Divine Panoply. It resembles the hilt of a broken sword, but when the wielder commits 2m in conjunction with a miscellaneous ready weapon action, he forms a weapon of pure blood with the traits listed below. The blood sword requires either the wielder or someone within (Essence x 3) yards at the time it is drawn, have a lethal wound that was or is currently bleeding. It draws further blood from the target, inflicting one, unsoakable, level of lethal damage which bleeds profusely. The wielder needn't pay the cost himself, they can be inflicted upon a character within the listed radius as an unblockable, undodgeable shaping effect.

Speed 4, Accuracy +2, Damage +(Blood Donor's Stamina+2)L, Defense +(Blood Donor's Essence), Rate 3

## HAIYAMARU, PRINCE OF THE BAIJI

Haiyamaru did not begin his existence as anything more remarkable than a typical Baiji. He swam the seas joyfully, played in the surf helping sailors, or sometimes playing tricks upon them, as suited his whims. Occasionally, he would carry his

revelries to the shore, drinking and making merry with the humans and whiling away cool nights making love to their women in the surf. His was a joyful life. Then one day a cadre of fair folk, who derived their amusement from bringing helpless victims to the ocean's floor, there to feed the endless hungers of the Greater Elemental Dragon beneath the sea, captured him and dragged him to the very bottom of the Western Ocean. It was then that he beheld the watery prison where the Dragon lay chained to the stone and anchored by arrows from Luna's own bow, which were crafted of moonlight and were the only material sufficiently protean to anchor the fluid body of the water dragon. Brought within reach of the chained Dragon, the Baiji found himself, not consumed, as he had feared, but made to gratify the Dragon's other hungers, a fate which proved even more debasing. Haiyamaru escaped, he's not sure how, he remembers little of his duration in the Dragon's clutches and is glad of this. He does harbor a deep hatred for his fae captors and for the Dragon that tortured him. He can take no action against the Dragon, but as since become one of the most fearsome opponents the fairfolk face in the West. He came away from the encounter, however, with a powerful relic and found that his imprisonment and escape was the subject of much fascination amongst the Baiji who have taken to calling him Prince. The Baiji have little interest in Monarchies and certainly do not have one themselves, even those who participate in Terrestrial Courts and who are active members of the Terrestrial Bureaucracy, which is a relatively small number, are markedly non-political in their passions and habits. Haiyamaru is not, then, a literal prince, his title is a sign of respect among his people. That is not to say he doesn't hold some authority, he has a number of allies amongst his people and is the mentor to many others. His active aggression against the fae and his heroism in battle make him popular amongst his people, though he also has a reputation for hawkishness as a result. He has also found, to his surprise, that he has a real facility for the Martial Arts and has come to be a respected and potent practitioner of a number of styles.

**Motivation:** Celebrate life and protect his personal freedom and that of others.

**Intimacies:** The Sea and Seaside (Love), Sailors (Kinship), The Fair Folk (Spite), Humans (Amusement), Sex (Enthusiasm)

**Attributes:** Strength 6, Dexterity 5, Stamina 6; Charisma 4, Manipulation 2, Appearance 5; Perception 3, Intelligence 3, Wits 5

**Virtues:** Compassion 4, Conviction 4, Temperance 1, Valor 5

**Abilities:** Athletics 3 (Swim +3), Awareness 5 (Underwater +3), Dodge 5 (+2 Underwater), Integrity 3, Investigation 2, Larceny 3 (Escaping Bonds +1), Linguistics (Native: Old Realm; Others: Seatongue, Rivertongue, Guild Cant) 3, Martial Arts 5 (Water Aspect +2), Melee 2, Performance 3 (+2 Sailors, +1 Dolphin Form), Presence 4, Resistance 3 (Holding Breath +2), Sail 2, Socialize 3 (+1 Seafaring People), Stealth 3, Survival 2

**Backgrounds:** Allies 4 (Other Baiji), Artifact 4, Artifact 3, Connection (Western Spirit Courts) 2, Face 1, Sanctum 2

**Charms:**

*Affinity Water Control*—Hazard, Damage, Purification

*Benefaction*—Target gains a bonus die to all rolls related to the sea, from maritime lore to swimming efforts.

*Bane Weapon*—Fairfolk Wearing Water-Aspected Assumption Charms Elemental Dragons of Water (Both Lesser and Greater). He hides this secondary aspect of the Charm, however.

*Essence Plethora* (x2)

*Harrow the Mind*—Tricks the target into believing something about the dolphin god or the sea is true.

*Landscape Travel*—Swim at Full Move Speed, even in human form, double speed while swimming.

*Materialize*—Costs 40 motes

*Ox-Body Technique* (x4)

*Principle of Motion*—Eight banked actions

*Regalia of Authority*—On the Water

*Shapechange*—May take a human form

*Sheathing The Material Form*—+4L/+8B Hardness 4L/4B (While Submerged in Water)

*Stoke The Flame*—Instills Emotions of Recklessness and General Heedlessness.

*Touch of Eternity*—Target gains supernatural endurance while swimming.

*Touch of Grace*—Heals a wounded target

*Tracking*—The ocean currents betray the target's path.

*Words of Power*—The god assaults its target with an overwhelming projection of squealing sounds.

*First (Ability) Excellency*—Athletics, Awareness, Martial Arts, Presence

*Second (Ability) Excellency*—Presence, Larceny

*Infinite (Ability) Mastery*—Martial Arts (**Keyword:** Aquatic)

*Divine (Ability) Subordination*—Dodging (**Keyword:** Aquatic), Compassion Flaw

**Martial Arts:**

*Black Tide Style*—All Charms

*Terrestrial Hero Style*—All Charms

**Join Battle:** 8 (11 underwater)

**Attacks:**

**Human Form:**

*Punch:* Speed 5, Accuracy 8, Damage 6B, Parry DV 5, Rate 3

*Kick:* Speed 5, Accuracy 7, Damage 9B, Parry DV 3, Rate 2

*Clinch:* Speed 6, Accuracy 9, Damage 6B, Parry DV –, Rate 1

*Deliverance For The West (Trident):* Speed 5, Accuracy 12 (14 Underwater), Damage +12L/20L, Parry DV 7 (8 Underwater), Rate 3 Tags 2,D,R\*

**Dolphin Form:**

*Bite:* Speed 5, Accuracy 9, Damage 6L, Parry DV –, Rate 2

*Ram:* Speed 5, Accuracy 9, Damage 9B, Parry DV –, Rate 1

\* Reclaimed From the Black Depths of the Western ocean wear the Greater Elemental Dragon Amlapara lies fettered and immobile. The weapon, which he stole from the dragon's resting place, is a tremendously potent Artifact of the sea and has helped him consolidate his power immensely. The bearer of the Trident gains the benefits of the solar Charm Friendship With Animals Approach with regard to creatures of the ocean, furthermore any animal that is not a Familiar and Dwells in the sea may be issued a command at a difficulty of the Animal's Willpower, this is unnatural mental influence which costs the beast 2wp to resist, per command. The Beast must be within

range of a valid, spoken, social attack for this effect to work. Any creature that resists the Trident twice or has an intelligence greater than or equal to the Trident's Bearer's (Essence/2) is immune to the effects of this Charm, as are all magical or sentient beings. This unnatural compulsion effect costs 2m per creature targeted with the command and 1wp. Motes remain committed for the effects duration. As a final benefit, this artifact's bearer is automatically aware of the presence of valid targets for this ability within (Essence x 100) yards.

**Soak:** 6L/9B (Tough skin, 3L/3B)

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

**Dodge DV:** 7 (11 Underwater)

**Willpower:** 8

**Essence:** 4      **Essence Pool:** 100

**Other Notes:** Haiyamaru is surprisingly powerful for a spirit of his Essence and standing, he does not know this, but this is the result of a portion of Amlapara's own essence permeating his being and remaining there still. The Baiji's increasingly impulsive and intemperate nature is a product of this.

## AMLAPARA

That Amlapara lies bound in moonsilver chains and pinioned by Luna's arrows in the depths of the Western Ocean is a fact that is forgotten to most of Creation. Amlapara was once seen as the hope for all Greater Elemental Dragons, for she, more than any of her kin, had retained some semblance of selfhood (even if it was mostly smothered beneath the irresistible urges of her Elemental Nature. That hope faded in the centuries since her ascension to the ranks of Greater Elemental Dragons, time showed that, if anything, that tattered sense of selfhood was fading, not growing stronger. So the gods forgot her beneath the waves, another disappointment in an age characterized by such. Amlapara was once a respected and revered Lesser Elemental Dragon of Water. She was one of the few forces that stood against the Wind Masters persecution of Water Elementals in the West. She was smart, cutting, beautiful and Charming, her personality was as forceful and compelling as a tidal wave and those who weren't caught up in her natural momentum were overrun by it. But in the Wind Masters she found an opponent she couldn't overcome. Frustrated by being forced to take a defensive stance, she had always been a being of movement and action, she meditated long upon the problem to no avail. Then the solution came to her, in a flood of essence so powerful it carried away most of her being. She roared forth from the depths of the ocean a 1200 yard long dragon. Her flesh was flowing seawater and her scales were the white caps of waves as they rolled down her vast body. Her talons and fangs were razor sharp coral and her eyes black pearls from the depths of the ocean. Though geometrically defined and finite from the exterior, her body had limitless interior dimensions, light vanished beneath the surface of her watery form into the black, bottomless depths of her body. Glorious and powerful, Amlapara took to the sky, the essence of her transformation still crackling about her body. She raced at impossible speed towards the abode of Black Grinning Bear, who could do naught but watch with helpless terror as the beast closed in on him. But before the Air Elemental was within reach of her claws one

of Luna's silver arrows pierced the dragons back and bore her back down beneath the ocean. The rest, as they say, is history. Now Amlapara languishes beneath the waves, a being of infinite desire and hunger rendered impotent by numerous arrows in her body and moonsilver and soulsteel chains which sap her strength. Occasionally communities of fair folk will gather around her and make play at worshipping the great dragon and bringing 'sacrifices' to sate her appetites, but the fairfolk lose interest in these charades and move along. Mostly, the dragon languishes alone.

**Motivations:** To Enfold that which she loves within her Waters and to drown that which she hates in her depths.

**Intimacies:** Her Intimacies Are Ever Changing, but she retains an Intimacy of Hate towards the Windmaster and spite towards Luna.

**Attributes:** Strength 32, Dexterity 14, Stamina 30; Charisma 2, Manipulation 3, Appearance 4; Perception 2, Intelligence 2, Wits 6

**Virtues:** Compassion 2, Conviction 5, Temperance 1, Valor 5

**Abilities:** Athletics 8 (+2 Swimming), Awareness 3 (+3 Under The Sea), Integrity 6 (+2 Against Air Elementals), Linguistics (Native: Old Realm; High Holy Speech; Seatongue) 2, Larceny 5 (Escaping Captivity +1, Disguise +2), Lore 1 (+2 The Sea, +1 The Sky), Martial Arts 8, Occult 1 (Dealing With Elementals +2, Weather Control +1), Performance 6 (+1 Dance of Tides, +2 Intimidating Elemental Displays), Presence 5 (+1 Seduction, +2 Demanding Submission), Sail 2, Stealth 2 (+3 Hiding Beneath The Waves), Resistance 3 (+2 Poisons, +1 Sickness)

**Note:** Charms bearing the Panoply keyword are unique to Amlapara and may not be learned by any other being. This keyword is derived from the terminology used to describe the Charms of the Unconquered Sun in "Glories of the Most High: The Unconquered Sun".

#### **Elemental Powers:**

*Dragon's Suspire*—More Effective than that of her lesser cousins, this attack costs 0m and is considered part of the Dragon's natural arsenal. Launching the attack, Amlapara spits a projectile orb of water, which detonates when it reaches its designated target sending a wave of cataclysmic proportions, battering everyone within range. The attack is undodgeable and is applied against all targets within 250 yards of its epicenter, she can spit this orb up to a mile in any direction, causing catastrophic damage to targets far afield. Fire-aspected beings take aggravated damage from this attack.

*Elemental Rejuvenation*—Amlapara is completely immune to harm resulting from her own element, be it magical instances or mundane. She cannot be harmed by fire either, even magical flame is snuffed out by contact with her vast dragon-body. Further, she does not require miscellaneous actions to restore herself while submerged in her element. Rather, she reflexively heals two levels of bashing or one level of lethal or aggravated damage and regains one mote whenever her DV refreshes during an action in which she has spent at least one tick completely submerged in water.

#### **Spirit Charms:**

*Amethyst Awareness*—(**Keywords:** Panoply **Duration:** Permanent, **Mins:** Essence 6) This variant on the traditional spirit Charm functions only while the Dragon and the object he is scrutinizing are submerged in water but is otherwise always active.

*Call*—Beings within her Domain

*Dreamscape*—Beings Within Her Domain Capture—Drag beings under her domain into her presence. Does not function on beings with a Permanent Essence of 4+ or beings she cannot perceive.

*Essence Plethora* x10

*Landscape Hide*—Underwater in an ocean.

*Reserve of Will* x5

*Sense Domain*—the Ocean or Sea she currently occupies and any character bearing one of his Blessings or who has an intimacy related to her which she shares.

*Weather Control*—At Sea)

#### **Unique or Variant Spirit Charms:**

*Fathomless Depths Embodiment*—(Essence 8, **Keyword:** Panoply) This Charm is the root of the Water Dragon's endless appetite but also the source of her prodigious fortitude. Her body is as vast as an ocean. Depth, to her, is meaningless because it is infinite. For this reason, she has a boundless desire to fill herself. After learning this Charm, all the Dragon's Intimacies change their contexts to reflect this consumptive desire. They retain their positive or negative associations, however; the Dragon wishes to make part of herself that which she loves and drown within her being that which she hates. She also gains a compulsion to act on this desire whenever she is presented with the object of her intimacy. This Compulsion can be resisted for 1wp per action but the Dragon must spend 6wp before it abates for a scene. Presented with multiple intimacies the Dragon may choose to consume one over the other without spending willpower but, if she wishes to consume neither, must pay the price to resist the Compulsion separately for both. Taking this Charm transform's the dragon's body such that it takes on infinite internal dimensions and becomes truly bottomless. Things caught within her body, whether because she swallowed them or because they were lodged there after being used as a weapon against her, may be banished Elsewhere, without the expenditure of essence. Anything lodged within her at the Instant her DV refreshes is reflexively banished Elsewhere. This is a Shaping effect. Attuned artifacts may not be banished unless their attuned user is also banished. Objects and entities so banished may be recalled for 4m, and are ejected from her body. However, she must remember she swallowed something in order to recall it. Because consuming an object in this manner renders her Intimacy irrelevant she often sheds it soon after doing so and can no longer perceive, recall, or hold in her awareness the being or object she banished elsewhere. Resultantly, she cannot expel it. The lingering remains of her consciousness, discussed in the text of Hidden Dragon Heart, as well as her character description, may be able to free a character from this fate. This indefinite volume also renders physical attacks against her somewhat irrelevant. She gains the following benefits:

- Personal scaled ranged attacks of any type, even Charm enhanced ones, and attacks with non-magical artillery or siege weapons have no effect on her, and she is assumed to perfectly soak them.

- She also is assumed to perfectly soak any non-magical close-ranged attack made by an entity with a Strength less than 20.

- She reduces all physical damage against her by 2L levels or 4B levels in step 10 of attack resolution so long as the attacker has a Permanent Essence less than 5.

- Any entity with a Permanent Essence more than 4 points less than the Dragon's treats their minimum damage as 0 for attacks against the dragon.

- This Charm provides Soak: 20/40B; Hardness: 15L/15B. Treat this as armored soak and hardness for all purposes except effects which ignore armored soak completely. In those cases treat the attack as piercing and apply half the listed soak.

However, she is not totally invulnerable and has a number of weaknesses that may be exploited:

- Attacks made with Magical Siege weapons or artillery and comprised of essence may harm her. Also, They are treated as piercing, but must still overcome Hardness.

- Attacks generated by Charms or sorcery which do damage over an area of effect greater than or equal to 100 yards in diameter, rather than on a personal scale, and are not associated with an Element to which the Dragon is already immune are also treated as Piercing and ignore Hardness

- Heroic Character's who perform stunts may add their stunt dice to their Permanent Essence score for the purposes of determining whether they have sufficient essence to overcome this defense for the purposes of the stunted attack.

*Trans-material Body of the Ocean Dragon*—(Essence: 9, **Keywords:** Native) Amlapara is simultaneously material and dematerialized, allowing her to perceive and physically interact with beings and objects in either state as though she shared that state. She can walk through sanctum entrances as if dematerialized, or may ignore them as a materialized being if desired. This also allows her to choose to exist as one or the other, by spending 3m per tick she wishes to do so, reflexively. In this way she may avoid attacks that cannot target the material, or bypass barriers which cannot contain the immaterial. She cannot activate this as a defense against an attack she is unaware of. She also is considered material for the purposes of any weapon formed of a Magic Material. Black Jade is a specific exception to this, being closely associated with her element. If another effect defines the character's state as exclusively material or immaterial, she may ignore that effect at will to exist between states. Finally, this Charm removes the need for sleep or rest and grants (Permanent Essence Successes) to effects which would summon or bind the Dragon as an Elemental, it also lets her hear prayers from any realm of existence provided they are made near water. She may also take a single aciton or activate a single Charm to respond such prayers, if she wishes, as if physically present. Being pierced by Luna's arrows prevents her from being summoned at all, however. It also prevents her from replying to prayers and become Immaterial.

*Oceanic Titan Cognizance*—(Essence: 9, **Prerequisite Charms:** Fathomless Depths Embodiment) . The Dragon, like the sea, wishes to rise up and consume all that it surveys and deems worthy of consumption. That which it despises are destroyed by this consumption, but envelopment by the Dragon can feed a number of her appetites not all of which are violent. Indeed, for a being of such strongly elemental nature, there is no act which gratifies her carnally the way enfolding a being in her own bottomless self does. However, in order to consume something she must first wish to and in order to wish to she must perceive it. This is a bit more involved for something of Amlapara's stature than it is for something of smaller size. She normally is incapable of perceiving anything which is not at least 10 yards large in one dimension. As a result her physical DV's treat any attack by such an entity as an unexpected attack. Furthermore, her sheer scale renders her DDV non-functional against entities smaller than 100 yards in one dimension, though not automatically unexpected. A few exceptions exist that allow her to perceive smaller entities:

- If an entity or object thing directs a physical or social attack at her or otherwise attempts to harm or influence her, it captures her attention and she can perceive it. Even then, she can only remain cognizant of such an entity until it moves 25 yards from its original location.

- Any being with a Permanent Essence or Appearance of 5+ who captures her attention (See above) or any being who rolls more than 4 successes on a Virtue roll while within range of the dragon's senses cause the Dragon to form an intimacy, positive or negative, towards consuming them (As per Fathomless Depths Embodiment). As long as this intimacy endures she may perceive them without issue.

- She is also able to Perceive Air elementals regardless of their size.

- She can always perceive entities she has Endowed or blessed with Water Dragon's Embrace, regardless of how far from her they are.

Beyond these listed Exceptions, her perceptions do not notice entities or objects whose dimensions are less than those listed above and she treats attacks made by such entities as unexpected unless one of the above exceptions allows her to perceive them and, even then may not be able to apply her DV against them.

This obliviousness produces an interesting effect on her Essence, however. Like water, she is reshaped by outside forces, but not meaningfully altered by them. She need only accept the application of forces she chooses to accept and may fluidly transcend those she does not wish to accept. In exchange for its copious drawbacks, This Charm provides defensive benefits similar to the Solar Charm Invincible Ego Shield (1000 Correct Actions of the Upright Soldier). Cosmetically, this manifests not as attacks missing the dragon, but as striking but only causing her form to ripple or shift but not be sundered, in the same way striking a river may disrupt the surface but leave the body of water fundamentally unaltered. Mechanically, this allows her to apply her DMDV against all attacks including physical attacks. Oceanic Titan Cognizance does not force her to treat attacks as unexpected attacks from characters she cannot perceive because treating something as irrelevant, even something

substantial, does not require concerted effort for a being such as Amlapara. If that attacker has a Permanent Essence less than the Dragon's Temporary Willpower, This DV may even be applied against Undodgeable attacks and is her primary means of defense next to her immeasurable Soak.

*Immortal Leviathan Soul*—(Essence: 10 **Keyword:** Panoply, **Prerequisite:** Oceanic Titan Cognizance) this Charm broadens the degree to which the Dragon's well-being is internally defined. Her body becomes wholly liquid essence, held together by will. Should her will falter, her body falls apart, but is restored as soon as their will is and cannot be harmed in the interim as the being itself does not exist but for its will. Amlapara, naturally, needs no sleep, and this is fortunate, for should she lose consciousness her body would return to its liquid state. This happens should she be rendered incapacitated as well, and it is for this reason the arrows of Luna keep her pinned but not disabled. Liquification can also be induced by reducing the Dragon to zero temporary willpower and then altering her Motivation. Once liquified the Dragon can no longer be harmed and will re-coalesce after 24 hours with an empty mote pool and her health level track looking exactly as it did at the time of her dissolution but with a single healed -4 health level. She always reforms in the same body of water she was slain in. She is, resultantly, considered to have unlimited Incapacitated health levels for the purpose of instant death or unlimited damage effects. When an effect attempts to impose either fate on her, resolve this with a contested (Essence) roll-off, to which the Dragon adds a number of successes equal to her remaining Temporary Willpower. Should she lose, she is killed, should she win this effect merely incapacitates her. A given effect can only force one roll-off per scene. While liquified she is considered Inactive but it also removes any externally imposed Emotion, Servitude, Shaping, Compulsion, Crippling, Poison or Sickness effects from the Dragon when she solidifies again. This Charm also immunizes the Greater Elemental Dragon against Charms like Ghost-Eating Technique unless it supplements an attack which also slays her, rather than incapacitating her. Should the Greater Elemental Dragon be slain and her body not fall into a body of water, she never returns to draconic form unless some portion of the water that comprised her body is deposited into an Ocean. Given the nature of precipitation and evaporation, this is, more or less, inevitable. Should this occur, however, the Dragon's Permanent Essence is reduced by one (to 9) until all her wounds are healed, giving the savvy opponent a window of time during which to kill her permanently even if they lack access to Ghost-Eating Technique or another attack capable of inflicting instant death or infinite damage. This Charm Also provides the Greater Elemental Dragon of Water with her enormous Health level track.

*Hurry Home*—(**Keyword:** Panoply) To any body of water sufficiently vast to be called a Sea or Ocean. She may choose to teleport any place in such a body of water but cannot teleport from one location within a body of water to another location within that same body of water and cannot use this Charm unless she is entirely submerged in water. This Charm functions only while the Dragon is material, rather than only while immaterial. When she vanishes, she appears to drain into the depths of her own self, this creates a maelstrom 250 yards

around her with the following properties, Damage 25L/Action Trauma: 10. Sailors may use their Sail rather than Resistance to resist Trauma as they try to maneuver their vessels out of maelstrom. Only beings in the water are subject to the damage. The environmental Effect persists only for Two Actions and the Dragon's Arrival in a location met with a similar effect as water draws in upon itself, condescending to form the body of the vast Dragon.

*Hidden Dragon Heart*—(Essence: 9, **Keyword:** Panoply) Amlapara still retains a shred of her former consciousness, a portion of her essence remembers the being she once was. Once per day, this lingering conciseness may manifest as a lesser, humanoid, replica of the dragon which stands about 6 feet tall. This replica cannot stray more than 100 yards from the body of the Greater Elemental Dragon. It has reduce physical attributes, which drop 5/4/5, but adds +2 to its Charisma, Intelligence and Perception rating, as well as to all its Social ability scores. It has Essence 2 and a mote pool of 20 motes. By expending 5m it can irresistibly compel its body to perform an action. It cannot spend motes in any other way as it has no Charms. It can compel its Body to activate Charms, however. It can, however, speak. This replica, if slain, causes the Dragon's host body to suffer 100 levels of aggravated damage and dissolve into water. If slain with ghost eating technique, the Greater Elemental Dragon dies permanently. This replica is the true consciousness of the dragon, freed of the terrible burden of elemental essence which otherwise overwhelms its rational mind. If it dies, so dies the dragon. Resultantly Amlapara rarely deploys her replica self. Only a handful of things can make her do so. Unnatural Mental influence powerful enough to issue an unacceptable order, breaking the dragon's will, or a successful prayer roll made by someone towards whom she has an intimacy. Should the supplicant sacrifice their life as part of the prayer, casting themselves into the Dragon's depths it succeeds automatically, and the inner dragon will speak to them as they are drawn into the depths of the Dragon's Body. Sometimes, the inner dragon will manifest of its own accord, but those occurrences are few and far between.

*Armada-Breaking Maelstrom Maw*—(**Prerequisite Charms:** Fathomless Depths Embodiment) If Amlapara's bite attack hits anything that is small enough to fit in her 100 yard-wide mouth, she swallows it whole. The Object and persons are drawn into her depths by an irresistible current. Only characters capable of swimming against the current may escape. This requires the character be able to propel himself through the water at a speed in excess of 20 yards per tick and also maintain her bearings in the churning current. Maintaining one's bearings within the dragon requires a successful miscellaneous action (Speed 4, DV -1) and a successful (Wits+Athletics) check at, Difficulty 4. Failure voids the character's attempts to swim against the current and a botch causes him to travel further from the Dragon's Surface. Characters who cannot resist the current moves devoured characters 20 yards per tick into the dragon, eventually banishing them Elsewhere once the Dragon's DV refreshes and she is able to do so. Living beings suffer from being inside the icy waters at the dragon's core, (which function as an environmental effect that does 1L/action Trauma: 2) and cannot breath in her water-filled elsewhere domain. Being banished

elsewhere is, as previously mentioned, a shaping effect, but the current that draws one in is not. Characters immune to shaping drift, unable to breath, 400 yards into the dragons body and are forced to linger there unless they can fight the current. This backwards movement takes place at the end of each tick, after the target's own movement is resolved, except the tick on which the character breaks free of the dragon's maw.

*Siren-Dragon Symphony*—(**Cost:** 40m 1wp, **Mins:** Essence 8, **Type:** Simple(Speed 5 in long ticks), **Keywords:** Emotion, Illusion) Amlapara manifests the endless appetites of the ocean, and her voice and undulating dance through the sky evokes this sort of visceral need in others. The dragon performs the dance as as a social attack in the sky above (or sea below). This performance based attack targets all characters in visible or audible range. The Blind benefit from a +1 MDV bonus against it while the deaf gain a +2 MDV bonus. These bonuses stack, but the song of Amlapara is heard with the soul not the ears and her dance is appreciated by the heart not the eyes, so neither condition blocks the attack outright. Indeed, the attack cannot be parried and cannot be outright ignored without the application of DMDV. Any character with a DMDV less than the Dragon's (Appearance+Performance+Essence)/2 suffers an Emotion effect which causes them to behave with wanton abandon as if affected by the uncontrolled Overindulgence Limit Break. Resisting this effect costs 2wp. If not resisted, the effects abate the next time the character awakes from sleep. Because of the catharsis of that fit of indulgence, they convert, after dice have been rolled, one unsuccessful dice into an automatic success on the roll to regain Willpower. An illusion effect which costs a separate 2wp to resist causes them to not recall the time they spent under the Charm's effects. This haze of memory is similar to that caused by alcohol consumption and is often confused for, and actually coexists with, such.

*Water Dragon's Embrace*—(**Cost:** 15m 1wp, **Keywords:** Shaping, Emotion, Touch, **Type:** Simple **Duration:** Five Days) With a touch, Amlapara gives her target's Essence the aspect of Water. They do not pay a 1m surcharge on Water Aspected Charms, regain essence at twice their normal rate when resting or meditating while submerged in water, and are treated as being aligned with the Element of Water for all Charms or magic which make such a distinction. This Shaping effect also imbues the entity with the caprice of the Water Dragon herself, inflicting an irresistible, conditional, Emotion effect that causes them to suffer from the Partially Controlled version of the Overindulgence whenever their Temporary Willpower drops to (5 – Temperance Rating, minimum 0). Should it drop below that, if possible, the target suffers the uncontrolled version instead with effects identical to those induced by Siren-Dragon Symphony. Characters who possess sufficiently high Temperance scores may eliminate the possibility of Experiencing the uncontrolled version of the Overindulgence Limit Break. This effect may only target Mortals and Spirits with a Permanent Essence of three or less. Other Elementals and Exalted are immune, though Water-Aspected terrestrials are refreshed by this infusion of familiar essence and add their (essence) dice to their next check to regain willpower from rest if they are targeted with this effect. Expenditure of Willpower cannot resist this Unnatural Mental Influence, while the character is in

the throes of Overindulgence, treat him as being under an unnatural Emotion effect for the purposes of Charms. The effect which produces the Emotion effect is a Shaping effect and must be treated as such. Thus, if a target wishes to permanently solve the condition, they must remove the shaping effect. Removing the Emotion effect only causes the symptoms to abate for a scene. They re-emerge the Next time the victim's Temporary Willpower drops below (5-Temperance Rating).

*Black Dragon-God Endowment*—(**Cost:** 50m 3wp, **Keywords:** Shaping, Emotion, Touch, **Type:** Simple (Speed 6, in long ticks) **Duration:** Instant ) Those swallowed by the Dragon do not always fall from her mind and favor. Some she loves so much that she give them her blessing. This endowment functions only upon a Water Aspected entity, so the Dragon must often apply Black Dragon's Embrace first. Even when she does not have to, it often suits her to inflict her wanton nature upon those she consumes. This Endowment is potent, having a number of effects.

- If this Charm is applied to a character under the effects of Water Dragon's Embrace, the effects of that Charm become permanent.

- If the beneficiary had a Permanent Essence of 3 or less, she raises her permanent essence by one. If she was a mortal with a Permanent Essence of 3, She is destroyed by this endowment and reformed into an Essence 4 Water Elemental with all the same virtues, abilities, attributes and intimacies and a number of appropriate Spirit Charms equal to her (Willpower+Essence). Her motivation is permanently changed to "Gratify the appetites of Amlapara." Beings who were not Mortals and who could otherwise raise their Permanent Essence above 3 do not suffer this transformation into a servitor Elemental, but must contend with this Charm's other effects as normal.

- Mortal recipients of this endowment gain the fluid strength and enduring fortitude of the Sea. They Soak lethal damage, Heal, Resist Sickness, Poison and Bleeding as if they were Exalts. If they were non-heroic mortals they immediately become heroic, changing their Motivation to something appropriately heroic. They also are transformed into Water-Elemental God blooded by this endowment. They do not gain free experience from this, but may purchase (Inheritance 3) worth of appropriate Mutations, Spirit Charms and Attributes as a Training effect, going into Experience Debt to do so if they wish.

- Finally, Characters who have received this Endowment may draw enlightenment from sympathetic resonance with the Element of Water. Thus, they draw knowledge from the depths of the sea itself. This enables them to learn any Charms with an Elemental Aspect associated with Water, including Terrestrial Charms with the Elemental Keyword, Water-Aspected Terrestrial Charms, Spirit Charms, and Water Aspected Terrestrial Martial Arts Charms, as if they had a tutor. They may only learn such Charms if they would normally be able to do so. This benefit simply removes the need for tutoring.

As a final effect of this Charm, the endowed target becomes permanently aware of the location of the Dragon's resting place and gains an indelible intimacy (which may be positive or negative) towards the Dragon which re-asserts itself each sunrise if it is removed.

This endowment costs the dragon a permanent dot of willpower, in addition to its listed cost, and is, therefore, used sparingly.

*Thousand Tsunami Cry* (**Cost:** 80m, **Keywords:** Obvious, **Shaping Type:** Simple (Speed 7, DV -2)) —With a roar that freezes the blood in the veins of the most stalwart heroes, Amlapara urges the sea to rise and consume the land. Approximately 60 ticks after she activates this Charm, huge tidal waves bombard every coast within 20 miles. These waves manifest as unblockable, undodgeable attacks that inflict 60L of damage on everything within 2 miles of the shoreline. This damage ignores mundane soak and the non-magical hardness of inanimate objects and doubles its damage against non-magical inanimate objects. In the Wake of this flooding the land and its inhabitants gain a great blessing. Every child born there in the next season adds +1 to all Sail rolls for seafaring vessels and heroic mortals conceived on the day of the catastrophe favor Sail and one other Ability. Furthermore, yields bountiful nourishment for those who live by it, reflected mechanically by a 0 difficulty food foraging roll that persists for a year and a day after the catastrophe.

*Triumphant Sea Reclaims the Land*—(**Cost:** 100m **Keywords:** Obvious, **Shaping Type:** Simple (Speed 3 in long ticks)) Amlapara encircles an area with a radius of 100 yards, she coils about the area, creating a wall from her own massive body. Then she begins to flow in a circle around it, her body shining with essence. Sympathetic harmonies between her essence and the area within the perimeter of his body gradually liquify the area, turning the land into a small inland sea. Living beings are unaffected by this, but will likely be killed by surging currents caused by the liquification of the area. This is modeled as an environmental effect that does 4L/Action Trauma: 3 to everyone within it. The frigid waters further inflict an environmental penalty of -2 upon anyone submerged within them who is not immune to frigid water. Only beings who can surmount the barrier the dragon creates with his body can escape this area before the transformation is complete (which requires 50 ticks). Her body is considered to be taking a Barricade movement action that affects all characters within his perimeter or trying to enter it and has an automatic 25 successes. Beings who can fly 200+yards into the air, can fly over the coiled dragon and bypass this entirely. This sea persists for a season after which it dries up and leaves rich, fertile ground as if the area had been affected by the spell Benediction of Arch-genesis. Heroic mortal females slain by this Charm are not truly killed, they are reborn in the wake of the storm as Nymphs (See Exalted Core), with the following modifications. They have +1 Strength and Stamina and Charisma, and they retain their former memories, virtues and intimacies but have a new, heroic, motivation suited to their new elemental nature. Their Temperance drops by -1 (to a minimum of 1) and, for the first day of their existence they suffer from the Overindulgence Limit Break condition and cannot control it. They are also permanently considered a part of the Dragon's Domain for the purpose of the Sense Domain Charm. Should they reach Essence 7 and become Lesser Elemental Dragons, they regain the lost point of Temperance and no longer count as part of Amlapara's domain.

*Ambiguous Tidal Perimeter*—The bounds of an ocean are not always clearly delineated, so to are the dragon's edges uncertain. As a result she can channel Charms with the Touch Keyword through her dragon's suspire as well as through any rain or other weather conditions she creates through her Charms as if she was physically in contact with the entity.

*Flowing Dragon Dynamics*—(**Mins:** Essence 6) As per "Principle of Motion" save that the Dragon may use it Reflexively on any tick her DV refreshes rather than as a simple action. She still may not make use of the banked actions until the action after she activates this Charm.

*Landscape Travel*—The Greater Elemental Dragon may Swim at 5x her normal movement rate, or fly at 4x her normal movement rate. This amounts to 70 yards per tick (in the water), or 56 yards per tick in the air. She cannot dash, however, her maximum pace is represented by her Move speed. However, by spending 1wp, she can double her movement speed after other modifiers, in the air or underwater, for a single tick. She may do so only once per action and a maximum of 3 times in a given scene. Whenever she flies over land, she creates a rainstorm as if she had successfully performed the Major Change procedure in the Art of Weatherworking. This weather change manifests a day later and has a radius of 5 miles from where the elemental passed.

*Bane Weapon*—This unique version of the spirit Charm works on both Air and Fire elements. Any attack benefiting from this Charm which inflicts any damage upon a Fire or Air Elemental of Essence 1-2 instantly destroys them. Air elementals are frozen to crystal and shattered, while fire elementals are merely extinguished. In all other cases this Charm inflicts aggravated damage upon appropriate targets. If this damage slays an elemental of Fire or Air they are destroyed completely as if by Ghost-Eating Technique. Normally this is irrelevant, but some Elementals have attained immortality like that of the gods.

**Soak:** 50L/70B (Bottomless God-Body; Soak: 20/40B; Hardness: 15L/15B, no fatigue or mobility penalty)

**Health Levels:** -0x20 / -1x30 / -2x30 / -4x20 / Incap

**Dodge DV:** 12 (0 against foes smaller than 100 yards in, at least, 1 dimension)

**Dodge MDV:** 13 (14 against air elementals)

**Willpower:** 10 (15 points)

**Essence:** 10 **Essence Pool:** 250

**Other Notes:** None.

## BEHEMOTHS

### ANTAEUS

The Child of Gaia, Antaeus is a mighty giant of a man who has endured since the dawn of Creation. He stands nearly eight feet tall and is broad-shouldered and handsome. He bares the touch of the elements plainly upon his person, but might pass as little more than a particularly unusual Wyld mutant were it not for his powers. Once Antaeus was beloved of Gaia and protected those things that were dear to his mother, he was born of the co-mingling of her elemental and genitive essences, and bore within himself a great love for his mother and for Creation. When Gaia departed creation and bade the dragons sleep Antaeus wept and lamented for he was all alone in the world. He

attempted to force the gates to Yu-shan and ask his mother for an explanation but the gods barred the way. When he tried to force his way past the Celestial Lions he was, after a long struggle, cut down and cast out. He recovered swiftly however, for he cannot die while his Mother's essence suffuses his being. He might have been destroyed for this stunt, but the Solar Exalted did not wish to unduly provoke his primordial mother and so he was branded a Creature of Darkness and barred from the Celestial City and the Blessed Isle. Antaeus returned to the threshold to mourn and he was filled with spite and futile rage. Despite his sorrow, Antaeus remained the dutiful protector of the Genesis Lords. For those mortals were beloved of his mother and Antaeus saw their culture as the last link to her he had left. When they were destroyed Antaeus went off the deep-end, he is overcome with a hatred for the Exalted of Creation and blames them for his mother's disappearance and estrangement from him as well as, rightly, for the deaths of the Genesis Lords. He has some tolerance for the Dragon-blooded, who bear the gifts of his mother, but despises the Celestial Exalted with a mad passion and fury. Antaeus lives in the far Threshold, he walks the periphery of the world, pitting his strength against those enemies he comes across. He sees himself as a steward of his mother's Legacy and often helps protect and establish cults to his primordial mother. This has, in the past, brought him into conflict with the Wyld Hunt. Mostly Antaeus is aimless, however, and awaits Gaia's return or some sign of her will or favor to give him purpose.

**Motivation:** To Champion Gaia's Will in Creation and to Protect that which is dear to her.

**Intimacies:** Resentful Hatred (Celestial Exalted), Mistrust (Dragon Blooded), Love (Gaia and Her Creation), Dutiful Concern (Creation), Bitter Sorrow (The Genesis Lords)

**Attributes:** Strength 8, Dexterity 6, Stamina 6; Charisma 4, Manipulation 2, Appearance 4; Perception 4, Intelligence 3, Wits 4

**Virtues:** Compassion 3, Conviction 4, Temperance 2, Valor 5

**Abilities:** Athletics 6, Awareness 4, Dodge 5, Integrity 4, Investigation 3, Linguistics 5 (Native: Old Realm; High Realm, Riverspeak, Flametongue, Seatongue, Airtongue), Lore 4 (Genesis Lords +1) (Gaia +1) (Primordial Races +1), Martial Arts 6 (While Touching The Ground +2) (Grappling +1), Medicine 2, Occult 3 (Elementals +2), Performance 4 (Praying To Gaia +2), Presence 6, Resistance 6 (While Touching The Earth +2), Survival 7 (+3 In the Wilderness of Creation), Thrown 4 (+2 Improvised Weapons)

**Backgrounds:** Contacts (Elemental Courts) 4, Contacts (Gaian Cults) 2, Resources 5, Cult 1

**Willpower:** 10

**Essence:** 7

**Essence Pool:** 110

**Health Levels:** -0x5/-1x4/-2x4/-4x5/Incap

**Charm and Powers:**

*Unique Charms:* These Charms are the product of his divine parentage and a reflection of gaia's favor. Some of them function unusually, requiring that he maintain a level of Essence saturation to sustain their effects but otherwise not requiring any effort at all. The mote values listed in brackets reflect the minimum number of motes that must be in his Personal Pool

in order for him to gain the benefits of this Charm. Upgrade Charms increase this value and failing to maintain a number of motes equal to that value causes the upgrades to stop applying their benefits. Each Charm assesses whether he has sufficient motes separately, they do not stack their costs on top of each other. Costs listed in Parenthesis are actual mote expenditures required to use the Charm.

### EMERALD MOTHER'S LARGESS

**Cost:** —[5m]; **Mins:** Essence 3; **Type:** Permanent

**Keywords:** Native, Creation-Bound

**Duration:** Permanent

**Prerequisite Charms:** None

The Child of Gaia need not fear her elements. This Charm duplicates Hardship-Surviving Mendicant's Spirit, but functions only within the bounds of Creation and only against environmental effects native to creation, although it does function against magically created instances of such environmental effects.

### GAIAN BENEFACTION

**Cost:** —[5m]; **Mins:** Essence 5; **Type:** Permanent

**Keywords:** Obvious, Creation-Bound, Native

**Duration:** Permanent

**Prerequisite Charms:** None

Gaia expresses her love for her scion by imparting to him a portion of her strength. So long as he has access to the Elemental Essence of Creation he may choose, at any time, to take a Miscellaneous (Speed 4, DV -2) action, of which only one can be placed in a flurry, to roll his (Essence). If he is standing inside of an Uncapped Demense of Elemental Aspect, he may add half the Demense's rating in dice to this pool. For each successes he rolls he may heal 1 lethal or bashing health level. He cannot heal aggravated Damage in this manner. He also cannot heal more than his (Essence/2) health levels at a time. He must be in contact with some manifestation of two or more Elements in order to use this ability. This is to say he must be outdoors (Air), Standing on Stone (Earth), In a burning Structure (Fire), In a Forest (Wood), Submerged in Water (Water).

### EMERALD CONVALESCE MEDITATION

**Cost:** —(+1wp) [+3m]; **Mins:** Essence 5; **Type:** Permanent

**Keywords:** Obvious, Native

**Duration:** Permanent

**Prerequisite Charms:** Gaian Benefaction

This Charm improves its prerequisite, allowing Antaeus to spend 1wp whenever he takes a Miscellaneous Action to heal himself. Should he successfully roll one or more successes he may remove a single Crippling, Poison, or Sickness effect to which he has been subject in addition to healing from whatever damage he normally would.

### HEART OF THE LAND FORTITUDE

**Cost:** —[5m] ; **Mins:** Essence 3; **Type:** Permanent

**Keywords:** Creation-Bound, Native

**Duration:** Permanent

**Prerequisite Charms:** None

Gaian essence has rendered Antaeus's body tougher than any mortals. He heals, resists poison and sickness, and bleeds as an Exalt does. He soaks lethal damage, but not aggravated

damage, with his full Stamina and, when his health level track is filled with Bashing damage, it wraps around to lethal before rendering him unconscious. This protection requires that he be in contact with two or more manifestations of Creation's native Elements, as per Gaian Benediction.

### BLESSED GAIAN COMMUNION

**Cost:** —[+10m]; **Mins:** Essence 4; **Type:** Permanent

**Keywords:** Native, Creation-Bound

**Duration:** Permanent

**Prerequisite Charms:** Emerald Mother's Largess

This Charm upgrades its prerequisite, adding the effects of Steadfast Elemental Emperor Stance and Element Resisting Prana to it. This Charm still suffers all the restrictions listed above.

### UNDAMPENED VITALITY METHOD

**Cost:** 3m [10m]; **Mins:** Essence 3; **Type:** Reflexive (Step 10)

**Keywords:** Combo-OK, Obvious, Creation-bound, Native

**Duration:** Instant

Pre-requisites: Heart of the Land Fortitude

Antaeus's being is suffused with the essence of life and derives a wealth of vital energy from this that makes him hard to wound. This Charm may be activated whenever he is subject to an attack or damaging effect, even environmental damage, of which he was aware. Doing so reduces the Post Soak damage, in Step 10, by (Essence) Bashing levels or (Essence/2) Lethal levels. This Charm requires similar contact with the elements as its prerequisite. Use of this Charm against an attack launched by a being of lower Essence reduces the minimum damage of the attack to 1, regardless of the attacker's essence. Though this Charm is not a permanent effect, it requires that the Emerald Champion have at least 10m in his pool to be functional.

### UNBROKEN PRIMORDIAL CHAMPION

**Cost:** —(+2m) [+5m]; **Mins:** Essence 4; **Type:** Permanent

**Keywords:** Combo-OK, Obvious, Variable

**Duration:** Permanent

**Prerequisite Charms:** Undampened Vitality Method

Undampened Vitality Method May now be used for the cost of 5m to completely negate all rolled damage associated with an attack in step 10. It has no effect on damage that is applied in levels or which is otherwise not rolled. At Essence 5+, It can also be used to prevent the application of any unwanted Shaping effects.

### IMMORTAL EMERALD PROGENY

**Cost:** —[15m]; **Mins:** Essence 6; **Type:** Permanent

**Keywords:** Creation-bound, Native

**Duration:** Permanent

Pre-requisites: Heart of the Land Fortitude

Normally Antaeus Enjoys the same degree of Immortality as most Dieties. Killing him causes him to reform at the Summit of the Omphalos a year and a day afterwards. However, this Charm improves upon that immortality significantly. When he is killed within the bounds of creation, while enjoying the benefits of this Charm, he reforms after only a Season. He is also immune to the effects of Ghost Eating Technique and similar Charms unless it is used by a being with a higher Permanent

Essence. This benefit is contingent upon him maintaining contact with at least two manifestations of Gaian Elements.

### SACRAMENT OF ANCIENT MIGHT

**Cost:** 6m 1wp; **Mins:** Essence 2; **Type:** Simple

**Keywords:** Obvious, Shaping

**Duration:** One scene

Antaeus draws elemental essence into himself and augments his physical prowess. This causes his body to grow and his muscles to bulge, it also makes his inhuman nature more obvious. For every dot gained by the use of this Charm, reduce his Appearance by -1 to a minimum of 0. Remember that a low appearance can still be useful for Intimidation. Upon Activating this Charm Antaeus may allocate (Essence) dots between his Strength or Stamina. These dots may not be re-allocated once they have been assigned.

### GRIP OF ANCIENTS

**Cost:** —; **Mins:** Essence 4; **Type:** Permanent

**Keywords:** Native

**Duration:** Permanent

**Prerequisite Charms:** Sacrament of Ancient Might

The Child of Gaia shapes himself the true champion of Gaia and Firstborn of Creation. He gains the following benefits while the prerequisite is active.

- Doubles the Number of Successes on a successful bare-handed attack or clinch attempt for the purposes of determining damage.
- While Fighting in an Uncapped Terrestrial Demense adds the Rating of the Demense to his barehanded Clinch and Punch and Kick Accuracy and Defense.

- He May Parry Lethal Damage Unarmed.

**Spirit Charms:**

*Divine Prerogative:* Intimacy of Loyalty and Love to Gaia.

*Landscape Travel:* Swim, Climb, Dash at Twice normal speed anywhere in creation.

*Measure The Wind*

*Meat Of Broken Flesh*

*Ox-Body* x 3

*Principle of Motion:* Eight Actions

*Sheathing The Material Form:* Creation Bound, Must be in contact with at least two elemental manifestations. All Encompassing.

*First (Ability) Excellency:* Martial Arts.

*Second (Ability) Excellency:* Resistance, Survival.

*Infinite (Ability) Mastery:* Martial Arts, Resistance, Survival

*Divine (Ability) Subordination:* Martial Arts (Grappling Only), Only within Creation while touching two or more elements

**Terrestrial Circle Sorcery:** Flight of The Brilliant Raptor, Summon Elemental, Emerald Countermagic, Emerald Circle Banishment, Unbreakable Bones of Stone

**Supernatural Martial Arts:**

*Infernal Monster Style:* Up To Form. The Knowledge of these Charms emerged as a product of his rage and frustration at what he perceives as the slow death of Creation and the fact that Gaia has forsaken him. The few savants who understand the implications of this change are worried, and wonder what fundamental change in his nature the Behemoth is undergoing.

Should he Master the style, he would surely become a danger to creation and perhaps a deadly tool of the Yozi.

*Terrestrial Hero Style:* All Charms

*Jade Mountain Style:* All Charms

*Flame and Stone Style:* All Charms

**Note:** Antaeus pays no elemental surcharges for elementally aspected Charms. The Celestial Martial Arts Charms he knows are instinctive and represent a fundamental component of his psyche and roll as the favorite son and protector of Gaia and Creation. He did not learn them, but acquires new Charms as a product of changes in his nature. Somewhat more alarmingly, they have changed in recent years. Once he knew Up to the Form Charm of all Five Glorious Dragon Styles. Now that knowledge is lost to him and has been replaced with an understanding of the Infernal Monster Style. He does not express his elemental nature through Martial Arts, in general, but through his own native magics.

**Other Notes:** Antaeus Cannot Regenerate motes while outside of creation or while not touching at least two elements. He regenerates essence only while resting or meditating, not while active, unless he is within an Uncapped Terrestrial Demense. The pace of His Essence Regeneration is identical to that of a Solar Exalt.

## TERRIBLE BRAZEN GLORY, THE MALFEAN LION: BEHEMOTH OF THE KING OF PRIMORDIALS

The Lion, born of the blood and sundered bone of the sundered King of the Primordials, the Lion is a Behemoth and a suit of living, liquid armor. The Lion appears as a great pool of liquid brass, which moves of its own accord and, though it cannot take on rigid shape, will lash out at passing creatures, devour them, and fuse to their bodies to acquire a body. The Lion, thus, is nigh unkillable, passing from host to host after he exhausts one. He loves the thrill of the Hunt and the taste of Exalted flesh. He is capable of digesting Celestial Essence, after a fashion, and sustains himself on the blood of the Exalted. He is born of hatred and spite and is filled with spite and hatred for the world, but he is not a creature without intelligence. He is smart, and sharply cunning, but his malice makes this hard to reckonize. He might be willing to help an Infernal or someone whose cause was sympathetic to his own or who could offer him a good meal.

**Motivation:** To be the terror of the treacherous gods of Creation

**Intimacies:** Gods (Hatred), Creation (Malice), Violence (Love), Carnage (Joy)

**Attributes:** Strength +5, Dexterity +4, Stamina +4, Charisma +1, Manipulation 0, Appearance 4\*, Perception +3, Intelligence +0, Wits +3

\*Replaces Hosts's Traits

**Virtues:** Compassion 1, Conviction 4, Temperance 1, Valor 5

**Abilities:** Athletics 5, Awareness 5, Dodge 5 (+2 Mass Combat), Integrity 5, Linguistics 1 (Native: Old Realm; Others: Rivertongue) 5, Lore 2, Martial Arts 6, Survival 5 (Tracking +2), Investigation 3, Presence 5, Performance 4, Resis-

tance 4, Stealth 4 (While Stalking Prey +3) War 2 (As A Solo Unit +3)

### Supernatural Abilities:

*Invulnerable Lion Hide:* The Malfean Lion's flesh is Malfean Brass from the bones of the King of Primordials and his fur gold tainted by the rage of a fallen Titan. This incomparable armor provides significant benefits to the Lion. First, all minimum damage is reduced to 0 unless the assailant has an Essence greater than the Lion's. In such a case minimum damage is 1. Second, the Lion's hide is immune to lethal damage inflicted by physical attacks (but not by Poison, Sickness, or Environmental Effects) and is considered to have a hardness 1 greater than any such attack. Attacks which inflict Bashing or Aggravated damage or which bypass Hardness ignore the second benefit but not the first.

*Inviolate Primacy Aegeas:* (Host) 10m, Reflexive, One scene. The Lion's Hide is the perfect shield. While this Charm is active any attack which fails to bypass Soak, even if it successfully inflicts damage, cannot apply any Shaping, Crippling, Poison or Sickness effects.

*Wrath Born Fortitude:* (Host) The Malfean Lion is a being of seething hate. Whenever an attack inflicts a wound upon him he may spend 10m reflexively to enter a supernatural berserker state for the rest of the scene. This has the effect of an uncontrolled Berserker Anger Limit Break. It also numbs him to wound penalties and prevents him from being rendered unconscious by Bashing damage. Bashing damage which wraps around to lethal damage is not protected against by Invulnerable Lion Hide. While in this state the Lion May fight until his Last Dying health level is filled with damage before succumbing to Inactivity.

*Legion Unto Itself:* (Host) The Lion May spend 10m as a Simple (Speed 6, DV -2) action to engorge itself with Essence. This causes him to expand in size until he can functionally do battle on Mass Combat scale. Reduce the size of the enemy's Magnitude by -3 for the purposes of determining whether the Lion suffers penalties or the other unit gains bonuses as a result of their greater size. The Lion is treated as a solo unit for all other purposes except that he has Magnitude 1 and has a damage track appropriate to that. While this Charm is active he suffers the same penalties as a warstrider when attacking solo units smaller than a Warstrider or comprised of human sized foes and with a magnitude of 1 or less.

*Cunning Hunter Approach:* For 5m the Lion May Know the Location of anyone within 4 miles who has wounded him or who he has wounded in the last Season. This is a perfect tracking effect, resolve conflicting effects with a roll-off as normal, adding 2 successes to the Lion's roll.

*Legion Slaying Claws:* (Host) Spending 5m 1wp to Supplement a Claw attack against a Mass Combat unit, the Lion ensures he does significant damage to the unit. If the attack does two or more levels of damage to the unit, reduce the unit's magnitude by one, even if the attack did not do enough damage to reduce the units magnitude. Magnitude lost in this way cannot be regained by a Rally, because all members of the unit subject to this effect are slain.

*Spirit Scenting Style:* For 5m the Lion becomes aware of any Immaterial entity for the scene and can strike them normally, this ability activates itself automatically in step 2 of attack resolution whenever he is subject to an attack by an immaterial entity.

*God Eating Maw:* (Host) For 7m the Lion may supplement an unarmed claw attack against a God or Elemental, but not a Demon or Ghost, with effects identical to Ghost Eating Technique.

*Malice and Fury Style:* For 10m the Lion becomes able to construct a magical flurry of (Essence+2) attacks against any opponents within range. Furthermore, for the rest of the action, he may make a reflexive counterattack at his full dice-pool against any attacker who attempts, successfully or not, to strike him.

*Immortal Flesh:* When slain, the lion melts off his host body and returns to liquid form. As a liquid he has the same health levels as listed below. Only Charms such as Ghost Eating Technique which target his liquid form will destroy him.

*Brass to Body Meld:* spending 10m 1wp after successfully clinching a target with an Absorb attack, the Lion ensures that if he manages to kill the target, he Melds with their skeleton and gains their Attributes in addition to his own. Apply his traits on top of theirs. Abilities do not stack, the Lion keeps his normal abilities, Virtues, and Motivation. Otherwise they meld.

*Blasphemous Diet:* The Lion Subsists on the Essence of the Exalted and Spirits, whenever he kills and devours the corpse of an Exalt, he gains the following benefits. First, he does not need to eat for a number of weeks equal to the Exalt's Essence (if they are Terrestrial) or twice the exalt's Essence if they are Celestial. Second, he may, for the same period of time, respire essence as the exalt did. Should he go without eating, he loses this benefit and cannot respire essence. There is no other nourishment that can sustain him so he will inevitably starve. This will not kill him, but will cause him to digest his host body. After a week, he will return to liquid form, and will loose one Lethal health level per day until he consumes a Spirit or Exalt. Treat Spirits as Terrestrial Exalted for the purposes of this Charm. Only gods and demons provide nourishment, ghosts do not.

**Join Battle:** 10

**Attacks:**

*Bite:* Speed 5, Accuracy 10, Damage 8L, Parry DV 5, Rate 1\*\*

*Claw:* Speed 4, Accuracy 11, Damage 6L, Parry DV 7, Rate 3\*\*

*Absorb:* Speed 5, Accuracy 7, Damage 12B, Parry DV -, Rate 1\*

\* **Note:** This attack can only be used when the Lion is in liquid form, it is unblockable, but may only target beings with an Essence 1, successfully destroying the target causes the Lion to meld with it as a permanent Shaping effect. This can only be used while the Lion has no host. When the lion absorbs a target he gains the target's health levels and immediately heals all Lethal and Bashing damage he is currently suffering from.

\*\* **Note:** These stats are subject to change as Lion acquires a host with different attributes.

**Soak:** (Lion Hide, +10L/+12B; Hardness 10)

**Health Levels:** -0/-1x5/-2x5/-4x5/Incap (On Top Of Host's Health Levels)

**Dodge DV:** 8 (9)

**Essence:** 4

**Willpower:** 10

**Essence Pool:** 90

**Othe Notes:** Slaying The Malfean Lion with Ghost Eating Technique allows his remains to be used to craft a suit of Artifact 4 armor with the following traits. Soak 8A/8L/10B Hardness: 5A/5L/5B. Mobility/Fatigue Penalty: 0 It also has, as a persistent power, either the Minimum damage reduction power of Invulnerable Lion Hide, Inviolable Primacy Aegis, or Wrath Born Fortitude. The Lion Hide armor bestows 1 points of Limit to any Exalt who wears it whenever they roll Join Battle or Join War. This applies, at most, once per scene. The armor costs 10m to attune to and has no magic material bonuses.

The Malfean Lion is crippled in Liquid Form. As a pool of Brass it moves at a speed of 4 yards per tick and cannot dash or climb. If submerged in water it will sink. However, it is innocuous to natural animals with a Essence of one and they do not fear it, as a result it may readily find a new host. Should it be reduced to incapacitated due to not feeding while in liquid form, it enters a torpor of Inactivity from which it will not awaken until a being with Essence 1 (but no higher) touches it, whereupon it will attempt to Counterattack with Absorb. If successful, the Lion acquires a new host and heals any damage he has suffered from. Only killing the lion with Aggravated Damage while in liquid form and using Charms such as Ghost Eating Technique will destroy him permanently.

## DEMONS

### DRIHTAN, THE DOOMED CHAMPION, REFLECTIVE SOUL OF LIGIER

Once Malfeas was the king of the primordial, unchallenged master of all he beheld. Then he surrendered, and that ended. Drihtan, in the depths of his ancient memory, believes he was once similarly indomitable, though he cannot say for sure. He has memories of grand campaigns and victories against impossible odds, yet, in the last century, despite his brilliance, he has yet to win a battle. It is not that he isn't a visionary tactician, for he is, and it's not that he isn't a marvelous leader, for his charisma and presence rivals even that of the Exalted. He is fiery and passionate, almost more mortal in his humors than demonic. When he dedicates himself to a cause, he gives his whole self to it, even though he knows it must, because of his support of it, be doomed. Secretly, he has not accepted this fact, and hopes, with each new venture, that this once he will triumph. Certainly he is fickle, venturing from one enterprise to another with callous ease, but millenea of disappointment have hardened his heart against feelings of loss. Drihtan is a figure of great renown in Malfeas, he is well known as a talented leader, warrior and general. He is also known to bring ruin upon anything he touches, this tragedy is as much a part of his nature as his greatness. This failure always comes as a fluke of badluck, a caprice of fate which rains unforeseeable and unavoidable misfortune upon his crusade at the worst possible moment. Sometimes Drihtan himself makes some small error or oversight which proves to be unexpectedly severe, other times the disaster comes from outside. Still on other occasions things just begin to fray at the edges and come apart, elaborate

plans rent to tatters by a million inconveniences and minor problems.

One particular popular story about the Doomed Champion, has him championing the right a ragtag group of First Circle Demons who dwelt in the domain of the Quarter Prince and wished only to be allowed to live life without constantly having their township raised and scavenged for provisions by Octavian's. Drihtan returned from the court of the Quarter Prince, having successfully negotiated to have the Quarter Prince release the minute territory in which the demons dwelt and place it under Drihtan's authority in exchange for a century of the Doomed Champion's servitude. However, when he arrived at the settlement, Drihtan discovered it had been utterly destroyed and its residents killed or else forced to flee. Enraged, Drihtan stormed the Palace of the Quarter Prince, slaying four-score and three of Octavian's men before being subdued and brought before his cousin. Loudly, Drihtan cursed the Quarter Prince's treachery and vowed to seek the intervention of the Priests of the Endless Desert, among other, more violent, oaths. But Octavian laughed, and in a voice that echoed like a death knell in the Doomed Champion's brain, said, "Betray you? Why should I bother? Everyone knows the Doomed Champion's every venture is certain only of failure. It was the passage of Isidoros that slaughtered your people and you still owe me your debt." Drihtan honored his agreement, and for a century performed demeaning, menial labor and suffering frequent humiliation and physical abuse, which the ill tempered Octavian took pleasure in inflicting upon his cousin. He could have escaped, certainly, for he is at least the equal, in physical might anyway, of his cousin Octavian, but his principles would permit him to do nothing but endure his humiliation and look to the next opportunity, even if that to was destined for failure.

No one can say precisely how or why Drihtan will fail, but centuries have taught everyone in Malfeas, save the Demon himself and those few desperate enough, that, as far as Drihtan is concerned, things will always fall apart. What is he crusading for? Why does he latch on to causes, not his own, with such terrible passion and, some say, desperation? What is his goal? For he has apparently know selfish desires, no hidden motives, that drive him to act as the Champion of others. Ligier knows, and it is for this reason, more than any other, that he hates Drihtan. Because in Drihtan he sees reflected back the whole truth of his being, and in the face of such a vision of despair, hopelessness and vainglory even the Green Sun must blink. Thus, at the mere mention of his progeny's name Ligier shines with with baleful fury, because the only alternative to fury, would be acceptance, and the Demon Prince's pride, his very nature, could never permit that.

Thus, Drihtan quests over the layers of Malfeas like a brave knight errant, shunning the petty nation building and power plays that his cousins entangle themselves in. When he finds a cause or group who struggle against unspeakable odds for some noble goal (or at least an idealistic one) he aids them. Initially his assistance is a boon, he leads them to victory in the face of insurmountable adversity. Then, when it seems as though there might just be some hope, everything falls apart. This failure on the precipice of victory is not Drihtan's own, conscious, doing. Indeed, he feels great shame over it, but it is an inevitable part

of his nature. Ligier, his patron, is both fascinated and horrified by Drihtan. The Doomed Champion, Ligier believed, reflected the lie of his own magesty and power. The Green sun believed the Drihtan embodied that portion of Ligier that was lessened and constrained by the surrender oaths the Incarna had forced upon the Yozi's and their subsidiary souls. Initially it was his belief that if he could somehow orchestrate some great victory he might cure Drihtan of his flawed nature. Doing so, Ligier he hoped he might cure himself of weakness and perhaps take a step towards purging an element of his soul that kept him bound (and by proxy even work toward's his progenitor's freedom as well). So at first he endorsed Drihtan's campaigns and doomed enterprises, he gave weapons, artifacts and materials far greater than those that were available to even the wealthiest Citizens. When this proved to be futile, Ligier's hope turned to disappointment and then to wrath. If he couldn't heal the second circle, he would destroy him. However, this venture to proved impossible. Try as he might he could not permanently slay the sub-soul, As many lore-keeper demons in Malfeas now know, Drihtan can only be slain on the day that he leads a cause to ultimate success rather than ultimate failure. Faced with this impossible task Ligier has largely given up, choosing to ignore Drihtan, secret shame that he is, and becoming most enraged at any mention of the Doomed Champion's name. Should any being actually see their way to destroying the Doomed Champion (or helping him champion a victorious cause) Ligier would, however, be grateful (insofar as a being like Ligier is capable of Gratitude).

Drihtan, for his part, is an amiable, or atleast compassionate demon. He appears human, though more beautiful and terrible than any human has a right to be, and with flesh as tough as Malfean Bronze and eyes that glow with the former glory of the Green Sun. His beautiful face is marred only by grooves worn on the sides of his cheeks by the passage of vitriolic tears which fall from his burning eyes whenever he is faced with ultimate failure. When he speaks his voice tugs at the heartstrings of those who listen and inspire them to greatness and excellence. He often goes dressed in battle armor or noble finery, though he is free with his wealth, when he has it, and gives himself wholly to any cause he chooses to champion. Despite his inevitable failure, he truly believes he is a boon to everything he champions, believing, despite evidence to the contrary, that this time things will be different. When accident of fate, or unforseeable misfortune precipitates his irreparable failure, he cries corrosive tears of bitterness and regret which burn the land on which they fall as surely as they burn out his eyes and flay the flesh from his face. When the wounds heal, however, as they always do, Drihtan is ready for another crusade. Drihtan is furious on the battlefield and a deadly opponent in his own right. Drihtan is most moved by the overmatched and overwhelmed, fighting on the side that appears least likely to win (though his loyalties can be won by anyone).

**Summoning:** (Obscurity 2/3) Summoners call upon Drihtan rarely, and when they do they seek his protection from their enemies, for he is a furious combatant, or to send him as a trojan horse, to advise their enemies. The Desperate will sometimes seek his counsel when all hope is lost, and he can be valuable in such cases, but his persistent aide is sure to bring ruin at

the worst possible moment. Sometimes, when a company of soldiers stands against unspeakable odds, or a group of peasants rebel against a powerful regime, and finds themselves on the brink of victory despite these odds, Drihtan will claw find his way into the world amidst the bloodshed of the battle that ensues.

**Motivation:** To lead those are pathetic, powerless and down-trodden, but who dream of greatness or hope for something beyond their station, to the greatness for which they yearn. Drihtan has positive Intimacies towards underdogs, Battle, Warcraft, Honor, valor, tragic acts of heroism, and the Green Sun.

**Attributes:** Strength 4, Dexterity 7, Stamina 4; Charisma 6, Manipulation 2, Appearance 5; Perception 4, Intelligence 3, Wits 4

**Virtues:** Compassion 5, Conviction 2, Temperance 2, Valor 5

**Abilities:** Athletics 4, Awareness 4, Dodge 5 (Multiple Opponents +2), Integrity 3, Investigation 2, Linguistics (Native: Old Realm; Others: Flametongue, Forest-tongue, Riverspeak) 3, Lore 2, Martial Arts 5 (In Desperate Circumstances +3), Presence 5 (Inspiration +2, Intimidation +1), Melee 6 (Sword +2), Occult 2, Socialize 3, Performance 4 (Inspiring People in the Face of Certain Death +3), Resistance 2, War 5 (+2 Against Superior Forces, +1 Leading the Dispossessed), Stealth 2, Ride 4 (Cavalry +2), Craft (Fire) 3, Craft (Earth) 3 (+2 Defensive Structures), Survival 1, Medicine 2 (On the Battlefield +2)

**Backgrounds:** Backing 3, Contacts 4 (Malfeas), Cult 1 (Among Mortals and Ghosts of Malfeas), Familiar 2, Followers 3, Artifact 3, Artifact 4

**Charms:**

*Benefaction*—All-Encompassing.

*Destiny Sponsorship*—Cannot Die permanently until he leads a victorious crusade.

*Divine Prerogative*—Cannot be swayed from his leadership of those he has chosen to champion

*Dreaded Embrace of Mundanity*—Melee, War

*Essence Plethora* x2—20 extra motes

*Hand of Destiny*—Guides those under his protection to near victory and then disaster.

*Harrow the Mind*—Twists the beliefs of those he encounters to convince them to undertake impossible endeavors and fight for doomed causes.

*Hoodwink*—The Din of battle and the brilliance of Drihtan's presence is damaging to one's concentration.

*Landscape Travel*—Drihtan may March or ride over any surface, solid or liquid, as if it were land.

*Malediction*—His shining gaze vexes those who oppose him.

*Materialize*—Costs 70 motes

*Principle of Motion*—8 Banked Actions

*Sheathing the Material Form*—Resists Metal Weapons.

*Stoke the Flame*—Inspires Courage and Valor, even if it is ill advised

*Weather Control*—Call upon glorious sunshine or thunderous storms, as is thematically and dramatically appropriate for the engagement.

*First (Ability) Excellency*—Performance, Martial Arts, Melee, Presence

*Second (Ability) Excellency*—War, Melee, Integrity

*Third (Ability) Excellency*—Presence, Melee

*Infinite (Ability) Mastery*—War, Melee, Presence

*Divine (Ability) Subordination*—While Leading one of his

Doomed Crusades: War, Melee

**Supernatural Martial Arts:**

*Five Dragon Style*: All Charms

*Infernal Monster Style*: Up to Glorious Cessation of Restraint

*Solar Hero Style*: Up to the Form

**Join Battle:** 8

**Attacks:**

*Punch*: Speed 5, Accuracy 13, Damage 5B, Parry DV 6, Rate 3

*Kick*: Speed 5, Accuracy 12, Damage 8B, Parry DV 3, Rate 2

*Clinch*: Speed 6, Accuracy 12, Damage 5B, Parry DV –, Rate 1

*Malfean Bronze Daiklave (Verdigris Sunrise)*: Speed 5, Accuracy 15, Damage 10L, Parry DV 7, Rate 2

**Soak:** 14L/18B (Malfean Armor 12L/14B, Hardness: 8L/8B)

**Health Levels:** -0x3/-1x5/-2x5/-4x3/Incap

**Dodge DV:** 9 (10 against multiple opponents)

**DMDV:** 9

**Essence:** 6

**Willpower:** 8

*Martial Arts:* Drihtan is a noteworthy martial artist, having mastered the Five Dragon Style Terrestrial Martial Art when he was called to fight in the Usurpation (a fact of which few are aware). Long ago Ligier tutored him in the ways of fist and blade, he knows the Infernal Monster Style up to the Glorious Cessation of Restraint. Indeed, he was one of the first demons to learn it after Golol created the art. Curiously, he also knows the Solar Hero Style up to the Form Charm, though no one is sure how he came by this knowledge.

*Artifact:* He Wears a suit of Articulated Plate Armor forged of Malfean Brass, it does not encumber him or obstruct his movements in any way. His Weapon, a Malfean Brass Daiklave called Verdigris Dawn, was crafted for him in his early years by Ligier Himself. The weapon is a three-dot artifact. It has the normal properties of a Daiklave with no Magic Material bonus, but when wielder performs a 2 or 3 die stunt in support of his motivation to benefit a Melee attack with the weapon, the blade bursts into green flame. If the attack lands, convert (Stunt dice-1) dice of damage into automatic successes.

*Familiar:* Drihtan rides a glorious white warhorse with slate hooves and a mane of spunn brass that leaves burning footprints wherever it treads and breaths green flames (not harmful just cosmetic) and noxious smoke from its mouth an nostrils when excited. It is not a separate entity but rather an extension of his being.

# CHAPTER NINE

# ARTIFACTS

## SIMPLE ARTIFACTS

### AUSPICIOUS UNION BANDS (ARTIFACT ••)

These plain bands, formed White Jade and Orichalcum, were once commonplace in the First Age. Indeed, the wealthiest Dynasts can commission them even in the present Age, though they seldom do except for the most outlandish marriage ceremonies. The significance of them is lost in the modern era. These bands re-enforce a Union that has been sanctified under Celestial Law, such as with the Harmonious Union Procedure. The rings, which come in pairs, once donned by the two partners, cannot be removed without removing the finger that wears them or performing a Sundered Union Procedure. While they wear the rings, both targets possess a magically reenforced intimacy of Love and Loyalty towards one another which automatically re-asserts itself each Season if eroded. Furthermore, they add an additional +1 MDV bonus to any mental influence that would assail or erode that intimacy, on top of the bonus provided normally by intimacies. While they both wear the rings, both parties is considered to possess and Arcane link to their spouse, but this Link does not transmit detrimental or damaging magics and is useless for such effects. These Rings require 0m to attune.

### LENSES OF MAGISTERIAL

#### DISCERNMENT (ARTIFACT ••)

These perfectly circular adamant lenses are set into frames of wire-thin Moonsilver and worn on the face as normal spectacles. Once, in the early days of the Shogunate, these spectacles, once a mere bauble in the first age, were necessary tools for every law enforcement official and magistrate. However, the secret of their construction is all but lost, and those who remember it do not wish to waste resources on something so pointless. However, a few pairs remain within the Heptagram and among the chapterhouses of the Wyld Hunt and within the private galleries of discerning Dynasts. At least two Magistrates are known to wear a pair around their necks. This is not for nothing. These glasses are exceedingly important to Law Enforcement officials. With them, the wearer can spend 2m 1wp, reflexively, to perform an Examine Scene or Read Motivation action as a reflexive action, adding two successes to either attempt. Should this attempt fail, she may not validly attempt to retry with the benefits of this artifact. As an additional bonus, whenever she perceives an individual, she can tell if

#### CATAclysm FACING BLINDFOLD (ARTIFACT •••)

Appearing as a simple, almost clear, strip of cloth, almost completely transparent and embroidered with glittering sigils crafted of the magic materials. The blindfold is in fact a potent artifact by any standard. Crafted by Sidereals in the High First age, the Bronze faction regularly makes these artifacts available to Terrestrials. Worn over the eyes, the Artifact requires 4m to

attune, at which point it binds itself around the character's eyes and can only be removed by the Character themselves. While it is attuned, the artifact shields the character's mind from certain external influences. Whenever the character is subject to a Fear-based unnatural or natural mental influence, the blindfold darkens, inflicting a -2 visibility penalty on all the character's actions, but blocking all Fear based Natural mental influence and reducing by 1 the cost to resist unnatural mental influence of this type. Against the attack that caused it to darken in the first place, it provides a perfect Mental Dodge, but it remains darkened for the scene and cannot be induced to provide this benefit more than once per scene. In Mass Combat, units with at least as many special characters (one of which must be the leader) wearing these blindfolds as it has dots of Magnitude is considered to have perfect Morale.

#### SPIRIT SEALING LOCK (ARTIFACT ••••)

Appearing as a simple, if slightly large, padlock forged of Starmetal and held together with rivets of yassal crystal, this artifact is a terrifying instrument that is recognizable to almost any spirit who remembers the abuses that Solars inflicted upon their peers with it. Attuning to the item costs 8m, and activating it costs 1wp. The user must designate an immaterial target within 20 yards when he activates the Lock. Upon activation, the latch opens, there is an ominous click, and a vortex of dark essence forms around the key-hole. This vortex pulls at the immaterial entity, tearing him apart.

The Activation of this Artifact is a Miscellaneous (Speed 6, DV-1) action which creates an unblockable, undodgeable (Dexterity+Occult) attack aimed at a designated Immaterial being. This attack inflicts (Essence+Extra Successes) Lethal damage and, against Creatures of Darkness, converts all post soak damage into successes. Should the attack drop the target to Incapacitated or below, they are spared all damage beyond their Incapacitated health level and are instead drawn to an Elsewhere domain within the Lock. They are Inactive, while elsewhere, but do not suffer additional damage from any source or heal the existing damage. They are frozen in time and held prisoner until someone releases their attunement to the artifact, freeing everyone trapped within.

This artifact may target only immaterial entity's and only while they are immaterial, it does not allow its wielder to perceive the immaterial, and it does not actually require that the target be a spirit, only that they be immaterial. Indeed, they were banned during the First Age after a prominent Eclipse, who frequently made use of the Dematerialize charm, was trapped in one such device and prevented from appearing at a crucial Deliberative meeting. The Incident was, allegedly, accidental. Several of these artifacts exist in Yu-Shan, and a handful litter First Age ruins in Creation, with two finding a home in the Galleries of the Heptagram. The effects of this Artifact are considered Shaping.

### PILLAR OF THE HEAVENS (ARTIFACT ●●●●)

This staff once stretched, it is said, from the bottom of the sea to the base of the Celestial Void, and held the two apart while the primordial crafted the World. During the Primordial war the staff was sundered into a hundred parts, each of which is given this name. That is the story of how these weapons came to be, whether it is true or not is a subject of dispute among savants. Pillar of The Heavens is a Wrackstaff mad of the wood of the First Tree. It has no magic material bonus. However, for every 2m spent the staff's effective range extends by 5 yards for the duration of a single tick. The Maximum number of motes a character can spend on this device is equal to their (Permanent Essence x2) so an Essence 10 being could, theoretically, use it to target 100 yards away. The staff's minimum strength increases by +1 for each increment of five yards it is extended. The staff can be compressed, as well by committing 2m to it, it can be shrunk small enough to fit in the palm of a character's hand. Finally, a character can commit 5m 1wp to transform the weapon into a war-strider sized Wrack-staff for a scene, they may not wield it unless they would normally be capable of doing so. The staff is not Obviously magical when not in use and attempts to discern the fact that its an Artifact with All-Encompassing Sorcerer's sight, and similar effects, suffer a -2 external penalty. Attuning to this weapon costs 8m.

### KLAVECANE (ARTIFACT ●●●)

These ingenious weapons were popular among the Terrestrial Shogunate and remain relatively Commonplace among Dynasts in the Modern Age. The blade, in its sheath, takes the appearance of a mundane cane. Its magical nature is not Obvious and characters with Essence sight add +1 to the difficulty to detect the fact that it is an Artifact. When drawn, the weapon takes the shape evocative of a Reaper Daiklave, smaller, but still significantly to large to have been contained within the sheath. It benefits from an appropriate magic material bonus. As an additional benefit, it may be readied more easily. A Miscellaneous action to Draw this blade is (Speed 3, DV-0) for an attuned user.

**Weapon Traits:** Speed 4, Accuracy +4, Damage +3L, Defense +1, Rate 3, Attune: 6m

### SCREAMING GALE KNIVES (ARTIFACT ●●●●)

These Knives are forged from Starmetal and have had their edges honed against the Silent Wind of Malfeas. They strike swiftly and quietly and were among the most feared personal arms of the first age, when they were wielded by a Night Caste assassin. Lost in the Usurpation, these blades were discovered by an outcaste Air Aspect of moderate age, currently employed by the Grass Spiders. No one knows the powers of these weapons, and if they were identified the hapless assassin surely would not be able hold on to them for very much longer. In addition to the stats listed below, which do not include the Starmetal Magic Material Bonus, the Screaming Gale Knives provide two benefits to their wielder. First, they reduce the DV penalty of any flurry consisting entirely of attacks made with them to DV-0. Once per action, on any tick on which he has not already made an with them attack, the wielder may make a single reflexive attack with one of his Knives. The knives cut the immaterial flesh of spirits as readily as the material and upon their blades are reflected immaterial entities. Thus the wielder may attack immaterial spirits and suffers only a -1 ex-

ternal visibility penalty, resulting from the difficulty of attacking them based only on the reflections he sees in his weapons.

Finally, on the tick on which his DV refreshes, provided they are within (Dexterity) yards the wielder may spend 1m to cause them to fly to his hands, allowing him to reclaim them or reflexively ready them. The First time in a given scene weapon is drawn, the wielder feels a rush of cold killing intention. They must make a (Compassion) check at a difficulty equal to the number of scenes the weapon has been used during that day (Maximum 5). If the wielder fails this roll, they feel a coldness rise in their heart. They loose the capacity to communicate as per the Torment of Adorjan and suffers the effects of the Heart of Flint (**Exalted**, p. 105) Limit Break.

**Weapon Traits:** Speed 4, Accuracy +4, Damage +4, Defense +1, Rate 2, Attune: 8m

**Note:** These weapons are meant to be wielded as a pair, they must be attuned to as a pair and, though they suffer no penalties for being wielded in the user's off hand and may also be used individually, one cannot attune to only one knife at a time. Thus having half the set renders both blades useless.

## MAGITECH

### GOD-BODY INSERT AMULETS (ARTIFACT ●●-●●●●)

A more powerful improvement on the principles that guided the development of the Aegis Insert Amulets. The Two-dot variants of these amulets are similar in appearance to the Aegis insert amulet except that they do not allow the character to attune to armor. Rather, the character becomes able to reflexively commit 2m per 4B/2L armor, to a maximum number of motes equal to twice dot of Artifact rating to create a field of crackling essence that protects their body and allows them to parry lethal damage unarmed. Two dot variants of these devices are the only type usable by mortals who cannot channel essence. These users may spend 1wp to activate them as if they had spent 4 motes. Mortals with these artifacts age at twice the normal rate as per Aegis-Insert Amulets. Exalted users do not pay to attune to these artifacts and need only pay when they wish to activate them. These amulets may not be activated in response to an unexpected attack and are activated in either Step 1 or 2 of attack resolution. These armors never provide magic material bonuses.

**Soak:** up to 4B/2L per dot. (Thus between 4B/2L and 16B/8L)

**Mobility:** -0 **Fatigue:** -0

**Attune:** 0-8m (2m per 4B/2L added)

**Repair:** 1

**Surgery:** 40/5 hours/5/4

### EARS OF THE DISCERNING SAGE (ARTIFACT ●●●)

Long tapered and slightly inhuman in their angularity, this graft replaces the characters own outer ear. Once affixed, these ears hear truth in all things and thus unravel lies and attempts to beguile. Against any spoken, manipulation based, social attack, the player of the character with these grafts gains +2 to his DMDV. Furthermore, if the attack takes the form of natural mental influence, he need only spend 1wp to become immune to that particular deception, as if he had spend 2wp. Stunts, as normal, can circumvent this protection. This artifact cost 3m to attune.

**Surgery:** 20/5 hours/4/3

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