

# EVER-CASCADING TORRENT OF GLORY

A COLLECTION OF EXALTED MATERIAL BY  
THE DEMENTED ONE

Compilation by Limited Reagent

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# CHAPTER ONE

# SOLARS

## GENERAL CHARMS

### EPIC (ABILITY) SUPREMACY

**Cost:** -(1wp); **Mins:** (Ability) 4, Essence 3; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Any (Ability) Excellency

The Solar Exalted excel in all things they do, making every struggle and challenge worthy of heroic legend. If the Solar pays a point of Willpower before making a roll with the chosen Ability, he may treat rolled 10's as three successes, rather than two. If automatic successes are added to the roll, the Solar gains one additional automatic success for every five added. When calculating static values based on the chosen Ability, he adds one to the value for every ten dice in the pool used to calculate it. Unlike with most calculations, the Solar explicitly rounds down for determining how many successes are added in these cases. At Essence 7++, the Solar no longer needs to pay Willpower to gain this benefit, applying it to all actions he makes with the chosen Ability.

## DAWN CASTE

### ARCHERY

#### ARROW KNOWS ITS MARK

**Cost:** -(+1m); **Mins:** Archery 4, Essence 2; **Type:** Permanent

**Keywords:** Obvious

**Duration:** Permanent

**Prerequisite Charms:** There Is No Wind

The Solar marksman may shoot arrows through the slightest gaps or cracks in a wall, denying all cover to his enemies. This Charm upgrades There is No Wind, allowing the Solar to pay a surcharge of one mote when activating it to ignore any cover bonuses to the DV of his target. In addition, he is able to bank arrows around corners, or to shoot directly through the minute flaws in any wall or barrier that is not of First Age construction or magically impermeable, allowing him to target enemies on

#### CHARM CONCEPT: ESSENCE ENHANCEMENTS

Many Charms offer additional or improved effects at higher Essence ratings. For the purposes of these Charms, effects that temporarily raise a character's Essence rating, such as the Twice-Striking Lightning Prism or Soul Fire Shaper Form, should not allow them to access these expanded effects. Such effects should be considered to raise their Essence for purposes of all calculations, but not for meeting the trait minimums of Charms and other effects. One notable exception to this rule is Glory to the Most High, and similar effects that require a character to purchase the additional dots of Essence with experience points.

the other side of such obstructions so long as they are within the range of his visibility, and he can see them directly. A Solar who knows Accuracy Without Distance may also use this Charm to enhance it, paying the surcharge to bypass cover as above.

### SUN RAY RETRIBUTION

**Cost:** 3m, 1wp; **Mins:** Archery 5, Essence 2; **Type:** Reflexive (Step 9)

**Keywords:** Combo-OK, Counterattack

**Duration:** Instant

**Prerequisite Charms:** There Is No Wind

Pulling his bowstring taut, the Solar offers death to those who attack him and his allies. The Solar may activate this Charm in response to any attack made against himself or another ally within the range of his weapon, allowing him to make an Archery-based counterattack.

### KEEN-EYED MARKSMAN DEFENSE

**Cost:** -; **Mins:** Archery 4, Essence 2; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Sun Ray Retribution

With calm mind and steady hand, the Solar archer cannot be caught off his guard. The Solar no longer suffers counterattack penalties to his DVs for making counterattacks granted by any Solar Archery Charm.

### SKY-BOLT PUNISHMENT

**Cost:** 6m, 1wp; **Mins:** Archery 5, Essence 2; **Type:** Reflexive (Step 9)

**Keywords:** Combo-Basic, Counterattack

**Duration:** One action

**Prerequisite Charms:** Sun Ray Retribution

The Solar stands ready to deliver a devastating counter-strike. The Solar may activate this Charm in response to any attack made against himself or another ally within the range of his weapon, allowing him to make an Archery-based counterattack against any attack made against that character for the rest of the action.

### ARROW THICKET DISCIPLINE

**Cost:** 15m, 1wp; **Mins:** Archery 5, Essence 3; **Type:** Simple

**Keywords:** Combo-Basic, Counterattack

**Duration:** One scene

**Prerequisite Charms:** Sky-Bolt Punishment

Solar marksman can lay down fearsome volleys of covering fire, defending their allies from all harm. The Solar may make an Archery-based counterattack in response to any attack against himself or an ally within range of his weapon. However, making any attack other than a counterattack causes this Charm's duration to end.

### GOLDEN SPIRIT QUIVER

**Cost:** 5m per effect, 1wp; **Mins:** Archery 5, Essence 3; **Type:**

Reflexive

**Keywords:** Combo-Basic, Obvious

**Duration:** One scene

**Prerequisite Charms:** Essence Arrow Attack

Golden fire limns every arrow in the arsenal of the Lawgivers, marking them as ordained weapons of the Unconquered Sun. Invoking this Charm, the Solar may enchant a single archery weapon, granting it the benefits of Essence Arrow Attack for an entire scene. He may apply as many effects as he wishes to the weapon, paying five motes for each one. The Exalt cannot invoke Essence Arrow Attack to stack its benefits doubly with those already granted to the weapon.

### SHINING BOW PERFECTION

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

**Keywords:** Holy

**Duration:** Permanent

**Prerequisite Charms:** Immaculate Golden Bow

The Damage bonus of any weapon the Solar summons with Immaculate Golden Bow becomes equal to his (Essence x 2), and he adds his (Essence x 50) to the bow's range. This damage bonus does not stack with that from any ammunition the Solar uses. In addition, Immaculate Golden Bow gains the Holy keyword, and attacks made with it cannot be blocked with creatures of darkness. In addition, the Solar may reduce the cost of Essence Arrow Attack and Phantom Arrow Technique by one mote each, to a minimum of zero, when applying them to attacks made with his summoned bow. A Solar with Archery 6 may purchase this Charm a second time, reducing the mote cost to activate Immaculate Golden Bow to a single mote.

### BREATH OF THE SUN

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Inexhaustible Bolts of Solar Fire

Ignis Divine himself arms the Solar Exalted against their foes, pressing into their hands arrows of glorious golden light. This Charm upgrades Inexhaustible Bolts of Solar Fire. Any ammunition created by it adds the Lawgiver's (Essence) to its damage, rather than just one. In addition, he can call bolts of solar fire with little more than a thought, allowing him to treat any ranged weapon he attacks with as having infinite Rate, so long as each attack is made with ammunition supplied by Inexhaustible Bolts of Solar Fire. At Essence 6++, the duration of Inexhaustible Bolts of Solar Fire is extended to Indefinite.

### SEARING RADIANCE FIRE TONGUES

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

**Keywords:** Crippling

**Duration:** Permanent

**Prerequisite Charms:** Solar Flare Methodology

The Solar adds his Essence to the base Damage and range of any weapon he summons with Solar Flare Methodology, while its Rate becomes equal to his Essence. This damage bonus does not stack with that from any ammunition the Solar uses. In addition, any character damaged this summoned flamepiece is dazzled, suffering a -2 external penalty on all non-reflexive physical actions until their DV next refreshes, as a Crippling effect. A

Solar with Archery 6 may purchase this Charm a second time, reducing the mote cost to activate Solar Flare Methodology to a single mote.

## MARTIAL ARTS

### GOLDEN THUNDER GAUNTLET

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

**Keywords:** Combo-Basic, Obvious

**Duration:** One scene

**Prerequisite Charms:** Fists of Iron Technique

Against the greatest swords ever forged upon the anvil of high artifice, the Sun's Chosen need raise only his bare fist, and it will find an even match. Invoking this Charm, the Lawgiver imbues his natural unarmed attacks with the benefit of his Fists of Iron Technique for the duration of a scene, rather than a single attack. The Solar cannot invoke Fists of Iron Technique to stack its benefits doubly with those already granted to his attacks. At Essence 5++, this Charm also grants the Solar's natural attacks the magical material bonuses of orichalcum.

### GOLDEN PALM KATA

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

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Fists of Iron Technique

The Solar Hero can swat aside arrows and catch blades in his bare hands. The Solar may activate this Charm in response to any attack that he defends against with an unarmed parry, adding (Strength) dice to the pool used to calculate his Parry DV. In addition, if he is in a clinch, he may apply his Parry DV against that attack without needing a stunt. If Solar Hero Form is active, the cost to use this Charm is reduced by one mote, to a minimum of zero motes. A Solar with Martial Arts 3 and Essence 2 may purchase this Charm a second time, allowing him to extend its duration to one action by paying a surcharge of two motes.

### TWO-FISTED HERO DEFENSE

**Cost:** 4m; **Mins:** Martial Arts 4, Essence 2; **Type:** Reflexive (Step 2)

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Golden Palm Kata (x2)

The Solar Hero needs no shield to deflect a blow, and could never betray his courage by stepping away from an attack. Instead, strength of arms alone must deliver him through his enemies. This Charm is a perfect parry against any attack that the Solar is aware of, even those that are unblockable. The Solar must otherwise be able to parry the attack unarmed in order to defend against it, meaning that he must use a Charm or stunt in order to defend against lethal attacks. This Charm cannot be used to perfectly defend an ally the Solar has protected with a Defend Other action. In addition, its cost may never be reduced by any means, except for Charms that explicitly circumvent this limitation. This Charm possesses one of the Four Flaws of Invulnerability.

### INESCAPABLE DRAGON SINEW

**Cost:** —; **Mins:** Martial Arts 4, Essence 2; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Dragon Coil Technique

Brute strength is not enough to overwhelm the Solar Hero. Monsters who rely on brawn alone soon find themselves crushed beneath his battle-ending skill. This Charm upgrades Dragon Coil Technique. If the Solar's opponent has a higher Strength rating than he does, he may convert a number of dice added by Dragon Coil Technique equal to the difference in their ratings to automatic successes. This bonus only applies to rolls made with the Solar's Strength—he cannot apply (Dexterity + Martial Arts) and still receive this Charm's benefits.

### GIANT-GRAPPLING ATTITUDE

**Cost:** 3m; **Mins:** Martial Arts 4, Essence 2; **Type:** Reflexive (Step 1)

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Inescapable Dragon Sinew

The Solar Hero contends with giants and behemoths, the infernal monsters that stalk the night. He brawls with them man to monster, wrestling them down and breaking their might. This Charm can enhance any clinch attack the Solar makes. If it succeeds, and he chooses to crush his target, he may substitute their Strength rating for his own when calculating the raw damage of the attack, if it is greater. This does not count as dice added by Charms, but cannot raise the Solar's effective Strength rating by more than his (Martial Arts x 5). A Solar with Martial Arts 6 may purchase this Charm a second time to remove this cap altogether, for a surcharge of five motes.

### LASHING DRAGON TAIL

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Dragon Coil Technique

The Solar Exalted are champions of Creation, heroes to stand against the greatest and most terrible of monsters—when confronted with unworthy foes, they bring to bear nothing but scorn and derision. If the Lawgiver knocks back or throws an enemy, the distance they fly is increased by the Solar's (Strength + Martial Arts). Against Extras, the distance is multiplied by the Solar's (Martial Arts x 2).

### HOPE HAS A CHAMPION

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Solar Hero Form

The Solar Hero stands between Creation and the darkness that would destroy it. His only reward is the satisfaction of saving the innocent from the monsters that hunt them by night. At the end of any scene in which the Solar defeats a character with an Essence greater than his, or with a Strength rating at least five points higher than his, he may regain a single point of Willpower. Defeating an enemy includes killing them, forcing them to surrender, or forcing them to flee. The enemy must pose a legitimate and potentially lethal threat to the Solar, and he must personally battle it. If the enemy surrenders to the Solar

as a result of being clinched by him, the Solar instead gains two points of Willpower, so long as he spares their lives. If the Solar knows his enemy to have threatened or attacked a community or group of mortals, he recovers an additional point of Willpower.

### CITADEL-CRUSHING BLOW

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

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Heaven Thunder Hammer

What are walls and fortresses to the strength of the Solar Hero? The Solar may activate this Charm whenever an enemy or object that he has thrown or knocked back with a unarmed Martial Arts attack strikes an obstacle that would normally halt his motion. The collision damages the impediment as a feat of strength, using the Solar's normal (Strength + Athletics) pool. In addition, the Solar adds one to the pool for every ten yards of movement that the obstacle would prevent his foe from completing, which counts as dice added by Charms. If this is sufficient to break the obstacle, the Solar's flung foe continues his unwilling movement, though he still suffers any harm from striking the surface that he normally would. If the enemy subsequently strikes another obstacle as part of the same motion, the Solar may activate this Charm again for a reduced cost of three motes.

### COLOSSUS-HURLING THEWS

**Cost:** —; **Mins:** Martial Arts 7, Essence 7; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Horizon-Hurling Tactic

When the Lawgivers wax wroth, even the Titans themselves may be cast from their thrones, sent tumbling downward with force to shatter the earth. This Charm upgrades Horizon-Hurling Tactic, increasing the range the enemy can be thrown to up to (Martial Arts x 100) miles. When thrown the maximum distance, the target takes about two hours to complete his fall. If the enemy is thrown at least 500 miles away, then all falling damage he takes is converted to lethal damage, although the amount he takes remains capped at 25L. Landing on a soft or forgiving surface, such as falling into deep water, does not reduce the damage taken but changes it to bashing damage.

### MELEE

#### ARMOR-CUTTING CHOP

**Cost:** 1m; **Mins:** Melee 3, Essence 2; **Type:** Supplemental

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Hungry Tiger Technique

Cowards who hide behind shields and armor find their defenses undone by the superior skill of the Sun's Chosen. An attack enhanced by this Charm ignores all Hardness from armor. A second purchase of this Charm also allows the enhanced attack to ignore up to (Essence x 2) points of its target's soak from armor. This benefit is not cumulative with that of the Piercing tag.

#### MOUNTAIN-CLEAVING METHOD

**Cost:** 4m; **Mins:** Melee 5, Essence 3; **Type:** Reflexive (Step 1)

**Keywords:** Combo-OK

**Duration:** One action

**Prerequisite Charms:** Fire and Stones Strike

As mighty and immovable as the mountain seems, the merest raindrop can wear it away, eroding its strength with countless strikes over hundreds of years. In the same spirit, one of the Chosen can decimate his foes with a flurry of strikes, each one wearing down his foe's strength and shedding his life's blood. This minimum damage of all attacks the Solar makes for a single action is increased to (Essence x 2).

### NOONDAY SUN JUDGMENT

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Rising Sun Slash

Pouring their love, their anger, and the unconquered spirit that beats within their heart into their blade, the Lawgiver may smite down any foe. This Charm upgrades Rising Sun Slash. The Solar may activate it at a cost of six motes to render his attack both unblockable and undodgeable against any enemy, rather than only against creatures of darkness. Furthermore, when using it against a creature of darkness, he need only pay the base cost of the Charm to render his attack both unblockable and undodgeable.

### HEAVENLY WIND UNSHEATHED

**Cost:** 6m, 1wp; **Mins:** Melee 5, Essence 4; **Type:** Reflexive (Step 1)

**Keywords:** Combo-OK

**Duration:** One tick

**Prerequisite Charms:** One Weapon, Two Blows

Breathing deep the essence of the air around him, the Solar becomes like the wind, striking with ultimate finesse and insuperable speed. This Charm enhances a flurry of Melee attacks. Each attack in the flurry inflicts an onslaught penalty on its target equal to the total number of Melee attacks the Solar makes against them with that flurry, rather than the normal cumulative value, to a maximum of -10. If the normal cumulative penalty for an attack would exceed this maximum, then it is used instead.

### UNCONQUERED HERO'S BLADE

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

**Keywords:** Holy

**Duration:** Permanent

**Prerequisite Charms:** Glorious Solar Saber

This Charm adds the Solar's Essence to the Accuracy, Damage, and Defense of any weapon he summons with Glorious Solar Saber, although no value may exceed his (Melee x 2). Against creatures of darkness, the weapon's damage is Piercing. A Solar with Melee 6 may purchase this Charm a second time, reducing the mote cost to activate Glorious Solar Saber to a single mote, or two motes to summon paired blades.

### CUTTING SUNBEAM STRIKE

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Iron Raptor Technique

The Solar Exalted wield essence itself as a weapon, unleashing devastating waves of golden light to cut down their foes from afar. This Charm upgrades Iron Raptor Technique. The Solar may pay a surcharge of three motes and a point of Willpower when activating it to extend its range to (Essence x 20) yards. If he chooses to instead pay a surcharge of five motes, the range is instead increased to (Essence x 50) yards. If the Solar knows Blazing Solar Bolt, this Charm's benefits extend to it as well. He may pay one mote to extend its range to (Essence x 20) yards, or five motes to extend its range to (Essence x 50) yards.

### GILDED BEACON FLARE

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

**Keywords:** Holy, Obvious, Shaping

**Duration:** Permanent

**Prerequisite Charms:** Blazing Solar Bolt

Speaking a curse upon the fallen titans, the Lawgiver evokes golden flames that envelop his blade, ensuring it will smite down Creation's foes. This Charm upgrades Blazing Solar Bolt, allowing the Exalt to pay an additional point of Willpower when activating it. If the attack successfully deals damage to a creature of darkness, this Charm shapes their essence, forcing it to manifest as an aura of blazing light. This light makes stealth impossible, as if it were an anima banner at the 4-7 mote level, and rendering the target's nature as a creature of darkness Obvious to all who see it. All attacks made against it are considered Holy and deal aggravated damage, so long as they are not made by creatures of darkness. A creature of darkness with Essence greater than the Solar's may pay a single point of Willpower to negate this aura.

### IRON MESSIAH DEFENSE

**Cost:** 2m; **Mins:** Melee 3, Essence 2; **Type:** Reflexive (Step 2)

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Dipping Swallow Defense

So great is the compassion of the Unconquered Sun that he offered himself up to the Primordials for the sake of one man, sacrificing himself for the good of a single mortal. No less is the compassion of his Chosen. The Lawgiver may activate this Charm to reflexively make a Defend Other action. This Charm is still subject to the normal limitations of the Defend Other action. The Solar can only protect valid targets for the action, and he cannot use this Charm to make multiple Defend Other actions unless he uses some other effect to bypass that limitation.

### CELESTIAL WARDEN REACH

**Cost:** 1m; **Mins:** Melee 3, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** One action

**Prerequisite Charms:** Call the Blade, Iron Messiah Defense

The Solar may defend even the most distant of allies, parrying his enemies's attacks with a flung blade. This Charm enhances a Defend Other action, increasing its range to (Essence x 10) yards. If the Solar's ward is attacked while outside the normal range of a Defend Other action, the Lawgiver's weapon flies from their grasp to defend them, before returning instantly to their wielder's hand.

### INDOMITABLE BASTION OF STEEL

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

**Keywords:** Combo-OK

**Duration:** One action

**Prerequisite Charms:** Iron Messiah Defense

The Solar Exalted are a bastion of strength for themselves and for their allies. As the sun's light spreads to fill all the world with warmth and radiance, so too does his stance ward all his allies behind his defending steel. While this Charm is active, the Solar is able to take multiple Defend Other actions, up to a maximum of (Melee), allowing him to simultaneously defend many characters. He must still make a flurry of multiple Defend Other actions or use Charms to do so, and all characters that he defends must still be valid targets for a Defend Other action. A Solar with Melee 5 and Essence 3 may purchase this Charm a second time, allowing him to pay a surcharge of two motes and a point of Willpower when activating this Charm to extend its duration to one scene.

### BATTLE-ENDING PROCLAMATION STANCE

**Cost:** 6m, 1wp; **Mins:** Melee 5, Essence 3; **Type:** Simple

**Keywords:** Combo-OK, Compulsion

**Duration:** Instant

**Prerequisite Charms:** Bulwark Stance

The Solar Exalted decide when a battle is finished. Sheathing his blade or letting his weapon fall to the ground, the Solar exerts unnatural mental influence on every character he has dealt damage to with a Melee-based attack in the scene, rolling (Charisma + Melee) as a social attack against their Dodge MDVs. Each character whose MDV is beaten is compelled to stand down and cease hostilities for the rest of the scene, acknowledging that the battle has ended. This influence does not force them to surrender, although it does open the way to negotiate it. This unnatural mental influence may be resisted for a cost of three points of Willpower, although a character need only pay one point of Willpower to resist if they have more undamaged health levels remaining than the Solar does. If the Solar draws a weapon, or if any character attacks a target of this Charm or any of their allies, then this influence is automatically broken on all targets. Once a character has resisted this influence or had it broken, they are immune to all further uses of this Charm for the rest of the scene. This Charm can only be used once per scene.

### IRON VENGEANCE STANCE

**Cost:** —; **Mins:** Melee 4, Essence 2; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Solar Counterattack

This technique of perfect equipoise balances offense and defense in a single stance. The Solar no longer suffers counterattack penalties to his DVs for making counterattacks granted by any Solar Melee Charm.

### DAWNING RETRIBUTION ARC

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

**Keywords:** Counterattack

**Duration:** Permanent

**Prerequisite Charms:** Solar Counterattack

As the sun rises, it casts three retributions against the dark-

ness. First, light, to banish the shadows that drown Creation. Second, warmth, to sear and burn those who hide amidst the dark of the night. And finally, the holy will of Ignis Divine, to make right all the world. This Charm upgrades Solar Counterattack. Whenever the Solar activates it in response to an attack made as part of a flurry, he may pay a surcharge of one mote. Doing so allows him to make a single Melee-based counterattack against each attack made as part of that flurry, extending the duration of the Charm to one tick. This Charm may also improve other Solar Melee Charms that grant counterattacks, at the Storyteller's discretion.

## THROWN

### GILDED BINDING NAIL

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

**Keywords:** Combo-OK

**Duration:** One scene

**Prerequisite Charms:** Triple-Distance Attack Technique

None who defy the justice of the Solar Exalted may escape their wrath. If an attack supplemented by this Charm successfully deals damage to its target, the Solar may pin him to a wall or the ground with his weapon. The Lawgiver makes a clinch attack, reflexively rolling (Strength + Thrown) instead of the normal ((Strength or Dexterity) + Martial Arts). If the Solar succeeds, his victim is trapped, unable to move until he breaks away from the clinching weapon. This functions as a normal clinch, except that the Solar can act freely, and he may only hold his enemy immobile. He rolls (Strength + Thrown) on each of his target's actions to maintain the clinch.

### STONE-SKIPPING METHOD

**Cost:** 4m; **Mins:** Thrown 4, Essence 3; **Type:** Reflexive (Step 1)

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Triple-Distance Attack Technique

This Charm enhances a Thrown-based attack, allowing the Solar to control his weapon or projectile as it flies. He may direct it to ricochet or bank up to (Essence) times during the course of the attack. Each ricochet allows the Solar to achieve a distinct benefit, chosen from the list below.

- *Bypass Cover:* Each ricochet used to bypass cover allows the Solar to ignore up to a +2 bonus to his target's DV from cover. Using this mode also allows the Solar to bank attacks around corners, allowing him to target enemies even if they are behind walls or other barriers, so long as the Solar can somehow perceive them, and there is a course his weapon can be directed to take.

- *Long Shot:* A forceful bounce allows the Solar's weapon to soar even further than it normally could. Each ricochet devoted this mode increases the range of the Solar's attack by 50 yards.

- *Misdirection:* By banking his attack at odd and obscured angles, the Solar can control the direction his attack seems to come from. This mode may only be used if the attack enhanced by this Charm is unexpected. Each ricochet devoted to misdirection grants the Solar a single automatic success on the next (Dexterity + Stealth) roll he makes to re-establish surprise after the attack. In order to benefit from these successes, the Solar must attempt to establish stealth before the end of his next ac-

tion tick, and cannot make any other attacks until he does so.

### SACRED BLAZE OF HEAVEN'S WRATH

**Cost:** 3m, 1wp; **Mins:** Thrown 5, Essence 4; **Type:** Reflexive (Step 1)

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

**Duration:** One scene or until discharged

**Prerequisite Charms:** Cascade of Cutting Terror

The weapons of the Lawgivers bear the full fury of the glorious sun. This Charm charges a single thrown weapon held by the Solar with radiant light, a golden aura that wreathes it in holy majesty. Upon striking an enemy, this golden aura discharges in a shining conflagration. This is a one-time environmental hazard with a Trauma of (Essence) that deals 10L damage. This damage is aggravated against creatures of darkness. The golden aura created by this Charm remains if the weapon is thrown but misses, allowing the Lawgiver to gain its benefit if he can retrieve the weapon. However, the charge never lasts past the scene in which it was invoked. The Lawgiver may charge only one weapon at a time with this Charm.

### GOLDEN BRANDS OF ESSENCE

**Cost:** -(+3m, 1wp); **Mins:** Thrown 5, Essence 3; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Spirit Weapons

Whenever the Solar activates Spirit Weapons, he may pay an additional three motes and a point of temporary Willpower. If he does, he may conjure weapons without paying any mote cost for the rest of the scene. In addition, any weapons he conjures ignore DV bonuses from shields, as well as from anything less than total cover.

## WAR

### COURAGE-SHATTERING CLARION

**Cost:** 3m, 1wp; **Mins:** War 5, Essence 3; **Type:** Reflexive

**Keywords:** Combo-OK, Emotion, War

**Duration:** Instant

**Prerequisite Charms:** Mob-Dispersing Rebuke

When the glorious armies of the Solar Exalted charge, even titans falter. Whenever an enemy unit is forced to check for rout as a result of the Solar Exalt's actions or Charms, he may activate this Charm, filling the hearts of his enemies with awe-struck fear. They automatically fail the roll to resist rout, and are treated as having rolled no successes for determining how many dots of Magnitude they lose. The unit's commander may spend 5 points of Willpower to resist this unnatural mental influence, although the unit is still subject to normal rout. Each point of Drill possessed by the enemy unit reduces the Willpower cost to resist by one, to a minimum of one Willpower. Units with perfect Morale can never be affected by this Charm.

### ARMY-SCATTERING MERCY HALO

**Cost:** 5m, 2wp; **Mins:** War 5, Essence 4; **Type:** Reflexive (Step 8)

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

**Duration:** Instant

**Prerequisite Charms:** Courage-Shattering Clarion

When the Sun's Chosen go to war, there is no question of

their victory. Their enemies break ranks and flee before them, knowing that they stand no chance against the Lawgivers. This Charm can enhance any attack made against a Magnitude 3+ complementary unit, provided the Solar leads a unit of at least Magnitude 3. If the attack would deal any levels of lethal damage to the unit, they must instead check for rout, at a difficulty of the Solar's Essence, to a maximum of 5.

### GOLDEN LEGION BATTLE-GLORY

**Cost:** 7m; **Mins:** War 4, Essence 3; **Type:** Reflexive

**Keywords:** Combo-OK, War

**Duration:** One scene

**Prerequisite Charms:** Rout-Stemming Gesture

The excellence of the Sun's Chosen inspires his soldiers to feats of epic heroism. Each man who marches behind the banner of the dawn is worth a hundred lesser troops. While this Charm is active, the Solar doubles all automatic successes he receives on attack rolls from the Magnitude of his unit. In addition, any external penalties inflicted on attack rolls made against the unit he leads due to its Magnitude are also doubled.

### WAKE THE SLEEPING TIGERS

**Cost:** 5m, 1wp; **Mins:** War 3, Essence 3; **Type:** Simple (Dramatic Action)

**Keywords:** Combo-Basic

**Duration:** Instant

**Prerequisite Charms:** Fury-Inciting Presence

The Solar Exalted call Creation's heroes to them, uniting its peoples in their righteous armies. This Charm is a dramatic action to recruit or draft new soldiers into a mass unit, lasting an hour. The Solar rolls (Charisma + War) at a difficulty of his complementary unit's current Magnitude. If he succeeds, that hour of recruitment counts as a day for purposes of replenishing or increasing that unit's Magnitude. This Charm cannot compel characters to serve the Solar, but only speeds the rate at which the Solar may recruit and integrate new soldiers into his army.

### DAWN OF A HEROIC AGE

**Cost:** -; **Mins:** War 5, Essence 5; **Type:** Permanent

**Keywords:** Obvious, War

**Duration:** Permanent

**Prerequisite Charms:** Heroism-Encouraging Presence

The Exalted are more than generals, soldiers, and weapons of war. They are banners of hope and glory, manifest icons of the Sun's righteousness. They strode into battle with titans and monsters, clothed in golden majesty, and with force of arms they forged an age of man. This Charm upgrades Heroism-Encouraging Presence. Upon activating it, the Solar may choose to flare his anima, instantly raising it to its full totemic glory for as long as the Charm remains active. Any allied character or mass combat unit that can see the Solar's anima—and such a flare can be seen for up to (Essence) miles around—gains the benefits of the perfect Morale granted by Heroism-Encouraging Presence. Extras and units made up entirely of Extras do not gain perfect Morale, but instead treat their Valor and Morale rating as five for as long as they can see the Solar's anima. At Essence 6++, the distance at which the Solar's anima can be seen when using this Charm is extended to (Essence x 10) miles.

## INESCAPABLE FLANKING TACTIC

**Cost:** 4m; **Mins:** War 3, Essence 1; **Type:** Reflexive

**Keywords:** Combo-OK, War

**Duration:** Instant

**Prerequisite Charms:** Shining General Puissance

Solar generals do not let their foes escape, encircling them to force a glorious battle. Sweeping across Creation with all the force of a great typhoon, the Solar warlord denies his hated enemies any chance of escape. The Solar may reflexively invoke this Charm whenever an enemy complementary unit attempts to disengage from combat with a unit they lead, adding their (Essence) to the difficulty of the enemy's roll to successfully break away.

## LEGION-DEFENDING GUARDIAN SPIRIT

**Cost:** 3m, 1wp; **Mins:** War 5, Essence 3; **Type:** Reflexive (Step 2)

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

**Duration:** Instant

**Prerequisite Charms:** Shining General Puissance

The Solar shines with glory, his totem anima flaring bright with golden essence. His totem expands into a guardian-spirit of essence, defending the Lawgiver and his legions from the most powerful destruction that sorcery or artifacts can unleash. Maelstroms of emerald flame and waves of soul-destroying essence shatter and break against this totemic guardian, unable to harm those it stands vigil over. This Charm acts as a perfect parry against any attack or environmental effect of which the Solar is aware, even those that are unblockable. If the same attack targets other characters within (Essence x 50) yards of the Solar, he may extend this defense to them as well. If he leads a mass unit, all members are defended by this Charm. This Charm possesses one of the Four Flaws of Invulnerability.

## LIGHTNING FLASH STRATEGY

**Cost:** 7m, 1wp; **Mins:** War 5, Essence 3; **Type:** Extra Action

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

**Duration:** Instant

**Prerequisite Charms:** Commanding the Ideal Celestial Army, Shining General Puissance

The Solar commands his armies well, and they cleave to his every word. Swift as a thunderbolt, they dash across the battlefield, outflanking and outmaneuvering their every foe. The Solar may only activate this Charm if he commands a mass unit of Magnitude 3+. It provides a magical flurry of (Morale + War) actions made at the Solar's full dice pool. The flurry may consist of any combination of attacks and War-based actions. The Solar cannot direct more attacks at a single complementary unit than the unit's Magnitude, and cannot attack solo units or individual characters within a unit at all. The magical flurry ignores rate, and has a Speed and DV penalty equal to the highest single value of any action in the flurry. Units with perfect Morale are treated as having Morale 5 for calculating how many actions the Solar may take.

## ZENITH CASTE

### INTEGRITY

### INVIOULATE SOUL WELLSPRING

**Cost:** 3m; **Mins:** Integrity 1, Essence 1; **Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** One scene

**Prerequisite Charms:** None

The essence of the Solar Exalted cannot be diminished, cannot be twisted, cannot be turned against them. There is no darkness great enough to cast a shadow upon the brilliant light of their souls. This Charm negates any effect that would drain motes from the Solar's essence pools against his will. In addition, any harmful effect whose damage or other similar effects are calculated based on the number of motes in the Solar's essence pools treat him as having no motes, if this is more advantageous to him.

## HEROIC (VIRTUE) OF THE SUN KING

**Cost:** —; **Mins:** Integrity 4, Essence 2; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Phoenix Renewal Tactic

The Unconquered Sun expresses perfectly the four Virtues in his nature. His Chosen have the same potential. This Charm may be purchased up to four times, up to once for each Virtue. The Solar must have the Virtue rated at 5, and must have learned Phoenix Renewal Tactic to enhance it. Whenever the Solar is awarded a stunt that aligns with the chosen Virtue, its rating is increased as if it resonated with his Motivation. The Storyteller should only award this increase to actions that are exceptional examples of the Virtue—not every attack made in combat should be awarded a stunt increase for resonating with Valor. This increase to stunt rating does not stack with that from resonating with the Solar's Motivation. If the Solar suppresses the chosen Virtue, he loses all benefits of this Charm in regard to that Virtue for the rest of the scene.

*Compassion:* The Solar is no longer limited in how many Intimacies he may maintain. In addition, he may treat any mental influence that would erode or change the context of a positive Intimacy as being opposed by his Compassion, and thus receives a +2 bonus to his MDVs against it. However, the Solar must suppress his Compassion to refuse the surrender of an enemy, or to kill any living thing, except in defense of another. He must also do so to do nothing when he witnesses unjust suffering, or to refuse an apparently sincere apology.

*Conviction:* The Solar regains a single additional point of Willpower each time he rests. In addition, he may treat any mental influence that challenges his beliefs, morals, or ethical systems as being opposed by his Conviction, and thus receives a +2 bonus to his MDVs against it. However, the Solar must suppress his Conviction to surrender, or to admit the possibility of being wrong in any matter. He must also do so to back down from a matter of principle when he has a chance to take a stand.

*Temperance:* All unnatural mental influence that would affect the Solar is rendered Obvious to his senses. In addition, he may treat any mental influence that deceive him or alter his perceptions as being opposed by his Temperance, and thus receives a +2 bonus to his MDVs against it. However, the Solar must suppress his Temperance in order to lie, cheat, break a promise or otherwise exhibit deliberate deception or dishonorable conduct in anything. He must also do so to indulge in personal pleasure to the detriment of fulfilling his Motivation or any other duty

or responsibility, or to use any of his Charms or magical powers for selfish causes.

**Valor:** If the Solar channels his Valor to enhance an attack, he may also add his Valor rating to the raw damage of the attack. In addition, he may treat any mental influence issued by a character that has challenged or defied his commands in the same scene as being opposed by his Valor, and thus receives a +2 bonus to his MDVs against it. However, the Solar must suppress his Valor in order to overlook or tolerate any challenge or disrespect to himself, or any position he holds.

### EPIC LEGEND PANOPLY

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Integrity-Protecting Prana

The Solar Exalted sheath their armaments and treasures in their glory. This Charm upgrades Integrity-Protecting Prana. Its defense is extended to any inanimate object the Solar owns within (Essence) yards of him.

### HARLOT-REBUKING CHASTITY

**Cost:** —; **Mins:** Integrity 3, Essence 1; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Temptation-Resisting Stance

Mortal concubines, demonic temptresses, fae beauties—not a one can seduce the righteous Solar from his path. This Charm upgrades Temptation-Resisting Stance. While it is active, the Solar may ignore up to his (Temperance) in penalties inflicted on his MDVs due to Appearance rating. He may substitute the rating of a different Virtue with an appropriate stunt. At Essence 5++, the Solar may instead ignore all such penalties.

### PURE-HEARTED INNOCENCE APPROACH

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Temptation-Resisting Stance

The Solar Exalted defy all attempts at corrupting or subjugating their mind, secure in the pure virtue of their heart. Whenever the Solar is allowed to resist mental influence by spending Willpower, he may channel a point of Willpower through his Temperance. Doing so allows him to resist as if he had spent points of Willpower equal to his Temperance rating. If this is insufficient to resist the effect, he may pay additional Willpower to make up the difference. The Solar may channel Willpower through Virtues other than Temperance with a suitable stunt, assuming the influence he resists is deemed suitably inimical to that Virtue by the Storyteller.

### RIGHTEOUSNESS WITHOUT END

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

**Keywords:** Holy

**Duration:** Permanent

**Prerequisite Charms:** Pure-Hearted Innocence Approach

Nothing can force the Solar Exalted to betray Creation. This Charm reduces the Willpower cost to resist any unnatural mental influence exerted by a creature of darkness by one, to a mini-

um of one point of temporary Willpower. In addition, a Solar with this Charm can never be made a creature of darkness by any Shaping effect. As a result, he cannot be transformed into an akuma or into one of the Abyssal Exalted by any Charm or spell.

### ARDENT SOUL FORTITUDE

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Spirit-Maintaining Maneuver

Those who attack the minds of the Exalted soon learn the futility of their efforts. This Charm upgrades Spirit-Maintaining Maneuver. The Solar may activate it as an innate power, which does not count as Charm activation. In addition, if he uses it to resist unnatural mental influence that opposes a Virtue that he has rated at 3+, he may spend four motes in place of a point of Willpower, rather than five. If the influence opposes his Motivation, he may spend three motes in place of a point of Willpower instead.

### PERFORMANCE

#### MASTER ORATOR STANCE

**Cost:** 3m; **Mins:** Performance 2, Essence 1; **Type:** Reflexive (Step 2)

**Keywords:** Combo-OK, Social

**Duration:** One scene

**Prerequisite Charms:** Any Performance Excellency

The Solar orator cuts down the argument's of his opponent. While this Charm is active, the Solar calculates the base dice pool for his Parry MDV as ((Charisma or Manipulation) + [Performance x 2]), before dividing it in half.

#### OPINION-SWAYING SOLAR COUNTERMAND

**Cost:** 5m; **Mins:** Performance 3, Essence 2; **Type:** Reflexive (Step 2)

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

**Duration:** Instant

**Prerequisite Charms:** Master Orator Stance

The Lawgiver is all the truth his followers need. The Solar may activate this Charm in response to any spoken mental influence which he is aware of, natural or unnatural. This Charm allows the Solar to make a perfect social parry against that influence, even if it is unblockable. If the mental influence targets multiple characters, this Charm may defend any of them, for a cost of one mote for each additional target. The Solar must speak some argument or give a proclamation against whatever effect the influence seeks to exert. The mental influence need not be directed against him—he can just as easily use this Charm to defend a circlemate or a crowd of mortals as he could himself.

#### ARROGANT SMILE OF THE UNCONQUERED SUN

**Cost:** 3m, 1wp; **Mins:** Performance 5, Essence 3; **Type:** Reflexive

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

**Duration:** Instant

**Prerequisite Charms:** Husband-Seducing Demon Dance

The Solar Exalted are exemplars of righteous virtue, the glorious heroes of a golden age long gone. Even as the Immaculate Order preaches blasphemous slander against them, those who

see the returned Lawgivers with their own eyes known that Creation's heroes have returned. This Charm is capable of enhancing any action that the Solar takes. Characters who witness the action and have a Dodge MDV less than the Solar's (Manipulation + Socialize) are captivated by his perfection and grace. If such a character has any positive Intimacies towards the Solar, they are immediately reasserted at their full strength. Characters who lack such Intimacies instead treat this as a scene spent building an Intimacy of admiration towards the Solar. If the action is opposed by other characters, they suffer a -2 external penalty to their own rolls, unable to bring themselves to defy the Solar, unless they resist this unnatural mental influence.

In addition, this Charm also exerts an Illusion effect on its targets, causing them to forget or rationalize any negative elements of the Solar's action. Instead, they focus on the Solar's righteousness and skill, believing that his action was either justified, or not seeing why it would be morally questionable at all. Resisting the unnatural mental influence exerted by this Charm costs a single point of Willpower, and allows a character to ignore all effects of this Charm. If they do not resist, they may pay a point of Willpower later to restore their altered memories of the Solar's action, allowing them to resist the Illusion effect exerted by this Charm. Doing so does not negate any Intimacies renewed or built, however, and may only be done if the character is externally prompted to question his own memories.

## PRESENCE

### ARDENT ARGUMENT DEFENSE

**Cost:** 3m; **Mins:** Presence 2, Essence 1; **Type:** Reflexive (Step 2)

**Keywords:** Combo-OK, Social

**Duration:** One scene

**Prerequisite Charms:** Any Presence Excellency

The impassioned arguments of the Solar orator rebuke all improper thought. While this Charm is active, the Solar calculates the base dice pool for his Parry MDV as ((Charisma or Manipulation) + [Presence x 2]), before dividing it in half.

### GOLDEN EDICT DEFENSE

**Cost:** 5m; **Mins:** Presence 3, Essence 2; **Type:** Reflexive (Step 2)

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

**Duration:** Instant

**Prerequisite Charms:** Ardent Argument Defense

No argument can defeat the Lawgiver's righteous rhetoric. This Charm allows the Solar to make a perfect social parry against any mental influence, even if it is unblockable. Once the Solar has used this Charm to defend against mental influence, he may activate it to defend against any mental influence that exerts the same effect for a cost of only one mote for the rest of the scene. If a social adversary stunts his social attack to use a new approach, the Solar must still pay the full cost to defend against it.

### FALSEHOOD-CORRECTING REBUKE

**Cost:** 5m; **Mins:** Presence 5, Essence 3; **Type:** Reflexive (Step 9)

**Keywords:** Combo-OK, Counterattack, Compulsion, Illusion, Social

**Duration:** Instant

**Prerequisite Charms:** Ardent Argument Defense

The Solar Exalted easily convince the most zealous demagogues and inveterate liars to embrace the truth. The Solar may activate this Charm to make a counterattack after successfully parrying any mental influence that attempts to convince or persuade him of some fact. He rolls ((Charisma or Manipulation) + Presence) against his attacker's Dodge MDV, using his own retort to demonstrate his obvious rightness. If the attacker knowingly lied to the Solar, he suffers a -3 penalty to his MDV. If successful, this Charm exerts unnatural mental influence on his attacker, forcing them to believe that whatever they said was either wrong or a lie, and compels them to confess this openly unless they immediately resist. Resisting this unnatural mental influence costs two Willpower for a scene. Once the target has spent ten Willpower resisting this influence over five scenes, it is permanently broken.

### HEART-STRENGTHENING ENCOURAGEMENT

**Cost:** 2m; **Mins:** Presence 2, Essence 1; **Type:** Reflexive

**Keywords:** Combo-OK, Compulsion

**Duration:** Instant

**Prerequisite Charms:** Any Presence Excellency

The Solar Exalted exemplify the four Virtues, acting as shining beacons of righteousness to all the world. Who can look upon their epic feats, and not be inspired to strive for such glory? The Solar may activate this Charm whenever a character would take any action that would require them to suppress a Virtue if they had it rated at 3+, even if they do not actually have a rating that high. The Solar rolls (Charisma + Presence) as a social attack against that character's Dodge MDV. If they succeed, that character cannot take that action, in the same way that a character who failed to suppress that Virtue would be unable to. This unnatural mental influence must be resisted by paying a point of Willpower, and doing so also suppresses the relevant Virtue for the rest of the scene, if the character actually has it rated at 3+.

### FOE-SHAMING SOLAR GLORY

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

**Keywords:** Combo-OK, Compulsion, Social

**Duration:** Instant

**Prerequisite Charms:** Hypnotic Tongue Technique

Those who oppose the will of the Solar Exalted are shamed by their glory, made to know the righteousness of the Sun's Chosen until they relent from their wickedness. If a social attack supplemented by this Charm overcomes its target's MDV, then it exerts unnatural mental influence on them. Even if they resist the social attack by spending Willpower, this influence remains embedded in their consciousness. The influence can be triggered in a later scene if the target is exposed to certain triggers. Seeing the Solar triggers it, as does seeing a representation of the Solar or his iconic anima. In addition, hearing the Solar's name spoken aloud will trigger the influence. Once it has been triggered, this unnatural mental influence subjects the target to a social attack identical to the one supplemented by the initial use of the same Charm, applying the same number of successes rolled against the target's MDVs. The effect of any other Charms used to enhance the initial social attack is also repeated. Resisting the social attack makes them immune to all further triggers for the rest of the scene. Once a character has spent a total of

five Willpower resisting these social attacks, the unnatural mental influence is broken.

### GLORIOUS WRATHFUL MIEN

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

**Keywords:** Holy

**Duration:** Permanent

**Prerequisite Charms:** Majestic Radiant Presence

If the Sun's Chosen are to defend Creation from the ten thousand terrors that assail it, then they must be as the manifest hatred of all the world, illumining the darkness with holy radiance. This Charm upgrades Majestic Radiant Presence. If a character's Dodge MDV against the unnatural mental influence it exerts is less than the Solar's (Charisma + Presence) when they attempt to attack a Solar, then they make the roll to resist at increased difficulty. Valor rolls must overcome a difficulty of 2, while Willpower rolls must overcome difficulty 4. Creatures of darkness suffer a -2 penalty to their MDV to determine whether this enhanced difficulty applies to their roll.

### DEMON-BANISHING EXORCISM TECHNIQUE

**Cost:** 10m, 1wp; **Mins:** Presence 5, Essence 4; **Type:** Simple

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

**Duration:** Instant

**Prerequisite Charms:** Enemy-Castigating Solar Judgement

Holding up one hand to reveal an emblem of golden flame, spelling out the first word of the Creation-Ruling Mandate, the Solar casts back the servants of darkness that assail the world. He rolls (Charisma + Presence) as an unblockable social attack, targeting a single creature of darkness that can see the golden brand, or hear his words of castigation. Should his roll exceed the target's MDV, their heart is filled with holy dread. While under the unnatural mental influence exerted by this Charm, the target cannot willingly attack any character, save for in self-defense, nor may they willingly plot or attempt to cause harm or discomfort, or corruption. However, it may freely harm or plot against other creatures of darkness. The Servitude effect exerted by this Charm may be resisted by spending Willpower equal to the Solar's Essence, to a maximum of five points, and doing so renders the target immune to all further influence from this Charm for the rest of the scene. This Charm is capable of banishing even demons that have been summoned and sorcerously bound, although they are compelled to resist if they have enough Willpower to spend. If they do not, their binding is broken and they succumb to the influence exerted by this Charm.

Furthermore, this mental influence compels them into exile from Creation. Demons and other creatures of darkness native to Malfeas are compelled to seek out the nearest pathway or portal that they know of and return to their native realm, while creatures of death are driven to return to the Underworld by the nearest shadowland. This Charm is capable of banishing the Unshaped Raksha if the Solar successfully affects their Heart Emanation, and they are compelled to return to the Pure Chaos of the Wyld. The same would apply to shaped raksha if they were made creatures of darkness. Other characters are not driven out, but simply compelled to refrain from harm for (Essence) days. The same applies if the Solar successfully performs this banishment on a creature of darkness while it is already in the same realm of existence it would be banished to.

Once the banished character completes the duty assigned by this Charm, the unnatural mental influence it exerts lapses. However, the target may spend a point of Willpower to create an Intimacy of love for Creation. If it does, then the unnatural mental influence of is extended indefinitely for as long as the Intimacy remains, although it only compels the target to refrain from harm, rather than banishing him. So long as this extended unnatural mental influence remains in place, the target of this Charm is not considered a creature of darkness, granted atonement for his penitence. This choice cannot be forced by any unnatural mental influence, and the Intimacy created is magically inviolable—the only way it may be broken is if the target willingly erodes it. An Exalt with Essence 6 may even use this Charm on the Yozis and the Neverborn, although they may simply accept five points of Limit to resist its effects. However, the Solar can never use this Charm to banish one of the Exalted. The golden brand either crumbles to ash in his hand or burns out in a blaze of mad green fire should he do so.

## RESISTANCE

### STEEL-BODY MASTERY

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** None

The Solar Exalted strengthen themselves through exercise and meditation. Though they might be clad in armor, they feel not its weight. The Solar may reduce the Mobility penalty and Fatigue rating of any armor he wears by one, to a minimum of zero. If he is attuned to orichalcum armor, he may instead reduce its Mobility penalty and Fatigue rating by his (Essence ÷ 2).

### GOLDEN KUNDALINI MASTERY

**Cost:** —; **Mins:** Resistance 2, Essence 1; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Any Resistance Excellency

The Solar Exalted of the First Age achieved all things through essence, exploring its uses in every facet of life. It is only natural that they would invent sexual magic such as that of the Golden Kundalini Mastery. Whenever the Solar engages in sexual intercourse, he may choose whether or not the union results in pregnancy. If he chooses to ensure himself of his virility, then the union is assured to result in pregnancy, regardless of any mundane prophylactics. So long as the Solar's partner is capable of siring or conceiving a child with him, they are guaranteed to do so. On the other hand, the Solar may also choose to assure that the union will not result in pregnancy, an insuperable magical prophylaxis.

As a cosmetic benefit of this Charm's magics, the Solar is rendered permanently immune to any mundane disease that is transmitted through sexual intercourse. Likewise, his sexual partners need never fear such venereal misfortune when they lie with him—if anything, they feel refreshed and healthier afterward. In addition, should he desire it, the Solar may use this Charm to guarantee a multiple birth, with up to a maximum of (Essence) children. If another Charm contests either of Golden Kundalini Mastery's effects, it adds the Solar's (Essence) in au-

omatic successes to the (Stamina + Resistance) roll to overcome the opposing magic.

### SKIN LIKE STEEL

**Cost:** 1m; **Mins:** Resistance 2, Essence 1; **Type:** Reflexive (Step 7)

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Any Resistance Excellency

More easily cut are the trunk of a stalwart oak or the walls of a mighty fortress than the bare skin of the Sun's Chosen. This Charm may be activated in response to any successful attack. The Solar may ignore any effects or penalties that would reduce his soak or Hardness, such as the Piercing tag. This Charm does not defend against unsoakable attacks, or attacks which ignore Hardness.

### SOLAR JUGGERNAUT STANCE

**Cost:** 5m; **Mins:** Resistance 4, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK, Obvious

**Duration:** One action

**Prerequisite Charms:** Skin Like Steel

Suffusing his skin with golden essence, the Solar becomes invincible to all but the mightiest of blows. The minimum damage of all attacks made against the Solar for one action is set to zero.

### AEGIS-ASSUMING GESTURE

**Cost:** —; **Mins:** Resistance 5, Essence 2; **Type:** Permanent

**Keywords:** Obvious

**Duration:** Permanent

**Prerequisite Charms:** Whirlwind Armor-Donning Prana

The Solar needs only the slightest of gestures to gird himself in armor. This Charm upgrades Whirlwind Armor-Donning Prana. The Solar may activate it to instantly don any set of armor, so long as he does not wear any other armor. He no longer needs to spend multiple actions activating Whirlwind Armor-Donning Prana. In addition, he may activate Whirlwind Armor-Donning Prana as an innate power, which does not count as Charm activation.

### ROYAL GOD-ARMOR MEDITATION

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Glorious Solar Plate

The Solar Exalted are armored in righteousness. This Charm upgrades Glorious Solar Plate. The armor created by it now has 20B/ 20L soak, 10B/ 10L Hardness, and no mobility penalty. Any shield created by it applies a +3 DV bonus against all attacks. In addition, the Charm's duration is extended to Indefinite.

### ARMORED IN HEAVEN'S VENGEANCE

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

**Keywords:** Holy

**Duration:** Permanent

**Prerequisite Charms:** Iron Kettle Body

The Solar Exalted need no ward or talisman against the darkness other than this: that they are the Solar Exalted. This Charm upgrades Iron Kettle Body. Against attacks made by creatures of

darkness, the soak it provides is increased by the Solar's (Essence x 2). In addition, he increases any natural Hardness he possesses by (Essence) against such attacks. This does not stack with Hardness from armor.

### BATTLE-MAD BERSERKER FRENZY

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Battle Fury Focus

The Solar Exalted exceed mere mortals in all things. Their strength is more powerful, their skill more perfect, and their anger more terrible. This Charm upgrades Battle Fury Focus, allowing the Solar to pay a surcharge of one Willpower when he activates it. If he does, all dice added by it are converted to automatic successes, so long as the Solar has at least one point of Limit or is in Limit Break. In addition, while it is active, he may add his current Limit rating to his natural bashing and lethal soak (in Limit Break, he is treated as having ten points of Limit). These benefits also apply to Bloodthirsty Sword-Dancer Spirit if the Solar knows it.

### RAGING HERO VIGOR

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Battle Fury Focus

The Solar Exalted are mighty above all things, possessed of strength to shatter the world and create it anew. They must ever restrain this strength, steeling themselves against the rage in their hearts that would drive them mad with power. But sometimes, restraint must end. Sometimes, the world needs not a wise king, but an unstoppable champion. This Charm upgrades Battle Fury Focus. The Solar may accept a single point of Limit when activating it to do so reflexively. In addition, if he accepts an additional point of Limit, he may activate it as an innate power, which does not count as Charm activation. These benefits also apply to Bloodthirsty Sword-Dancer Spirit if the Solar knows it.

### ORICHALCUM GOD-BODY ASCENSION

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

**Keywords:** Native

**Duration:** Permanent

**Prerequisite Charms:** Ox-Body Technique (x3)

The Lawgivers do not fall, no matter what pain they must endure. This Charm upgrades Ox-Body Technique. Each purchase of it grants the Solar an additional -1 health level. At Essence 6++, each purchase also grants an additional -0 health level.

### SCULPTED IRON RESILIENCE

**Cost:** —; **Mins:** Resistance 5, Essence 2; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Unbreakable Warrior's Mastery

The Lawgiver could not be mightier if he were forged of iron. This Charm upgrades Unbreakable Warrior's Mastery. The Solar may add (Essence) automatic successes to the (Stamina + Resistance) roll made to use it, and automatically succeeds on the

roll if the Crippling effect is non-magical. At Essence 5++, the Solar may automatically resist any Crippling effect without the need for a roll.

### IMMUNITY TO INJURY TECHNIQUE

**Cost:** -(+2m); **Mins:** Resistance 5, Essence 3; **Type:** Permanent  
**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Unbreakable Warrior's Mastery

The Solar Exalted defy all injury. This Charm upgrades Unbreakable Warrior's Mastery. The Solar may pay a surcharge of two motes when activating it to extend its duration to one scene. The Solar must still make a (Stamina + Resistance) roll to resist each Crippling effect he suffers during that scene separately.

### PERFECT BODY RESTORATION

**Cost:** 10m, 2wp, or 1ahl; **Mins:** Resistance 5, Essence 4; **Type:** Simple

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Immunity to Everything Technique, Unbreakable Warrior's Mastery

The Sun's Chosen suffer no imperfection or flaw of their form. This Charm negates all Crippling, Poison, or Sickness effects that physically harm or impair the Solar. A cascade of golden essence runs through his body, denaturing venom, sterilizing infection, and mending broken flesh. This Charm does not allow the Solar to regenerate drastic Crippling injuries, such as amputation, but it does allow him to function unimpaired by them—it negates their effects, but not their cosmetic appearance. The Solar must receive healing that could normally cure a Crippling effect in order to restore his body from such extreme injuries.

### HERO STANDS UNMOVED

**Cost:** -; **Mins:** Resistance 4, Essence 2; **Type:** Permanent

**Keywords:** Native, Reactor

**Duration:** Permanent

**Prerequisite Charms:** Invincible Essence Reinforcement

The Solar does not buckle, does not sway, does not fall in the face of a strike. He is stronger than that. He thrives on opposition, enduring the force of the blow and letting it spark his own essence core with its strength. Whenever the raw damage of an attack against the Solar fails to exceed his soak, he recovers a single mote in Step 10 for every ten dice of lethal damage he successfully soaked, to a maximum of five motes. Every two dice of bashing damage count as a single die of lethal damage, while each die of aggravated damage counts as two dice of lethal damage. If an attack deals less than ten damage, the Solar recovers no motes.

The Solar still recovers these motes even if he suffers the minimum damage of the attack, but if another effect allows the attack to bypass his soak and deal anything more than minimum damage, he does not regain them. Only attacks made with the intent to harm the Solar, and that are actually capable of dealing damage to him, afford the opportunity to respire motes. In addition, if the Solar defends himself against the attack with any Charm that carries a Flaw of Invulnerability, he cannot regain motes with this Charm. The mote recovery of this Charm

does not stack with any other Charm that grants the Solar motes of essence. A second purchase of this Charm allows the Solar to choose to recover a point of temporary Willpower in place of three motes.

## SURVIVAL

### STORM AND SUN PREDICTION

**Cost:** 1m, 1wp; **Mins:** Survival 2, Essence 2; **Type:** Supplemental

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Any Survival Excellency

The Solar Exalted understand signs and omens of the sky. This Charm may supplement a (Perception + Survival) or (Perception + Sail) roll made to predict the weather. Each threshold success received on the roll allows the Solar to predict the weather in advance for a week. Instead of simply making a crude weather prediction, he is able to perfectly predict every element of the weather. He cannot account for supernatural alterations made to the weather after using this Charm, however. If the Solar has Essence 4, then he can predict the weather patterns of all Creation when he uses this Charm, not just those of his local region.

### WOODLAND KING'S COURT

**Cost:** -; **Mins:** Survival 4, Essence 3; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Friendship with Animals Approach

Every beast and bird owes fealty to the true god-kings of Creation. This Charm upgrades Friendship with Animals Approach. Its cost is reduced to zero motes, and its duration is extended to Indefinite.

### HARMONIOUS WILDERNESS DOMAIN

**Cost:** 10m, 1wp; **Mins:** Survival 5, Essence 4; **Type:** Simple (Dramatic Action)

**Keywords:** None

**Duration:** Indefinite

**Prerequisite Charms:** Food-Gathering Exercise, Trackless Region Navigation

Even in the depths of Hell or death itself, the Solar Exalted survive—survive, and prosper. This Charm is a dramatic action to travel the perimeter of an area of land up to (Essence x 5) square miles. Once the Lawgiver has paced the bounds of his chosen domain, the Solar suffuses it with solar essence, creating abundant fertility and taming the wild. The land provides enough food to sustain a group with a Magnitude of the Solar's (Essence) or less indefinitely, in addition to what it could normally support. This does not render wastelands and deserts fertile, but instead allows inhabitants of the domain to nourish themselves on the most unlikely of sources, drinking the dew-drops off leaves and eating even the strangest of creatures. Characters may travel through the wilderness at twenty miles each day normally, never dropping beneath ten miles per day even in the harshest terrain. Any Survival rolls made to tame wild animals native to the blessed region receive (Essence) automatic successes.

If used outside of Creation, the area encompassed by this

Charm slowly dwindles away, its area being reduced by half for each season that passes. Once its total area is reduced beneath one square mile, the Solar's commitment is released and this Charm's effects end. A Solar with Survival 6 may purchase this Charm a second time to increase the area of land the Solar may bless with this Charm to (Essence x 50) square miles, and slow the rate by which the dominion dwindles outside of Creation. The blessed land shrinks by half each year, rather than every season. A Solar with Survival 8 may make a third purchase, increasing the area this Charm may encompass to (Essence x 500) square miles, and allowing it to persist without end outside of Creation, so long as the Solar maintains his commitment. Within Creation, the Solar may spend an additional two Willpower when activating this Charm to render its effects permanent so long as he lives, without need for any committed motes.

### GOLDEN PARADISE DOMINION

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

**Keywords:** Holy, Shaping

**Duration:** Permanent

**Prerequisite Charms:** Harmonious Wilderness Domain

The Unconquered Sun smiles on the kingdoms of his Chosen. This Charm consecrates land claimed with the Harmonious Wilderness Dominion Charm as a Holy effect. If used in Creation, creatures of darkness take a -1 external penalty on all actions within the blessed land as nature itself turns against them. The rate at which they respire essence naturally is halved, as a shaping effect. The animals of the region become frenzied at their very approach—creatures of darkness receive no bonuses on rolls to tame animals, and their speed is halved when moving through the wilderness due to wild animal attacks. All shad-owlands within the region are sealed for as long as the Solar maintains his commitment, and demesnes that are of Abyssal, Yozi, or Vitriol aspect are suppressed. Manses are unaffected. When used in Malfeas, this Charm renders the blessed land habitable to mortals, negating the toxic spite of the Yozis within its bounds. In the Underworld, living creatures can respire essence within the Solar's domain, though the rate at which they do so is halved.

## TWILIGHT CASTE

### CRAFT

#### ELOQUENT ARTISAN'S THESIS

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

**Keywords:** Combo-OK, Social

**Duration:** Instant

**Prerequisite Charms:** Any Craft Excellency

The treasures and art of the Sun's Chosen speak to those who witness them, compelling all hearts with overwhelming beauty. This Charm supplements a Craft action, allowing the Lawgiver to imbue the object created with unnatural mental influence, an influence that affects any characters who wields the treasure he creates. He may instill a Compulsion, which forces its victims to undertake some behavior; an Emotion, which instills a feeling or passion into its target; or an Illusion, which forces a belief on its targets. In order for the influence to affect a character,

they must spend at least a minute interacting with the object in a meaningful way—a painting must be viewed, a sword wielded, or a meal eaten in order to convey the social attack. The social attack is treated as being made with Performance if it affects anyone who interacts with the object, or Presence if it is tailored to a single character. Characters with an MDV that exceeds the Solar's (Charisma + Craft) at the time of creation are immune to this influence, while others may resist for a cost of two Willpower. Once a character has resisted an object's imbued influence, they are permanently immune to it.

### FORGE-TAMING HAMMER

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

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Any Craft Excellency

The Solar Exalted forge arms and treasures of unwavering perfection, bending steel and wood to their will. The threshold successes of any Craft roll supplemented by this Charm are doubled.

### SUNLIT ANVIL FORGING PRACTICE

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

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Any Craft Excellency

The Solar Exalted need not forge iron or carve wood to craft their treasures, not when they can merely shape essence and light into the patterns they desire. This Charm supplements a craft action, removing the need for any raw materials, so long as the materials have a Resources value of (Essence) or less. They appear to be forged of glinting gold, but the Solar may use a stunt to craft items from any material, no matter how suitable, allowing him to create swords from glass or palaces from clouds.

### GLORIOUS SOLAR TREASURES

**Cost:** 1m+; **Mins:** Craft 5, Essence 3; **Type:** Reflexive

**Keywords:** Combo-OK, Obvious

**Duration:** Indefinite

**Prerequisite Charms:** Sunlit Anvil Forging Practice

The Lawgiver may sculpt essence into any form he can imagine. This Charm permits the Solar to create any mundane object out of essence, paying motes equal to its Resources rating, to a minimum of one mote. It appears in the Solar's hands or on his person, and he must be capable of holding it himself. Armor, shields, weapons, and consumables cannot be created, but those are the only limits on what the Solar may create. Objects shaped by this Charm are made out of golden light, and obviously magical.

### GLORIOUS SOLAR PALACE

**Cost:** 5m per segment; **Mins:** Craft 5, Essence 4; **Type:** Simple (Dramatic Action)

**Keywords:** Obvious

**Duration:** Indefinite

**Prerequisite Charms:** Glorious Solar Treasures

The Solar may shape palaces and towers from essence itself. This Charm is a dramatic action to shape a structure out of light, taking ten minutes for each object-sized segment the Solar

wishes to create. The Solar must pay five motes for each such segment created, and the total structure may consist of no more than (Essence x 5) object-sized segments. Structures created by this Charm have (Essence x 4) bashing and lethal soak, and possess (Essence x 5) each of Damaged and Destroyed health levels. The Solar may design the architecture or mechanics of the structure in complete detail, but it must remain purely mundane in function.

### CAST IN RIGHTEOUSNESS

**Cost:** 5m; **Mins:** Craft 4, Essence 3; **Type:** Simple (Speed 5)

**Keywords:** Comb-Basic, Holy, Touch

**Duration:** One scene

**Prerequisite Charms:** Object-Strengthening Touch

Laying hands upon an arm or armament and speaking a prayer, the Solar blesses it against the enemies of Creation. A weapon blessed by this Charm deals aggravated damage to creatures of darkness. Blessed armor offers an additional +5B/+5L soak against attacks made by creatures of darkness, while the DV bonus of a blessed shield is increased by two against such attacks. A tool or other miscellaneous object blessed by this Charm offers an additional three dice on any opposed roll contested by a creature of darkness.

### QUINTESENTIAL MAKER'S GENIUS

**Cost:** —; **Mins:** Craft 7, Essence 7; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Wonder-Forging Genius (x2)

The Solar Exalted of the First Age rivaled the Great Maker himself in their endeavors, capable of forging wonders second only to those designed by Autochthon's hands. The Solar may treat the rating of any artifact he creates as being one lower with regards to his efforts. The Ability minimums, exotic components, and total successes required to construct the artifact are lowered commensurately. Artifacts with a rating of one instead have their creation roll intervals reduced to a day, and require no exotic components to create. This Charm does not give any benefits to attempts at crafting Artifacts with a rating of N/A, save for reducing the ratings of its individual artifact components. This benefit only applies if the Solar crafts the artifact normally—doing so through alternative means, such as wyld-shaping, does not qualify for this benefit. A Solar with Craft 10 may purchase this Charm a second time, allowing him to treat the rating of all artifacts he creates as two dots lower. He may craft artifacts that have a rating of two or less with an interval of one day, and requires no exotic components to do so.

## INVESTIGATION

### INSIGHTFUL QUESTION STYLE

**Cost:** 3m; **Mins:** Investigation 2, Essence 1; **Type:** Reflexive (Step 2)

**Keywords:** Combo-OK, Social

**Duration:** One scene

**Prerequisite Charms:** Any Investigation Excellency

The Solar Exalted cut to the chase of an argument. While this Charm is active, the Solar calculates the base dice pool for his Parry MDV as ([Charisma or Manipulation] + [Investigation x

2]), before dividing it in half.

### SECRET HEART INTUITION

**Cost:** 5m; **Mins:** Investigation 4, Essence 2; **Type:** Supplemental

**Keywords:** Combo-OK, Social

**Duration:** Instant

**Prerequisite Charms:** Any Investigation Excellency

A Solar detective can read a mortal's life story in the most haphazard of evidence. This Charm supplements a roll to read a character's motivation. The Solar doubles the threshold successes he receives on the roll for determining what information he deduces. In addition, the Solar may read a character's motivation even if that character is not personally present, so long as the Solar has some material evidence or information that could reasonably be used to perform such an assessment. Doing so can only reveal information about a character's personality or motives at the time the evidence was created or left behind; this Charm is magically effective deduction, not mind-reading.

### DEDUCTIVE GENIUS METHOD

**Cost:** 1m; **Mins:** Investigation 4, Essence 3; **Type:** Reflexive

**Keywords:** None

**Duration:** Instant

**Prerequisite Charms:** Crafty Observation Method

The Solar Exalted can find the answers hidden in the most subtle of clues, following paths of thought and deduction to arrive at conclusions with seemingly supernatural skill. The Solar may activate this Charm to deduce information about any crime scene or similar site that they have successfully examined with an Investigation roll. They may pose any question about the scene, and immediately deduce the answer, so long as the question is purely factual and objective in nature. Their must be at least some evidence or clues present at the time they investigated for them to arrive at this conclusion from, although Charms that expand their range of senses, such as Keen (Sense) Discipline or All-Encompassing Sorcerer's Sight, may allow them to pursue microscopic or esoteric clues. If the Solar attempts to use this Charm while not physically at the site, he must attempt an (Intelligence + Investigation) roll to recall the details. The difficulty ranges from 1 to 5, depending on how long ago the scene was investigated—difficulty 1 for a crime committed days ago, difficulty 5 for a crime committed years ago, or more. If another Charm contests these effects, add the character's Essence in automatic successes to the (Perception + Investigation) roll to oppose the other Charm.

### CONSPIRACIES LAID BARE

**Cost:** —(+1wp); **Mins:** Investigation 5, Essence 2; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Courtier's Eye Technique

The Sun's Chosen shine light upon even the darkest of plots and schemes, that they might bring justice to their perpetrators. This Charm upgrades Courtier's Eye Technique, allowing the Solar to spend a point of temporary Willpower when activating it to discern their subject's allies and associates. If the Lawgiver succeeds on his activation roll, he learns names and identities of the subject's most allies, contacts, or employers, up to

a maximum of (Essence) for every threshold success, although this cannot reveal any information the subject does not know. If any character whose identity would be revealed has deliberately attempted to conceal such information with Charms and has an Essence greater than the Solar's, this Charm reveals nothing about them.

### STUDIED MOTIVE CONTEMPLATION

**Cost:** —; **Mins:** Investigation 4, Essence 2; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Consumer-Evaluating Glance

A Lawgiver need only glance at a mortal to know who they are. This Charm upgrades Consumer-Evaluating Glance, allowing the Solar to gain a greater depth of information. With a single threshold success on the activation roll, the Lawgiver learns his subject's Motivation. With three threshold successes, he also learns the values of all the subject's Virtues. Five threshold successes reveals all of the subject's Intimacies. Any more successes allows the Solar to deduce what his subject is thinking, allowing him to gain a quick impression of their surface thoughts. This always reveals thoughts of guilt if the subject has committed a crime.

## LORE

### EXCELLENT STUDENT LEARNING

**Cost:** 3m; **Mins:** Lore 1, Essence 1; **Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** None

The Solar Exalted need no tutors or academies. Creation itself is their only school, and their own brilliance the sole teacher they have need of. This Charm allows the Solar to make any roll to recall academic knowledge as a reflexive action, adding automatic successes equal to his Essence. He adds his Intelligence to the roll, rather than his Wits, and the difficulty of the roll is not increased. A young Solar could use this Charm to recall almost any commonly known historical fact or scientific principle, while older Lawgivers might use it to recall the complete texts of epic poems or solve differential equations in their head.

### GOLDEN TORCH OF GENIUS

**Cost:** 6m; **Mins:** Lore 4, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** One scene

**Prerequisite Charms:** Any Lore Excellency

Nothing can cloud or meddle in the mind of the Sun's Chosen. The Solar may ignore up to (Lore) in penalties on his mental actions that are imposed by another character's Charms, or similar supernatural powers. This reduction applies to external penalties first, and then to internal penalties. If such an effect increases or enhances a penalty the Solar suffers, he may apply the reduction to the increased penalty, although this cannot reduce it below its base value.

### GILDED SCROLLS OF WISDOM

**Cost:** 3m; **Mins:** Lore 4, Essence 3; **Type:** Simple (Dramatic Action)

**Keywords:** Obvious

**Duration:** Instant

**Prerequisite Charms:** Any Lore Excellency

Flicking through the pages of a book or rapidly unrolling a scroll, a Solar savant can easily read hundreds upon hundreds of pages in mere seconds. This Charm involves a minute of reading through a book, scroll, or similar text. The text must be in a language and medium that the Solar is capable of understanding. This Charm's magics allow the Solar to fully comprehend the text, with recall precise enough to quote specific details. He fully understands all information conveyed by the text, and receives a number of successes equal to his Essence on all rolls to remember details from the text. This Charm cannot be used to learn Charms or spells from a text or manual. At Essence 5++, the Solar may activate this Charm as a Speed 6 action, allowing the Solar to read through books in mere seconds.

### SAGACIOUS ACADEMIC METHOD

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Any Lore Excellency

The Sun's Chosen master strange arts and esoteric sciences with superhuman ease, completing years of study in mere days. The Solar may train in Attributes, Abilities, Ability specialties, Charms, Combos, and spells with a reduced training time, and may also invent new spells and Charms with greater speed. He divides the time needed to purchase any of those traits or invent new Charms or spells by his (Essence x 3), to a minimum of one day. A Solar with Lore 6 may purchase this Charm a second time, allowing him to train in Attributes, Abilities, and Ability specialties with no training time whatsoever. He may spend the experience points to purchase these traits at any time as a reflexive action.

### COSMIC PRINCIPLE OF CREATION

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

**Keywords:** Shaping

**Duration:** Permanent

**Prerequisite Charms:** Chaos-Repelling Pattern

The Solar Exalted are Creation's greatest champions, the heroes who bear its weight upon their shoulders. Where one of the Sun's Chosen stands, there is the cosmic axis of all the world. This Charm upgrades Chaos-Repelling Pattern. Its duration increases to Indefinite, and its range increases to (Essence x 20) yards. In addition, the Solar's pattern shapes and firms the essence flows of reality, barring alien magic. Any character that activates a Demon Charm, Deva Charm, Fair Folk Charm, or Ghost Arcanoi within the range of the Chaos-Repelling Pattern must pay a single point of Willpower each action he wishes to do so. This never extends to any other kind of Charm, including Exalted Charms, Yozi Charms, and the Spirit Charms of gods and elementals. At Essence 8++, the cost to activate Chaos-Repelling Pattern is waived, allowing the Solar to activate it without paying any motes.

### SOUL-UPLIFTING INCARNA PRESENCE

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Golden Savant's Largess

Just as Ignis Divine exalted the mortals of Creation as his champions, so to can the Solar Exalted bless their favored mortals with an echo of their own exaltation, a gift nearly as potent as that of the Sun. This Charm upgrades Power-Appointing Prana. Those blessed by it gain a mote pool of ((Essence x 4) + Willpower), to a minimum of fifteen motes. In addition, they gain the ability to raise their Essence to 3, at a cost of (Essence x 20) experience points. They are no longer limited to learning Charms of only Essence 2, but can learn any Solar Charm they meet the prerequisites of (note that this does not allow them to learn Celestial or Sidereal Martial Arts, or circles of sorcery above Terrestrial).

### APPOINTMENT OF DIVINE PORTION

**Cost:** -(1xp); **Mins:** Lore 5, Essence 5; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Golden Savant's Largess

A Lawgiver can endow his chosen with the power of the Exalted themselves, letting them experience the least fraction of what the Unconquered Sun has bestowed upon him. This Charm upgrades Power-Awarding Prana. The Solar may spend one experience point in lieu of committing 5 motes when blessing a mortal, allowing him to truly and permanently awaken mortals.

## MEDICINE

### FERTILE SOIL METHOD

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

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Any Medicine Excellency

Where the sun shines upon the black soil of Creation, new life bursts forth, sending forth green leaves and flowers to greet the dawn. So too does the touch of the Solar Exalted bless all things with abundant fertility. This Charm supplements a dramatic action to tend to a patient, requiring at least an hour. The Solar uses acupuncture to correct his patient's essence flows, prescribes alimentary herbs to nourish their body, and cleanses their blood with alchemic reagents. At the end of this treatment, he rolls (Intelligence + Medicine). If he succeeds, his patient is guaranteed fertility for a number of days equal to the successes rolled. Any successful intercourse they have with a partner capable of siring or conceiving children will result in pregnancy. Note that this blessing can be extended to any living thing—the Solar can just as easily bless a heifer or an oak tree as he could a mortal.

### BLESSED RESPITE TOUCH

**Cost:** -; **Mins:** Medicine 5, Essence 3; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Touch of Blissful Release

Solar medicine transcends such petty infirmities as pain and exhaustion. This Charm upgrades Touch of Blissful Release, allowing the Solar to pay a cost of up to (Essence) motes when activating it. The Charm negates an amount of penalties equal to the number of motes committed, and may now negate fatigue

penalties. If the Solar uses the Charm on a patient who possesses a mote pool, his target may commit the motes needed to maintain the Charm, rather than the Solar. The Solar must still pay the activation cost, but he no longer need commit them.

### BODY-NUMBING METHOD

**Cost:** 8m; **Mins:** Medicine 4, Essence 2; **Type:** Simple

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

**Duration:** Instant

**Prerequisite Charms:** Touch of Blissful Release

Touching a character, the Solar physician interrupts the flow of essence between the twenty-three points of respiration and the seven inner paths, a medical technique that disrupts every known bodily function. This requires an unarmed Martial Arts attack if the target is not willing. If the Solar succeeds, the target suffers (Medicine) levels of unsoakable bashing damage, as a Crippling effect. This damage cannot spill over past Incapacitated to impose lethal wounds. Any magical healing applied to the target automatically heals all damage from this Charm, in addition to its normal effects. A Solar with Medicine 5 and Essence 4 may purchase this Charm a second time to increase the damage dealt to (Medicine x 2) levels.

### SOMATIC MELIORATION METHODS

**Cost:** 1m per Ability, 5m per Attribute; **Mins:** Medicine 5, Essence 2; **Type:** Simple

**Keywords:** Combo-Basic, Touch

**Duration:** One scene

**Prerequisite Charms:** Touch of Blissful Release

Solar physicians do not limit themselves only to repairing and mending damaged bodies—such is their transcendent understanding of life that they can improve and bolster even those already in the peak of vigor. The Solar may grant the beneficent of this Charm dots of Strength, Dexterity, or Stamina at a cost of 5 motes each, and dots of Athletics, Awareness, and Resistance at a cost of one mote each (these bonus dots do not count towards meeting the Ability or Attribute minimums of Charms). No combination of Charms including Somatic Melioration Methods can improve any Attribute or Ability by more than the Solar's (Essence), and these bonuses are treated as dice added by Charms. In addition, the Solar may use this Charm to foster the physical training of his patients. Each scene the blessed character spends in training counts as a day of training time towards purchasing dots or specialties in one of the enhanced Attributes or Abilities, or for learning Charms of an enhanced Attribute or Ability.

### GRIEVOUS INJURY CARE TECHNIQUE

**Cost:** -; **Mins:** Medicine 5, Essence 5; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Wound-Mending Care Technique

The first Solar physicians trained themselves to heal the wounds dealt out by the Primordials themselves. In the ages since, they have found few greater challenges. This Charm upgrades Wound-Mending Care Technique. The amount of damage healed by the initial activation roll is doubled. If the Solar's patient spends the rest of the day in convalescence, he is healed of all remaining bashing and lethal damage. In addition, if the

Solar knows Wound-Cleansing Meditation, he may activate it to convert lethal damage to bashing damage, in addition to converting aggravated damage to lethal.

### MIND-SOOTHING THERAPY

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

**Keywords:** Touch

**Duration:** Permanent

**Prerequisite Charms:** Flawless Diagnosis Technique

The Sun's Chosen can heal minds just as easily as they can bodies. Solar Exalted with this Charm may make an (Intelligence + Medicine) roll as a dramatic action. If they succeed, they learn any derangements that their patient possesses, and may cure a single one if the number of threshold successes is equal to the mutation point value of that derangement. If the cured derangement was taken at character creation to gain bonus points, the patient incurs an experience points debt equal to three times its mutation point value. Furthermore, if the Solar rolls five or more successes on the roll, he may spend five motes to negate a single Charm or similar effect that exerts unnatural mental influence on the patient, rather than curing any derangement. This Charm can counteract mental infences caused by sorcery, but only if the spell's effect was instant. Ongoing effects can only be dispelled with appropriate countermagic. This Charm is normally useless against the Great Curse, but a Solar who is aware of its existence and nature may use it to treat a patient in the grips of Limit Break, ending it prematurely if they roll successes equal to the patient's (Essence + 5). Treating mental sickness in this fashion is a dramatic action that takes one hour unless sped by a Charm or stunt.

### ILLNESS-BANISHING PERFECTION

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Ailment-Rectifying Method or Body-Purifying Admonitions or Mind-Soothing Therapy or Wholeness-Restoring Meditation

Solar physicians can make the medically impossible possible with their every effort. Stripping the poison from a patient's blood, patching a broken spine, extinguishing the spread of cancers, curing fae madness—these are everyday feats for the Lawgivers. This Charm upgrades all of its prerequisites. The Solar automatically succeeds on any Medicine roll made to treat a malady with any of these Charms, no longer needing to roll five successes to do so.

### PEERLESS MEDICAL ACUMEN

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

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Flawless Diagnosis Technique

No sickness or malady can be hidden from the discerning attention of the Sun's Chosen. Activating this Charm, the Solar may make a (Perception + Medicine) roll to diagnose a patient as a reflexive action.

## OCCULT

### FEELING THE DRAGON'S PATH

**Cost:** 5m; **Mins:** Occult 2, Essence 2; **Type:** Simple

**Keywords:** None

**Duration:** Instant

**Prerequisite Charms:** Any Occult Excellency

Placing his hand upon the soil, the Solar can feel the currents of essence that flow through it, the dragon lines that weave together the geomancy of Creation. This Charm allows the Solar to sense all dragon lines and demesnes within (Occult x 10) miles, and all manses within half that range. If the Exalt holds the hearthstone of a manse, he may instead detect it with the full range of this Charm. The Solar automatically discerns the aspect of any demesne or manse revealed by this Charm.

### BENDING THE DRAGON'S FLOW

**Cost:** 20m; **Mins:** Occult 5, Essence 4; **Type:** Simple (Dramatic Action)

**Keywords:** Combo-Basic

**Duration:** Instant

**Prerequisite Charms:** Feeling the Dragon's Path

The wise scholars of the Solar Exalted reshape the world itself, ordering the geomancy of its dragon lines in auspicious harmony. This Charm is a dramatic action to create a demesne, with an interval of a single season. The Solar must spend that time meditating in the center of the region he wishes to enrich with geomantic perfection, practicing enlightened yoga, maintaining essence-channeling rock gardens, or wrangling dragon lines into place with his bare hands. He rolls (Intelligence + Occult) at difficulty one, and, if he succeeds, a new demesne manifests, up to (Essence x 1000) square yards in size. The Solar may determine the aspect of the demesne he creates, and is automatically attuned to it. Demesnes created by this Charm always have a rating of one.

It is also possible to increase the rating of existing demesnes using this Charm. Doing so increases the interval of this Charm to a number of seasons equal to the rating the Solar is attempting to raise the demesne to, and requires even more extensive geomantic alterations. Once he has completed this extended activation, he must succeed on an (Intelligence + Occult) roll with a difficulty equal to the rating he is attempting to raise the demesne to. Each activation may only raise the demesne's rating by one dot. Altering existing demesnes is far easier—by spending a season in geomantic meditation and succeeding on an (Intelligence + Occult) roll at the difficulty of an attuned demesne, the Solar may alter its aspect.

It is also possible to use this essence-channeling technique to destroy demesnes, though doing so is fraught with risk even for the Solar Exalted. Rather than the meticulous sculpting of dragon lines needed to create or alter a manse, this technique simply warps and cracks the geomancy of a demesne until it cannot maintain its integrity. Activated in this way, this Charm has an interval of one day. The Solar rolls (Intelligence + Occult) at a difficulty of the demesnes's rating, banking all threshold successes. He must re-activate this Charm on the next day to continue the process, and must continue doing so until he has accumulated (5 + [Demesne Rating x 5]) successes, at which point essence build-up begins. If the Solar does not maintain this process, the geomantic damage is undone, the maimed dragon lines shifting back into place. This Charm cannot enrich, alter, or destroy demesnes that have been capped with a manse.

## DRAGON-AND-PEARL MEDITATION

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Bending the Dragon's Flow

Elder geomancy techniques allowed the Solars of the First Age to reshape the face of Creation itself. This Charm upgrades Bending the Dragon's Flow. When used to create, enhance, or alter demesnes, its interval is reduced to weeks, rather than seasons. In addition, the Solar may now create demesnes with a rating higher than one. Doing so increases the difficulty of the (Intelligence + Occult) roll to the rating of demesne he wishes to create, and takes a number of weeks equal to the rating. Likewise, he may now raise the rating of demesnes by more than one dot. At Essence 7++, the interval for geomantic alterations is further reduced to days.

## DEMON-SLAYING ESSENCE

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Spirit-Cutting Attack

Whenever the Solar activates Spirit-Cutting Attack, he may pay a surcharge of two motes to extend its duration to one scene. In addition, while it is active, he may activate Ghost-Eating Technique as an innate power that does not count as Charm activation, if he knows it.

# NIGHT CASTE

## ATHLETICS

### EFFORTLESS SOLAR STRENGTH

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

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

**Duration:** Instant

**Prerequisite Charms:** Any Athletics Excellency

Solar strongmen can shatter an iron ball in the palm of their hand, or lift up yeddim with a casual shrug. Activating this Charm, the Solar may reflexively make a feat of strength to lift or break an object. A Solar with Athletics 4 and Essence 4 may purchase this Charm a second time. Doing so allows him to activate this Charm as an innate power, which does not count as Charm activation.

### UNSURPASSED STRENGTH OF THE SUN

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

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Effortless Solar Strength, Increasing Strength Exercise

The Solar Exalted surpass all limits. If there is a burden too massive for them to lift, a wall too mighty for them to shatter, they do it anyway. A feat of strength supplemented by this Charm succeeds regardless of the (Strength + Athletics) pool it requires. If the Solar uses this Charm to lift an object, he succeeds regardless of its weight, and is able to hold it up for the rest of the scene, or until he puts it down. If the Solar enhances a feat of strength to break or destroy an object, he may destroy

or damage that item as completely as he wishes. Artifacts made of the magical materials can be destroyed only if they are unattended. If the Solar uses this Charm to enhance an effort an attempt to lift an object that has been made absolutely unliftable by virtue of being an artifact, by Charms, by sorcery, or other magical means, or to break an object which has been similarly made indestructible, he adds his Essence in successes to the (Strength + Athletics) roll to oppose the other effect.

The Solar may use this Charm to lift and break structures, but only if the entire structure has no more than (Essence) object-sized sections in total. Doing so takes one long tick for each object-sized section of the structure the Solar affects. Few large structures are built to resist being lifted aloft—any feat of strength to lift a structure is also applied as a feat of strength to break the structure, destroying it outright if it cannot withstand the force. In addition, the Solar may throw structures if he meets the (Strength + Athletics) minimum necessary to do so. He rolls the attack normally, but does not target a specific opponent. The attack instead targets an area with a diameter of ten yards for each object-sized section of the structure thrown, applying the attack to all characters within that area.

### STRENGTH CARVED FROM ORICHALCUM

**Cost:** 6m; **Mins:** Athletics 4, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** One scene

**Prerequisite Charms:** Any Athletics Excellency

One could no more extinguish the flames of the sun than diminish the strength of the Solar Exalted. The Solar may ignore up to (Athletics) in penalties on his physical actions that are imposed by another character's Charms, or similar supernatural powers. This reduction applies to external penalties first, and then to internal penalties. If such an effect increases or enhances a penalty the Solar suffers, he may apply the reduction to the increased penalty, although this cannot reduce it below its base value.

### HEAVEN-SPANNING LEAP

**Cost:** —; **Mins:** Athletics 7, Essence 7; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Mountain-Crossing Leap Technique

The sky itself is no limit for the Solar Exalted—merely another threshold to be surpassed. This Charm permanently enhances Mountain-Crossing Leap Technique. The maximum distance the Lawgiver may leap is increased to (Athletics x 100) miles. At its maximum range, such a leap normally takes approximately two hours to complete.

### STONE-SHATTERING STEP

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

**Keywords:** Combo-OK, Obvious

**Duration:** One action

**Prerequisite Charms:** Lightning Speed

With superhuman strength and speed, the Sun's Chosen can walk through walls, shattering wood and stone to make way for their passage. This Charm enhances any Dash action the Solar takes. If they move directly into a barrier or obstacle that impedes their movement, they may make a feat of strength to break

it as a reflexive action, allowing them to shatter walls and continue moving through them if they have the strength. If the Solar has used Charms or other magic to supernaturally enhance their Dash speed, they add one die to their feat of strength pool for every additional yard added to his speed, which counts as dice added by Charms.

### SHINING CHRYSANTHEMUM STEP

**Cost:** 4m per action, 1wp; **Mins:** Athletics 5, Essence 4; **Type:** Extra Action

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Racing the Sun

Just as the light of dawn shimmers and glints off of the beads of morning dew that gathers in flower-petals, so too does the technique named the Shining Chrysanthemum Step seem to shine with radiant light as the Solar acts with impossible grace and speed. This Charm allows the Solar to take a single fully independent action, plus an additional one for every 4 motes he spends, to a maximum of  $(\text{Essence} \div 2)$  additional actions (the initial action granted does not count towards this limit). The Solar cannot take any non-reflexive social or mental actions on an action in which he activates this Charm. This Charm is explicitly allowed to be placed in Combos with Charms of other Abilities.

### SEVEN DRAGONS DANCE

**Cost:** 10m, 1wp; **Mins:** Athletics 5, Essence 5; **Type:** Reflexive

**Keywords:** Combo-Basic, Obvious

**Duration:** One scene

**Prerequisite Charms:** Shining Chrysanthemum Step

Having mastered grace and speed made possible only through essence, the Lawgiver may enter the deadly stance called the Seven Dragons Dance. The Solar may take two fully independent actions at a time, with the normal limits entailed by using independent actions. He may not take any non-reflexive social or mental actions on any given action in which he chooses to take multiple fully independent actions, but he need not do so on every action. Finally, while Extra Action Charms cannot normally be used on an action in which a character takes multiple independent actions, the Lawgiver may invoke Shining Chrysanthemum Step while he has this Charm active. Doing so increases the number of fully independent actions he may take by one, plus an additional one for every four motes he spends, although he cannot add more than  $(\text{Essence} \div 2)$  independent actions this way.

### ESSENCE-DRIVEN IMPULSE FLASH

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

**Keywords:** Obvious

**Duration:** Permanent

**Prerequisite Charms:** Racing Hare Method

The Solar Exalted race across arid deserts, perilous mountains, gaping chasms, and the waves of the ocean itself. Can any match their speed? This Charm upgrades Racing Hare Method, increasing the speed it allows to  $(\text{Stamina} + \text{Essence}) \times 25$  miles per hour. The Solar may substitute his Athletics for his Stamina rating. In addition, while running, the Solar automatically gains the benefits of Graceful Crane Stance, Spider-Foot Style, and

Feather-Foot Style, if he knows those Charms. This benefit may be extended to other Solar Athletics Charms at the Storyteller's discretion.

## AWARENESS

### ACTION WITHOUT THOUGHT

**Cost:** —; **Mins:** Awareness 2, Essence 2; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Any Awareness Excellency

The Lawgiver need not think to act. This Charm adds (Essence) automatic successes to all rolls the Solar makes to Join Battle, Join Debate, or Join War.

### SWIFT AS SUNLIGHT

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

**Keywords:** Combo-Basic

**Duration:** Instant

**Prerequisite Charms:** Action Without Thought

The rising sun's beams fall upon all Creation instantly. So to are his Chosen, their supernal speed unsurpassable by any foe. This Charm supplements a Join Battle, Join Debate, or Join War roll, guaranteeing that the Solar rolls at least one more success than any other character. If the Solar rolls to join an ongoing battle, debate, or war, he is guaranteed a number of successes equal to the reaction count. If another Charm contests this effect, the Solar adds his Essence in automatic successes to the opposed roll to maintain the effects of this Charm.

### INNER SIGHT MEDITATION

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

**Keywords:** Combo-OK

**Duration:** One scene

**Prerequisite Charms:** Any Awareness Excellency

Even in the blackest night, the Solar need not fear the darkness. He may simply close his eyes, and see with inward vision, perception born of will alone. The Solar may ignore all penalties that he would take on any action due to conditions that impair his senses. These include both environmental conditions that reduce visibility or otherwise hamper the Solar's perception, such as darkness or fog, and also effects that directly impair a Solar's senses, such as blindness or deafness.

### GODLY GOLDEN OMNISCIENCE

**Cost:** —; **Mins:** Awareness 4, Essence 2; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Keen (Sense) Technique

The Solar Exalted can sight distant lands across the horizon, hear the subtle music of the stars, and scent the breath of Gaia herself. This Charm permanently enhances Keen (Sense) Technique, increasing its duration to Indefinite. If the Solar has Unsurpassed (Sense) Discipline, its duration is similarly increased. At Essence 5++, the cost of both Charms is reduced to a single mote each. At Essence 7++, their mote cost is reduced to zero.

### WARY GOD-KING VIGILANCE

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Surprise Anticipation Method

The Lawgivers could afford themselves no lack of vigilance when they first fought the Primordials, for even the slightest moment of carelessness was enough for their foes to destroy them. They learned to sleep with their eyes wide open, to cultivate a supernal paranoia, and to never be unprepared. This Charm upgrades Surprise Anticipation Method, reducing its mote cost to zero and allowing it to be activated as an innate power, which does not count as Charm activation. The Solar may also activate it to enhance any Awareness roll to notice danger, rather than only those which pose a mortal threat to the Solar himself. Finally, activating Surprise Anticipation Method while asleep allows the Solar to instantly awaken as a reflexive action.

### MIDNIGHT SUN REVELATION

**Cost:** —; **Mins:** Awareness 7, Essence 7; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Eye of the Unconquered Sun

Everything that the night can hide is laid bare by the sun's light. This Charm permanently enhances Eye of the Unconquered Sun. While it is active, the Solar's anima banner negates all stealth, concealment, and illusions that it illuminates, allowing all characters to see through such things as if they themselves benefited from Eye of the Unconquered Sun.

## DODGE

### SEVEN SUNBEAM AURA

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

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

**Duration:** One action

**Prerequisite Charms:** Any Dodge Excellency

Streams of golden light trace the Solar's every motion, creating shimmering afterimages behind him. These luminous echoes are burning and blinding to those who cannot bear the sun's light, hiding the Solar from their wrath. If the Solar uses his Dodge DV to defend against an attack made by a creature of darkness, that attack suffers an external penalty of (Essence).

### IDEAL MOTION PRINCIPLE

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

**Keywords:** Combo-OK

**Duration:** One scene

**Prerequisite Charms:** Shadow Over Water

The Solar Exalted refine every motion, every action, to perfection. The Solar reduces the DV penalty of any action he takes by one, to a minimum of zero, before applying it to his Dodge DV. The full penalty is still applied to his Parry DV.

### LISSOME MAIDEN STANCE

**Cost:** 1m+; **Mins:** Dodge 5, Essence 3; **Type:** Reflexive (Step 2)

**Keywords:** Combo-OK

**Duration:** One scene

**Prerequisite Charms:** Shadow Over Water

Waves of essence wash through the Solar's muscles and sinews, loosening joints and strengthening tendons. Activating this Charm, the Solar may spend up to (Essence) motes. The Solar adds one die to the (Dexterity + Dodge) pool used to calculate

his Dodge DV for every mote spent, as well as for any roll made to escape or evade some form of danger. None of these bonuses count as dice added by a Charm.

### SHADOW STEP, HEAVEN BODY

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Flow Like Blood

It is no difficult thing to dodge one blade, to dodge ten blades, to dodge a hundred blades, to dodge an army, to dodge an avalanche, to dodge an earthquake, to dodge the falling stars, to dodge the footfalls of behemoth and titan, to dodge the end of the world. This Charm permanently enhances the Solar's Flow Like Blood Charm. It negates all penalties to the Lawgiver's Dodge DV, rather than only those from onslaught penalties and coordinated attacks. A second purchase of this Charm At Essence 5++ allows the Solar to dodge what he does not know is there. As long as he has Flow Like Blood active, he may apply his Dodge DV even against unexpected or undodgeable attacks, although this does not automatically make him aware of them.

## LARCENY

### CRIME-OBSCURING LEGERDEMAIN

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

**Keywords:** Illusion

**Duration:** Permanent

**Prerequisite Charms:** Stealing from Plain Sight Spirit

The Solar Exalted make such perfect thieves that none ever notice they have even stolen anything. This Charm upgrades Stealing from Plain Sight Spirit. The Solar may commit five motes when he uses it, allowing him to append an Illusion effect to his theft indefinitely. So long as these motes remain committed, no character can notice the theft, simply failing to notice the absence of whatever was stolen. This does not create an actual sensory illusion of the thing stolen, but simply prevents characters from registering its absence. This Illusion is in addition to the normal concealment afforded by Stealing from Plain Sight Spirit, and its magic can obscure the theft even from characters with supernatural senses—seeing through one effect does not allow a character to see through the other. The Solar may keep the motes committed indefinitely, allowing him to make good on his escape after a successful heist. A character may pay two Willpower to resist this unnatural mental influence.

### TREASURE-PILFERING STYLE

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

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

**Duration:** Instant

**Prerequisite Charms:** Stealing from Plain Sight Spirit

It is given unto the Lawgivers to take whatever treasures they have need of. This Charm allows the Lawgiver to steal metaphysical ownership of an item away from its actual owner with a touch, rolling (Wits + Larceny) at a difficulty of one. If he succeeds, he instantly becomes the owner of the item. If he uses this Charm on an artifact, the difficulty of the roll increases to its artifact rating—but if he succeeds, any existing attunements to the artifact are broken, and the Solar may reflexively attempt

to attune to the artifact. Note that this Charm does not involve actual, physical theft—the Solar must do that on his own. This Charm cannot normally be used on living characters, but it can be used to steal ownership of characters that are already owned, such as slaves or livestock.

### CASTLE-ENTERING STANCE

**Cost:** —(5m or 10m, 1wp); **Mins:** Larceny 5, Essence 4; **Type:** Permanent

**Keywords:** Obvious

**Duration:** Permanent

**Prerequisite Charms:** Door-Evading Technique

It takes more than locked doors and mortared walls to bar the way of the Lawgiver. This Charm upgrades Door-Evading Technique. The Solar may activate it for a reduced cost of five motes to move through any portal. In addition, he may also activate it to pass through any material obstruction that is no more than (Essence) yards thick, although he must pay the full cost of the Charm to do so. If a character physically prevents the Solar from moving with a Blockade Movement action, he may activate Door-Evading Technique to automatically overcome their efforts. At Essence 6++, the Solar need only pay five motes to bypass any obstacle.

## STEALTH

### INSTANT ESCAPE TRICK

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

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

**Duration:** Instant

**Prerequisite Charms:** Any Stealth Excellency

The Sun's Chosen can disappear whenever they wish, slipping effortlessly out of sight even in broad daylight. Activating this Charm, the Solar may reflexively make a (Dexterity + Stealth) roll to reestablish surprise in combat or to conceal himself on his action tick. The Solar can hide even without natural concealment, using supernatural prowess to baffle his foes. A Solar with Stealth 4 and Essence 4 may purchase this Charm a second time. Doing so allows him to activate this Charm as an innate power, which does not count as Charm activation.

### SUBTLE UNSEEN ESSENCE

**Cost:** 5m, 1wp; **Mins:** Stealth 5, Essence 3; **Type:** Reflexive

**Keywords:** Combo-OK, Illusion

**Duration:** One scene

**Prerequisite Charms:** Mental Invisibility Technique

Feats of legerdemain and prestidigitation allow the Sun's Chosen to disguise their true magics. The Obvious keyword is removed from any Charm the Solar activates, concealed by the unnatural mental influence that this Charm exerts on all who see the Solar's magic. Those who succumb to this Illusion rationalize away any blatant displays of supernatural power as mundane tricks and gimmicks, or else simply overlook their magical nature altogether. This does not prevent them from observing the effects of such Charms, but they cannot recognize them as magical in nature. This unnatural mental influence may be resisted for a cost of three Willpower, allowing targets to notice concealed Charms as if they were Obvious. Targets of this influence cannot recognize it as supernatural in nature unless they

pay Willpower to resist it. This Charm's effects recede while the Solar's anima banner is at the four-mote level or greater.

## ECLIPSE CASTE

### BUREAUCRACY

#### SAGACIOUS ECONOMIST STYLE

**Cost:** —; **Mins:** Bureaucracy 4, Essence 2; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Frugal Merchant Method, Insightful Buyer Technique

The Solar Exalted understand the flow of monies and the patterns of wealth with clarity beyond all mortal savants. The benefits of Frugal Merchant Method and Insightful Buyer Technique are automatically applied to any action the Solar takes to appraise a good or conduct trade. In addition, the bonus successes supplied by Frugal Merchant Method are doubled, while Insightful Buyer Technique negates all penalties on mercantile actions the Solar takes.

#### ALL-DESIRABLE HEAVENLY TREASURES

**Cost:** 10m, 1wp; **Mins:** Bureaucracy 5, Essence 2; **Type:** Simple

**Keywords:** Combo-OK, Illusion

**Duration:** Indefinite

**Prerequisite Charms:** Sagacious Economist Style

It is left to the Sun's Chosen to dictate what is treasure, and what is dross. With a successful (Manipulation + Bureaucracy) roll, the Solar can make any object he touches appear to be a treasure of price beyond imagining. The touched object exerts unnatural mental influence on all characters who witness it and have a Dodge MDV lower than the Solar's rolled successes, causing them to believe it has a Resources value equal to half the number of rolled successes. If the Solar rolls more than ten successes, the object appears to be a wonder beyond any possible price, although he may choose to make it seem a more modest Resources 5 item. This Charm has a incidental effect of concealing artifacts, allowing the Solar to disguise any artifact as a mundane but opulent treasure if he rolls successes equal to the artifact's (Rating x 4). This unnatural mental influence can be resisted by spending two points of Willpower.

#### NATION-SHAPING ECONOMIC POLICY

**Cost:** 20m, 1wp; **Mins:** Bureaucracy 5, Essence 5; **Type:** Simple (Dramatic Action)

**Keywords:** Combo-Basic

**Duration:** Instant

**Prerequisite Charms:** Sagacious Economist Style

A Lawgiver can destroy economies or deal out prosperity on a whim, creating abundance or depression as he wills. Activating this Charm is an extended dramatic action to set and enforce economic regulations, treaties, or policies. The Solar rolls (Intelligence + Bureaucracy), with an interval of five hours. The difficulty of each roll depends on the scope of the economy the Solar attempts to meddle with:

- 1 for a village or small city, with a population of up to one thousand people.
- 3 for a city or collection of villages, up to ten thousand people.

5 for a principality or prefecture, or a group of cities, up to one hundred thousand people.

- 10 for a kingdom, dominion, or an extremely large city, up to a one million people.

15 for an entire direction of Creation, or up to ten million people.

30 to alter the economy of all Creation, a feat not untried in the First Age.

In addition, it is almost impossible to use this Charm without sufficient infrastructure. A Solar must either lead a group that could feasibly operate economically on the scale the Solar is attempting to affect, or have sufficient Backing to mobilize the group over that scale. Even then, he suffers an external penalty on the roll equal to (9 - the group's Magnitude) on his rolls, requiring extensive infrastructure in order to effect mass economic changes.

The Solar can choose to affect the fortunes of various political, social, or economic classes of people within the economy he affects, granting each individual member of a class dots of Resources up to a maximum of 5, or decreasing their individual Resources ratings to a minimum of 0. When interacting with backgrounds such as Salary or Wealth that also grant effective Resources, this Charm treats every dot of background as being equivalent to two dots of Resources. However, this Charm cannot grant dots of either background to those who do not already possess it.

In order to affect a class of people, the Solar must spend threshold successes equal to  $(\text{Group's Magnitude} + \text{Dots Added or Removed}) \times 10$ . A Solar can affect a maximum of (Essence) distinct classes with a single use of this Charm. Heroic characters may resist this Charm if they have an (Intelligence + Bureaucracy) that exceeds the Solar's base pool, negating one dot of Resources added or removed for each die their pool exceeds the Solar's by. They may use stunts and Charms to increase this pool, although the Solar uses only his base rating.

While use of this Charm is rarely without greater economic consequences, they are left to the Storyteller to adjudicate. Such decisions should follow the general intent of the Solar's player.

### EFFICACIOUS HIRING STRATEGY

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

**Keywords:** Combo-OK

**Duration:** Indefinite

**Prerequisite Charms:** Speed the Wheels

The Solar Exalted are god-kings and emperors, but that does not mean they must be dictators. It is far more efficient to delegate their supreme authority, and to choose worthy underlings to carry out their plans. The Solar may activate this Charm to enhance any group he leads. All members of the targeted group gain (Essence) bonus dice on any action that advances the group's agenda. This bonus does not apply to any action taken in combat. If the targeted group forms a social unit, it adds (Essence) bonus dice to the pools used to calculate its MDVs against any social attack or mental influence that targets the group through one of its members, instead of its leader. If it forms a mass combat unit, its Close Combat Attack, Close Combat Damage, Ranged Attack, and Ranged Damage ratings are increased by one each.

### CELESTIAL ENVOY DIPLOMACY

**Cost:** -(5m); **Mins:** Bureaucracy 4, Essence 3; **Type:** Permanent

**Keywords:** Obvious, Social

**Duration:** Permanent

**Prerequisite Charms:** Heavenly Mandate Marking

The Lawgivers speak through their servants, their will made known throughout the world. Whenever a character that the Solar has branded with the Heavenly Mandate Marking Charm makes a social attack at the command of the Lawgiver, the Solar is made aware of it and may spend five motes reflexively to substitute his own relevant Attribute and Ability for the diplomat's own when he rolls the social attack. This is Obvious, as the envoy's voice takes on a supernatural gravity, clearly not his own.

If the Solar has a second purchase of Heavenly Mandate Marking, then he becomes immediately aware of any social attack made against a character he has marked. By spending five motes, he may grant his own MDVs to that character for one scene, letting him defend against mental influence with them in place of his own if they are higher.

A Solar with a third purchase of Heavenly Mandate Marking may enhance any social attack made by his servant with his Charms when he uses this Charm to make a roll for them, and may also activate Charms to defend against mental influence on behalf of his servant if he has used this Charm to grant them his MDVs. All Charms used through the servant base their effects and limitations on the Lawgiver's traits, rather than those of his diplomat.

### LINGUISTICS

#### GLYPH REPRODUCTION METHOD

**Cost:** 5m; **Mins:** Linguistics 3, Essence 2; **Type:** Simple (Dramatic Action)

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Any Linguistics Excellency

The Exalted have no difficulty in copying the handwriting of another. This Charm is a dramatic action to forge another character's handwriting or copy a document, lasting one minute for each page of forged writing the Solar wishes to produce. If the Solar has a copy of the handwriting or document he wishes to reproduce, no matter how small or fragmentary, he automatically creates a perfect forgery or duplicate. If not, he must attempt an (Intelligence + Linguistics) roll to successfully recall the details of the handwriting. The difficulty ranges from 1 to 5, depending on how long ago he saw it—difficulty 1 if it was days ago, difficulty 5 if it was years ago, or more. He cannot forge handwriting or copy text he has never seen.

The forgeries produced by this Charm are completely indistinguishable from the original's handwriting, a perfect duplicate in every way. If the Solar makes a written attack in the forged document, he uses the Linguistics rating of the character whose handwriting he copied in place of his own, although this cannot exceed the maximum rating he may have in an Ability. Charms may see through the forgery as if it were a cipher or code—but if another Charm contests Glyph Reproduction Method's effects, it adds (Essence) automatic successes to the (Manipulation + Linguistics) roll to contest the opposing magic.

### SUNRISE INKWELL SPIRIT

**Cost:** 1m, 1wp; **Mins:** Linguistics 4, Essence 2; **Type:** Supplemental

**Keywords:** Combo-OK, Social

**Duration:** Instant

**Prerequisite Charms:** Whirling Brush Method

The golden pens of the Chosen write with impossible grace. The maximum penalty the Solar can inflict on the MDVs of those who read a written attacks supplemented by this Charm based on his Linguistics rating is doubled. At Essence 6+, the limit is removed altogether.

### IRRESISTIBLE PROLOGUE PRESENTATION

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

**Keywords:** Combo-OK, Compulsion, Social

**Duration:** Indefinite

**Prerequisite Charms:** Letter-Within-a-Letter Technique

The words of the Solar Exalted command attention, the elegant scripture of their writings professing their obvious importance. This Charm may enhance any action to write a text, including to make a written social attack. So long as the Solar commits the motes spent to activate this Charm, the text exerts an unnatural mental influence on all characters who see it. A character need not actually read the Solar's writing to succumb to this influence—simply glimpsing whatever the Solar wrote on, or the words themselves, is enough to expose one to this Compulsion.

Any character whose Dodge MDV is exceeded by the Solar's Linguistics rating is compelled to read the text. If it contains a written social attack, they must read it and thereby expose themselves to the attack, although they are still able to defend against it with their MDVs normally. If the text takes any extended amount of time to read, they must still read it in full, but are not compelled to do so all at once. They may delay reading if it would be hazardous to their safety or that of anything they care about, if doing so would cause them to neglect official or important duties, or for similar reasons, at the Storyteller's discretion. However, they must still make an effort in good faith to read the text, as the character actively desires to do so—a player should not be able to indefinitely prolong this compulsion.

If a character is not actually able to read the text, this influence recedes, remaining latent in his mind until it actually becomes possible for him to read it. For instance, if a character succumbed to the influence of this Charm exerted by a book in another character's possession, he would not be forced to steal the book from them, but would still be compelled to read it if he had the chance. Resisting this unnatural mental influence costs a single point of Willpower. Once a character has spent three points of Willpower resisting the unnatural mental influence from separate activations of this Charm by the Solar, they are immune to all further instances used by that Solar for a single day.

### EXPRESSIVE ELOCUTION UNDERSTANDING

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Excellent Emissary's Tongue

Essence-bolstered thought easily comprehends and decon-

structs the patterns and syntax of language. This Charm upgrades Excellent Emissary's Tongue. The Solar adds automatic successes equal to his Essence on the (Intelligence + Linguistics) roll made to use it, and may double these successes if he also has Poetic Expression Style active. In addition, this Charm refines the communication afforded by Excellent Emissary's Tongue, such that the Solar or his targets no longer receive bonuses to MDVs when communicating without a common language. Finally, once the Solar has been exposed to a language for at least a day, or if he spends a scene in dedicated study, he may commit a mote to retain perfect fluency in it indefinitely.

### RIDE

#### MOUNT-GUIDING INTUITION

**Cost:** 3m; **Mins:** Ride 1, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** One scene

**Prerequisite Charms:** Any Ride Excellency

The Lawgiver needs neither reigns nor bridle to guide his chosen steed. This Charm allows the Solar to automatically succeed on any valid Ride action to maintain control of a mount or vehicle.

#### SUPERIOR HORSEMAN STYLE

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Mount-Guiding Intuition

It does not behoove the horsemen of the Eclipse Caste to be caught unawares. This Charm upgrades Mount-Guiding Intuition, allowing the Solar to activate it as an innate power, which does not count as Charm activation. In addition, while it is active, he may spend a single mote to mount a steed as a reflexive action.

#### BREAKER-OF-HORSES TECHNIQUE

**Cost:** 15m, 1wp; **Mins:** Ride 5, Essence 3; **Type:** Simple

**Keywords:** Combo-OK, Servitude

**Duration:** Instant

**Prerequisite Charms:** Master Horsemen's Techniques

The Solar Exalted command the unswayable loyalty of their mounts. Staring into the eyes of a mount or while saddled on them, the Solar may activate this Charm to force the steed to recognize his greatness, rolling (Charisma + Ride) at a difficulty of the mount's Dodge MDV. If the Solar succeeds, this Charm exerts a Servitude effect as unnatural mental influence on the steed, giving it an Intimacy to the Solar. So long as the mount retains its Intimacy, it is compelled to serve the Lawgiver loyally as a mount, and has a control rating of 0 when ridden by them. It will even obey unacceptable orders if they are necessary to save the Exalt's life. The mount must spend three points of Willpower in every scene in which it attempts to erode the Intimacy, and is freed of the Servitude effect only when the Intimacy is broken. However, characters which the Exalt could not normally ride (which includes humans, barring exceptional circumstances) may completely negate the Intimacy and resist the Servitude effect by spending only a single point of temporary Willpower, and can never be forced to perform unacceptable orders by this

Charm.

In addition, this Charm gains additional effects based on which tricks the Solar has learned with the Master Horseman's Techniques Charm, as below.

*Harmony of Spirits Style:* While riding on a mount that has been bound with this Charm, the Lawgiver may spend a single mote to negate any effect that would move him, his mount, or both against their will. This is effective even against Charm-enhanced efforts at a cost of two additional motes, but not against effects that supernaturally transport their subjects.

*Horse-Summoning Whistle:* When the Lawgiver summons a mount that has been bound with this Charm, its speed is multiplied by 10 while it travels to him, and time spent riding to the Solar does not count for gaining fatigue penalties.

*Master Horseman's Eye:* Whenever the Lawgiver examines a mount that has been bound with this Charm, he may reflexively make a roll to diagnosis it, rolling (Perception + Ride) in place of (Perception + Medicine). Once he has diagnosed it, he may reflexively spend 5 motes to heal any Crippling, Poison, or Sickness effect his mount suffers from, or to heal a single level of lethal or bashing damage.

*Speed-Sustaining Technique:* Whenever the Lawgiver sustains a mount that has been bound with this Charm, the duration of the trick is extended to however long the Solar remains mounted. In addition, the steed suffers no fatigue penalties while under this effect.

*Spirit-Steadying Assurance:* A mount bound by this Charm will never panic so long as the Solar remains saddled on it, without the Solar needing to spend any motes. In addition, by spending three motes, the Solar may reflexively negate any unnatural mental influence that would affect his mount.

## RACE THE LIGHTNING'S COURSE

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

**Keywords:** Obvious

**Duration:** Permanent

**Prerequisite Charms:** Wind-Racing Essence Infusion

So long as the Solar can rely on his faithful steed, there is nothing he cannot outrace. This Charm upgrades Flashing Thunderbolt Speed, increasing the speed it grants to  $([\text{Mount's Stamina} + \text{Essence}] \times 50)$  miles per hour. The Solar's mount may substitute its Dexterity for its Stamina, if that is higher. In addition, Flashing Thunderbolt Speed can now be used to enhance Ride-based artifact vehicles. They substitute their artifact rating for their Stamina in calculating the speed they can maintain in long-distance travel.

## SAIL

### WIND-DEFYING TACK RIGGING

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

**Keywords:** Obvious

**Duration:** Permanent

**Prerequisite Charms:** Fleet-Outrunning Flagship

Once the Solar has set his course, the sea is his to conquer. This Charm upgrades Fleet-Outrunning Flagship, allowing the Solar to pay a surcharge of one Willpower when activating it. Doing so multiplies the speed of the ship by the Solar's (Essence), rather than simply doubling it. However, using this

Charm to attain extremely high speeds requires the focused exertion of essence. If the Solar raises the speed of his ship above one hundred miles per hour, he must pay a point of Willpower each hour, or else the Charm's duration ends. If the ship's speed would exceed this limits under the normal effects of Fleet-Outrunning Flagship, the Solar need not pay this surcharge—but only for as long as he goes no faster than twice its base speed. A second purchase of this Charm At Essence 5++ increases the multiplier to the Solar's (Essence x 5). In addition, he may now travel at up to one thousand miles per hour without needing to pay the Willpower surcharge.

## SPLICE THE MAINBRACE

**Cost:** 5m; **Mins:** Sail 3, Essence 2; **Type:** Simple (Speed 6 in long ticks)

**Keywords:** Combo-OK

**Duration:** One day

**Prerequisite Charms:** Crew-Inspiring Charisma

With hearty encouragements, extra wages, or simply a generous ration of grog, the Solar captain commands the loyalty of his crew. Each crew mate who hears the Solar speak or benefits from his generosity does not need to pay Willpower to channel a Virtue to enhance any action to crew, maintain, defend, or repair the ship they serve on. If the Solar is awarded a stunt for his inspiring deeds, then each mortal crew member may also regain a number of Virtue channels equal to the stunt's rating. Alternatively, if the Solar's crew composes a social unit led by him, he may recover points of Loyalty equal to twice the rating of the stunt. No matter how many times the Solar uses this Charm, no character may regain Virtue channels more than once a day, nor may any social unit recover Loyalty more than that. Exalted are never counted as crew members by this Charm, except for the Terrestrial Exalted. At Essence 3++, the Solar may pay a point of Willpower to activate this Charm as a Speed 6 action in short ticks.

## ETERNAL STORM-BREAKING HARBOR

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

**Keywords:** Obvious

**Duration:** Permanent

**Prerequisite Charms:** Hull-Preserving Technique

So long as the Solar captain mans the ship's wheel, there is no storm in all the seas he need fear. This Charm upgrades Hull-Preserving Technique. If the Solar uses it to defend a ship against an environmental hazard, he may commit the motes spent to do so. Doing so offers that ship indefinite protection against that specific hazard for as long as the Solar keeps the motes committed, preventing it or any of its occupants from suffering damage due to the hazard. Incidental effects of the environmental hazard such as penalties and Poison, Crippling, or Sickness effects are also negated. Should the vessel become an inapplicable target for the Solar to defend with Hull-Preserving Technique, his commitment is automatically broken. Thus, the Solar must stay aboard the ship if he wishes to defend it, unless other Charms allow this limitation to be bypassed. This Charm offers no protection against environmental hazards created or directed by the actions of another character, but a second purchase waives this limitation.

### UNWAVERING ADMIRAL'S FLAG

**Cost:** -(+4m per additional ship); **Mins:** Sail 5, Essence 3; **Type:** Permanent

**Keywords:** Obvious

**Duration:** Permanent

**Prerequisite Charms:** Hull-Preserving Technique

Standing defiant at the bow of his ship, the Solar admiral defends his fleet. This Charm upgrades Hull-Preserving Technique. If the Solar activates it to defend a ship he is on from an attack or environmental hazard, he may extend its protection to any other ships that are targeted by the same attack within (Essence x 200) yards of his own ship, paying four motes for each additional ship he protects. At Essence 5++, the range of this Charm is increased to (Essence) miles.

### CAPTAIN'S BELOVED SEAHOME

**Cost:** -(+0m or +2m); **Mins:** Sail 5, Essence 4; **Type:** Permanent

**Keywords:** Obvious

**Duration:** Permanent

**Prerequisite Charms:** Hull-Preserving Technique

No ship of the Solar Exalted shall sink while they still stand. This Charm upgrades Hull-Preserving Technique. If the Solar owns the ship that he defends, he waives the health level cost to activate Hull-Preserving Technique. In addition, if he owns the defended vessel, he may pay a surcharge of two motes to extend the Charm's duration to one action, a shimmering nimbus of gold surrounding the Solar's vessel as he wards it from all harm.

## SOCIALIZE

### ILLEGIBLE SOLAR POKER FACE

**Cost:** 5m, 1wp; **Mins:** Socialize 3, Essence 2; **Type:** Reflexive (Step 2)

**Keywords:** Combo-OK, Social

**Duration:** One scene

**Prerequisite Charms:** Any Socialize Excellency

Stifling her passions and dreams with refined restraint, the Solar assumes a mien of calculated dispassion. This Charm protects the Solar from any effect that would discern his Motivations, Virtues, or Intimacies, reveal his goals or motives, or read his mind, preventing such attempts from revealing any information about the Solar. If another Charm's effects contest this Charm's, Illegible Solar Poker Face adds the Solar's Essence in automatic successes to the opposed roll to maintain the effects of this Charm.

### PERFECTION OF POETICS METHOD

**Cost:** 6m; **Mins:** Socialize 4, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** One scene

**Prerequisite Charms:** Any Socialize Excellency

Each word the Sun's Chosen speak is poetry. The Solar may ignore up to (Socialize) in penalties on his mental actions that are imposed by another character's Charms, or similar supernatural powers. This reduction applies to external penalties first, and then to internal penalties. If such an effect increases or enhances a penalty the Solar suffers, he may apply the reduction to the increased penalty, although this cannot reduce it below its base value.

### HERO-KING REIGN

**Cost:** -; **Mins:** Socialize 4, Essence 3; **Type:** Permanent

**Keywords:** Social

**Duration:** Permanent

**Prerequisite Charms:** Any Socialize Excellency

The Solar Exalted sway the hearts and minds of mortals, bending them all to one superior will. Whenever the Solar would otherwise recover points of Willpower from stunting, he may instead choose to restore that many points of Loyalty to any social unit he leads.

### RIGHTEOUS SUN-KING PROCLAMATION

**Cost:** 20m, 1wp; **Mins:** Socialize 7, Essence 7; **Type:** Supplemental

**Keywords:** Combo-OK, Compulsion

**Duration:** Instant

**Prerequisite Charms:** Taboo-Inflicting Diatribe, Wild Revelry Approach, Wise-Eyed Courtier Technique

The Solar Exalted were chosen by the Unconquered Sun first as champions against the titans, and then as rightful rulers of Creation. What laws the Lawgivers hand down cannot be questioned. This Charm enhances a dramatic action to pass a law, which can take anywhere from a day to several weeks depending on the government the Solar works within. The Solar must be possessed of a position to declare and institute laws, and his proposed legislation must be accepted and implemented by the government he works within. A God-King can simply declare his words law, while a senator within a republic must win over the vote of the official legislative body.

Once the law is passed, this Charm exerts unnatural mental influence on all characters who accept the political legitimacy of the government that instituted the law and are within its jurisdiction, compelling them to obey it. They must spend two points of Willpower to resist this for a scene, and each time they do so counts as a scene of eroding any Intimacies they have towards the government that instituted the law. On the other hand, each scene in which they accede to the Compulsion counts as one of building an Intimacy towards the government. The same Compulsion also prevents characters from attempting to repeal, annul, or overturn the law. If the law directly opposes an Intimacy or Policy possessed by a social unit that a character belongs to, it only costs one point of Willpower to resist. Once a character has resisted this unnatural mental influence a number of times equal to the Lawgiver's (Essence), they no longer need do so.

### HEAVEN'S WILL LEGISLATION

**Cost:** 20m, 3wp; **Mins:** Socialize 9, Essence 9; **Type:** Simple (Dramatic Action)

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

**Duration:** Instant

**Prerequisite Charms:** Righteous Sun-King Proclamation

It is left to the Solar Exalted to pass the Unconquered Sun's judgment, marking out the enemies of Creation for his hatred. This Charm is a dramatic action to pass a law, requiring that the Solar be possessed of the proper position and means to implement it. The law declares either a single individual or an entire class of beings as creatures of darkness, and the Unconquered Sun nods his assent to it so long as the law remains in place. All characters that are either explicitly named by a law created with

this Charm or that fall within a category it names are creatures of darkness so long as they reside within an area legitimately controlled by the government which passed the law, as a shaping effect. Those named by this law may resist it for a scene by spending two points Willpower, defying the shaping of this Charm, though doing so is considered a violation of the law, and is a prosecutable offense. A character that does so a number of times equal to the Solar's Essence is permanently freed of this shaping effect, though he remains a lawbreaker. The Exalted need only spend Willpower once to be permanently freed from this Charm's effects. Furthermore, a character rendered a creature of darkness by this Charm may be absolved of that status by seeking and winning a legal ruling in his favor by the courts or judicial system of the nation that passed the law, if there is one, or by gaining the forgiveness of the Unconquered Sun.

### WORD AND DEED UNDERSTANDING

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

**Keywords:** Social

**Duration:** Permanent

**Prerequisite Charms:** Mastery of Small Manners

The Lawgivers understand the intentions of others. This Charm upgrades Mastery of Small Manners. Whenever the Solar activates it, he is treated as having rolled (Essence + Socialize) successes for reading the motivations of other characters. In addition, its duration is extended to (Essence) actions.

### PLEASING SPEECH DISCIPLINE

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

**Keywords:** Combo-OK, Social

**Duration:** One scene

**Prerequisite Charms:** Mastery of Small Manners

Every word the Solar speaks seems to resonate with a higher truth, shining through with irrefutable meaning. All of the Solar's social attacks are enhanced as if he had spent three ticks accumulating dice with a Monologue action (this bonus does not stack with that from actual Monologue actions). He adds +1 to his MDV's against any social attack which he is aware of. Neither of these bonuses count as dice added by Charms. At Essence 3++, each tick the Solar spends taking a Monologue action while this Charm is active converts one die provided by this Charm into an automatic success.

### DIALOGUE-COMMANDING SPEECH

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

**Keywords:** Combo-OK, Social

**Duration:** Instant

**Prerequisite Charms:** Mastery of Small Manners

None speak to the Solar Exalted as equals, for the eloquence and rhetoric of the Lawgivers dominates in any debate. For every two threshold successes received on a social attack supplemented by this Charm, the initial Willpower cost to resist the influence is increased by one, to a maximum of five points of Willpower. This Charm is explicitly permitted to supplement actions of other Abilities.

### LEGENDARY CELEBRITY ATTITUDE

**Cost:** 20m, 1wp; **Mins:** Socialize 5, Essence 3; **Type:** Simple (Dramatic Action)

**Keywords:** Combo-OK, Compulsion, Social

**Duration:** Instant

**Prerequisite Charms:** Gathering the Congregation, Understanding the Court

The Solar Exalted move effortlessly within society, gathering friends and cliques to them like trinkets or baubles. This Charm is an extended dramatic action to entertain, carouse, or mingle. Its range is limited to a single society or culture—at most, a city, or a single group or faction spread out across a nation. The Solar must be able to communicate with members of the society, both speaking a common language and having a chance to meet with them, either in person or via letters or messengers.

For each day the Solar spends attending parties, insinuating himself into cliques, or making new friends, he rolls ((Charisma or Manipulation) + Socialize) at a difficulty of 5, and the Solar must pay this Charm's cost with each roll. For every threshold success the Solar gains on the roll, he may gain a single dot of Allies, Backing, Contacts, Followers, or Influence. This Charm exerts natural influence on all characters the Solar attempts to make connections with, and can be resisted for a single point of Willpower, though any character the Solar attempts to court as an ally, contact, or follower should not do so without overwhelming reasons.

The web of connections the Solar weaves with this Charm is delicate and fragile. At the end of each story in which the Solar does not interact extensively with any Allies, Contacts, or Followers granted by this Charm, or make wide use of any Backing or Influence he gains, he rolls the rating of each background at a difficulty. If he did not interact with them or use them at all, the roll is made at difficulty 2. If the Solar fails the roll for any given background three times, he loses it. However, interacting with any background gained through this Charm extensively in a story erases any accumulated failures.

# CHAPTER TWO

# LUNARS

## KNACKS

### MOON-DANCING SPIRIT

**Prerequisites:** Prey's Skin Mastery, Essence 3, Appearance 2

Tapping into the quicksilver fluidity of the Lunar Exaltation, a master shapeshifter can shape her own anima into new forms. Once the Lunar has performed a sacred hunt to take the shape of a fellow Lunar Exalt, he is capable of mimicking their anima banner and caste mark by paying three motes. This transformation does not only change the appearance of the Lunar's anima banner, but also replaces her anima effects with those of the character she emulates. This supernatural transformation lasts indefinitely, but it recedes should the Lunar's anima reach the 16m+ level, as her totemic anima shines through any deception. This limitation is lifted once the Lunar reaches Essence 4.

### TEN THOUSAND HEROES FACE

**Prerequisites:** Moon-Dancing Spirit, Essence 4, Appearance 4

This Knack upgrades Moon-Dancing Spirit. The Lunar may now use it to mimic the anima banners and caste marks of all Exalted, not only the Lunars. Caste and aspect-specific physical features are also copied if appropriate, such as the aspect markings of a Dragon-Blood or the magical material construction of an Alchemical's body. However, anima effects that would allow the Lunar to learn foreign Charms, such as those of the Eclipse, Moonshadow, and Fiend Castes, cannot be mimicked, as an explicit exception to Moon-Dancing Spirit's effects.

### BLACK QLIPTHOTH INTERNALIZATION

**Prerequisites:** Ash and Tears Banquet, Essence 7, Intelligence 7

Sating his hungers on the spiritual carrion of the Neverborn, the Lunar may consume their darkness. A character with this Knack may treat all hekatonkires as valid targets for the sacred hunt. The Lunar does not gain access to any Charms or essence powers possessed by the hekatonkires.

### NIGHTMARE HUNTING BEAST

**Prerequisites:** Essence 3, Wits 2

Lunars honor their foes with a ritual hunt before claiming their heart's blood, but the night is not long enough for them to hunt their every foe. But the Lunar Exalted walk freely in dreams, and it is theirs to hunt any nightmare they have tasted of. The Lunar may claim the shape of a fallen foe that he has killed without needing to perform a blood hunt beforehand. As he tastes its heart's blood, he does not take on its shape, not immediately. Instead, the next time he sleeps, he dreams of hunting his foe, stalking it through the hinterlands of his unconscious and claiming its blood in one final hunt. As the Lunar awakes, he may pay a point of Willpower to add the new form to his Heart's Blood library. The Lunar may claim only a single shape in dreams each night—should he take more forms than that, he must wait until later nights to claim them.

### SWEET NECTAR GULLET

**Prerequisites:** Life of the Hummingbird, Essence 2, Wits 4

This Knack upgrades Life of the Hummingbird, allowing the Lunar to retain forms for longer than a day. Whenever the Lunar uses it to acquire a new shape, they may reflexively commit three motes to that shape. As long as they maintain this commitment, they do not lose the shape at the end of the day. The Lunar can maintain this commitment for up to a maximum of (Essence + Wits) additional days, after which they must release it.

### PREDATOR-KING MAJESTY

**Prerequisites:** Essence 4, Stamina 4

The Lunar Exalted are the greatest predators ever to roam the fields, to fly the skies, to swim the deeps. How could Luna not smile upon them in any shape they were? This Knack allows the Exalt to activate the Gift effects of Charms upon assuming any animal shape, in the same way that he could upon using Deadly Beastman Transformation. If the Lunar is in a shape of great size, one that he would need Towering Beast Form to acquire, he must reflexively commit four motes. If he does not, the Gift effects remain active, but he cannot benefit from them. He may maintain the mote commitment indefinitely.

### MOON OF MANY WORLDS

**Prerequisites:** Predator-King Mastery, Essence 6, Intelligence 6

The Lunar Exalted can take any shape they desire, from the umbral shades of the Underworld to the exiled demons of Malfeas. What they honor by wearing as their own form, Luna cannot deny her blessing. Each time the Lunar purchases this Knack, they may choose any one kind of creature whose shape they are capable of taking, such as humans, demons, or plants. This Knack extends the benefit of Predator-King Majesty to all forms of that kind the Lunar possesses. Any kind of form can be chosen, with the sole exception of behemoth and hekatonkires shapes. Only a Lunar with Essence 8 may purchase this Knack to enhance them.

### TOTEM-MASK OF THE MOON SHAMAN

**Prerequisites:** Predator-King Majesty, Essence 3, Dexterity 3

Lunar Exalted with this Knack can seamlessly shift from shape to shape with peerless control of their own essence. If the Lunar activates the Gift effect of a Charm upon entering a shape, its duration does not terminate upon leaving that shape. Instead, the Lunar may commit motes to it indefinitely. Its effects recede if the Lunar is not in a shape that could he could validly activate Gift Charms with, but it takes full effect if the Lunar is in a valid shape.

### SILVER MIRROR MIND

**Prerequisites:** Essence 2, Perception 3

The Lunar Exalted are master shapeshifters, able to take on any aspect of their prey. The Lunar may substitute the Perception or Wits ratings of a form he takes for his own if they are

higher, in the same way that he can use the Strength, Stamina, and Appearance of other forms.

## SLIPPING THE CAGE'S BARS

**Prerequisites:** Essence 3, Wits 2

The Lunar Exalted wear moonsilver tattoos as a ward against degeneration and madness, an impossible aegis of form. At times, though, this shield may become a cage, barring helpful magic and harmful shaping alike. Clever Lunars can work around this, slipping the prison of their wards. Only tattooed Lunars may learn or benefit from this Knack. If the Lunar's tattoos would negate any effect, he may choose to suppress their ablative protection, allowing the magic to affect him normally. He gains a single point of Limit each time he does so, as tampering with the moonsilver wards stresses his essential nature. If the effect is a Lunar Charm used by another character, however, the Lunar may choose to pay a point of Willpower, allowing the Charm to affect him normally without causing him to gain Limit.

## BROKEN STARFISH MASTERY

**Prerequisites:** Ant and Starfish Trick, Essence 8, Intelligence 8

A single Lunar can stand watch over all Creation. It is not an easy trick of essence to split one's self in two, and even harder to become an entire legion of duplicate selves, but adversity has never stopped the Lunar Exalted. This Knack upgrades Ant and Starfish Trick. Whenever the Lunar uses it, he chooses how many dots of his own Essence to give up. However, instead of extruding a single copy, he extrudes a number of copies equal to his remaining (Essence - 1). Thus, an Essence 10 Lunar could give up two dots of Essence and create seven Essence 2 copies of himself, or give up seven dots, and create two Essence 7 copies of himself.

## INCHOATE ESSENCE TIDES

**Prerequisites:** Constant Quicksilver Rearrangement, Essence 6, Appearance 4

What the Lunar wishes of his shape becomes so. With sufficient strength of will, even the limits of his essence become meaningless. This Knack upgrades Constant Quicksilver Rearrangement. By spending a point of Willpower when activating it, the Lunar may shapeshift without any mote cost for its duration.

## WAXING-WANING BODY AVATAR

**Prerequisites:** Constant Quicksilver Rearrangement, Essence 7, Wits 7

At the height of their shapechanging prowess, a Lunar's shape becomes little more than a thing of convenience, easily changed should new need arise. This Knack upgrades Constant Quicksilver Rearrangement, allowing the Lunar to reflexively shapeshift any number of times on each tick while it is active.

## GENERAL CHARMS

### ESSENTIAL (ATTRIBUTE) INTUITION

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Any (Attribute) Excellency

The Lunar Exalted unite the magic and the mundane, unifying essence and intention in every action. They are mythic beasts and mysterious wonder-workers, and their every act is magic. The Lunar may pay a surcharge of a single mote when activating any Excellency of the chosen Attribute in order to do so as an innate power, which does not count as Charm activation. This Charm is incompatible with any effect that reduces the cost of an Excellency.

## STRENGTH

### ZEPHYR-ACTION STYLE

**Cost:** —; **Mins:** Strength 4, Essence 2; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Wind-Wings Carry Attack

Molding his arms into malleable tentacles or shaping strands of silver essence, the Lunar acts from afar. This Charm upgrades Wind-Wings Carry Attack. The Lunar no longer need pay a higher cost to enhance Melee or Martial Arts-based attacks, paying the same to use the Charm with them as he would to use it with Archery-based attacks. In addition, the Lunar may now use the Charm to enhance the range of any physical action, boosting the range at which he may perform the action as if it were an attack. Doing so renders it Obvious if the action is not normally performed at range.

### BEAR SEEKS HONEY

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Agitation of the Swarm Technique

No matter how calm a foe is, no matter how sure their tactics or how diligent their planning, they can never hope to be assailed by the savage bestial fury of the Lunar Exalted and hold their own. This Charm grants the Fury-OK keyword to Agitation of the Swarm Technique. When it is used with Relentless Lunar Fury, the Lunar applies its effects to all attacks he makes.

### BOUNDLESS LUNAR BRAWN

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Impressions of Strength

The strength of the Lunar Exalted is insuperable. This Charm upgrades Impressions of Strength. When using it to apply more than one edge to an attack, the Lunar need pay only one mote for each Charm activated. In addition, when the Lunar uses Impressions of Strength with Relentless Lunar Fury, they may apply any number of edges that they know to their attacks for the scene. They must spend 2 motes for each additional edge invoked as a Fury-OK effect. However, Impressions of Strength still only counts as one Charm towards the maximum that can be invoked with Relentless Lunar Fury, regardless of how many edges are applied.

### UNFOLDING BODY WEAPON

**Cost:** 5m; **Mins:** Strength 4, Essence 2; **Type:** Reflexive (Step 1)

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Impressions of Strength

The Lunar shapes his body into a living weapon, remaking a fist as a battering bone-spiked bludgeon, or a kick as a bladed scythe. Any natural attack supplemented by this Charm doubles its base damage before adding in extra successes to calculate its raw damage. This does not stack with any other effect that multiplies the base damage of the attack, or that multiplies the base damage of the weapon or the Lunar's Strength for purposes of calculating the base damage. At Essence 3+, the Lunar may use this Charm to enhance attacks made with weapons for a surcharge of a point of Willpower, shaping and warping his flesh around the weapon to make it one with his body.

### DEFIANT BEAST-KING CONTEMPT

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Unstoppable Lunar Wound

None may challenge the Moon's Chosen and not endure the contempt of their savage claws. This Charm grants the Fury-OK keyword to Unstoppable Lunar Wound. When it is used with Relentless Lunar Fury, the Lunar may convert a single die of post-soak damage to an automatic level of damage on all attacks he makes. In addition, the Lunar may choose to invoke Unstoppable Lunar Wound multiple times, stacking the automatic levels of damage from each. Each invocation counts separately towards the maximum number of Charms the Lunar may invoke with Relentless Lunar Fury.

### SNAPPING TURTLE FORTRESS NATURE

**Cost:** 7m; **Mins:** Strength 5, Essence 3; **Type:** Reflexive (Step 2)

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

**Duration:** Instant

**Prerequisite Charms:** Unstoppable Lunar Wound

When attacked, the Steward does not merely defend himself—he strikes back with force that cannot be answered, casting aside his foe's weapon that he might strike him! A Lunar uses this Charm in response to any attack of which he is aware. He knocks the blow aside with sheer force as he moves to strike his foe, perfectly blocking it even if it is unblockable. In Step 9, this Charm provides the Lunar with a single hand-to-hand counterattack against his foe, assuming they are within range. This Charm has one of the Four Flaws of Invulnerability.

A Lunar with Strength 6 may purchase this Charm a second time. Doing so allows him to pay a surcharge of +5m, 1wp to extend its duration to one action. He may perfectly parry all attacks directed against him, and may respond to all such attacks with a valid counterattack. This ultimately devastating technique was once known as Granalkin Defies the Titan, honoring the demon who betrayed his master and sided with the Lunar Exalted. Modern Lunars have forgotten his legend, and no longer call this enhanced Charm by any special name.

### LONG-TOOTHED TYRANT RAMPAGE

**Cost:** 5m, 1wp; **Mins:** Strength 6, Essence 6; **Type:** Supplemental

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Unstoppable Lunar Wound

When a tyrant lizard runs amok, nothing can withstand its savage ferocity. Men are swallowed down by the dozen, and not even river dragons or bull yeddin can hope to fight or flee the enraged beast. The earth itself is cracked by the monster's footsteps, and the broken and scarred tree-trunks bear witness to its strength. The post-soak damage of an attack supplemented by this Charm is tripled. A Lunar with Strength 8 may purchase this Charm a second time, allowing him to activate Unstoppable Lunar Wound as an innate power, which does not count as Charm activation, to enhance any attack supplemented by this Charm. In addition, he need spend only a single mote to convert a die of damage to a level, rather than two motes.

### SAVAGERY REIGNS SUPREME

**Cost:** 4m; **Mins:** Strength 4, Essence 3; **Type:** Reflexive (Step 7)

**Keywords:** Combo-OK, Fury-OK

**Duration:** Instant

**Prerequisite Charms:** Lightning Flash Might Methodology

The Lunars need no weapons beyond their own might, and they grant no quarter to foes over-reliant on their tools and tricks. The Lunar may invoke after their target attempts to make a parry and fails, lashing out to shatter their weapon. The Lunar must spend a number of threshold successes from his attack roll equal to his foe's (Strength) modifier, which are not used to calculate his base damage. If he does, his ferocious strength snaps the weapon in twain, or shatters it completely. Artifact weapons add their rating to their wielder's Strength to determine the number of successes the Lunar must forgo to affect them, and cannot be destroyed—instead, the force of the Lunar's blow knocks them from their wielder's hands, sending the weapon (Strength) yards distant. When activated as part of Relentless Lunar Fury, the Lunar may forgo extra successes in Step 7 to destroy his foe's weapon without needing to spend motes or activate this Charm. However, when invoked as a Fury-OK Charm, it cannot be used against artifact weapons.

### SPINE-SNAPPING RAPTOR POUNCE

**Cost:** 5m, 1wp; **Mins:** Strength 6, Essence 6; **Type:** Reflexive (Step 8)

**Keywords:** Combo-OK, Crippling

**Duration:** Instant

**Prerequisite Charms:** Jaws of the River Dragon

The raptor cats of the East stalk their prey from the branches of trees, leaping from the lofty boughs and shattering the spines of their victim with a single pounce. Lunar hunters are just as deadly. The Lunar may activate this Charm whenever he makes a crushing attack against a clinched foe. If he successfully deals any levels of lethal damage with the attack, he may choose to shatter his foe's spine or deal out a similar lethal wound, killing them instantly as a Crippling effect unless they succeed on a (Stamina + Resistance) roll at a difficulty of the Lunar's (Essence). For each action that the Lunar has maintained the clinch, the difficulty of the roll increases by one.

## DEXTERITY

### THOUSAND LEGS STRIDE

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

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

**Duration:** One scene

**Prerequisite Charms:** Graceful Crane Stance

The spider and centipede crawl without regard without regard for what is possible, easily scaling walls or traversing ceilings. Their elegance is but part of the Lunar Exalted's grace. This Charm allows the Lunar to move and stand on vertical or inverted surfaces as if they were solid earth, allowing him to take Move or Dash actions across them, or even to stop while on them, remaining fixed in place. When the Lunar uses Deadly Beastman Transformation, he may activate this Charm by committing four motes, gaining its full benefits.

## FLOWING RIVER OF STEEL

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Clay-Wetting Practice

The Lunar Exalted can bend bars steel and logs of century-hardened oak in their bare hands as if they were blades of grass. This Charm upgrades Clay-Wetting Practice. Its duration is extended to Indefinite, allowing the Lunar to render an item malleable for as long as they commit the essence to do so. If the Lunar uses Clay-Wetting Practice to aid in crafting an item without tools, he enjoys the benefits of a master's workshop while doing so. Mundane materials are rendered as malleable as moonsilver itself, allowing the Lunar to treat them as such for the purposes of his Charms. If the Lunar takes a non-crafting action that could conceivably benefit from exploiting the malleable nature of the Charm, he gains a three-die situational bonus, which does not count as dice added by Charms.

If the Lunar knows Weapon-Shaping Method or Lunar Blade Reconfiguration, this Charm upgrades them as well, extending their duration to Indefinite. In addition, any weapon that the Lunar enchants with Weapon-Shaping Method gains the magical material bonuses of moonsilver, as do items shaped from raw moonsilver by Lunar Blade Reconfiguration. At Essence 5+, the Exalt may use Lunar Blade Reconfiguration to reshape weapons made of any magical material, although doing so automatically replaces their normal magical material benefits. The Lunar still attunes to such artifacts normally.

## LIQUID OCTOPUS ESCAPE

**Cost:** 3m, 1wp; **Mins:** Dexterity 5, Essence 3; **Type:** Reflexive

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Flowing Body Evasion

Luna carries a special favor for octopuses, for their clever tentacles and endlessly malleable flesh are ever sure to bring a smile to her face. Just as an octopus can fit through even the smallest of gaps, so too can Luna's Chosen emulate her favored creatures. The Lunar may activate this Charm while clinched to enhance any roll to resist an attempt to renew the clinch. He automatically succeeds with a threshold of one success more than his opponent rolled, his flesh shifting and melting to flow out of his aggressor's clutches.

## IRON-RENDING MANTIS CLAW

**Cost:** —; **Mins:** Dexterity 4, Essence 2; **Type:** Permanent

**Keywords:** Crippling

**Duration:** Permanent

**Prerequisite Charms:** Armor-Rending Claw Fist

This Charm upgrades Armor-Rending Claw Fist. When the Lunar invokes it, he may choose to make a normal unarmed Martial Arts attack, rather than specifically targeting his foe's armor. If he does, each level of damage he inflicts on his foe also reduces the soak of his armor by one, or his victim's natural soak if he has no soak from armor. Cutting through a character's natural soak is a Crippling effect, although weakening armor is not. In addition, this Charm allows Armor-Rending Claw Fist to also negate Hardness from armor, in addition to soak. Every two successes rolled causes the targeted armor to lose one point of bashing and lethal Hardness, in addition to the soak lost.

## LUNAR BEHEMOTH FORM

**Cost:** —; **Mins:** Dexterity 6, Essence 6; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Lunar Hero Form

The Lunar Exalted stand between Creation and the Wyld. In battle, they can fight with unrelenting, unrestrained rage or calm, controlled force—or else they can abandon their limits, and fight with both. While the character has Lunar Hero Form active, the costs of all Lunar Hero Charms are reduced by two motes, to a minimum of 0 motes. In addition, this Charm grants the Fury-OK keyword to Lunar Hero Form, allowing the Lunar to gain its full benefits by activating it with Relentless Lunar Fury. When he does so, Relentless Lunar Fury gains the Form-type keyword.

## TEACHING THE TORTOISE

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Instinct-Driven Beast Movement

When the Lunar ranges on the hunt, all things learn the meaning of speed. This Charm permanently enhances the Lunar's Instinct-Driven Beast Movement Charm. While it is invoked, Dashing carries a DV penalty of -0, and the Lunar may Dash reflexively each tick. In addition, this Charm grants the Fury-OK keyword to Instinct-Driven Beast Movement. When it is used with Relentless Lunar Fury, the Lunar adds (Dexterity) yards to his Move and Dash speeds. In addition, the Lunar may choose to invoke Instinct Driven-Beast Movement multiple times, stacking the speed bonus of each. Each invocation counts separately towards the maximum number of Charms the Lunar may invoke with Relentless Lunar Fury.

## SILVER LEOPARD MAULING ATEMI

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

**Keywords:** Combo-OK

**Duration:** One scene

**Prerequisite Charms:** Wasp Sting Blur

The Lunar Exalted allow no time to be wasted when Creation's foes walk, striking more swiftly than any demon or raksha could hope to defend against. While this Charm is active, the Rate of the Lunar's attacks is increased by (Dexterity ÷ 2). In addition, the Lunar reduces all multiple action penalties to

attacks made with natural weapons by two, to a minimum of 0. This does not stack with any other effects that reduce multiple action penalties on attack rolls. A Lunar with Dexterity 5 and Essence 5 may purchase this Charm a second time, increasing his Rate by (Dexterity), and reducing multiple action penalties by (Dexterity ÷ 2).

When the Lunar uses Deadly Beastman Transformation, he may commit a single mote to apply the base benefits of this Charm to any natural attack he makes. A Lunar with the Essence 5 purchase of this Charm may commit three motes to apply the benefits of the second purchase instead. Claws extend into cruel, serrated blades, while fangs lengthen into needle-pointed barbs, as the Lunar's entire body becomes an arsenal of instant death.

## STAMINA

### INVINCIBLE BEHEMOTH BODY

**Cost:** —; **Mins:** Stamina 4, Essence 2; **Type:** Permanent

**Keywords:** Native

**Duration:** Permanent

**Prerequisite Charms:** Ox-Body Technique (x4)

The Lunar Exalted outmatch every beast for strength and stamina, hardy enough to endure any exertion or suffering. This Charm upgrades Ox-Body Technique. Each purchase of it grants the Lunar an additional -2 health level. At Essence 6+, each purchase instead grants two additional -2 levels.

### SOOTHING CATNAP MEDITATION

**Cost:** 5m, 1wp; **Mins:** Stamina 3, Essence 3; **Type:** Simple (Dramatic Action)

**Keywords:** None

**Duration:** Instant

**Prerequisite Charms:** Steadfast Yeddin Meditation

The Lunars cannot afford to waste time in slumber, not when they roam the most savage landscapes of Creation, and the chaotic wilderness that lies beyond. Should they need to, they can close their eyes for mere moments, and open them fully rested and well-slept. Activating this Charm, the Lunar spends ten minutes in mediation, negating any fatigue penalties affecting them, as if they had received a full night of sleep, and rolling their Conviction to regain Willpower. A Lunar cannot benefit from this Charm more than once in any eight-hour period.

### YEDDIM HERD FORTITUDE

**Cost:** 2m; **Mins:** Stamina 4, Essence 3; **Type:** Reflexive (Step 7)

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

**Duration:** Instant

**Prerequisite Charms:** Steadfast Yeddin Meditation

The Lunar Exalted are harder to kill than the most stoic beasts of the field. Dying does not come easily to them. If an attack would deal sufficient damage to reduce the Lunar to his -4 health levels or below in Step 10, all levels of damage beyond his -2 levels are instead negated. If all of his -2 health levels are already filled with damage, he cannot activate this Charm.

When the Lunar uses Deadly Beastman Transformation, he may commit a single mote to become supernaturally hardy. Whenever he would suffer sufficient damage to reduce him to his Dying health levels or below, all damage beyond his In-

capacitated level is instead negated. This defense functions up to (Essence) times per scene, after which the Lunar is too exhausted to survive any further killing blows.

### FIVE-COLOR BEAST HIDE

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Any two purchases of (Directional) Mastery Technique

The Lunar Exalted can roam freely across all Creation, and never once find nature more rugged than they can weather. This Charm upgrades (Directional) Mastery Technique. Upon activating it, the Lunar gains the benefits of all directional versions of the Charm that he has learned. At Essence 6+, the Lunar may selectively choose to activate some directional versions or not others. Regardless of whether he activates a single version or all five, the cost to use the Charm is reduced to one mote per directional version activated.

### BLOOD RAGE RECKONING

**Cost:** — (+Varies); **Mins:** Stamina 3, Essence 2; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Relentless Lunar Fury

In times of desperate need or great struggle, the Lunar Exalted can unleash their full strength in a single instant—the devastating blood rage of Luna's Chosen. This Charm upgrades Relentless Lunar Fury. Upon activating it, the Lunar may commit any number of motes. Each mote committed reduces the duration of Relentless Lunar Fury by a single action, to a minimum duration of one action. For every two motes committed to this Charm increases the number of automatic successes that Relentless Lunar Fury adds to the Lunar's combat actions, to a maximum bonus of (Stamina ÷ 2) automatic successes. These motes remain committed until Relentless Lunar Fury ends.

### METAMORPHIC BEAST EXPRESSION

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Relentless Lunar Fury

There is no limit to the furious power the Lunar Exalted can call upon. This Charm upgrades Relentless Lunar Fury, increasing the number of Fury-OK Charms that may be activated alongside it to (Essence x 2).

### MENDING THE BROKEN FLESH

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Halting the Scarlet Flow

This Charm upgrades Halting the Scarlet Flow. The Lunar may use it to heal magical Crippling effects as if they were an amount of lethal damage equal to the Essence of the character who inflicted them. The Lunar must specifically direct the healing from Halting the Scarlet Flow to removing this phantom damage. Once all effective levels of damage have been removed, the Crippling effect heals. Mundane Crippling effects

can be healed as if they were a single level of lethal damage. This Charm's benefits also apply to Purging the Tarnished Silver if the Lunar knows it, allowing it to heal any Crippling effect as if it were a single level of aggravated damage.

### DIAMOND SCARAB CARAPACE

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Hide-Toughening Essence

Some Lunars have wallowed in the gore of their enemies with knives and arrows dangling from their skin, forgetting what it is to be wounded. This Charm upgrades Hide-Toughening Essence, raising the number of motes the Lunar may spend when activating it to (Essence x 2). In addition, this Charm grants the Fury-OK keyword to Hide-Toughening Essence. When it is used with Relentless Lunar Fury, the Lunar adds +4B/ 4L to his natural soak. In addition, the Lunar may choose to invoke Hide-Toughening Essence multiple times as part of Relentless Lunar Fury, stacking the soak of each to a maximum of (Essence x 4) soak. Each invocation counts separately towards the maximum number of Charms the Lunar may invoke with Relentless Lunar Fury.

### INCOMPARABLE BEZOAR NATURE

**Cost:** —; **Mins:** Stamina 4, Essence 2; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Scorpion and Toad Absolution

Luna's Chosen are not easily brought down by poison or pox. This Charm upgrades Scorpion and Toad Absolution. It adds (Stamina) automatic successes on rolls to resist disease or poison, rather than a flat three successes. In addition, if the successes added by this Charm equal or exceed the Toxicity or Virulence of a poison or disease, the offending effect is negated completely.

### WOLF AND LION LINEAGE

**Cost:** —; **Mins:** Stamina 4, Essence 2; **Type:** Permanent

**Keywords:** Shaping, Training

**Duration:** Permanent

**Prerequisite Charms:** Tiger and Seahorse Dynasty

The Lunar Exalted can control every aspect of their body, shaping and molding it into whatsoever forms they desire. Such protean self-mastery also extends to their unborn children. Whenever the Lunar sires or conceives a child, he may choose up to (Essence) points of mutations to bestow upon his unborn progeny. The Lunar may choose any mutation he wishes, but it is easiest to bestow those that are based on his spirit shape or a shape in his Heart's Blood library. Mutations that are not based on these forms have their mutation point rating counted double towards the total number of points the Lunar may bestow.

The child is born with all bestowed mutations manifested, although some may take until he matures to fully develop. The child must pay for these mutations with his bonus points normally. If both of a child's parents possess this Charm, they may each select their own template of mutations to gift him with. A Lunar with Stamina 5 and Essence 4 may purchase this Charm a second time, raising the number of mutation points the Lunar

may bestow to (Essence x 2).

## CHARISMA

### WOLF PACK GOES TO WAR

**Cost:** 5m; **Mins:** Charisma 3, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK, War

**Duration:** One scene

**Prerequisite Charms:** Any Charisma Excellency

The Lunar Exalted do not need legions upon legions, do not need massed ranks of men. All they need is a pack of elite warriors, and the courage to fight. This Charm grants any mass unit the Lunar leads an effective Magnitude rating of 3 for all purposes, if this is higher than its base Magnitude. It may still use its base, lower Magnitude if this is more advantageous.

### COURAGEOUS LION SPIRIT

**Cost:** 3m; **Mins:** Charisma 3, Essence 3; **Type:** Reflexive

**Keywords:** Combo-OK, War

**Duration:** Instant

**Prerequisite Charms:** Any Charisma Excellency

Making an impassioned oration, the Lunar steels the hearts of her loyal soldiers with bold defiance, giving them the courage they need to face any threat. The Lunar may activate this Charm whenever a unit she leads makes a Morale roll, allowing her to instead roll her Charisma.

### BESTIAL DOMINANCE POSTURING

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Dog-Tongue Method

The Lunar Exalted are entrusted with stewardship over the beasts and animals of all five directions, and their wards must know their masters. This Charm enhances Dog-Tongue Method. It exerts unnatural mental influence on any social animals that sees the Lunar, causing them to perceive him as their master, if domesticated, or as the leader of their pack or herd, if wild. This is an Illusion effect that can be resisted for a cost of two points of Willpower. If the Lunar chooses to waive the Willpower cost of Dog-Tongue Method, this Illusion only affects animals whose shape the Lunar is currently in. In addition, this Charm grants the Gift keyword to Dog-Tongue Method, allowing the Lunar to commit one mote when he uses Deadly Beastman Transformation to gain its full benefits.

### BEAST-COMMANDING SHOUT

**Cost:** 5m, 1wp; **Mins:** Charisma 2, Essence 3; **Type:** Simple (Dramatic Action)

**Keywords:** Combo-Basic

**Duration:** Instant

**Prerequisite Charms:** Dog-Tongue Method

With a wild shout, the Lunar calls out to the beasts that are his brothers, calling them to join him in carrying out the wrath of Luna. This Charm is an extended dramatic action with an interval of three hours, as the Lunar either calls animals with primal shouts, sets out slaughtered carcasses and heaps of grain as lures, or simply meditates upon his bestial brethren. He rolls (Charisma + Survival), drawing a number of animals that would

form a Magnitude 1 unit if he succeeds. The difficulty of the roll is equal to that required to endure wilderness in that environment.

Each subsequent roll increases the difficulty by one, with success drawing another effective dot of Magnitude worth of animals. The Lunar may continue using this Charm to draw larger and larger numbers of animals until he fails a roll, or until the Magnitude he has called is equal to his (Charisma). This Charm confers no authority or control over the animals it calls, nor does it actually organize them into a mass unit—that is left to the Lunar's own wiles. Only animals that are reasonably native to the area may be called. A Lunar with Charisma 5 and Essence 5 may purchase this Charm a second time, allowing him to call up to (Charisma x 2) dots of Magnitude with this Charm.

### REBUKE THE HATED FOE

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

**Keywords:** Holy, Social

**Duration:** Permanent

**Prerequisite Charms:** Outworld-Forsaking Stance

The Lunar Exalted will never give in to those who threaten what they love. This Charm upgrades Outworld-Forsaking Stance. It may be used to defend against any mental influence exerted by a creature of darkness, not only social attacks. In addition, the Lunar may also activate the Charm to defend against influence or attacks made by any character that he has seen threaten or harm a character, group, society, or any other entity that he has a positive Intimacy towards.

### COYOTE HOWLING DECLARATION

**Cost:** 8m, 1wp; **Mins:** Charisma 3, Essence 2; **Type:** Extra Action

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

**Duration:** Instant

**Prerequisite Charms:** Rapid Speech Technique

The Lunar speaks with speed and elocution, pronouncing each and every argument flawlessly before moving on to the next, as if each were a coyote howling to its packmates. This Charm is a magical flurry of up to (Charisma x 2) social attacks. The flurry does not suffer the usual multiple action penalties—instead, each action after the first suffers a cumulative -1 penalty. If this penalty matches or exceeds the base dice pool it penalizes before applying any modifiers, the action can't be attempted. The MDV penalty of the flurry is equal to the highest penalty for any one social attack.

### DREAD AVERSION PHOBIA

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

**Keywords:** Emotion

**Duration:** Permanent

**Prerequisite Charms:** Perfect Fear Scent

With this Charm, the Lunar can shatter the minds of his foes with awful fear. Whenever the Lunar invokes Perfect Fear Scent, he may spend a point of Willpower to enhance its effect. Any character who succumbs and does not resist the Emotion effect immediately gains a supernatural Intimacy of fear towards the object of the panic inflicted by the Charm. So long as they have this Intimacy, they are terrified by the very presence of its object—whenever they encounter it, they must succeed on a Valor

roll or attempt to flee. If this is not possible, they suffer an internal penalty of (Essence) on all actions so long as they remain exposed to the object of their fear. This Intimacy can be eroded normally, but doing so requires a character to spend one point of Willpower in each scene he attempts to do so.

### CEASELESS SILVER BACCHANALIA

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

**Keywords:** Emotion

**Duration:** Permanent

**Prerequisite Charms:** Terrifying Lust Infliction

With this Charm, the glorious revelry incited by Terrifying Lust Infliction need never end. Whenever the Lunar invokes Terrifying Lust Infliction, he may spend a point of Willpower to enhance its effect. Any character who succumbs and does not resist the Emotion effect immediately gains a supernatural Intimacy of desire towards the object of the lust inflicted by the Charm. So long as they have this Intimacy, they find it almost impossible to resist the chosen vice—whenever they have a chance to indulge in it, they must succeed on a Temperance roll in order to abstain from doing so. This Intimacy can be eroded normally, but doing so requires a character to spend one point of Willpower in each scene he attempts to do so.

### BARKING DOG DENIAL

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

**Keywords:** Social

**Duration:** Permanent

**Prerequisite Charms:** Hard-Nosed Denial Style

Lunars persist in their arguments against all opposition. Once could sooner convince a loyal hound to leave his master's side than compel a Steward. This Charm upgrades Hard-Nosed Denial Stance. The Lunar may pay a surcharge of two motes when activating it to defend against any form of mental influence, not just natural mental influence. In addition, if the Lunar does pay the surcharge, the external penalty that this Charm inflicts increases to his (Essence).

### GUARDIAN-CALLING EXHORTATION

**Cost:** 6m, 1wp; **Mins:** Charisma 5, Essence 4; **Type:** Simple (Speed 6 in long ticks)

**Keywords:** Combo-OK, Emotion, Social

**Duration:** Instant

**Prerequisite Charms:** Herd-Reinforcement Stance

The Lunar Exalted turn ordinary men into heroes, giving them a cause worth fighting for. The Lunar makes a social attack against a single target, rolling (Charisma + Presence). If he succeeds, then he may choose any positive Intimacy that the target has towards a society, culture, or ideal. This Charm does not reveal any Intimacies to the Lunar—he must learn them beforehand. The mortal gains a new heroic Motivation based on the chosen Intimacy, the specifics of which are left to the mortal's player. He instantly becomes a heroic mortal if he accepts this new Motivation. A character may pay two points of Willpower to resist the unnatural mental influence of this Charm.

### ESSENCE-DAMMING BEAVER ARCHITECTURE

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Boundary-Marking Meditation

The Lunar Exalted build masterful dens for themselves, claiming epic domains to stand against all threat of siege. The Lunar receives (Essence) automatic successes on all rolls to design, build, or repair a structure, including manses, on land that he has claimed for himself with his Boundary-Marking Meditation Charm, as well as on all rolls made to create, awaken, improve, or alter a demesne on his territory. In addition, he accomplishes two hours worth of work for every hour invested in such projects.

## HOLISTIC SPIDERWEB INTEGRATION

**Cost:** – (+11hl); **Mins:** Charisma 5, Essence 4; **Type:** Permanent

**Keywords:** Wyld

**Duration:** Permanent

**Prerequisite Charms:** Boundary-Marking Meditation

Lunar Elders used this Charm to usurp raksha freeholds in the days after their exile into the Wyld, stealing keeps and sanctuaries for the Silver Pact. This Charm allows the Lunar to attune to a freehold by activating Boundary-Marking Meditation. The freehold must all fit within the range he may claim as territory with Boundary-Marking Meditation, and all characters attuned to the freehold must assent to the Lunar's claiming of it, necessitating that he persuade or slaughter them all. However, once the Lunar has successfully attuned, the bond is permanent, and no one may challenge his claim. The Lunar must activate it within the Arcane Redoubt of the freehold, paying a single level of lethal damage as he lets his blood drip into the bonfire. Once the Lunar has completed this ritual, he becomes attuned to the Arcane Redoubt, as well as to any other grace-forged aspects the freehold possesses. He may attune to multiple freeholds using this Charm, so long as they are all within his territory. Characters attuned to the freehold are immune to the penalties of Boundary-Marking Meditation.

## SERENE KIRIN BENEDECTION

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

**Keywords:** None

**Duration:** One day

**Prerequisite Charms:** Sacred Guardian Renewal

The Lunar Exalted are patrons and wardens to the societies they create, bringing them power and prosperity. The Lunar is able to hear any prayer addressed to him as if he were a spirit, so long as the prayer is made by a character that belongs to a social group the Lunar has a positive Intimacy to. Actively listening to all prayers made to him imposes a -3 internal penalty on all non-reflexive actions. If the Lunar tunes them out, the Storyteller only relays the most widely repeated or urgently spoken prayers. At Essence 6+, the Lunar may also use this Charm to hear prayers addressed to any individual spirit whose form is in his Heart's Blood library if that spirit is dead or otherwise unable to hear prayers for any reason.

## LUNA'S LIGHT AWAKENED

**Cost:** –; **Mins:** Charisma 3, Essence 4; **Type:** Permanent

**Keywords:** Native

**Duration:** Permanent

**Prerequisite Charms:** Sacred Guardian Renewal

The Lunar Exalted have faced the wrath of countless enemies and the insidious subversion of their very exaltation...and they have survived, and they have triumphed. Sacrificing everything in himself that stands in the way of his survival, the Lunar becomes a totemic avatar of his caste, embodying all that it is to be Chosen by Luna.

**Full Moon:** The minimum damage of any attack the Exalt makes while his anima flares at the (11+) mote level is increased by 2.

**Changing Moon:** The Exalt's anima becomes a light-shattering blaze of essence when it flares at the (11+) mote level, subtracting (Essence) dice from the attack pool of any enemy who attacks him as an internal penalty, so long as they can see him.

**No Moon:** The Willpower cost of any sorcery spell the Exalt casts while his anima flares at the (11+) mote level is reduced by one, to a minimum of zero. This benefit does not apply to necromancy.

**Casteless:** Casteless Lunars benefit from this Charm according to whatever Caste's anima they are emulating at the time.

In the First Age, Lunars of the now-lost castes gained the following benefits:

**Waxing Moon:** When employing his anima power, the Exalt doubles the normal soak benefit against creatures of the Wyld. While his anima flares at the (11+) mote level, the minimum damage of attacks directed at creatures of the Wyld is raised by one die.

**Half Moon:** Whenever the Exalt makes a Join Battle, Join Debate, or Join War roll while his anima is at the (11+) mote level, he is treated as having rolled a number of successes equal to the highest rolled by any combatant, acting on the first tick of battle along with them—unless the Lunar's own roll is higher than any other characters. In addition, he receives (Essence + 2), rather than (Essence), bonus dice on rolls to detect unexpected attacks.

**Waning Moon:** The benefits gained by Waning Moon Lunars are identical to those of Changing Moon Lunars.

## SHEEP AND SHEPHERD UNDERSTANDING

**Cost:** –; **Mins:** Charisma 4, Essence 3; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Thousand Streams Defender

As the Moon's Chosen renew and rebuild the world and its peoples, so too are they renewed in their own strength. The Lunar may recover a single point of Willpower at the end of any scene she spends working to aid, defend, or strengthen any character, society, or ideal for which she has a positive Intimacy. And yet, while any stewardship can strengthen and reaffirm the Lunar's soul, the most satisfying is that of her Solar mate. Luna blessed them with responsibility for the Sun's Chosen, and they are most heroic when they stand back-to-back with their mates. If the Lunar aids her Solar mate in a way that helps him achieve or accomplish his Motivation, she instead regains three points of Willpower.

## MANIPULATION

### LION KNOWS NO BETTERS

**Cost:** 3m; **Mins:** Manipulation 3, Essence 3; **Type:** Reflexive

**Keywords:** Combo-OK, War

**Duration:** Instant

**Prerequisite Charms:** Any Manipulation Excellency

Cleverly tricking her own troops, the Lunar downplays a threat, making it seem far less dangerous than it actually is. She might dismiss a sorcerer's battle-magics as mere illusions, mock an attacking army's soldiers as being armored eunuchs, or distract her men from an oncoming behemoth with a loud and bawdy round of song. The Lunar may activate this Charm whenever a unit she leads makes a Morale roll, allowing her to instead roll her Manipulation.

### THOUGHT-THINNING METHOD

**Cost:** 8m; **Mins:** Manipulation 3, Essence 3; **Type:** Simple

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

**Duration:** Instant

**Prerequisite Charms:** Any Manipulation Excellency

A Lunar can pluck the nightmare out of dreams, the madness out of the insane. Laying hands upon the brow of another, the Steward may draw out any impurities from their thoughts. Each invocation of this Charm may be used to perform one of the following effects:

- Cure any one derangement the subject suffers from. If the cured derangement was taken at character creation to gain bonus points, the subject incurs an experience points debt equal to three times its mutation point value.
- Negate a single Charm or similar effect exerting unnatural mental influence on the subject. If the effect costs more than a single point of Willpower to resist, the Lunar must spend a point of temporary Willpower to remove it. This Charm can counteract mental influences caused by sorcery, but only if the spell's effect was instant. Ongoing effects can only be dispelled with appropriate countermagic.
- Erode (Manipulation) points from any one of the subject's Intimacies, to a minimum of 0. If the subject does not willingly cooperate with the Lunar, they must succeed on a (Manipulation + Presence) roll, at a difficulty of the victim's Dodge MDV. When used in this way, this Charm is an Emotion effect that exerts unnatural mental influence, and may be resisted by spending a two points of Willpower.

### MIND-BENDING ARTS

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Thought-Thinning Method

Luna's light draws in the tides of the Wyld, letting its madness bleed into Creation. It is not outside the purview of her Chosen to cause madness, to play with minds and cast them in new forms. This Charm enhances the range of actions the Lunar may take when invoking Thought-Thinning Method, adding the following options:

- The Lunar may increase the strength of any derangements the subject suffers from by one step. She must succeed on a (Manipulation + Presence) roll, at a difficulty of the victim's Dodge MDV. When used in this way, Thought-Thinning Method is an Illusion effect that exerts unnatural mental influence, and may be resisted by spending a two points of Willpower.
- The Lunar may embed a single command within her sub-

ject's mind, an order they must fulfill to the best of their ability. She must succeed on a (Manipulation + Presence) roll, at a difficulty of the victim's Dodge MDV. When used in this way, Thought-Thinning Method is a Compulsion effect that exerts unnatural mental influence, and may be resisted by spending a two points of Willpower.

- The Lunar may cause the subject to gain an Intimacy, with any object and emotional context of their choice. She must succeed on a (Manipulation + Presence) roll, at a difficulty of the victim's Dodge MDV. When used in this way, Thought-Thinning Method is an Emotion effect that exerts unnatural mental influence, and may be resisted by spending a two points of Willpower.

### MEMORY-SPINNING GOSSAMER COUTURE

**Cost:** — (+2m, 1wp); **Mins:** Manipulation 5, Essence 5; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Mind-Bending Arts

Such fragile things as memories are easily forged or unmade at the hands of the Lunar Exalted, little more durable than spider-webs in their clutches. This Charm enhances the range of actions the Lunar may take when invoking Thought-Thinning Method, adding the following options, at the cost of an additional two motes and a point of Willpower:

- The Lunar may erase the victim's memories. They may choose to erase either all memories of a specific person, thing, or event, or else erase up to (Essence) years of their victim's memories. She must succeed on a (Manipulation + Presence) roll, at a difficulty of the victim's Dodge MDV. When used in this way, Thought-Thinning Method is an Illusion effect that exerts unnatural mental influence. The victim may spend two points of Willpower to recover their lost memories for a single scene, after which they once again fade away. Once they have spent (Essence x 2) Willpower resisting this influence, their memories are permanently restored. As a specialized use of this ability, the Lunar may strip away all dots the subject has in any one Ability, or a single dot from any of the subject's mental Attributes. The subject loses access to any Charms whose Ability or Attribute minimums they no longer meet. They may regain the lost dots by spending Willpower to resist this Charm's effects, as above.
- The Lunar may insert false memories into her subject's mind. These could range from a set of memories about a specific person, thing, or event (for instance, making them remember the Lunar as an old lover) or simply a certain span of false memories, up to (Essence) years. She must succeed on a (Manipulation + Presence) roll, at a difficulty of the victim's Dodge MDV. When used in this way, Thought-Thinning Method is an Illusion effect that exerts unnatural mental influence. The victim may spend two points of Willpower to recognize the memories as false for a single scene, after which the Illusion once again reasserts itself. Once they have spent (Essence x 2) Willpower resisting this influence, the Illusion is permanently broken. As a specialized use of this ability, the Lunar may train the subject in any Ability or mental Attribute, raising the chosen trait to a maximum of (Essence) as a training effect, although the Lunar cannot increase other's traits past her own.

## BEAST-MIND METANOIA

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

**Keywords:** Social

**Duration:** Permanent

**Prerequisite Charms:** Labyrinth of the Beast

The Lunar Exalted contain both mortal and bestial nature in their own exaltation, a union of twin essences. But should their man-nature fail them, should it not be enough, then they can cast it aside, and embrace the beast. This Charm upgrades Labyrinth of the Beast. The Lunar may accept a single point of Limit when activating it to defend against any form of mental influence, not just unnatural mental influence. If this causes his Limit to break, or if his Limit breaks at any time in the same scene, then he treats all mental influence as unacceptable orders for the duration of his Limit Break.

This Charm functions slightly differently for characters who are not afflicted by the Great Curse. Should they suffer Limit Break as a consequence of using this Charm, or in the same scene that they use it, they do not suffer the usual loss of Willpower. Instead, they enter Limit Break as if from a Lunar Virtue Flaw, chosen by the player. Players are encouraged to choose a Limit Break that is particularly antithetical to the influence they resist, although this is not a necessity.

## HONEY AND VINEGAR DEFENSE

**Cost:** — (+1m per target); **Mins:** Manipulation 5, Essence 3;

**Type:** Permanent

**Keywords:** Compulsion, Social

**Duration:** Permanent

**Prerequisite Charms:** Commanded to Fly

The Lunar Exalted defend their allies in body and mind both. Should they be seduced or controlled by unsavory influence, the Steward must save them in the only way they can—by being the superior seductress. This Charm upgrades Commanded to Fly. The Lunar may use it to make a counterattack in response to any mental influence, not only that which targets him. He may exert unnatural mental influence on any number of characters targeted by the influence he activates it in response to, paying one mote for each additional target. He makes a single (Manipulation + Performance) roll when targeting multiple characters, successfully influencing all characters whose Dodge MDV he overcomes (including, potentially, himself). All targets suffer a -1 penalty to their Dodge MDV, as per usual. Characters may resist the influence of this Charm without needing to spend any points of Willpower to do so, although doing so still counts as resisting unnatural mental influence.

## SEVEN BUTTERFLY RAINBOW

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Butterfly Eyes Defense

Lunar tricksters have enough cunning for an entire pack. This Charm upgrades Butterfly Eyes Defense. The Lunar may pay a surcharge of one mote to activate it on behalf of any character within (Manipulation) yards, causing that character to appear to be capable of perfectly dodging or blocking all attacks for one action. If the Lunar knows Butterfly Eyes Sword, this Charm's

benefits extend to it as well, allowing him to cloak attacks made by other characters behind a threatening illusion. However, he cannot use it to enhance an attack that already benefits from other Charms.

## BUTTERFLY EYES SWORD

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

**Keywords:** Combo-OK, Illusion

**Duration:** Instant

**Prerequisite Charms:** Butterfly Eyes Defense

The Moonchild makes a deceptive blow, a strike so terrifying that it must have hit. If an attack roll supplemented by this Charm beats its target's Dodge MDV, they suffer unnatural mental influence, convincing them that they have been horribly wounded by the Lunar's attack. The wound penalties they suffer are increased by -1 for the rest of the scene, unless they spend a point of Willpower to resist this unnatural mental influence.

## WORTHLESS RAT DEGRADATION

**Cost:** 6m, 1wp; **Mins:** Manipulation 4, Essence 3; **Type:** Simple (Speed 6 in long ticks)

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

**Duration:** Instant

**Prerequisite Charms:** Creating the Wolf Attitude

The Lunar Exalted cull away incompetents and layabouts, strengthening societies by removing their weakest members. This Charm is a Manipulation-based social attack against a social unit with a Magnitude of 1+. The Lunar must have spent several hours within the past year encouraging the desired belief within the group before using this Charm, and this Charm must be activated within the presence of at least one member of the group. The Lunar rolls (Manipulation + Socialize) against the leader of the group's Dodge MDV, at an external penalty equal to half the group's Magnitude. If the roll succeeds, this Charm exerts unnatural mental influence against the social unit, causing them to believe that a character named by the Lunar is an incompetent or worthless person, possessed of all the vices they dislike.

The character named by the Lunar finds it much harder to work and move within the affected group. He suffers an external penalty equal to the Lunar's (Essence) on any social roll made to convince or persuade a group member to admit him into the group, work with him on a project as part of the group, or to promote him to a higher position within the group. Any attempt made to establish a negative Intimacy towards him in a group member takes only a single scene, so long as the Intimacy's emotional context is based on his membership within the group. The social unit, or any social units with Magnitude 1+ that splinter off from it, may resist this unnatural mental influence for a cost of six Loyalty.

The named character may attempt to undo the Lunar's rumor-mongering by making a dramatic action, lasting several hours, as he attempts to promote himself. He must make a ([Charisma or Manipulation] + Socialize) roll at a difficulty of the unit leader's Dodge MDV, suffering an external penalty equal to half the group's Magnitude, in addition to the external penalty inflicted on his social rolls by this Charm. Should he succeed, the group must either spend the Loyalty to resist the influence exerted by this Charm as soon as it can, unless the unit's leader spends one

Loyalty to ignore his campaign. Charm-enhanced efforts using contrary mental influence on the unit may prove more effective.

### FIRST-BORN CUB ADORATION

**Cost:** 6m, 1wp; **Mins:** Manipulation 4, Essence 3; **Type:** Simple (Speed 6 in long ticks)

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

**Duration:** Instant

**Prerequisite Charms:** Feeding the Bear Progression

The Lunar Exalted make obvious the talents and merits of mortals, strengthening societies by filling all roles with the most qualified candidates. This Charm is a Manipulation-based social attack against a social unit with a Magnitude of 1+. The Lunar must have spent several hours within the past year encouraging the desired belief within the group before using this Charm, and this Charm must be activated within the presence of at least one member of the group. The Lunar rolls (Manipulation + Socialize) against the leader of the group's Dodge MDV, at an external penalty equal to half the group's Magnitude. If the roll succeeds, this Charm exerts unnatural mental influence against the social unit, causing them to believe that a character named by the Lunar is an excellent and upstanding person, possessed of all the virtues they admire.

The character named by the Lunar finds it much easier to work and move within the affected group. He gains (Essence) automatic successes on any social roll made to convince or persuade a group member to admit him into the group, work with him on a project as part of the group, or to promote him to a higher position within the group. Any attempt made to establish a positive Intimacy towards him in a group member takes only a single scene, so long as the Intimacy's emotional context is based on his membership within the group. The social unit, or any social units with Magnitude 1+ that splinter off from it, may resist this unnatural mental influence for a cost of six Loyalty.

### TENDING THE FLOCK MEDITATION

**Cost:** 10m, 2wp; **Mins:** Manipulation 4, Essence 3; **Type:** Simple

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

**Duration:** One week

**Prerequisite Charms:** Creating the Wolf Attitude, Feeding the Bear Progression

The Lunar Exalted build societies from the foundations up, establishing social decorum and protocol that emulates that of animal society. This Charm trains an organized social group, and requires five or more hours of effort in any given week to be effective. In each week of training, the Lunar chooses one trait to improve: either Charisma, Manipulation, or Appearance; or Integrity, Linguistics, Performance, Presence, Socialize, or Survival. This Charm increases that trait for each member of the unit by one, to a maximum of four (or the Lunar's rating in the trait, if it is lower). The Lunar may train herself as part of the unit.

### LESSON OF THE PEACOCK'S FEATHERS

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Tending the Flock Meditation

Putting his students through extremes of both asceticism and

decadence, the Lunar can show them what is most important, strengthening their passions. This Charm upgrades Tending the Flock Meditation. The Lunar may use it to strengthen his students's Intimacies. Each week spent training to strengthen Intimacies grants the student a phantom dot of Conviction. This bonus Conviction only counts towards determining how many scenes must be spent to erode his Intimacies. No character may be granted more dots of phantom Conviction than their actual rating in the Virtue, and the Exalted cannot benefit from this effect. In addition, the Lunar may also use Tending the Flock Meditation to train his student's Willpower, raising it to a maximum of seven.

## APPEARANCE

### FLASHING LUNAR PASSION

**Cost:** — (+Varies); **Mins:** Appearance 3, Essence 3; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Irresistible Silver Spirit

Luna's Chosen are beautiful beyond imagining. Such elegance, such impossible grace, commands the love of all who see them. This Charm upgrades Irresistible Silver Spirit. Upon activating it, the Lunar may commit any number of motes. Each mote committed reduces the duration of Irresistible Silver Spirit by a single action, to a minimum duration of one action. For every two motes committed to this Charm increases the number of automatic successes that Irresistible Silver Spirit adds to the Lunar's combat actions, to a maximum bonus of (Appearance ÷ 2) automatic successes. These motes remain committed until Irresistible Silver Spirit ends.

### HAUNTING THE HEN HOUSE

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

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

**Duration:** One scene

**Prerequisite Charms:** One of the Herd

When need be, the Lunar Exalted are as a pack. The Lunar shapes (Appearance) ephemeral doubles of themselves, quasi-real figments shaped of his own Essence. Each one is indistinguishable from the real Lunar, unless examined with Charms that perfectly pierce disguises. The figments have the same basic traits as the Lunar's current form, including Abilities and Attributes, Virtues, and Willpower, but they are all Extras, and have an Essence score of 1. They have none of the Lunar's magical items or powers. The Lunar controls the actions of all his duplicates.

### DRONE-QUEEN SYMBIOSIS

**Cost:** 3m, 1wp; **Mins:** Appearance 3, Essence 3; **Type:** Reflexive (Step 2)

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Haunting the Hen House

The hive is not harmed by the loss of its drone and soldier bees. So long as the queen still lives, the hive survives. The Lunar must have activated Haunting the Hen House in order to use this Charm. In response to any attack of which she is aware

of, the Lunar may activate this Charm in order to swap places with any of the duplicates created by Haunting the Hen House within (Essence x 10) yards of her.

This is not magical teleportation, but rather a retroactive revelation that the “true” Lunar was somewhere else all along. The attack targets the copy, rather than the Lunar. However, this defense cannot be activated against attacks made by any character who is capable of piercing the disguise effect of Haunting the Hen House, as they are beyond being fooled by such deceptions. Although this Charm redirects the attack, rather than truly defending against it, its restrictions are considered a unique Flaw of Invulnerability.

Peacock’s Irresistible Grace

**Cost:** — (+5m); **Mins:** Appearance 4, Essence 3; **Type:** Permanent  
**Keywords:** Emotion, Social

**Duration:** Permanent

**Prerequisite Charms:** Glance-Oration Technique

To witness the sheer sublime grace of the Lunar Exalted is to fall hopelessly in love, moonstruck by their impossible beauty. This Charm upgrades Glance-Oration Technique. The Lunar may spend an additional 5 motes when invoking it to become supernally seductive. Any character that the Lunar successfully influences with a social attack made through their body language develops a supernatural intimacy of lust or love towards the Lunar unless he resists that influence. The Lunar chooses the nature of the Intimacy. This intimacy can be eroded normally, but doing so takes a number of scenes equal to the victim’s Conviction or the Lunar’s Appearance, whichever is higher.

### LEGEND-SUMMATION STANCE

**Cost:** —; **Mins:** Appearance 5, Essence 4; **Type:** Permanent  
**Keywords:** Social

**Duration:** Permanent

**Prerequisite Charms:** Glance-Oration Technique

The Lunar Exalted need not speak to make their points heard. A sultry glance, a perked-up ear, a quiver of the tail—with these, a Lunar can sway any audience. This Charm upgrades Glance-Oration Technique. Any Performance-based social attack the Lunar makes through body language while it is active has its Speed reduced by two, rather than one, to a minimum of Speed 3. In addition, this Charm grants the Gift keyword to Glance-Oration Technique, allowing the Lunar to commit three motes when he uses Deadly Beastman Transformation to gain its full benefits.

At Essence 6+, a Lunar with Stance-as-Thought Stride adds the Gift keyword to it as well. He may commit an additional three motes when they use Deadly Beastman Transformation to gain its benefits. They must choose a single specific appearance to take on. However, Intimacies created by Stance-as-Thought Stride when activated as a Gift Charm only last until the end of the scene in which they were created.

### BLOOD-CURDLING SAVAGE MIEN

**Cost:** 2m; **Mins:** Appearance 4, Essence 3; **Type:** Supplemental  
**Keywords:** Combo-OK, Emotion, Fury-OK

**Duration:** Instant

**Prerequisite Charms:** Glance-Oration Technique

The wrath of the Lunar Exalted is terrifying to behold. This Charm supplements a physical or social attack, causing the Lunar to seem a horrific monster to their foes. The victim of the

attack takes a penalty to their DVs or MDVs equal to the difference between the Lunar’s Appearance and their own Valor, to a maximum penalty of -3. If the enemy’s Valor is higher than the Lunar’s Appearance, they do not receive a bonus to their DVs or MDVs. This Charm’s effects are a form of unnatural mental influence, and a character may spend three Willpower to resist the effects of Blood-Curdling Savage Mien for a scene. When activated as part of Relentless Lunar Fury, this Charm’s effects apply to all physical attacks the Lunar makes.

## PERCEPTION

### INSATIABLE DEMON-HUNTING GLUTTONY

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

**Duration:** Permanent

**Prerequisite Charms:** God-Cutting Essence

The first prey of the Lunar Exalted were the titans themselves, the primordial invincible and immortal. This Charm grants the Fury-OK keyword to God-Cutting Essence. When it is used with Relentless Lunar Fury, the Lunar’s attacks may harm immaterial spirits, and deal aggravated damage to them. In addition, the raw damage of any attack he makes against immaterial spirits is doubled.

### SILVER FALCON CONCENTRATION

**Cost:** 1m; **Mins:** Perception 3, Essence 3; **Type:** Supplemental  
**Keywords:** Combo-OK, Fury-OK

**Duration:** Instant

**Prerequisite Charms:** Eagle Eye Advantage

Like the falcon diving through the air, wings spread against the wind, so too do the Lunar’s quarrels fly. And, just as the falcon’s eyes unerringly watch its mark, ever attentive, ever focused, so too is the Lunar’s aim insuperable. An attack supplemented by this Charm doubles any dice it receives from an Aim action. In addition, if the attack receives any dice at all from aiming, the Lunar may ignore all external penalties for making called shots. When activated as a part of Relentless Lunar Fury, this Charm’s benefits apply to every attack the Lunar makes for the duration.

### HAWK-AND-WOLF SENSES

**Cost:** — (1wp); **Mins:** Perception 5, Essence 4; **Type:** Permanent  
**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Heightened (Sense) Method

The full moon’s light spans all Creation, laying bare the truths hidden by night. So too do the senses of the Lunars pierce through all deception and disguise. This Charm upgrades Heightened (Sense) Method. While it is active, the Lunar may spend a point of Willpower to triple their successes on a Perception-based roll, rather than doubling them. Furthermore, they may remove the unexpected quality from an attack or social attack by spending a point of temporary Willpower, so long as the chosen sense could be used to perceive them. In addition, this Charm grants the Gift keyword to Heightened (Sense) Method, allowing the Lunar to commit one mote when he uses Deadly Beastman Transformation to gain its full benefits. If the Lunar has learned Heightened (Sense) Method for multiple senses, he need only commit one mote to gain its benefits for all of them.

## ALL GLAMOUR FADES

**Cost:** 6m, 1wp; **Mins:** Perception 3, Essence 3; **Type:** Simple

**Keywords:** Combo-Basic, Shaping, Wyld

**Duration:** Instant

**Prerequisite Charms:** Wyld-Sensing Instincts

Faced with the authority of Luna's Chosen, even the Wyld must accede to their will. How quickly its glamour fades. With a successful (Perception + Occult) roll, the Lunar may unweave all works of glamour within (Essence x 5) yards of himself, so long as the successes he rolled exceeds the appropriate Shaping trait of the raksha who created the glamour. Even permanent works of glamour can be unwoven, with a difficulty of the (Essence x 2) of the raksha who created it. However, doing so requires the Lunar spend an additional point of Willpower for each work of permanent glamour undone.

## OUTWORLD MESSIAH PILGRIMAGE

**Cost:** -(+5m, 1wp); **Mins:** Perception 5, Essence 5; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Wyld Migration Formation

When the Lunar Exalted command the dangers of the Wyld to recede, the chaos parts. By spending an additional 5 motes and a point of temporary Willpower when activating Resisting the Lure of Madness or Wyld-Sensing Instincts, the Lunar may lead and affect groups of any Magnitude with them, so long as the whole group can fit within a single waypoint. If this surcharge is paid, the Lunar always succeeds on the the (Perception + Awareness) roll to use Wyld-Sensing Instincts even if he rolls no successes, with at least (Essence) threshold successes. In addition, characters protected by his Resisting the Lure of Madness Charm become immune to Wyld mutations, in addition to derangements. The surcharge to use this Charm is waived for Lunars with Essence 7 or greater.

## INTELLIGENCE

### LOYAL HOUND NATURE

**Cost:** 1m; **Mins:** Intelligence 2, Essence 1; **Type:** Reflexive

**Keywords:** Combo-OK, Social

**Duration:** Indefinite

**Prerequisite Charms:** None

The Lunar Exalted are great in heart. The loves, the hatreds, the desires of their trusted kindred are their own—and if a Lunar's packmate does not have the strength to bear such a passion, then the Lunar has more than enough for both of them. Whenever the Lunar witnesses a character take an action that supports or works towards an Intimacy, they may activate this Charm to immediately learn the nature of the Intimacy. If they commit the cost of this Charm, they gain an Intimacy to the same subject with an identical emotional context for as long as they maintain this commitment. This Intimacy does not count towards the maximum number they may sustain at one time. The Lunar may activate this Charm as an innate power, which does not count as Charm activation, to recognize and emulate Intimacies from their Solar mate. This Charm cannot reveal the Intimacies of a character who wishes to conceal them, and fails

automatically in such cases.

### BOWERBIRD WEAVING METHOD

**Cost:** 4m, 1wp; **Mins:** Intelligence 5, Essence 3; **Type:** Supplemental

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Any Dexterity Excellency, Any Intelligence Excellency

The Lunar Exalted are clever craftsman and planners, wise to every shortcut and trick there is. The time needed to complete a dramatic action supplemented by this Charm is divided by the Lunar's base (Intelligence). If the Lunar has Essence 4, the time is instead divided by his (Intelligence x 2). The Lunar can achieve this supernatural efficiency in almost any way he can conceive of. He might move at supernatural speeds, extend amorphous pseudopodia to aid in his task, or exploit the nature of the Wyld to bend the flow of time. No matter how he achieves the effect, however, this Charm is always Obvious. The Lunar cannot use this Charm to speed training times.

### MOMENT OF MILLENNIAL GENIUS

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

**Keywords:** Wyld

**Duration:** Permanent

**Prerequisite Charms:** Bowerbird Weaving Method

Bending the outer chaos of the Wyld to his advantage, the Lunar seems to complete the work of months in mere minutes. This Charm upgrades Bowerbird Weaving Practice. If used in the Wyld, it divides the time needed to complete a dramatic action by the Lunar's (Intelligence x 3). If the Lunar also has Luna's Blessed Hands, this benefit is extended to any Craft-based action he takes to create or repair an artifact made out of moonsilver, even if he is not in the Wyld.

### COSMIC SEED GENESIS

**Cost:** -; **Mins:** Intelligence 5, Essence 5; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Ritual of Lunar Stability

The Lunar Exalted claim the Wyld as their own, crystallizing its inchoate chaos and formless infinities into their own domain. This Charm upgrades Ritual of Lunar Stability. When used on land that the Lunar owns, the Lunar may make its effects permanent without the need to commit motes or spend dots of Permanent Willpower. They must still tie this Charm to a token, and its effects end normally if the token is destroyed. Furthermore, the Lunar may choose to reduce or increase the intensity of the Wyld within the claimed territory by one step. However, the Lunar cannot convert Bordermarches into true Creation, or even tainted lands, nor ever create Pure Chaos.

### GREAT HEART OF THE MOON-HERO

**Cost:** -; **Mins:** Intelligence 3, Essence 2; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Righteous Lon Defense

The Lunar Exalted are champions of their passions, and will not be swayed from what they set sacred in their hearts. This

Charm enhances the Lunar's ability to maintain positive Intimacies. Such Intimacies require (Willpower + Conviction) scenes spent eroding them in order to be removed. The time needed to build such Intimacies is unchanged. The Lunar may also extend this benefit to negative Intimacies, if they align with a positive Intimacy that he possesses. For example, a Lunar with an Intimacy of love towards Creation could apply the benefits of this Charm to an Intimacy of hatred towards the raksha.

### SUDDEN REALIZATION BRILLIANCE

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Inevitable Genius Insight

Sudden inspiration washes over the Lunar like a tide of knowledge, opening his mind to impossible solutions and possibilities. This Charm upgrades Inevitable Genius Insight. Upon activating it, the Lunar may choose to reduce its duration to one scene, bending his mind to the task at hand. If he does, he increases the amount of automatic successes added by Inevitable Genius Insight to (Intelligence ÷ 2). If the Lunar uses this brilliant moment of genius to work on a project but fails to complete it, he cannot use Inevitable Genius Insight to enhance any later attempts at working on it. Once his genius has burned bright, it burns no more.

### INSTRUCTION IN LEAF AND BONE

**Cost:** 10m, 2wp; **Mins:** Intelligence 4, Essence 3; **Type:** Simple

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

**Duration:** One week

**Prerequisite Charms:** Inevitable Genius Insight

The Stewards guard not only Creation, but also Creation's lore. It is their duty to preserve and pass down the secrets of brush and thistle, of beast and bird. This Charm trains an organized social group, and requires five or more hours of effort in any given week to be effective. In each week of training, the Lunar chooses one trait to improve: either Perception, Intelligence, or Wits; or Awareness, Craft (Air, Earth, Fire, Water, or Wood), Lore, Medicine, Occult, or Survival. This Charm increases that trait for each member of the unit by one, to a maximum of four (or the Lunar's rating in the trait, if it is lower). The Lunar may train herself as part of the unit.

### LESSON OF THE LEARNED APE

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Instruction in Leaf and Bone

Lunar lore-keepers know how the lion cub first learns to hunt his prey, and how the eaglet first discovers flight. Encouraging and inspiring their students to develop and grow is no different. This Charm upgrades Instruction in Leaf and Bone. When the Lunar activates it, he may choose not to train his students in any trait. Instead, that activation counts as a single month of training for any non-magical trait for his students, each one choosing their own course of study. This does not count as a Training effect, and does not allow students to purchase traits that they cannot afford with banked experience points. The Exalted cannot benefit from this Charm's effects.

### MELTING SELF SATORI

**Cost:** —; **Mins:** Intelligence 2, Essence 4; **Type:** Permanent

**Keywords:** Wyld

**Duration:** Permanent

**Prerequisite Charms:** Laughing Into the Teeth of Madness

Opening her soul to the endless chaos of the Wyld, the Lunar realizes that she is but a drop of order drifting within a sea of transformation. She cannot be shaped into any other pattern, for she is as the chaos, inchoate and beyond any shape, constrained by her own will into this form alone. This Charm upgrades Laughing Into the Teeth of Madness when activated within the Wyld, increasing its duration to one day. The Lunar achieves unparalleled harmony with the Wyld, adding one automatic success to all actions she takes while in it.

However, this Charm draws on dangerous Wyld energies, and overusing it can poison or shatter the minds of an unwary Lunar. If the Lunar keeps Laughing Into the Teeth of Madness activated for more than one scene, they become vulnerable to overuse. Whenever they resist a shaping effect with it, they roll a single die, gaining a point of Limit if it rolls a success. In Pure Chaos, they instead automatically gain a point of Limit.

Should Limit gained through overuse of this Charm send the Lunar into Limit Break, they lose the protection from this Charm against shaping effects that alter their mind for as long as it remains active, allowing them to gain derangements from exposure to the Wyld. They may break their commitment to this Charm and activate it again to regain its full benefits, though they cannot always afford the costs of a second activation. Worse still, while in Limit Break, the Lunar is afforded no protection against whatever insidious shaping led to the breaking of the Lunar Castes.

### FLESH-BLIGHTING MASTERY

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

**Keywords:** Shaping

**Duration:** Permanent

**Prerequisite Charms:** Flesh-Sculpting Art

The Flesh-Sculpting Art is an ancient technique of medicinal healing, shaping injured or disfigured flesh into wholeness and health. But the same magic that seals wounds and re-affixes severed limbs is equally capable of melting flesh or warping organs. This Charm enhances the range of actions the Lunar may take when invoking Flesh-Sculpting Art, adding the following options.

- The Lunar may simply maim with a touch, dealing (Intelligence) unsoakable dice of aggravated damage. This damage can be healed by normal means, but any magic capable of undoing hostile Shaping is also capable of fully removing it.

- The Lunar may mutilate a limb or organ, rendering it useless. Doing so inflicts an amputation disability of the Lunar's choice on the victim. This does not actually sever or destroy limbs, but merely renders them so warped as to be incapable of doing anything. As the target rests and heals, the deformed limb will gradually meld and shift back into its original shape over the course of a full day of rest.

- The Lunar may strip away a single dot of Strength, Dexterity, Stamina, or Appearance from his victim, blighting their entire body as they sculpt it into a new, weakened form. Lost

Attribute dots can be recovered with a full day of rest.

### MOONLIGHT-SPUN SILK

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Argent Weaver Art

At the heart of every Lunar Exaltation beats a seething spark of Wyld energies, at once utterly alien and utterly immanent to their essence. In the same way that the moon's light crystallizes the Wyld into moonsilver, so too may the Lunars weave their own essence with Wyld potential. This Charm allows the Lunar to spin webs of moonsilver with their Argent Weaver Art. Whenever they use a web line to attack, it gains the magical material bonuses of moonsilver. In addition, the webs are treated as being made from moonsilver for purposes of being damaged and destroyed.

### WRAPPED-YEDDIM WEBBING METHOD

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Argent Weaver Art

A spider's silk is stronger than steel; a Lunar's is stronger than adamant. This Charm strengthens the webbing produced by the Lunar's Argent Weaver Art, doubling the Lunar's (Intelligence + Essence) rating for determining the tensile strength of the webs. At Essence 5+, it is instead quadrupled. A Lunar with Essence 6 can spend 5 motes and a point of temporary Willpower to produce a strand with effectively infinite tensile strength, capable of bearing objects any weight regardless of the (Strength + Athletics) pool required to lift them.

### COUNTLESS LUSTROUS STRANDS

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

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

**Duration:** One scene

**Prerequisite Charms:** Argent Weaver Art

With a surge of essence and a flick of a silken strand, a Lunar can easily topple mighty foes. This Charm allows the Lunar to spin web lines without spending a mote, and to make ranged unarmed attacks with the web lines spun with his Argent Weaver Art. He rolls (Dexterity + Martial Arts) to attack with the webs, but does not add his Strength to their raw damage. Web attacks have the following statistics: Speed 5, Accuracy +(Intelligence), Damage (Intelligence + Essence), Rate 3, Range (Intelligence x 10). The web attacks may deal either bashing or lethal damage, as the Lunar chooses. At Essence 5+, the Lunar may spend two additional motes when invoking this Charm to increase his webbing's damage to ((Intelligence x 2) + Essence), and to grant it the Piercing tag. When using his web lines as lassos or nets, the Lunar may use the improved statistics from this Charm in place of those weapons' normal statistics. When the Lunar uses Deadly Beastman Transformation, he may commit three motes to gain the highest benefits of Countless Lustrous Strands he can access.

## WITS

### STALKING PREDATOR STYLE

**Cost:** 2m; **Mins:** Wits 2, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK, Fury-OK

**Duration:** Instant

**Prerequisite Charms:** Any Wits Excellency

Like the tiger hunting its prey, the Lunar blends into his surroundings, concealing himself until the moment to strike has come. This Charm may enhance any action to hide or conceal one's self. The Lunar is considered to meet the requirements needed to establish or re-establish surprise, regardless of whether there is actually any cover for him to hide behind. In addition, all characters suffer a -1 external penalty on any roll to notice the Lunar while he remains concealed. When activated as a part of Relentless Lunar Fury, this Charm allows the Lunar to be treated as always meeting the requirements to establish surprise.

### CHAMELEON FADE METHOD

**Cost:** 3m; **Mins:** Wits 4, Essence 3; **Type:** Reflexive

**Keywords:** Combo-OK, Gift

**Duration:** One scene

**Prerequisite Charms:** Stalking Predator Style

Like a chameleon fading into the greens and browns of the jungle, a Lunar can disguise themselves from every eye. While this Charm is active, the Lunar is completely invisible, impossible to detect by sight alone. Unless he speaks or otherwise gives himself away, attempts made to locate him with non-magical hearing or scent suffer an external penalty of (Wits), although he can still be detected normally by touch and taste. Characters with supernatural hearing or scent, exotic senses not dependent on sight, or essence sight ignore this camouflage, and may perceive the Lunar normally. If the Lunar makes an attack or a similar violent or excessive motion, this Charm's duration ends. However, simply moving never disrupts this Charm, regardless of speed. When the Lunar uses Deadly Beastman Transformation, he may commit three motes to gain the benefits of this Charm for the duration. Attacking still causes its benefits to lapse, although the Lunar may re-commit the motes as a miscellaneous action to reinstate the effect.

### DISTRACTING SKUNK MIASMA

**Cost:** 3m; **Mins:** Wits 4, Essence 3; **Type:** Reflexive

**Keywords:** Combo-OK, Gift

**Duration:** One scene

**Prerequisite Charms:** Stalking Predator Style

Even the most devoted bloodhound loses his way when confronted with the overpowering odor of the humble skunk. It is a trick that any Lunar would avail himself to learn. While it is active, the Lunar's scent is masked beneath a weave of pungent essence-aroma, making him impossible to detect by any form of scent, mundane or magical. Other senses may still perceive him normally. Characters with supernatural sight or hearing, exotic senses not dependent on smell, or essence sight ignore this camouflage, and may perceive the Lunar normally. Any attempts made to track the Lunar while this Charm is active suffer an external penalty of (Wits). When the Lunar uses Deadly Beastman Transformation, he may commit three motes to gain the benefits of this Charm for the duration.

### SWOOPING OWL WINGS

**Cost:** 3m; **Mins:** Wits 4, Essence 3; **Type:** Reflexive

**Keywords:** Combo-OK, Gift

**Duration:** One scene

**Prerequisite Charms:** Stalking Predator Style

Owls silently wing their way through the night, their perfect feathers making not the least sound. And still, they are but novices of stealth compared to their elder brothers among the Lunar Exalted. While it is active, the Lunar's every motion becomes perfectly silent, making him impossible to detect by any form of hearing, mundane or magical. Other senses may still perceive him normally. Characters with supernatural sight or scent, exotic senses not dependent on sound, or essence sight ignore this camouflage, and may perceive the Lunar normally. In addition, perfectly silent motion makes it difficult to pinpoint or trace the Lunar's attacks, even if he shows himself. Whenever the Lunar makes an attack, all characters must succeed on a (Wits + Awareness) roll at a difficulty of the Lunar's (Wits) to notice that he was responsible. When the Lunar uses Deadly Beastman Transformation, he may commit three motes to gain the benefits of this Charm for the duration.

### CRYPTIC UNKNOWN BEAST

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Chameleon Fade Method, Distracting Skunk Miasma, Swooping Owl Wings

What of Gaia's children is the stealthiest of all? Is it the stalking tiger or the hunting falcon, the crawling spider or the hidden stonefish? It is none of them, of course. The stealthiest animal is the one that no one has ever seen. This Charm upgrades Chameleon Fade Style, Distracting Skunk Malaise, and Swooping Owl Wings. Whenever the Lunar activates any of them, he may activate the other two as innate powers, which does not count as Charm activation. Their mote cost is waived. In addition, if the Lunar activates all three Charms as gift effects, he need only commit a single mote for each. In addition, while all three Charms are active, the Lunar cannot be detected by any exotic senses or by essence sight.

### TRACKLESS SQUIRREL CLAMBERING

**Cost:** 5m (+1wp); **Mins:** Wits 4, Essence 3; **Type:** Supplemental

**Keywords:** Combo-OK, Wyld

**Duration:** Instant

**Prerequisite Charms:** The Spider's Trap Door

In the furthest forests of the East, a squirrel can traverse miles by leaping from tree to tree, never leaving the leafy canopy of the woods, never leaving a single paw-print in the dirt. The Lunars can leave just as little trace or trail of their movement as this bold squirrel. This Charm enhances a roll to travel without leaving signs of one's presence, ensuring that any character who tries to track the Lunar's movements will fail. If contested by another Charm's effects, Trackless Clambering adds the Lunar's Essence in automatic successes to the opposed roll to maintain this Charm's effects. By spending a point of temporary Willpower, the Lunar may use this Charm to cloak the movement of a group with a Magnitude no greater than his (Essence). In the Wyld, there is no limit on how large a group the Lunar may hide with this Charm.

# CHAPTER THREE

## SIDEREALS

### SIDEREAL MARTIAL ARTS

#### LOTUS BLOSSOM HERO

**Cost:** —; **Mins:** Martial Arts 6, Essence 6; **Type:** Permanent

**Keywords:** Native

**Duration:** Permanent

**Prerequisite Charms:** One complete Sidereal Martial Arts Style

Of all the Celestial Exalted, it is the Sidereals who are called the greatest martial artists. Many are those who scoff at this title, and their doubt is not without its foundations. Can the Sidereal Exalted match the unconquered arete of the Lawgivers in sheer strength and skill? Can they boast of any destructive secret techniques that can stand against the unholy power of the Deathknights? Can they achieve transcendence like unto that of the Infernal Monster? Of course not. And yet, it is not falsely that the Sidereal Exalted are praised as masters of the martial arts. If they cannot match their contenders in talent, terror, or transformation, then they must exceed them in understanding and wisdom. This Charm may be purchased once for each complete Sidereal Martial Arts Style that a character has learned. It is native to the Sidereal Exalted, an esoteric meditation upon samsara that only they achieve. It upgrades the chosen Style in the following ways.

- The Sidereal gains a single automatic success on any Martial Arts-based action that is enhanced by a Charm of the chosen Style. If this Charm is purchased for multiple Sidereal Martial Arts Styles, then the automatic successes granted by each purchase stack.

- So long as the Sidereal has a sutra of the chosen Style active, he may activate Combos that are made up solely of Charms from the chosen Style and Sidereal Excellencies without needing to pay a point of Willpower. If he has purchased this Charm for multiple Sidereal Martial Arts Styles, then this benefit is also extended to valid Combos that contain Charms of multiple Styles he has learned this Charm for, so long as he has a sutra active for each Style whose Charms are used.

- The Sidereal may pay three notes to use either sutra of the chosen Style, rather than paying a point of Willpower.

### ASTROLOGICAL CHARMS

#### STRANGE OMENS ALMANAC

**Cost:** 15m, 1wp, 2p; **Mins:** The Gull 2, Essence 5; **Type:** Simple

**Keywords:** Fate, Shaping

**Duration:** Instant

The Sidereal seeks out the underworkings of fate that calibrate Creation itself, tinkering with them to effect a temporary realignment of the world. This Charm, when activated, is capable of working three separate miracles: turning day to night (or night to day), changing the phase of the moon, or changing the seasons of Creation. All of these miracles encompass the whole

of Creation, but are meaningless outside of it.

Changing day to night causes the sun to set, and the moon to rise. This strange arrangement lasts until the next day dawns, restoring the natural order. Turning night to day causes the exact opposite, raising up the sun and sending away the moon until the fall of the next night. However, both the Unconquered Sun and Luna are capable of vetoing this miracle should it offend them.

Changing the phase of the moon can only be performed at night, and it allows the Sidereal to dictate the moon's phase—new, waning, half, waxing, or full—until the next night. As before, Luna is capable of vetoing this miracle, though it more often pleases her to see such whimsical magics worked.

Changing seasons causes the climate of all Creation to behave as if it were a different season, of the Sidereal's choice—Air, Earth, Fire, Water, or Wood—for a single day. The Sidereal may also choose to bring about a single day of Calibration, but doing so requires her to accept a surcharge of seven additional points of paradox. This is capable of averting Calibration itself, changing its five days of darkness to those of a different season, but interrupting this natural process of Creation may have greater consequences, at the Storyteller's discretion.

#### UNEXPECTED HOUSEMATES ARRIVAL

**Cost:** 15m, 4p; **Mins:** The Ewer 3, Essence 4; **Type:** Simple

**Keywords:** Emotion, Fate, Shaping

**Duration:** Instant

Looping a blue string of romance around his own destiny, the Sidereal sets in motion more melodrama than he might desire. He may name a single quality desired of his ideal mate, be it red hair, ferocious martial prowess, or hideous writhing tentacles. He cannot choose qualities dependent on Exaltation or enlightened essence, but any other qualification is valid, so long as it is something he sincerely desires in a romantic partner. This Charm exerts unnatural mental influence on up to (Essence) randomly chosen characters throughout the universe, causing them to gain an Intimacy of romantic attachment to the Sidereal. The Storyteller should choose characters who all meet the Sidereal's stated qualification, although not necessarily in the manner he expects. This unnatural mental influence may be resisted for a single point of Willpower, but doing so causes this Charm to find a new candidate for romance, up until the point that (Essence) lovers have been found or all valid candidates have run out.

The Intimacies created by this Charm are magically inviolable, and can only be eroded by the volitional and uncompeled choice of the characters. Though all of the Intimacies created are of a romantic nature, each one is slightly different in its context, ensuring that each of the Sidereal's relationship with each of his prospective mates has a unique emotional context. Chance and coincidence work to ensure that all of the mates chosen and enchanted by this Charm meet the Sidereal within a single

week. Though they do not know who he is or anything of him, they immediately feel the full effects of the Intimacy upon seeing him, and will most likely be naturally drawn to meet or pursue him. Such romances are favored by the fact that all mates chosen are immune to that Sidereal's arcane fate for as long as they retain the Intimacy created by this Charm. Unfortunately, they are also able to see through any resplendent destiny the Sidereal might wear.

### BAD IDEAS EXPLAINED WELL

**Cost:** 10m, 2p; **Mins:** The Quiver 3, Essence 5; **Type:** Simple

**Keywords:** Fate, Illusion, Shaping

**Duration:** Instant

Offering unwanted advice, the Sidereal explains the flaws of his student's entire life with but a quip, offering him a chance to re-evaluate it. This Charm exerts unnatural mental influence on a single character who hears the Sidereal's mocking commentary. The Sidereal rolls (Manipulation + Presence) against his target's Dodge MDV, adding automatic successes equal to his college rating in The Quiver. If he succeeds, he learns all of that character's mental Attributes, Abilities, and Charms, and may erase dots of Abilities or Attributes or Charms as he pleases. He may remove a total of ten dots, with dots of Attributes counting as two, and each Charm counting as three dots.

The victim may preserve any of his traits by spending a point of Willpower for every Charm or two Ability or Attribute dots he wishes to save. Preventing a Charm from being erased requires him to spend Willpower to prevent any and all of that Charm's prerequisites, if they are also targeted. The Sidereal may not remove Charms that are prerequisites for other Charms that character knows without removing those Charms first; however, his reduced Ability or Attribute ratings cause him to no longer meet the minimums of any of his Charms, he loses access to them. The Sidereal's student, or victim, as he may be, gains experience points equal to the amount he would have had to spend to purchase all the lost Ability dots, Attribute dots, and Charms.

### SINGLE-MINDED COSMOS

**Cost:** 10m, 2wp, 5p; **Mins:** The Key 5, Essence 5; **Type:** Simple

**Keywords:** Fate, Illusion

**Duration:** Instant

Not even the Maidens themselves can see the whole of samsara, and drawing secrets and mysteries out from its patterns could shatter the mind of even the eldest and most skilled Sidereals. It is far easier instead to simply change the nature of a thing, making a secret no longer a secret. As he invokes this Charm, the Sidereal meditates on a single question he seeks an answer to, or a piece of knowledge he would claim. This Charm reveals the desired answer or knowledge to every single sapient being in existence in a single moment of synchronicity, each one suddenly realizing whatever was revealed in a sudden intuitive epiphany, even if it is utterly irrelevant. The only limits on what this Charm can reveal are those of samsara itself, those things secret to even the Maidens. The Storyteller should allow this Charm to access any information which serves the story for the players to know, adjudicating its limits with extreme lenience.

### CORPSE-WHITE LOTUS MEMORIAL

**Cost:** 5m, 4p; **Mins:** The Sword 2, Essence 4; **Type:** Simple

**Keywords:** Emotion, Fate, Shaping, Training

**Duration:** Indefinite

The Sidereal invests a student or beloved ally with his spiritual legacy, weaving his own fate into a mantle to bestow upon them. While he lives, this has no effect save that the invested ally may stand in as the Sidereal's proxy to sign astrological petitions or consent to the cancellation of astrological effects. However, should the Sidereal die while within Fate, he may pass on the sum of his knowledge to his spiritual heir. He may posthumously grant his heir dots of Martial Arts or Martial Arts specialties as a Training effect, up to his normal maximums. In addition, he may train him in any Martial Arts Charms he knows that his heir is capable of learning. Finally, the Permanent Essence of his heir is increased to that of the Sidereal's own rating at the time of his death as a Training effect, up his normal maximum.

The heir immediately learns of the Sidereal's death, and gains two Intimacies—one of sorrowful remembrance for him, and another of absolute determination to complete his fallen master's Motivation. This unnatural mental influence can be resisted for a single point of Willpower, but doing so negates the Training benefits of this Charm. The Sidereal may bless only a single character as his heir at one time. Should the Vizier linger past death as a ghost, his heir becomes a Fetter with a rating of 5 in addition to his others. His heir may automatically send him on to Lethe by informing him, truthfully, that he has fulfilled the Sidereal's Motivation.

# CHAPTER FOUR

# DRAGON-BLOODED

## GENERAL CHARMS

### (ABILITY) TRAINING REGIMEN

**Cost:** —; **Mins:** (Ability) 1, Essence 1; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Any (Ability) Excellency

Each of the Dragon-Blooded must know their proper place if the armies of Creation are to stand strong. Whether as a soldier, a lieutenant, a spy, or a sorcerer, all have their rightful role to play. The cost to learn specialties for the chosen Ability is reduced to one experience point. This discount is awarded for any specialties the Dragon-Blood already has, awarding him two experience points for each one. The training time to do so is reduced to a single day.

In addition, the Dragon-Blood may learn up to (Essence + 3) specialties for the chosen Ability, instead of the normal maximum. However, he may not learn any one specialty more than three times, and the maximum specialty dice he may add to a roll remains unchanged. Likewise, for calculations that depend on the number of specialties he possesses for the chosen Ability, he is never considered to have more than three applicable specialties.

## AIR ASPECT

### LINGUISTICS

#### CODE-BREAKER GLANCE

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

**Keywords:** Combo-Basic

**Duration:** Instant

**Prerequisite Charms:** Any Linguistics Excellency

Ciphers, puzzles, and riddles are easily seen through by Dragon-Blooded savants. This Charm allows the Dragon-Blood to understand any form of encoded, obscured, or hidden writing. He could use it to break through ciphers, piece together a letter from its burnt ashes, or read an otherwise illegible scrawl. Against mundane methods, this Charm is automatically successful, but breaking magical ciphers requires the Dragon-Blood to succeed on an (Intelligence + Linguistics) roll at a difficulty of the opposing character's Essence. Magical effects that perfectly obscure a message require that the Dragon-Blood both succeed on the opposed roll to overcome its effect and succeed on the (Intelligence + Linguistics) roll in order to bypass it. This Charm is of no hope in understanding messages in a language the Dragon-Blood does not understand, nor can it oppose the magic of the Celestial Exalted.

## LORE

### HEROIC BLOODLINE LINEAGE

**Cost:** 4m; **Mins:** Lore 2, Breeding 1, Essence 2; **Type:** Simple

**Keywords:** Combo-Basic, Dynasty, Emotion, Purity (1)

**Duration:** One scene

**Prerequisite Charms:** Any Lore Excellency

Opening his mind to the legacy that flows through his own blood, the Dragon-Blood taps the skills of an honored ancestor. He gains a single specialty in up to (Essence) Abilities for the rest of the scene. He may only gain specialties in Aspect Abilities, channeling the talents of his elementally closest ancestors, although this limitation may be ignored At Essence 4+. These specialties do not count towards the maximum number the Exalt may have in an Ability, but he is still limited to a maximum +3 bonus from specialties on any dice roll. The Dragon-Blood's player chooses these specialties, but he cannot simply gain whatever is most advantageous to the situation—these are the skills of a single ancestor, not merely an arbitrary set of statistics. At the end of the scene, the Dragon-Blood gains an Intimacy of respect and filial piety towards the ancestor he invokes, unless he spends a single point of Willpower to resist this unnatural mental influence.

### ELDER DRAGON SECRETS

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

**Keywords:** Dynasty, Martyr, Purity, Training

**Duration:** Permanent

**Prerequisite Charms:** Eternal Mind Meditation

Every Dragon-Blood is heir to the secrets of the Ten-Thousand Dragons. This Charm upgrades Eternal Mind Meditation. The Dragonblood may now recall any memory of his own from the last (Essence x 10) years with only a difficulty 1 roll. Even his most distant memories never require more than a difficulty 3 roll. More impressively, he may use the Charm to recall the memories of any blood relative, tapping into them through the common bonds of kinship. The Dragon-Blood must specify the memory which he wishes to retrieve, and he suffers an internal penalty ranging from -1 to -5, depending on how ambiguous his request is. "Mnemon's memories of opening the present her mother bought her for her seventeenth birthday," would suffer no penalty. "Mnemon's memories of her seventeenth birthday" would suffer a -1 penalty, while "Whatever Mnemon saw last night," would suffer a -3 penalty. "Something Mnemon's seen that would help me solve this puzzle," a desperate attempt, would suffer a -5 penalty. Accessing the memories of any direct descendant requires an (Intelligence + Lore) roll at difficulty 3, while accessing those of any other relative requires a roll at difficulty 5. Accessing the memories of ancestors from the First Age is possible, but only for those of the most refined blood. The difficulty to do so is equal to (10 - Breeding), making this feat all but impossible without superior breeding. For games not set in the Second Age, this increased difficulty should apply to any attempt at recalling memories from a relative more than one hundred generations distant, roughly two thousand years older.

Living relatives sense this attempt to access their memories, a sudden feeling of rapport washing over them. They intuitively understand which memory the Dragon-Blood is attempting to recall, but do not learn his identity. If they are unwilling, their (Manipulation + Integrity) is added to the difficulty of the roll the Dragon-Blood must make. Although this memory-reading does not constitute an unnatural mental influence, any Charm or effect capable of perfectly defending against unnatural influence can negate it, and they may spend five points of Willpower to resist it as well. Characters of higher Essence than the Dragon-Blood need only pay a single point of Willpower. If the Dragon-Blood fails to access the memory of an unwilling relative, regardless of the reason, then they cannot attempt to do so again for a day. While this makes it fairly easy for any Dragon-Blood to shrug off attempts at probing their memories, doing so is considered extremely poor form. Enough Dragon-Blooded elders know this Charm and routinely use it to read their descendants's minds that few are likely to resist, unless the memory being accessed is one they have reason to keep secret. The Storyteller should fairly arbitrate whether or not the Dragon-Blood's relative resists, ruling leniently wherever reasonable. Relatives that have died have no will to deny their kin, their memories existing only as patterns of essence within the geomancy of Gaia. So long as the Dragon-Blood succeeds on his roll, he may always access such memories. It is thus interesting that no one has so far been able to retrieve any of the Scarlet Empress's memories.

The Martyr effect of this Charm allows the Dragon-Blood to bequeath his memories unto his descendants. Upon dying, he may choose any of his memories to pass on: he could choose only a single moment of perfect tranquility in his family garden, or the memories of his entire lifetime. Each of his direct descendants experiences these chosen memories the next time they dream, and remembers them perfectly upon awakening. If the Dragon-Blood chooses, he may use these memories to train and instruct his descendants, handing down the secrets and techniques he has learned. As a Training effect, he may distribute up to (Essence) dots among any Abilities or Virtues he possesses, and grant those many dots to each of his direct descendants as a Training effect. He cannot allocate more dots to any Ability or Virtue than his rating in it. This Training effect cannot raise a character's Abilities or Virtues above their maximum rating, although they still can benefit characters whose rating equals or exceeds the Dragon-Blood's own—even the most skilled Exalt might be surprised by what his elders know. The Dragon-Blood may also choose to substitute a single Dragon-Blooded Charm he knows for a dot, granting it to all of his descendants who meet the minimums and prerequisites needed to learn it. The Training effect remains latent in those who do not, granting the Charm to them as soon as they meet its requirements.

### DRAGON FANG TECHNIQUE

**Cost:** -(+5m); **Mins:** Lore 5, Essence 4; **Type:** Permanent

**Keywords:** Cooperative, Elemental

**Duration:** Permanent

**Prerequisite Charms:** Elemental Bolt Attack

When the Dragon-Blooded Host stands united in wrath, no foe can ever hope to survive their furious anger. This Charm upgrades Elemental Bolt Attack. When activated cooperatively, the Dragon-Blood adds an additional +1 to the Accuracy of the at-

tack, and +2L to its damage. In addition, by spending five motes, they may confer an additional effect on the cooperative attack, based on which elemental version they activate:

**Air:** Wind flows past all defenses. The attack becomes unblockable.

**Earth:** The avalanche cracks even the mightiest bulwarks. The attack ignores soak granted by armor.

**Fire:** No man can hope to escape the inferno unscathed. The attack deals an additional level of automatic post-soak damage.

**Water:** Before the wave, there is no hope of escape. The attack becomes undodgeable.

**Wood:** Roots burrow through even the hardest stone. The attack ignores Hardness granted by armor.

## OCCULT

### MELA'S WIND-WAKING DANCE

**Cost:** 8m, 1wp; **Mins:** Occult 5, Essence 4; **Type:** Simple

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

**Duration:** One hour

**Prerequisite Charms:** Harmonious Wind-Luring Song

Speaking the secret names of the winds, the Dragon-Blood commands the wind to bear him up, allowing him to take flight. He is able to fly on currents of wind, moving at a rate of (Essence x 2) miles per hour. Fine maneuvering requires a (Dexterity + Athletics) roll with a difficulty of 1-5 as set by the Storyteller for the type of maneuver and environmental conditions. Combat and other highly distracting physical activity terminates the duration of this Charm, as the Dragon-Blood can no longer maintain the focus needed to ride the winds. Flying with this Charm requires that the Dragon-Blood make use of physical props capable of catching the wind. Loose flowing robes or a cape will suffice, although more eccentric Exalts make use of giant kites, hand-fans, or ornithopter-like wings.

If activated cooperatively, all participating Exalts fly at a speed of [(Cumulative Essence of all participants) x 2] miles per hour, although this speed cannot exceed the [(Highest Essence among all participants x 20)] miles per hour. Characters need not touch each other to use this Charm cooperatively, but they must remain within at least 100 yards of all other participants, lest they break from the cooperative effort and receive the benefits only of individual activation. The loss of a participant also decreases the speed of the cooperating characters, as his Essence is no longer counted towards their speed.

### ETERNAL FAMILY CONVOCATION

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

**Keywords:** Dynasty

**Duration:** Permanent

**Prerequisite Charms:** Shadowlands Circle Necromancy

Some suspect that, just as Gaia possesses the potential to die and become one of the Neverborn, so too can the magic of the Terrestrial Exalted plumb the depths of the Underworld through ties of blood and immortal family. Dragon-Blooded who have initiated into the black arts of necromancy may learn this Charm, binding their ancestral dead to them in bonds of kinship. The Dragon-Blood may treat the ghosts of characters who were blood relatives or direct descendants as if they still had that status, allowing him to affect them with Dynasty Charms.

# EARTH ASPECT

## AWARENESS

### GRANDFATHER STONE INTUITION

**Cost:** 4m; **Mins:** Awareness 3, Essence 2; **Type:** Simple

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Feeling the Dragon's Bones

The Dragon-Blood may use this Charm to examine anything made of stone or soil. The Dragon-Blood makes a (Perception + Awareness) roll at difficulty one, attuning to the earth essence that flows through it. Success reveals both the nature of the stone or earth, as well as where the stone was originally taken from. In addition, if the Dragon-Blood receives threshold successes equal to the (Essence) of the stone's owner, he may determine their identity, assuming the stone has an owner. It cannot reveal the identity of characters whose Essence exceeds the Dragon-Blood's own, or who are Celestial Exalted. Jade is considered to be stone for the purposes of this Charm, but not any of the other magical materials. At Essence 3+, the Dragon-Blood may use this Charm to examine any substance, not just stone or soil. A successful activation reveals the composition of the substance, as well as the origin of any raw materials used in creating it. The Dragon-Blood may determine the ownership of such items normally.

### EYE OF PASIAP

**Cost:** 6m, 1wp; **Mins:** Awareness 5, Essence 3; **Type:** Simple

**Keywords:** Shaping, Touch

**Duration:** Indefinite

**Prerequisite Charms:** Sense-Riding Technique

Placing a stone or small pebble to his eye, the Dragon-Blood makes it a magical vessel for his own perception. At any time, he may shift his own perception to it as a miscellaneous action, allowing him to see and hear as if he were at the location of the stone. Doing so does not impede the Dragon-Blood's own senses at all. Wards against scrying will block this magical perception. This Charm's duration terminates if the Dragon-Blood goes more than (Essence x 2) miles from the stone, and he cannot use it to see over distances any longer than that. Although the stones enchanted by this Charm are not obviously magical, essence sight automatically reveals them as the focus of a scrying enchantment. No more than one scrying stone may be maintained at one time with this Charm.

### FACET MIND MEDITATION

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Eye of Pasiap

The Dragon-Blood splits his senses like the facets of a polished gem. This Charm upgrades Eye of Pasiap Meditation. Each purchase allows the Dragon-Blood to maintain a single additional scrying stone, up to a total of (Awareness) purchases. The Dragon-Blood need not pay the Willpower cost of activations beyond the first. No matter how many scrying stones the Dragon-Blood has, he may only see through one at a time, requiring a miscellaneous action to switch between stones.

## CRAFT

### STRIKE THE DRAGON-ANVIL

**Cost:** 6m, 1wp; **Mins:** Craft 5, Essence 3; **Type:** Reflexive

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Shaping Hand Style

Striking at a block of uncarved stone as if it were a foe upon the battle-field, the Dragon-Blood carves it into shape. This Charm can enhance any Craft-based action to build an object, dividing the time needed to complete each interval in half. If the Dragon-Blood is assisted by others who know this Charm, they may activate it cooperatively. Each cooperative activation increases by one the factor that the time is divided by, to a maximum dividing factor of the higher of the crafting Dragon-Blood's (Essence or Breeding). For example, if the Dragon-Blood was assisted by one other character with this Charm, the time needed for each interval would be divided by three, while with two assisting characters, it would be divided by four.

## RESISTANCE

### PILLAR OF LIVING JADE

**Cost:** —; **Mins:** Resistance 4, Essence 2; **Type:** Permanent

**Keywords:** Native

**Duration:** Permanent

**Prerequisite Charms:** Ox-Body Technique (x4)

Each sinew and ligament of Pasiap's Children is carved of living marble, harder than stone and more mighty than jade. This Charm upgrades Ox-Body Technique. Every two purchases of it grant the Dragon-Blood an additional -2 health level. At Essence 6+, every two purchases also grants an additional -1 health level.

### STONE DRAGON HIDE

**Cost:** 1m+; **Mins:** Resistance 2, Essence 1; **Type:** Reflexive (Step 7)

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Strength of Stone Technique

The skin of Pasiap's Children is hard as stone. The Dragon-Blood may activate this Charm in response to any attack, adding +2B/2L to his soak for each mote he spends.

### DIAMOND SCALE DEFENSE

**Cost:** 5m, 1wp (+3m); **Mins:** Resistance 5, Essence 3; **Type:** Reflexive (Step 7)

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Stone Dragon Hide

The scales of Pasiap are the indestructible foundations of Creation's five directions, the deep earthen strata upon which the continents lie. The Dragon-Blood may activate this Charm in response to any attack. Any bashing damage dealt as part of the attack's raw or post-soak damage is negated. At Essence 4+, the Dragon-Blood may pay a surcharge of three motes to negate lethal damage. This Charm cannot prevent unsoakable damage, and it can not ever negate aggravated damage, a unique Flaw of Invulnerability.

## WAR

### PASJAP PREEMPTS HASTE

**Cost:** 2m; **Mins:** War 2, Essence 1; **Type:** Reflexive

**Keywords:** Combo-Basic, War

**Duration:** Three actions

**Prerequisite Charms:** Any War Excellency

Calm minds and disciplined troops are a thousand times the better of haste. The superior general's soldiers will march fresh and ready into combat as his enemies first feel the touch of fatigue. This Charm enhances a Join War roll, adding automatic successes equal to the Dragon-Blood's (War ÷ 2). In addition, he also adds these successes to any (Charisma + War) roll he makes to help a unit he commands or serves as a relay for avoid exhaustion for his first three actions in the battle.

## FIRE ASPECT

### ATHLETICS

#### STEAM-SMOKE BALANCE STEP

**Cost:** 1m; **Mins:** Athletics 1, Essence 1; **Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** None

Becoming as steam, the Dragon-Blood makes his body impossibly light. The Dragon-Blood may activate this Charm whenever he makes a (Dexterity + Athletics) roll to maintain his balance on unstable footing. He adds (Athletics) automatic successes to the roll.

#### SUDDEN BLAZE OF BATTLE

**Cost:** 2m; **Mins:** Athletics 2, Essence 1; **Type:** Reflexive

**Keywords:** Combo-Basic

**Duration:** Three actions

**Prerequisite Charms:** Any Athletics Excellency

As a flash-fire spreads instantly wherever it finds fuel, so too does the Dragon-Blood instantly leap to arms wherever he finds a foe. This Charm enhances a Join Battle roll, adding automatic successes equal to the Dragon-Blood's (Athletics ÷ 2). In addition, he adds his Athletics to the distance he can cover in yards with a Dash action for his first three actions in the battle.

## DODGE

### SMOKE AND EMBERS DANCE

**Cost:** 1m; **Mins:** Dodge 3, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Threshold-Warding Stance

Dragon-Blooded soldiers learn to launch reckless offenses without letting up their defense. This Charm may enhance any action. Its DV penalty is reduced by one, to a minimum of zero, before being applied to the Dragon-Blood's Dodge DV. The full penalty is still applied to his Parry DV.

## MELEE

### CONCESSION-FORCING ELDER'S MASTERSTROKE

**Cost:** 4m; **Mins:** Melee 5, Essence 3; **Type:** Reflexive (Step 1)

**Keywords:** Combo-OK, Dynasty, Leader, Shaping

**Duration:** Instant

**Prerequisite Charms:** Any Melee Excellency

Only fools defy their elders, and it is the duty of elders to discipline fools. This Charm may enhance any Melee attack the Dragon-Blood makes against a descendant, causing his weapon to pulse with scarlet light. Any Charms his descendent activates to defend against the attack have their cost increased by two motes. In mass combat, this Charm can be used to enhance any attack against a unit led by one of the Dragon-Blood's descendants, or a unit that consists primarily of the Dragon-Blood's descendants. A Dragon-Blood with Essence 6 may activate this Charm for a reduced cost of two motes.

### THOUSAND-EYES BLINDING FLASH

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

**Keywords:** Crippling

**Duration:** Permanent

**Prerequisite Charms:** Blinding Spark Distraction

With every stroke of his sword, the Dragon-Blood pays tribute to its forging, unleashing countless shining sparks to sing the glory of Hesiesh. This Charm permanently enhances the Dragon-Blood's Blind Spark Distraction Charm. Whenever they invoke it, they may spend an additional three motes and a point of temporary Willpower to unleash a blinding burst of radiance. Should the victim of their counterattack fail his roll to look away, he is permanently blinded as a crippling effect. Celestial Exalted and characters with a Permanent Essence that exceeds the Dragon-Blood's regain their sight at the end of the scene.

## SOCIALIZE

### SOUL-BONDING BROTHERHOOD

**Cost:** 10m, 1wp; **Mins:** Socialize 3, Essence 2; **Type:** Simple

**Keywords:** Dynasty, Emotion, Shaping, Touch

**Duration:** Instant

**Prerequisite Charms:** Any Socialize Excellency

The greatest honor a Child of the Dragons can bestow on a friend or ally is to accept them as family. This Charm may be used to forge a bond of spiritual kinship between the Dragon-Blood and any other Terrestrial Exalt or mortal of dynastic descent. Both must speak an oath of undying friendship, concluding by driving their fists together to seal the pact. Both of them immediately gain an Intimacy of familial loyalty to the other—and from that moment on, each one considers the other a blood relative. This bond is limited solely to the sworn companions, and not to their own families—the Dragon-Blood would not treat the parents or children of his blood-brother as family members. This oath must be spoken willingly, and cannot be compelled by any unnatural mental influence.

### DRAGON AND PHOENIX WEDDING

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

**Keywords:** Dynasty

**Duration:** Permanent

**Prerequisite Charms:** Any Socialize Excellency

The Scarlet Dynasty is united by bonds of blood and wed-

ding vows. The Dragon-Blood considers his husband or wife to be a blood relative for all purposes. In addition, he is considered to be related to all members of his spouse's family in the same way that she is. This only applies to the Dragon-Blood. His spouse would not consider him to be her blood relative, nor would her family members enjoy any relationship to him. The Dragon-Blood only gains these benefits if his spouse is a Dragon-Blood or a mortal. In order for a character to be considered the Dragon-Blood's husband or wife for purposes of this Charm, they must be married according to the customs of either partner's culture, or the customs of Creation's dominant culture. The Dragon-Blood's spouse must consent to the marriage of her own free will, but need not love or feel any positive emotions toward him. The Dragon-Blood may only enjoy these benefits with a single spouse, even if it is culturally acceptable for him to take multiple husbands or wives. In such cases, only the oldest existing marriage is considered valid for the purposes of this Charm. If the Dragon-Blood's marriage to a spouse is ended by divorce or annulment in accordance with the cultural customs they belong to, it is likewise considered invalid for purposes of this Charm.

## WATER ASPECT

### INVESTIGATION

#### DEPTHS OF MEANING

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

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Any Investigation Excellency

Duplicities and double entendres do nothing to baffle the Dragon-Blooded. The Dragon-Blood may invoke this Charm to understand the meaning of any statement they hear, rolling (Perception + Investigation) against the speaker's (Manipulation + Socialize). If they succeed, then they are automatically able to understand coded words or phrases as if they were spoken plainly, see the intended meanings of cryptic riddles or koans, or simply understand the purpose of an enigmatic statement. This Charm cannot be used to translate statements—it unravels ambiguity or deliberate deception, not linguistic barriers.

#### RAIN OR RIPTIDE INTUITION

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

**Keywords:** Combo-OK, Social

**Duration:** Instant

**Prerequisite Charms:** Scent-of-Crime Method

A Dragon-Blood is well-served by knowing who he can trust. The Dragon-Blood may activate this Charm whenever he hears another character speak, allowing him to reflexively make a (Perception + Investigation) or (Perception + Socialize) roll to read motivation. He may only do so to assess a character's current emotions and personality; this Charm is not capable of assessing the truth of a statement. In addition, if he succeeds by at least twice as many successes as are required to beat the difficulty of the roll, he learns a description of the general trustworthiness of his target. This could range from "not at all trustworthy," for someone who intends him active and immediate harm, to

"not trustworthy," for someone who is simply more likely to betray his trust than not, to "completely trustworthy," for someone who would be absolutely loyal to him. This intuition can only take into account the current mental state of the character, however, and cannot assess any actions they might take in the future. The description is based only on their current intentions towards the Dragon-Blood and their general reliability.

### RIVER-FEEDS-LAKES UNDERSTANDING

**Cost:** 5m, 1wp; **Mins:** Investigation 4, Essence 2; **Type:** Simple (Dramatic Action)

**Keywords:** Combo-Basic

**Duration:** Instant

**Prerequisite Charms:** Falsehood-Unearthing Attitude

There's no such thing as a perfect crime. There's always a motive, and the motive will always out. This Charm is a dramatic action to contemplate a particular act or event. Though this can be investigating the scene of a crime, it need not be—the Dynasty could use it while pondering the details of a case over a warm flask of whiskey, or as he lies awake in bed. By making a successful (Perception + Investigation) roll, the Dragon-Blood learns every single character that he knows whose Motivation the action would have resonated with. He need not know their Motivations, nor does this Charm reveal them—he only learns that they might have had cause to commit the act.

### SYNDICATE-SENSING MANNER

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Revelation of Associates Hunch

The Dragon-Blooded are not easily kept in the dark. No man is an island, no criminal is without his contacts. This Charm permanently enhances the Dragon-Blood's Revelation of Associates Hunch. Whenever they invoke it, they learn the nature of the relationship between the target and each revealed ally, including whether either had an Intimacy for each other, the context of the Intimacy, and any financial, political, or hierarchical relationships between the two.

### LARCENY

#### PATHETIC WORTHLESS CARP FLAILING

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

**Keywords:** Combo-OK, Emotion, Leader (4)

**Duration:** One action

**Prerequisite Charms:** None

Sometimes, the Dragon-Blooded do things they aren't proud of. A wounded soldier on the battlefield can only rise to fight another day if he survives—and sometimes, survival involves looking too pathetic to coup de grace. Whenever the Dragon-Blood takes an Inactive action, he may invoke this Charm, even if he is unconscious. He seems so pathetic, so unfit for battle, so worthless, that the notion of delivering a coup de grace seems like a waste of time. The Dragon-Blood rolls (Essence + Manipulation + Larceny), and exerts unnatural mental influence on all hostile characters who can perceive him. If their MDV is less than the successes rolled, they are filled with such scorn that they will not attack the Dragon-Blood while he is helpless. They

may overcome this unnatural mental influence by spend three points of Willpower. At Essence 4+, this Charm gains the Leader keyword, allowing the Dragon-Blood to lead entire legions in pathetic cowering maneuvers. For obvious reasons, this is not a popular use of the Charm.

### EVIDENCE-SHADOWING SLEIGHT

**Cost:** 5m; **Mins:** Larceny 5, Essence 3; **Type:** Simple

**Keywords:** None

**Duration:** Indefinite

**Prerequisite Charms:** Trackless Walk Style

Cautious and discrete Dragon-Bloods sometimes use this Charm to vouchsafe their own privacy. More often, it is merely used to conceal crimes and espionage. As long as this Charm is active, the Dragon-Blood becomes nondescript, a slippery blur in the mind of anyone who thinks about her. The difficulty of any Investigation or Lore rolls to gather information about her are increased by her (Essence). This obfuscation does not impede supernatural efforts of Celestial Exalts, nor of characters with a higher Essence than the Dragon-Blood's own.

### GULLET OF THE DRAGON

**Cost:** 3m; **Mins:** Larceny 5, Essence 2; **Type:** Simple (Speed 3, DV -0)

**Keywords:** Obvious

**Duration:** Indefinite

**Prerequisite Charms:** Naked Thief Style

A thief must sometimes conceal ill-gotten gains. This Charm allows the Dragon-Blood to swallow any object he could hold in one hand, letting him store it within his innards without harm to either him or the object. He may disgorge it at will as a miscellaneous action. The Dragon-Blood can only keep one item in his belly at a time, and doing so is not wholly reliable. A character may notice the presence of an item within the Dragon-Blood's gullet by making a successful (Perception + Awareness) roll at a difficulty of (Essence + Larceny). In addition, whenever a character would have the option of inflicting a crippling amputation effect on the Dragon-Blood, they may choose to instead cut the stored object out of their innards.

## WOOD ASPECT

### MEDICINE

#### SACRED DRAGON-BEARING WOMB

**Cost:** 10m, 1wp; **Mins:** Medicine 2, Breeding 1, Essence 1; **Type:** Reflexive

**Keywords:** Combo-OK, Dynasty, Native, Purity (1)

**Duration:** Instant

**Prerequisite Charms:** Any Medicine Excellency

The Dragon-Blooded are revered as soldiers, sages, and scions of Creation itself. But there is no greater honor to be had among the Terrestrial Exalted, no higher esteem than to sire a puissant child. Whenever the Dragon-Blood conceives or fathers a child, they may reflexively invoke this Charm. Doing so allows them to predetermine the gender and appearance of their child, selecting in plausible height, weight, and complexion based on their own and their mate's. If both the father and mother of the child invoke this Charm to choose their child's appearance, they may

grant it an additional dot of Appearance as a training effect. If the parents disagree while using this Charm, they make an opposed (Essence + Breeding) roll to determine whose vision prevails. The mother receives bonus successes equal to her (Stamina).

A Dragon-Blood with Breeding 2 may also choose one Favored Ability of his child. Her progeny is guaranteed to be born as a heroic mortal. With Breeding 4+ and Essence 4+, she may also choose how her child's Attributes are prioritized, and may distribute their starting Attribute dots, using the standard heroic mortal character creation rules. A second purchase of this Charm, which requires both Breeding 5+ and Essence 5+, allows the Dragon-Blood to choose the elemental aspect that their child will gain, should they Exalt.

### DYNASTY-FOUNDING PRANA

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

**Keywords:** Dynasty, Native, Purity (3)

**Duration:** Permanent

**Prerequisite Charms:** Sacred Dragon-Bearing Womb (x2)

A Terrestrial bloodline is no mere mortal genealogy, but a thing of power in and of itself. This Charm upgrades Sacred Dragon-Bearing Womb. Whenever the Dragon-Blood successfully activates it to predetermine their child's traits, they may choose to extend its effects, creating a template of essence within their child that contains whatever decisions they made in using the Charm. Whenever that descendant sires or conceives a child of his own, that child has his traits predetermined as if the original Dragon-Blood had used Sacred Dragon-Bearing Womb, repeating all decisions stored in the template of Essence. If either of the child's parents attempt to use Sacred Dragon-Bearing Womb, they must make a successful (Breeding + Essence) roll, at a difficulty of the Dragon-Blood's (Breeding), to overcome the essence template. The child does not carry the essence template himself.

## PERFORMANCE

### LEAVES SHAKE BEFORE BREATHS

**Cost:** 2m; **Mins:** Performance 2, Essence 1; **Type:** Reflexive

**Keywords:** Combo-Basic, Social

**Duration:** Three actions

**Prerequisite Charms:** Any Performance Excellency

The sound of boughs swaying in the wind precludes all argument, the peaceful harmonies of nature calming dissonant hearts. This Charm enhances a Join Debate roll, adding automatic successes equal to the Dragon-Blood's (Performance ÷ 2). In addition, he also adds these successes to any social attack made to calm another character or to negotiate a truce or compromise for his first three actions in the social combat.

### BLOSSOMING GARDEN OF INTENT

**Cost:** 4m, 1wp; **Mins:** Performance 3, Essence 2; **Type:** Simple (Speed 6 in long ticks)

**Keywords:** Combo-OK, Compulsion, Dynasty, Social

**Duration:** Instant

**Prerequisite Charms:** Any Performance Excellency

Only when nourished by truth can the flower of peace blos-

som. The Dragon-Blood may use this Charm in any social combat in which characters attempt to make a deal, negotiate a treaty, or otherwise make a bargain. He rolls (Charisma + Performance) as a social attack against all characters involved in negotiation. Any character whose MDVs are overcome must openly and honestly state what he desires to gain from the negotiations, unless they pay two Willpower to resist this unnatural mental influence. Direct descendants of the Dragon-Blood cannot dodge this influence.

## RIDE

### SEIZE THE DRAGON'S REINS

**Cost:** 1m; **Mins:** Athletics 1, Essence 1; **Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** None

The Dragon-Blood whispers his will to his steed, and knows that it will be obeyed. The Dragon-Blood may activate this Charm whenever he makes a (Dexterity + Ride) roll to maintain control of a mount. He adds (Ride) automatic successes to the roll. This Charm may be used when piloting Ride-based vehicles, but the Dragon-Blood must pay a surcharge of one mote to do so.

## SURVIVAL

### GRASS-COMMANDING METHOD

**Cost:** 3m; **Mins:** Survival 2, Essence 2; **Type:** Simple (Speed 3)

**Keywords:** Combo-Basic, Obvious

**Duration:** Instant

**Prerequisite Charms:** Any Survival Excellency

Touching the bare earth, the Dragon-Blood commands life to rise. Grasses, brambles, and weeds sprout up in an area up to (Survival x 3) yards in radius. This radius is halved if this Charm is used in an area of desolation, and cannot use it at all in places with no plant life. He may use other elements with a stunt, abiding by the same penalties for working with a scarcity of the element he uses. The area of this Charm is treated as unstable footing, requiring characters to make a (Dexterity + Athletics) roll each action to act. The instability rating that the roll is made against is equal to the Dragon-Blood's (Survival ÷ 2). Magical environmental hazards or supernatural attacks that target an area can clear out this undergrowth within their range if their base damage exceeds the Dragon-Blood's (Survival). If the hazard or attack uses fire to deal damage, then it automatically clears out the tangle regardless of its damage.

### BRANCH-VINE ENTANGLEMENT

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

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Grass-Commanding Method

All of nature is a weapon in the hands of Gaia's children. Commanding roots and vines to snare his foe, the Dragon-Blood rolls (Essence + Survival) as a clinch attack against any character within (Survival) yards. He suffers a -1 external roll if she uses this Charm in terrain that lacks large plant life, or a -3 external penalty if used in an area of desolation. In places that

lack any plant life at all. He may use other elements with a stunt, abiding by the same penalties for working with a scarcity of the element he uses. Should the Dragon-Blood's roll succeed, his foe is entangled by the surrounding plants. This functions as a normal clinch, except that the Dragon-Blood can act freely, and he may only hold his enemy immobile. He rolls (Essence + Survival) on each of his target's actions to maintain the clinch. The entangling plants can be attacked, and are destroyed if they suffer a total of (Survival x 2) levels of lethal or aggravated damage, freeing the Dragon-Blood's target. Attacks made with or enhanced by fire automatically destroy the entangling mass. The Dragon-Blood may maintain a total of (Essence ÷ 2) independent clinches with this Charm.

### DRAGON MARCHES ON HIS STOMACH

**Cost:** 6m, 1wp; **Mins:** Survival 3, Essence 3; **Type:** Simple (Dramatic Action)

**Keywords:** Cooperative

**Duration:** Instant

**Prerequisite Charms:** Ration-Enhancing Method

The heart of an army is not its rank and file, not its commander, not its weaponry. All these are crucial, all these are necessary—but the heart of an army is its rations. This Charm is a dramatic action to cook and prepare food, taking at least ten minutes. Be it an elaborate feast for his commanders or a simple kit meal, the food is delicious and nourishing for all who eat it. Those who partake of at least one meal prepared by this Charm each day gain a number of benefits. Should they fail to eat at least one such meal for an entire day, these benefits recede until they next consume Charm-prepared fare. If multiple Dragon-Blooded know this Charm, they may activate it cooperatively to increase these benefits. These benefits include:

- Characters who eat the meal add a single die to all rolls made to resist the harmful effects of any mundane poison or disease. If activated cooperatively, this bonus instead increases to one die for each Dragon-Blood who activated the Charm, to a maximum bonus of the highest (Essence) among any character activating the Charm.

- Such characters also treat their Stamina rating as being one higher for determining how long they may exert themselves in strenuous activities before they begin to suffer fatigue penalties. If activated cooperatively, this bonus instead increases to one die for each Dragon-Blood who activated the Charm, to a maximum bonus of the highest (Essence) among any character activating the Charm.

- Finally, characters who eat the Dragon-Blood's cooking double the rate at which they heal bashing damage, easily recuperating from such stress and injury. If at least five Dragon-Blooded activate this Charm cooperatively, this accelerated healing rate also applies to lethal damage.

### DEMESNE-CULTIVATING ART

**Cost:** 20m; **Mins:** Survival 5, Essence 5; **Type:** Simple (Dramatic Action)

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

**Duration:** Instant

**Prerequisite Charms:** (Element) Shelter Creation Technique

Gaia's souls flow through and nourish the geomancy of Creation, letting the primordial essence of the Verdant Mother flow

through the dragon lines that sustain demesne and manse alike. Her grand-chosen may cultivate these dragon lines as if they were gardens, tending to Creation's geomancy with dedicated care. This Charm is a dramatic action to create a terrestrial-pected demesne, with an interval of one year. The Dragon-Blood cultivates the natural elemental affinity of the region she wishes to transform through simple living and rigorous meditation, channeling essence by planting gardens, diverting rivers, or carving into the earth. She rolls (Intelligence + Survival) at difficulty one, and, if she succeeds, a new demesne manifests, up to (Essence x 1000) square yards in size. Demesnes created by this Charm always have a rating of one, and the Dragon-Blood is automatically attuned to those that she creates.

The Dragon-Blood must use this Charm on terrain that is already conducive to the geomancy she wishes to cultivate: snowy mountains or icy wastes for Air-pected demesnes; open fields or mountaintops for Earth-pected demesnes; deserts or other arid climes for Fire-pected demesnes; islands or ocean waters for Water-pected demesnes; and verdant forests or grasslands for Wood-pected demesnes. Attempting to create a demesne that does not match her Aspect doubles the time that the Dragon-Blood must spend using this Charm, and imposes a -3 external penalty on her activation roll. However, for each blood relative who assists her in cultivating the demesne, she may reduce the time required to activate this Charm by one month, to a minimum interval of a season. This Charm may also be used to improve existing terrestrial demesnes, using the same rules for creating them. Doing so takes one year for each dot of the new rating the Dragon-Blood attempts to raise the demesne to, and has a difficulty equal to the new rating.

# CHAPTER FIVE

# ABYSSALS

## GENERAL CHARMS

### DISSOLUTION OF (ABILITY)

**Cost:** – (1wp); **Mins:** (Ability) 4, Essence 3; **Type:** Permanent

**Keywords:** Mirror (Epic [Ability] Supremacy), Shaping

**Duration:** Permanent

**Prerequisite Charms:** Any (Ability) Excellency

To struggle against Oblivion is meaningless. There can be no excellence, no heroism in defiance of it. Only the inevitability of death. Whenever the Abyssal makes an opposed action with the chosen Ability, he may pay a point of Willpower to deny his foes any chance at heroism. Any character opposing the Abyssal's action does not treat rolled 10's as two successes—they give only a single success. If the Abyssal's action is opposed by a static value, that value is decreased by one for every ten dice in the pool used to calculate it. Unlike with most calculations, the dice pool is explicitly rounded down to determine the penalties the value suffers. At Essence 7+, the Abyssal no longer needs to pay Willpower to gain this benefit, applying it to all actions he makes with the chosen Ability.

## DUSK CASTE

### ARCHERY

#### ENDLESS REACH OF REVENGE

**Cost:** 3m, 1wp; **Mins:** Archery 5, Essence 2; **Type:** Reflexive (Step 9)

**Keywords:** Combo-OK, Counterattack, Mirror (Sun Ray Retribution)

**Duration:** Instant

**Prerequisite Charms:** Pulse of the Prey

Oblivion claims all when they least expect it. The Abyssal may activate this Charm in response to any attack made against himself or another ally within the range of his weapon, allowing him to make an Archery-based counterattack.

#### SWIFT STEEL VENGEANCE

**Cost:** –; **Mins:** Archery 4, Essence 2; **Type:** Permanent

**Keywords:** Mirror (Keen-Eyed Marksman Defense)

**Duration:** Permanent

**Prerequisite Charms:** Endless Reach of Revenge

Stringing arrows with the greatest of ease, the Abyssal can shoot down his victims and then swiftly disappear into the night. The Deathknight no longer suffers counterattack penalties to his DVs for making counterattacks granted by any Abyssal Archery Charm.

#### WICKED SLAUGHTER THORNS

**Cost:** 5m, 1wp; **Mins:** Archery 5, Essence 2; **Type:** Reflexive (Step 9)

**Keywords:** Combo-Basic, Counterattack, Mirror (Sky-Bolt

Punishment)

**Duration:** One action

**Prerequisite Charms:** Endless Reach of Revenge

The Abyssal takes sadistic pleasure in using his own allies as baiting, ruthlessly shooting down any enemy who opens his defenses. The Abyssal may activate this Charm in response to any attack made against himself or another ally within the range of his weapon, allowing him to make an Archery-based counterattack against any attack made against that character for the rest of the action.

#### BONE AND BOLT CROSSFIRE

**Cost:** 15m, 1wp; **Mins:** Archery 5, Essence 3; **Type:** Simple

**Keywords:** Combo-Basic, Counterattack, Mirror (Arrow Thicket Discipline)

**Duration:** One scene

**Prerequisite Charms:** Hunting the Unwary

So long as the Deathknight holds his bow, nothing he can see is safe. The Abyssal may make an Archery-based counterattack in response to any attack against himself or an ally within range of his weapon. However, making any attack other than a counterattack causes this Charm's duration to end.

#### SCREAMING WRAITH ARROW

**Cost:** – (+1m); **Mins:** Archery 4, Essence 3; **Type:** Permanent

**Keywords:** Mirror (Arrow Knows Its Mark), Obvious

**Duration:** Permanent

**Prerequisite Charms:** Pulse of the Prey

Neither darkest day nor brightest night can stand against the inevitable wrath of the Deathknights, nor any shield offer bulwark against their quarrels. This Charm upgrades Pulse of the Prey, allowing the Abyssal to pay a surcharge of one mote when activating it to ignore any cover bonuses to the DV of his target. In addition, he is able to bank arrows around corners, or to shoot directly through the minute flaws in any wall or barrier that is not of First Age construction or magically impermeable, allowing him to target enemies on the other side of such obstructions so long as they are within the range of his visibility, and he can see them directly. A Deathknight who knows Flawless Archer Discipline may also use this Charm to enhance it, paying the surcharge to bypass cover as above.

#### THE QUIVER BLEEDS

**Cost:** 5m per effect, 1wp; **Mins:** Archery 5, Essence 3; **Type:** Reflexive

**Keywords:** Combo-Basic, Mirror (Golden Spirit Quiver), Obvious

**Duration:** One scene

**Prerequisite Charms:** Splinter of the Void

The Deathknight's weapons bleed steel and black essence, drowning the world beneath the tide of their blood. Invoking this Charm, the Deathknight may enchant a single archery weapon, granting it the benefits of Splinter of the Void for an

entire scene. He may apply as many effects as he wishes to the weapon, paying five motes for each one. The Exalt cannot invoke Splinter of the Void to stack its benefits doubly with those already granted to the weapon.

### OSSIFIC NIGHTMARE SHARDS

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

**Keywords:** Mirror (Shining Bow Perfection)

**Duration:** Permanent

**Prerequisite Charms:** Exquisite Relic Bow

The Abyssal adds his Essence to the base Damage of any weapon he summons with Exquisite Relic Bow, and he adds his (Essence x 50) to the bow's range. This damage bonus does not stack with that from any ammunition the Deathknight uses. In addition, attacks made with such unholy weapons halve any Parry DV applied against them, seeming to strangely drift through any deflecting blade or shield placed in their way. Finally, the Abyssal may reduce the cost of Splinter of the Void and Relic Arrow Method by one mote each, to a minimum of zero, when applying them to attacks made with his summoned bow. An Abyssal with Archery 6 may purchase this Charm a second time, reducing the mote cost to activate Exquisite Relic Bow to a single mote.

### ETERNAL ANGUISH ARSENAL

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

**Keywords:** Mirror (Breath of the Sun)

**Duration:** Permanent

**Prerequisite Charms:** Quiver of Souls

The Deathknight's war-bow is strung with arrows of hurt and heartbreak, his every memory of suffering beaten and forged into weapons. This Charm upgrades Quiver of Souls. Any ammunition created by it adds the Deathknight's (Essence) to its damage, rather than just one. In addition, he treats any ranged weapon that he attacks with as having infinite Rate, so long as each attack is made with ammunition supplied by Quiver of Souls. At Essence 6+, the duration of Quiver of Souls is extended to Indefinite.

### BLACK AGONY ENGINE

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

**Keywords:** Crippling, Mirror (Searing Radiance Fire Tongues)

**Duration:** Permanent

**Prerequisite Charms:** Gasp of Dead Gods

The Abyssal adds his Essence to the base Damage and range of any weapon he summons with Gasp of Dead Gods, while its Rate becomes equal to his Essence. This damage bonus does not stack with that from any ammunition the Deathknight uses. In addition, any character damaged this summoned flamepiece is wracked with unbearable pain, suffering a -2 external penalty on all non-reflexive physical actions until their DV next refreshes, as a Crippling effect. An Abyssal with Archery 6 may purchase this Charm a second time, reducing the mote cost to activate Gasp of Dead Gods to a single mote.

## MARTIAL ARTS

### GHOST-SPITE TALONS

**Cost:** 6m, 1wp; **Mins:** Martial Arts 5, Essence 3; **Type:** Reflexive

**Keywords:** Combo-Basic, Mirror (Golden Thunder Gauntlet),

Obvious

**Duration:** One scene

**Prerequisite Charms:** Ravaging Blow

Oblivion gifts flesh with lifeless rigor, hardening soft ropey muscles and all-too-mortal flesh into adamant and marble. Invoking this Charm, the Deathknight imbues his natural unarmed attacks with the benefit of the Ravaging Blow Charm for the duration of a scene, rather than a single attack. The Abyssal cannot invoke Ravaging Blow to stack its benefits doubly with those already granted to his attacks. At Essence 5+, this Charm also grants the Deathknight's natural attacks the magical material bonuses of soulsteel, as if they were forged of it. They are treated as being made of an indestructible magical material for all purposes.

### BONE-SPUR PARRY

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

**Keywords:** Combo-OK, Mirror (Golden Palm Kata)

**Duration:** Instant

**Prerequisite Charms:** Ravaging Blow

A carapace of cracked bone forms around the Abyssal's fist as he parries a blow. The Deathknight may activate this Charm in response to any attack that he defends against with an unarmed parry, adding (Strength) dice to the pool used to calculate his Parry DV. In addition, if he is in a clinch, he may apply his Parry DV against that attack without needing a stunt. An Abyssal with Martial Arts 3 and Essence 2 may purchase this Charm a second time, allowing him to extend its duration to one scene by paying a surcharge of two motes.

### GHOUL-FLAME AEGIS GESTURE

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

**Keywords:** Combo-OK, Mirror (Two-Fisted Hero Defense), Obvious, Spectral

**Duration:** Instant

**Prerequisite Charms:** Bone-Spur Parry (x2)

His bare hands wreathed in baleful pyreflame, the Dark Messiah strikes down a weapon foolish enough to oppose him. This Charm is a perfect parry against any attack that the Abyssal is aware of, even those that are unblockable. The Deathknight must otherwise be able to parry the attack unarmed in order to defend against it, meaning that he must use a Charm or stunt in order to defend against lethal attacks. This Charm cannot be used to perfectly defend an ally the Abyssal has protected with a Defend Other action. In addition, its cost may never be reduced by any means, except for Charms that explicitly circumvent this limitation. This Charm possesses one of the Four Flaws of Abyssal Invulnerability.

### SKELETAL ONAGER ATTACK

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

**Keywords:** Mirror (Lashing Dragon Tail)

**Duration:** Permanent

**Prerequisite Charms:** Inescapable Iron Grip

Mere mortals are little more than corpses awaiting the Deathknight's touch. If the Abyssal knocks back or throws an enemy, the distance they fly is increased by the Deathknight's (Martial

Arts + Essence). Against Extras, the distance is multiplied by the Abyssal's (Martial Arts x 2), and the Deathknight may choose to kill them with the throw, causing them to burst open in a wash of warm gore.

### ARMOR-CRACKING BLOW

**Cost:** 5m; **Mins:** Martial Arts 5, Essence 3; **Type:** Supplemental  
**Keywords:** Combo-OK, Mirror (Armor-Shattering Strike), Obvious, Shaping

**Duration:** Instant

**Prerequisite Charms:** Dark Messiah Form

It is grossly amusing to impale a foe on the jagged steel splinters of his own armor. If an attack supplemented by this Charm successfully strikes a target, any nonmagical armor the target is wearing is immediately destroyed. The spray of riveted plates and flying chain links pulps the unfortunate victim of the attack if the Abyssal successfully destroys his armor, inflicting an environmental hazard on him with Trauma (Essence) and Damage (Martial Arts)L. The damage of the hazard is increased by one if the destroyed armor was of at least medium size, or by two if it was of heavy size or greater. In addition, should the attack or the ensuing hazard actually inflict damage, the Abyssal may pay an extra mote to immediately cancel all Charms, spells, and astrological powers of non-Instant duration that provide the target with increased soak or Hardness, as a Shaping effect. Permanent Charms are not affected.

A second purchase of this Charm At Essence 5+ upgrades its Shaping effect to also force instant loss of attunement to armor. If a character's artifact armor is deattuned, its mobility and fatigue penalties increase by three each until he can re-attune to it. It is almost too easy to slaughter such foes, trapped as they are within the iron cage of their own useless armor. Of course, while he cannot shatter artifact armors with a single strike to unleash an explosion of shrapnel, the Abyssal Exalted can always find a way to perpetrate excessive violence. As the attunement of an armor is broken, the bound motes erupt in a blinding flash of essence, inflicting a hazard identical to the one above on the target. However, instead of adding damage based on the size of the armor, the artifact rating of the de-attuned armor is added to the hazard's damage.

### SMOLDERING WRECKAGE PUNCH

**Cost:** –(+2m); **Mins:** Martial Arts 5, Essence 3; **Type:** Permanent  
**Keywords:** Obvious

**Duration:** Permanent

**Prerequisite Charms:** Armor-Cracking Blow

Nothing makes a massacre like the horror of shrapnel spray, countless shards of broken metal flying blindly across the battlefield. This Charm upgrades Armor-Cracking Blow. If the Abyssal pays a surcharge of two motes, his attack can unleash an explosion of twisted metal. If he shatters or de-attunes a foe's armor, the ensuing environmental hazard expands to cover an area with a radius of (Martial Arts) yards, strewing the battlefield with shrapnel or arcs of burning essence. If the damage of the hazard receives any bonuses based on the armor the Abyssal strikes, the same bonuses apply to the range of the hazard. The Abyssal is immune to the hazard created by this Charm, as shrapnel simply bounces harmlessly off his flesh.

### BRUTALIZE THE BROKEN HERO

**Cost:** 8m, 1wp; **Mins:** Martial Arts 5, Essence 3; **Type:** Reflexive  
**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Illustrative Overkill Technique

Is there anything more satisfying than the sound of snapping vertebrae and ripping flesh? Maybe it is the smell of hot organs spilling out onto the earth, or the satisfying crunch of a spine beneath one's fingers. Or perhaps it is the look of absolute, helpless terror on someone's face as they realize that they will be broken. The Abyssal may activate this Charm whenever he crushes a clinched enemy. He adds his (Martial Arts x 5) to the raw damage of the attack. If this damage is sufficient to reduce the Abyssal's mewling helpless victim to his Incapacitated health level or below, then the Deathknight may tear them apart, snapping their spine and flinging ropey coils of viscera everywhere. Should the Abyssal inflict such overkill on an extra, he may kill them instantly, without needing to reduce them to Incapacitated. Should he waste this Charm on slaughtering an extra, he may choose to activate Illustrative Overkill Technique without needing to pay its cost. At Essence 6+, the Abyssal may use this Charm to instantly slaughter any victim, so long as the post-soak damage of the attack exceeds their total health levels.

### MELEE

#### STEEL'S HUNGER SATIATED

**Cost:** 1m; **Mins:** Melee 3, Essence 2; **Type:** Supplemental  
**Keywords:** Combo-OK, Mirror (Armor-Cutting Chop)

**Duration:** Instant

**Prerequisite Charms:** Savage Shade Style

Against the bloodlust of the Abyssal Exalted there can be no defense. No matter what walls their prey hide behind, what armor they enclose themselves in, the Deathknights will pry them free of it, and feast upon their flesh. An attack enhanced by this Charm ignores all Hardness from armor. A second purchase of this Charm also allows the enhanced attack to ignore up to (Essence x 2) points of its target's soak from armor. This benefit is not cumulative with that of the Piercing tag.

#### SPLATTERING RIBCAGE HARVEST

**Cost:** 15m, 1wp; **Mins:** Melee 5, Essence 3; **Type:** Reflexive  
**Keywords:** Combo-Basic, Crippling, Mirror (Shining Razor Wind), Obvious

**Duration:** One scene

**Prerequisite Charms:** Artful Maiming Onslaught

The Deathknight is a virtuoso of agony, every battlefield he leaves a masterpiece painted in bloody carcasses. Invoking this Charm, the Abyssal empowers a single melee weapon with Artful Maiming Onslaught for a scene, rather than a single attack. In addition, the Abyssal suffers no external penalty for using Artful Maiming Onslaught. He must still pay a point of Willpower whenever he damages a character in order to inflict an amputation upon them.

#### METICULOUS DISSECTION STYLE

**Cost:** 5m; **Mins:** Melee 5, Essence 3; **Type:** Supplemental  
**Keywords:** Combo-OK, Mirror (Mountain-Cleaving Method)

**Duration:** Instant

**Prerequisite Charms:** Artful Maiming Onslaught

Every stroke of the sword slays a foe, every slain foe fills a grave, every filled grave feeds the Neverborn, and the Neverborn will end this world. This minimum damage of all attacks the Abyssal makes for a single action is increased to (Essence x 2).

**GRIM ESSENCE REAVER**

**Cost:** — (1m per Charm cancelled); **Mins:** Melee 5, Essence 4;

**Type:** Permanent

**Keywords:** Crippling

**Duration:** Permanent

**Prerequisite Charms:** Soul-Cleaving Wound

Gouging at the essence core of his foe, the Abyssal can cut away their supernatural puissance. This Charm upgrades Soul-Cleaving Wound, expanding the range of effects he may inflict with it to include maiming his foe's Charms. If he chooses this option, then a successful attack that inflicts damage allows the Abyssal to learn what Charms his victim has active. He may choose to terminate the duration of any of these Charms by paying a single mote for each Charm he wishes to cancel out. Permanent Charms cannot be negated by this effect, nor can Charms with a duration of Instant.

**GENOCIDAL MONSTER SMILE**

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

**Keywords:** Mirror (Noonday Sun Judgment)

**Duration:** Permanent

**Prerequisite Charms:** Life-Severing Blade

The Deathknights are consecrated, unhallowed weapons against the world of the living. Their every whim is massacre, their every sword-stroke genocide. This Charm upgrades Life-Severing Blade. The Abyssal may activate it at a cost of six motes to render his attack both unblockable and undodgeable against any enemy, rather than only against mortals, ghosts, and the Fair Folk. Furthermore, when using it against mortals, ghosts, or Fair Folk, he need only pay the base cost of the Charm to render his attack both unblockable and undodgeable.

**CARELESS MAIMING BACKHAND**

**Cost:** 2m, 1wp; **Mins:** Melee 4, Essence 2; **Type:** Reflexive (Step 9)

**Keywords:** Combo-OK, Counterattack

**Duration:** Instant

**Prerequisite Charms:** Five Shadow Feint

If a Deathknight cannot cut down his foes, then he will settle for maiming and mutilating all they love and care for. The Abyssal may activate this Charm whenever an attack he makes misses. Doing so allows him to make a Melee counterattack against any character within range other than the original target of his attack, adding automatic successes equal to the Essence of his original target to the attack roll as he turns their own strength against their allies. Note that this Charm is exceptional in that the Abyssal can only invoke it to make a counterattack during his own attack, rather than a foe's.

**FLESH-SLICING SURPRISE**

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

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Five Shadow Feint

With a practiced flick of his wrist, the Deathknight can turn the lightest stroke into a deathblow. The Abyssal may pay a point of Willpower in Step 3 of a Melee attack supplemented by this Charm to deal a sure blow, causing the attack to automatically hit. If it would normally have missed, it is treated as having 0 threshold successes for calculating raw damage.

**SKULL-CLEAVING EXECUTIONER STYLE**

**Cost:** 6m, 1wp; **Mins:** Melee 5, Essence 4; **Type:** Reflexive (Step 1)

**Keywords:** Combo-OK, Mirror (Heavenly Wind Unsheathed)

**Duration:** One tick

**Prerequisite Charms:** Five Shadow Feint

With a flick of his wrist, the Abyssal carves flesh and saws through bone, his blade biting and tearing away the tendons and ligaments that hold his foe together. When his vicious onslaught is concluding, the corpses of his slain victims fall apart before him. This Charm supplements a flurry of Melee attacks. Each attack in the flurry inflicts an onslaught penalty on its target equal to the total number of Melee attacks the Solar makes against them with that flurry, rather than the normal cumulative value, to a maximum of -10. If the normal cumulative penalty for an attack would exceed this maximum, then it is used instead.

**BLOOD SHEATH, MORTAL CARCASS**

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

**Keywords:** Obvious

**Duration:** Permanent

**Prerequisite Charms:** Void Sheath Technique

The Abyssal Exalted can hardly draw their blades without cutting down the foes of Oblivion. This Charm permanently enhances the Abyssal's Void Sheath Technique Charm. Whenever the Deathknight summons a weapon he has stored with the Void Sheath Technique, he may choose not to summon it back to his hand, but within the very flesh of any mortal within (Essence x 10) yards. The weapon bursts through the mortal's body before flying to the Abyssal's hand, dealing (Essence + Weapon Damage) dice of damage that ignore soak and hardness from armor, as an undodgeable and unblockable attack that succeeds without need for an attack roll. Extras are instantly killed by this, exploding in a fountain of streaming blood and excessive gore.

**SOUL-BLEEDING UMBRAL BLADE**

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

**Keywords:** Mirror (Unconquered Hero's Blade)

**Duration:** Permanent

**Prerequisite Charms:** Resplendent Shadow Blade

This Charm weaves the Abyssal's own hatred and sorrow into the weapon he summons with Resplendent Shadow Blade, binding the Deathknight and his sword as one. This Charm adds the Abyssal's Essence to the Accuracy, Damage, and Defense of any weapon he summons with Resplendent Shadow Blade, although no value may exceed his (Melee x 2). In addition, whenever the Abyssal drains Willpower from a victim with the weapon summoned by Resplendent Shadow Blade, he recovers a single point of Willpower. An Abyssal with Melee 6 may purchase this Charm a second time, reducing the mote cost

to activate Resplendent Shadow Blade to a single mote, or two motes to summon paired blades.

### BLADE-QUICKENING HATRED

**Cost:** —; **Mins:** Melee 4, Essence 2; **Type:** Permanent

**Keywords:** Mirror (Iron Vengeance Stance)

**Duration:** Permanent

**Prerequisite Charms:** Vengeful Riposte

Revenge is second nature to the Abyssal Exalted. The Deathknight no longer suffers counterattack penalties to his DVs for making counterattacks granted by any Abyssal Melee Charm.

### BETTER KILLER DEMONSTRATION

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

**Keywords:** Counterattack, Mirror (Dawning Retribution Arc)

**Duration:** Permanent

**Prerequisite Charms:** Vengeful Riposte

Nothing is better made for the act of murder than the Abyssal Exalted. They are the standard by which all lesser violence is measured and found insufficient. This Charm upgrades Vengeful Riposte. Whenever the Abyssal activates it in response to an attack made as part of a flurry, he may pay a surcharge of one mote. Doing so allows him to make a single Melee-based counterattack against each attack made as part of that flurry, extending the duration of the Charm to one tick. If the Abyssal knows Broken Toys Riposte, this Charm's benefits also apply to it, allowing him to pay an additional mote to respond to every attack in a flurry with a new counterattack aimed to sunder the offending weapon. This Charm may also improve other Abyssal Melee Charms that grant counterattacks, at the Storyteller's discretion.

### LEGEND-SUNDERING SPITE

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

**Keywords:** Obvious, Shaping

**Duration:** Permanent

**Prerequisite Charms:** Broken Toys Riposte

All heroism shatters before Oblivion. This Charm upgrades Broken Toys Riposte. Whenever the Abyssal activates it and successfully disarms a foe of an attuned artifact weapon, that character's attunement to the weapon is broken as a Shaping effect, as necrotic essence wreathes it with baleful light.

## THROWN

### BLACKENED SOUL SHARDS

**Cost:** 3m, 1wp; **Mins:** Thrown 5, Essence 4; **Type:** Reflexive (Step 1)

**Keywords:** Combo-OK, Mirror (Sacred Blaze of Heaven's Wrath), Obvious

**Duration:** One scene

**Prerequisite Charms:** Any Thrown Excellency, Aid of Ill Wind

The Abyssal Exalted assault the world itself with their fury, poisoning it with hatred and spite. This Charm charges a single thrown weapon held by the Abyssal with unholy necrotic essence. Upon striking an enemy, this unholy aura discharges in a light-devouring vortex. This is a one-time environmental hazard with a Trauma of (Essence) that deals 10L damage. Living victims damaged by the vortex feel their very hopes slipping away, losing a point of temporary Willpower as an Emotion effect un-

less they spend (Essence) motes. The necrotic aura remains if the weapon is thrown but misses, allowing the Deathknight to gain its benefit if he can retrieve the weapon. However, the charge never lasts past the scene in which it was invoked. The Abyssal may charge only one weapon at a time with this Charm.

### ENDLESS HUNTING KNIVES

**Cost:** 4m; **Mins:** Thrown 4, Essence 3; **Type:** Reflexive (Step 1)

**Keywords:** Combo-OK, Mirror (Stone-Skipping Method), Obvious

**Duration:** Instant

**Prerequisite Charms:** Aid of Ill Wind

The Abyssal's weapons hunger ever more for blood, the satisfaction of the clean, fatal cut. This Charm enhances a Thrown-based attack, giving an unholy semblance of life to the Abyssal's weapon or projectile. It moves like some swift predatory bird or a twisting serpent, stalking through the air towards its prey with a mazy motion. The Deathknight may direct his attack to twist or coil around his victim up to (Essence) times during the course of the attack. Each twist allows the Abyssal to achieve a distinct benefit, chosen from the list below.

- *Bypass Cover:* Each twist used to bypass cover allows the Abyssal to ignore up to a +2 bonus to his target's DV from cover. Using this mode also allows the Deathknight to bank attacks around corners, allowing him to target enemies even if they are behind walls or other barriers, so long as the Solar can somehow perceive them, and there is a course his weapon can be directed to take.

- *Long Shot:* The Abyssal's weapon cuts strange paths through the air, seeming to fly further than it should be able to. Each twist devoted this mode increases the range of the Solar's attack by 50 yards.

- *Misdirection:* The Deathknight directs his attack to come from out of nowhere, stalking his victim as if it were some satisfyingly terrified prey. This mode may only be used if the attack enhanced by this Charm is unexpected. Each twist devoted to misdirection grants the Abyssal a single automatic success on the next (Dexterity + Stealth) roll he makes to re-establish surprise after the attack. In order to benefit from these successes, the Deathknight must attempt to establish stealth before the end of his next action tick, and cannot make any other attacks until he does so.

### NO ESCAPE ON BROKEN LEGS

**Cost:** 3m (+1wp); **Mins:** Thrown 4, Essence 3; **Type:** Supplemental

**Keywords:** Combo-OK, Crippling, Mirror (Gilded Binding Nail)

**Duration:** Instant

**Prerequisite Charms:** Aid of Ill Wind

There is no greater pleasure than to watch a helpless victim struggling to escape, and knowing he cannot. This Charm supplements a Thrown attack, causing it to cut through tendons and shatter bones. If the attack deals any damage, the Abyssal may spend an additional point of Willpower to hobble their foe, reducing their Move and Dash speeds to 0, and preventing them from taking any Dexterity-based Athletics action. They may crawl along the ground at one-tenth of their normal speed. Heroic characters may spend a point of Willpower to move at

half-speed for one action. The Exalted and other characters with awakened essence recover from this maiming at the end of the scene. Mortals do not.

## WAR

### BLACK BRAND OF THE DEATHKNIGHT

**Cost:** 7m; **Mins:** War 4, Essence 3; **Type:** Reflexive

**Keywords:** Combo-OK, Mirror (Golden Legion Battle-Glory), Obvious, War

**Duration:** One scene

**Prerequisite Charms:** Morale-Shattering Method

Shouting a harsh blasphemy as a battle cry and raising his fist into the air, the Abyssal marks his unholy legions with the sigil of Oblivion itself. A black mark is seared into the brow of each man and monster he commands, the dead sun of the Dusk Caste. The Abyssal may only activate this Charm while he commands a mass unit that is entirely made up of creatures of darkness. If the Abyssal receives any automatic successes on an attack roll due to his unit's Magnitude, the number of successes he receives is increased by three. Likewise, if he inflicts a penalty on an attack roll made against his unit due to its Magnitude, the penalty is increased by three.

### SHARDS OF BROKEN COURAGE

**Cost:** 3m, 1wp; **Mins:** War 5, Essence 3; **Type:** Reflexive

**Keywords:** Combo-OK, Emotion, Mirror (Courage-Shattering Clarion), War

**Duration:** Instant

**Prerequisite Charms:** Morale-Shattering Method

The Deathknights relish the cowardice of the living, the fear that sends their victims running. They enjoy the chance to stalk and hunt their fleeing prey. Whenever an enemy unit is forced to check for rout as a result of the Abyssal's actions or Charms, he may activate this Charm, casting an overwhelming aura of doom over his enemies. They automatically fail the roll to resist rout, and are treated as having rolled no successes for determining how many dots of Magnitude they lose. The unit's commander may spend 5 points of Willpower to resist this unnatural mental influence, although the unit is still subject to normal rout. Each point of Drill possessed by the enemy unit reduces the Willpower cost to resist by one, to a minimum of one Willpower. Units with perfect Morale can never be affected by this Charm.

### RIPPING OUT CREATION'S HEART

**Cost:** 15m, 1wp; **Mins:** War 5, Whispers 3, Essence 5; **Type:** Simple

**Keywords:** Avatar (3), Combo-Basic, Obvious, War

**Duration:** One scene

**Prerequisite Charms:** Arise and Slaughter

When blood washes the earth of Creation, Gaia weeps. When the Abyssal Exalted assault the very heart of the Verdant Mother with their blades, she screams. As the Abyssal activates this Charm, the sky itself darkens, an ominous portent of horrors yet to come. For the rest of the scene, whenever a complementary unit primarily made up of living characters suffers Magnitude loss from being dealt lethal damage, a massive black crack appears in the sky, a rift in the fabric of Creation. At any time, the

Abyssal may reflexively break their commitment to this Charm, causing the cracks in the shattered sky to vomit forth a torrent of blood before closing in on themselves. As the blood seeps deep into the earth, a shadowland opens, with a radius of 500 yards for each rift gouged in the sky, to a maximum radius of ten miles.

### GRAVEYARD-FILLING ONSLAUGHT

**Cost:** 5m (+1wp per dot of Magnitude); **Mins:** War 5, Essence 4;

**Type:** Reflexive (Step 8)

**Keywords:** Combo-OK, Mirror (Army-Scattering Mercy Halo), Obvious, War

**Duration:** Instant

**Prerequisite Charms:** Glorious Carnage Typhoon

The Deathknights number only one solitary hundred against the hundreds of Celestial Exalted, the thousands of Terrestrial Exalted, and the billions upon billions of mortals who would stand against them. It is almost a shame Creation's defenders do not number more, that there might be some challenge to slaughtering them. This Charm can enhance any attack made against a Magnitude 3+ complementary unit, provided the Abyssal fights as a solo unit. If the attack would deal any levels of lethal damage to the unit, the Abyssal may instead spend up to (Essence) points of Willpower. The unit loses points of Magnitude equal to the amount of Willpower spent as the Deathknight cuts down rank after rank of soldiers with grotesque brutality.

### BLOOD-BATHED BATTLEFIELD

**Cost:** 4m; **Mins:** War 3, Essence 1; **Type:** Reflexive

**Keywords:** Combo-OK, Mirror (Inescapable Flanking Tactic), War

**Duration:** Instant

**Prerequisite Charms:** Dread Warlord Stratagem

When Creation's armies march against the dead, there can be no honor on the battlefield—only a futile hope for survival. The Abyssal may reflexively invoke this Charm whenever an enemy complementary unit attempts to disengage from combat with a unit they lead, adding their (Essence) to the difficulty of the enemy's roll to successfully break away.

### SHAMBLING ZOMBIE PARADE

**Cost:** 7m, 1wp; **Mins:** War 5, Essence 3; **Type:** Extra Action

**Keywords:** Combo-OK, Mirror (Lightning Flash Strategy), Obvious, War

**Duration:** Instant

**Prerequisite Charms:** Dread Warlord Stratagem, Hive-Mind Horror Tactics

The armies of Oblivion cannot afford a slow and sluggish march. Every walking corpse, every war-ghost must move in perfect unison, yoked to their will of their dark overlords. The Abyssal may only activate this Charm if he commands a mass unit of Magnitude 3+ that is made up entirely of creatures of darkness. It provides a magical flurry of (Charisma + War) actions made at the Abyssal's full dice pool. The flurry may consist of any combination of attacks and War-based actions. The Deathknight cannot direct more attacks at a single complementary unit than the unit's Magnitude, and cannot attack solo units or individual characters within a unit at all. The magical flurry ignores rate, and has a Speed and DV penalty equal to the highest single

value of any action in the flurry.

Sun Sinks into Darkness

**Cost:** 5m; **Mins:** War 5, Essence 3; **Type:** Reflexive (Step 2)

**Keywords:** Combo-OK, Leader, Mirror (Legion-Defending Guardian Spirit), Obvious, Spectral

**Duration:** Instant

**Prerequisite Charms:** Dread Warlord Stratagem

The Abyssal's anima flares a light-annihilating black, collapsing into a maelstrom that consumes all light and energy, shunting it into the inevitable descent of Oblivion. This Charm acts as a perfect parry against any attack or environmental effect of which the Abyssal is aware, even those that are unblockable. If the same attack targets other characters within (Essence x 50) yards of the Abyssal, he may extend this defense to them as well. If he leads a mass unit, all members are defended by this Charm. This Charm possesses one of the Four Flaws of Abyssal Invulnerability.

## MIDNIGHT CASTE

### INTEGRITY

#### DESOLATE SOUL CRYPT

**Cost:** 3m; **Mins:** Integrity 1, Essence 1; **Type:** Reflexive

**Keywords:** Combo-OK, Mirror (Inviolate Soul Wellspring)

**Duration:** One scene

**Prerequisite Charms:** None

Those who take the Last Breath no longer respire the essence of Creation. Their souls do not teem with unending founts of essence, but with the hollow emptiness of death's own essence. What can empty emptiness itself? This Charm negates any effect that would drain motes from the Solar's essence pools against his will. In addition, any harmful effect whose damage or other similar effects are calculated based on the number of motes in the Abyssal's essence pools treat him as having no motes, if this is more advantageous to him.

#### BLACK HOLE WHERE THE HEART SHOULD BE

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

**Keywords:** Avatar (2), Mirror (Phoenix Renewal Tactic)

**Duration:** Permanent

**Prerequisite Charms:** Any Integrity Excellency

The Neverborn whisper to themselves in their quiescent torpor, muttering prophecies and fantasies of Creation's end. Where the Deathknights walk, these dreams are made real. Whenever the Abyssal could recover Willpower from a stunt, he may choose to forgo it, letting his heroic potential sink into the depths of Oblivion. Doing so allows him to invoke his Whispers background a single additional time that scene.

#### CLOTHED IN BLEAK SAMENESS

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

**Keywords:** Mirror (Epic Legend Panoply)

**Duration:** Permanent

**Prerequisite Charms:** Undying Stagnation Defense

Those things claimed by Oblivion are blessed with the eternal stasis of death. This Charm upgrades Undying Stagnation Defense. Its defense is extended to any inanimate object the Abyssal

owns within (Essence) yards of him.

## OBLIVION IS MY NAME

**Cost:** — (11hl); **Mins:** Integrity 3, Essence 2; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Blood Before Surrender

Wherever the Deathknights walk, the Void follows after. By the spilling of their profane blood may they consecrate Creation to the Neverborn, calling up the dark forces of the Underworld. The Abyssal may pay one level of lethal damage in place of spending a point of temporary Willpower when he invokes a Charm with the Spectral keyword. However, taking this Charm maims the living essence flows of the Abyssal Exalt, making it impossible for any Charms or magic other than Abyssal Charms or necromancy to heal levels of damage they have suffered.

## FINAL LOYALTY SACRIFICE

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

**Keywords:** Mirror (Ardent Soul Fortitude)

**Duration:** Permanent

**Prerequisite Charms:** Blood Before Surrender

Like death itself in their inevitability, the Abyssal Exalted cannot be swayed from their course. This Charm upgrades Blood Before Surrender. The Abyssal may activate it as an innate power, which does not count as Charm activation. In addition, if he uses it to resist unnatural mental influence that opposes his motivation, he may pay a level of bashing damage in place of a point of Willpower, rather than a level of lethal damage.

## COURTESANS LIKE PAINTED CORPSES

**Cost:** —; **Mins:** Integrity 3, Whispers 1, Essence 1; **Type:** Permanent

**Keywords:** Avatar (1), Mirror (Harlot-Rebuking Chastity)

**Duration:** Permanent

**Prerequisite Charms:** Heart of Darkness

Oblivion knows nothing of beauty. This Charm upgrades Heart of Darkness. While it is active, the Abyssal may ignore up to his (Whispers) in penalties inflicted on his MDVs due to Appearance rating. At Essence 5+, he may instead ignore all such penalties.

## FALLEN GLORY DAWNS ANEW

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

**Keywords:** Native

**Duration:** Permanent

**Prerequisite Charms:** Unconquered Hero's Faith

An Abyssal need not go through any lengthy training or arduous meditation to learn this Charm. Instead, he must simply stand upon the sunlit soil of Creation, and look up to skies. Speaking a promise that he will be the hero that the world needs, he becomes that hero. The last spark of Solar essence buried in his black exaltation shines bright, spilling out a single mote of golden essence into the darkness of the Abyssal's soul. No higher power, not even the Unconquered Sun, intervenes to restore the glory of the Abyssal's exaltation. It is not by any other power that the Abyssal seeks his own redemption. Instead, the Abyssal's heroism calls out to the blackened, but undiminished core of his exaltation. It remembers that it once shone

with glory, with the light of virtue—and this light shines once more in the heart of the penitent Abyssal. This is not the end of redemption, but the beginning.

This Charm upgrades Unconquered Hero's Faith. The Abyssal no longer pays a surcharge of two motes when activating Solar Charms he has learned through Unconquered Hero's Faith. In addition, he may learn and use Solar Charms with the Holy keyword, even though he is a creature of darkness. He may also attune to and use orichalcum artifacts that are Holy in nature. The Abyssal gains a single point of Resonance in any scene in which he activates a Charm with the Holy keyword or uses a Holy artifact, as Oblivion seeks to swallow the traitor's soul. However, this power is limited in scope. So long as the Deathknight is a creature of darkness only because of his nature as one of the Abyssal Exalted, he benefits normally. However, if another effect makes him a creature of darkness, or if the Unconquered Sun personally names him as an enemy of Creation, then he suffers the normal effects, and cannot use Holy magic. He can fight against the darkness that stains his exaltation, but he is no more invulnerable to magic that would further desecrate him than any Solar would be.

Once an Abyssal has learned this Charm, and accepted the path of virtue, they find that their own Abyssal magics offer less puissance. The Underworld offers no comforting darkness to them, for they have declared themselves champions of the day. The madness of the Neverborn offers no enlightenment to one who has renounced his title as their avatar. The Abyssal must always pay the Willpower surcharge of Abyssal Charms with the Spectral keyword, even when he is within the Underworld. In addition, he subtracts the rating of his lowest Virtue from his Whispers when determining if he meets the minimums of Abyssal Charms with the Avatar keyword. If this lowers his Whispers rating beneath the minimum needed to use any such Charm he has, he cannot activate it, and gains no benefits from it if it is permanent.

## PERFORMANCE

### BLIND DEMAGOGUE ATTITUDE

**Cost:** 3m; **Mins:** Performance 2, Essence 1; **Type:** Reflexive (Step 2)

**Keywords:** Combo-OK, Mirror (Master Orator Stance), Social

**Duration:** One scene

**Prerequisite Charms:** Any Performance Excellency

The messiahs of the Midnight Caste can abide no truths other than their own. While this Charm is active, the Deathknight calculates the base dice pool for his Parry MDV as ([Charisma or Manipulation] + [Performance x 2]), before dividing it in half.

### CAUSTIC SPITE RIDICULE

**Cost:** 5m; **Mins:** Performance 3, Essence 2; **Type:** Reflexive (Step 2)

**Keywords:** Combo-OK, Mirror (Opinion-Swaying Solar Countermand), Social

**Duration:** Instant

**Prerequisite Charms:** Blind Demagogue Attitude

It takes only the laughing mockery of a Deathknight to reveal the meaninglessness of shining, gilded words. The Abyssal may activate this Charm in response to any spoken mental influence

which he is aware of, natural or unnatural. This Charm allows the Deathknight to make a perfect social parry against that influence, even if it is unblockable. If the mental influence targets multiple characters, this Charm may defend any of them, for a cost of one mote for each additional target. The Abyssal must speak some argument or mockery against whatever effect the influence seeks to exert. The mental influence need not be directed against him—he can just as easily use this Charm to defend an ally or a mob of Shadowlands mortals as he could himself.

## WRETCHED COURTESAN HUMILIATION

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Irresistible Succubus Style

The Abyssal Exalted have no compunctions against sexual coercion and abuse. If the victims of their romances are stricken with heart-numbing fear, then it only makes it more enjoyable. This Charm upgrades Irresistible Succubus Style. If the Abyssal chooses, he may use it to inflict Intimacies of fear towards himself, instead of creating unwanted lust. If he does, then he adds three automatic successes to his roll if he has Appearance 1, or five automatic successes if he has Appearance 0. In addition, as a permanent enhancement to the Abyssal's capabilities, characters with an Intimacy of fear towards him are considered to also have an Intimacy of lust for purposes of any social attack or mental influence he exerts, letting him coerce his victims into sexual humiliation.

## CRACKED SEPULCHER ATROCITY

**Cost:** 20m, 1wp; **Mins:** Performance 5, Essence 4; **Type:** Simple

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

**Duration:** Instant

**Prerequisite Charms:** Lies That Tell Themselves

The cruelest liar of all is life. It offers hope, compassion, love—bleak impossibilities in the face of the blackest night that is Oblivion. Laying his hand upon a corpse, the Abyssal rolls (Manipulation + Performance), burning a black handprint into its dead flesh. The dead thing rises, given a black unlife by the Abyssal's magic. It has the traits of a non-extra zombie, but the Abyssal may distribute an additional (Essence) dots among its Attributes and Abilities, although he may not raise any trait above 5. The zombie knows and obeys the Abyssal's will intuitively, little more than a shell for his dark commands. The revenant crumbles to dust at the end of the scene, unless the Abyssal devotes a point of Willpower to sustaining it. Should he spend that Willpower, his zombie is destroyed.

But the ultimate malice of this Charm is not in reanimation. Upon witnessing the returned dead, any character who knew them in life suffers an unnatural mental influence. If their Dodge MDV is less than the successes the Abyssal garnered on the activation roll, they succumb to an Illusion effect, causing them to believe that the undead abomination is actually the original character, resurrected and restored to life. They will ignore all evidence to the contrary, not seeing the obvious undead of the zombie, and rationalize whatever reasons they need for the sudden return of the dead. The simple or uneducated might believe it an actual resurrection, while those conversant with sorcerous lore understand that their beloved friends or

hated enemies must have never been dead, escaping doom only to return later.

In addition, the undead drinks in the memories of those who succumb to this influence, allowing it to know everything they do of who it was in life. Should the Abyssal will it, the zombie can imitate its former self perfectly, between the memories it has stolen and the obfuscation of the unnatural mental influence. Only those who resist or fight off the influence can see it for what it really is, and their warnings will be ignored by those caught in the sway of this Charm—only by destroying the zombie can the others be freed from the influence. This unnatural mental influence costs two Willpower to resist, but those who possess an Intimacy to the dead character, or who possessed an Intimacy to him for at least a month while he was alive, must pay an increased cost of five Willpower to do so. Once a character has paid to resist the unnatural mental influence of this Charm, they not only shake it off, but are immune to the magics of this Charm for a day, allowing them to see through the illusion that cloaks any zombies created by the Abyssal.

## PRESENCE

### FUTILE BLATHERING IGNORED

**Cost:** 3m; **Mins:** Presence 2, Essence 1; **Type:** Reflexive (Step 2)  
**Keywords:** Combo-OK, Mirror (Arduous Argument Defense), Social

**Duration:** One scene

**Prerequisite Charms:** Any Presence Excellency

Oblivion silences fools. While this Charm is active, the Deathknight calculates the base dice pool for his Parry MDV as  $([\text{Charisma or Manipulation}] + [\text{Presence} \times 2])$ , before dividing it in half.

### CONVERSATION'S SEVERED ARM

**Cost:** 5m; **Mins:** Presence 3, Essence 2; **Type:** Reflexive (Step 2)  
**Keywords:** Combo-OK, Mirror (Golden Edict Defense), Obvious, Social

**Duration:** Instant

**Prerequisite Charms:** Futile Blathering Ignored

The Abyssal's scathing cynicism and meticulous critiques show the inanity of his foe's arguments. This Charm allows the Deathknight to make a perfect social parry against any mental influence, even if it is unblockable. Once the Abyssal has used this Charm to defend against mental influence, he may activate it to defend against any mental influence that exerts the same effect for a cost of only one mote for the rest of the scene. If a social adversary stunts his social attack to use a new approach, the Abyssal must still pay the full cost to defend against it.

### HEART-HARDENING CORRUPTION

**Cost:** 2m; **Mins:** Presence 2, Essence 1; **Type:** Reflexive  
**Keywords:** Combo-OK, Compulsion, Mirror (Heart-Strengthening Encouragement)

**Duration:** Instant

**Prerequisite Charms:** Any Presence Excellency

Oblivion is the one truth of the world. Virtue is meaningless before the inevitable end of all things. The Abyssal may activate this Charm whenever a character attempts to fail a Virtue roll in order to suppress the chosen Virtue. It guarantees that

character's failure, allowing them to suppress the Virtue without needing to pay a point of Willpower. The Abyssal may even use this Charm on his own behalf, steeling himself in a moment of weakness.

### SOUL-SCARRING HORROR ABUSE

**Cost:** 5m, 1wp; **Mins:** Presence 5, Essence 3; **Type:** Supplemental  
**Keywords:** Combo-OK, Compulsion, Mirror (Foe-Shaming Solar Glory), Social

**Duration:** Instant

**Prerequisite Charms:** Poisoning the Will

Like a cancer, the Abyssal's hateful words can rot a man's mind from the inside out. If a social attack supplemented by this Charm overcomes its target's MDV, then it exerts unnatural mental influence on them. Even if they resist the social attack by spending Willpower, this influence remains embedded in their consciousness. The influence can be triggered in a later scene if the target is exposed to certain triggers. Speaking or interacting with any character that expresses hatred, disappointment, or resentment towards them triggers this influence, as does being accused of failure or worthlessness. In addition, going more than a day without any interaction with other characters will trigger the influence. Once it has been triggered, this unnatural mental influence subjects the target to a social attack identical to the one supplemented by the initial use of the same Charm, applying the same number of successes rolled against the target's MDVs. The effect of any other Charms used to enhance the initial social attack is also repeated. Resisting the social attack makes them immune to all further triggers for the rest of the scene. Once a character has spent a total of five Willpower resisting these social attacks, the unnatural mental influence is broken.

### BLIGHT WALKS THE EARTH

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

**Keywords:** Mirror (Glorious Wrathful Mien)

**Duration:** Permanent

**Prerequisite Charms:** Dread Lord's Demeanor

The darkness of the Abyssal Exalted poisons the world with hate. Their footfalls salt the earth beneath them, their every breath poisons the air, and their slightest anger is death to the living. This Charm upgrades Dread Lord's Demeanor. If a character's Dodge MDV against the unnatural mental influence it exerts is less than the Abyssal's  $(\text{Charisma} + \text{Presence})$  when they attempt to attack a Solar, then they make the roll to resist at increased difficulty. Valor rolls must overcome a difficulty of 2, while Willpower rolls must overcome difficulty 4. Mortals, ghosts, and raksha suffer a -2 penalty to their MDV to determine whether this enhanced difficulty applies to their roll.

## RESISTANCE

### IRON RELIQUARY BODY

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

**Keywords:** Mirror (Steel-Body Mastery)

**Duration:** Permanent

**Prerequisite Charms:** None

The Deathknights gird themselves in armor forged of damned souls. Can mortality weigh heavy on those already dead? Of

course not. The Abyssal may reduce the Mobility penalty and Fatigue rating of any armor he wears by one, to a minimum of zero. If he is attuned to soulsteel armor, he may instead reduce its Mobility penalty and Fatigue rating by his (Essence ÷ 2).

### BLASPHEMY-CARVED FLESH

**Cost:** 1m; **Mins:** Resistance 2, Essence 1; **Type:** Reflexive (Step 7)

**Keywords:** Combo-OK, Mirror (Skin Like Steel)

**Duration:** Instant

**Prerequisite Charms:** Any Resistance Excellency

Once the life has withered from a body, the husk that remains is hardened with death. This Charm may be activated in response to any successful attack. The Solar may ignore any effects or penalties that would reduce his soak or Hardness, such as the Piercing tag. This Charm does not defend against unsoakable attacks, or attacks which ignore Hardness.

### BLOODLESS HUSK EVOLUTION

**Cost:** 5m; **Mins:** Resistance 4, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK, Mirror (Solar Juggernaut Stance), Obvious

**Duration:** One action

**Prerequisite Charms:** Blasphemy-Carved Flesh

Even as blades cut through his skin and arrows pierce his flesh, no blood flows from the Abyssal's wounds. It will take more than such petty injury to harm him. The minimum damage of all attacks made against the Solar for one action is set to zero.

### MANTLE OF MIDNIGHT STEEL

**Cost:** —; **Mins:** Resistance 5, Essence 2; **Type:** Permanent

**Keywords:** Mirror (Aegis-Assuming Gesture)

**Duration:** Permanent

**Prerequisite Charms:** Armor-Calling Kata

The Abyssal's anima spits forth barbed tentacles and flailing limbs, a fibrous lattice of death-essence that snares armor and drags it on to the Deathknight's flesh. This Charm upgrades Armor-Calling Kata. The Abyssal may activate it to instantly don any set of armor, so long as he does not wear any other armor. He no longer needs to spend multiple actions activating Armor-Calling Kata. In addition, he may activate Armor-Calling Kata as an innate power, which does not count as Charm activation.

### GRAVEN STONE BULWARK

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

**Keywords:** None

**Duration:** Mirror (Royal God-Armor Meditation)

**Prerequisite Charms:** Inauspicious Inner Aegis

The only safety in this world lies on the other side of the grave. This Charm upgrades Inauspicious Inner Aegis. The armor created by it now has 20B/20L soak, 10B/10L Hardness, and no mobility penalty. The blood-wrought panoply created by it applies a +2 DV bonus against all attacks. In addition, the Charm's duration is extended to Indefinite.

### ETERNAL DARKNESS HECATOMB

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

**Keywords:** Native

**Duration:** Permanent

**Prerequisite Charms:** Corpse Needs No Food

The blood of Creation is awash with essence, awash with mortal vitae. As the Abyssal drinks it deep, he may renew the living flesh that embodies his unliving essence. Whenever the Abyssal would regain motes from feeding on the living (including the use of the Ravening Maw of [Ability] Charms), he may instead heal a single level of lethal damage. He cannot heal more than a single level of damage per action with this Charm. An Abyssal with Resistance 6 may purchase this Charm a second time, allowing him to also heal aggravated damage with this Charm. This function of the Charm is considered Spectral, forcing the Abyssal to pay a point of Willpower to use it if he is not in the Underworld. In addition, he cannot heal aggravated damage while exposed to the light of the sun—the Unconquered Sun will not see the gravest foes of Creation saved from his wrath.

### UNSHATTERED CARCASS CAGE

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

**Keywords:** Mirror (Orichalcum God-Body Ascension), Native

**Duration:** Permanent

**Prerequisite Charms:** Ox-Body Technique (x3)

The flesh of the Abyssal Exalted has forgotten what it is to live—how then, can it die? This Charm permanently upgrades Ox-Body Technique. Each purchase of it grants the Abyssal two additional -2 health levels. At Essence 6+, each purchase also grants an additional -1 and -2 health levels.

## DAYBREAK CASTE

### CRAFT

#### BLASPHEMOUS OBSIDIAN FRIEZE

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

**Keywords:** Combo-OK, Mirror (Eloquent Artisan's Thesis), Social

**Duration:** Instant

**Prerequisite Charms:** Any Craft Excellency

The treasures of Oblivion corrupt and seduce their masters. This Charm supplements a Craft action, allowing the Deathknight to imbue the object created with unnatural mental influence, an influence that afflicts any characters who wields the treasure he creates. He may instill a Compulsion, which forces its victims to undertake some behavior; an Emotion, which instills a feeling or passion into its target; or an Illusion, which forces a belief on its targets. In order for the influence to affect a character, they must spend at least a minute interacting with the object in a meaningful way—a painting must be viewed, a sword wielded, or a meal eaten in order to convey the social attack. The social attack is treated as being made with Performance if it affects anyone who interacts with the object, or Presence if it is tailored to a single character. Characters with an MDV that exceeds the Solar's (Charisma + Craft) at the time of creation are immune to this influence, while others may resist for a cost of two Willpower. Once a character has resisted an object's imbued influence, they are permanently immune to it.

#### GRAVEYARD WORKSHOP METHOD

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

**Keywords:** Mirror (Sunlit Anvil Forging Technique)

**Duration:** Permanent

**Prerequisite Charms:** Any Craft Excellency

The gruesome creativity of Abyssal artificers inspires twisted machines of rotting flesh and splintered bone, elegant alloys of corpse and machine. The Abyssal may substitute a single human corpse, or an equivalent amount of dead flesh, for raw material and components with a total cost of (Resources) when crafting destructive items. The results of such artifice are always hideous relics that blend embalmed necrotic tissue, stitched-together musculature, and fragments of bone with more traditional materials.

### MAD BLACKSMITH CLANGOR

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

**Keywords:** Combo-OK, Mirror (Forge-Taming Hammer)

**Duration:** Instant

**Prerequisite Charms:** Any Craft Excellency

Beating the tortured iron of his his invention into form, the Abyssal might teach it the meaning of cruelty and violence. This Charm may enhance any action to craft any destructive item. The number of threshold successes received on the roll is doubled.

### INSATIABLE GENIUS DISSECTION

**Cost:** 5m, 1wp; **Mins:** Craft 5, Essence 3; **Type:** Simple (Dramatic Action)

**Keywords:** Combo-OK, Stackable

**Duration:** Indefinite

**Prerequisite Charms:** All-Consuming Entropy Attack

The Abyssal Exalted do not waste time with hours of studious research, meticulous experimentation, and empty conjecture. There is only one real way to find out how something works—take it apart. This Charm is a dramatic action to destroy or dismantle an artifact. This can take anywhere from a day, for a small trinket, to months, for larger airships and magitech machinery. This Charm does not allow the Abyssal to destroy an artifact he otherwise could not—he must turn to other magic for that task. This Charm merely allows him to reverse engineer the principles of an artifact he has dismantled, not to destroy the indestructible. An artifact successfully destroyed in the process of using this Charm is utterly dismantled, leaving behind no useful remnants.

Once the Abyssal has successfully taken apart an artifact, he gains access to a pool of bonus successes equal to half the successes needed to create the artifact. Whenever he makes a Craft, Lore, or Occult roll, he may spend successes from this pool to enhance the roll, so long as his reverse engineering of the artifact could reasonably aid in that task. However, he can only enhance Craft rolls to create destructive items, or Lore or Occult rolls that are of harmful or malicious intent. He may never spend more successes from the pool on a single roll than the rating of the artifact. The Abyssal retains access to this pool of successes for as long as he commits his essence to this Charm. If he wishes to dismantle multiple artifacts, he may do so, stacking multiple activations to gain access to the success pools granted by each artifact. However, he cannot spend success from more than one pool granted by this Charm on any single roll.

### BLEAK ENGINES OF ETERNITY

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Eternal Embalming Preparation

Only Oblivion itself is enough to unmake the unholy engines of the Abyssal Exalted. Until they have completed their final labor and sent the world tumbling into the black hole at its heart, their loyal armies and war machines will march ever behind them. This Charm upgrades Eternal Embalming Preparation. The Abyssal may pay a point of Willpower when activating it to enchant any undead war machine or walking dead. Doing so causes them to gain its benefits permanently. As with enchanting inanimate objects, the Abyssal need not commit the essence spent activating the Charm.

## INVESTIGATION

### QUESTIONS CUT LIKE RAZORS

**Cost:** 3m; **Mins:** Investigation 2, Essence 1; **Type:** Reflexive (Step 2)

**Keywords:** Combo-OK, Mirror (Insightful Question Style), Social

**Duration:** One scene

**Prerequisite Charms:** Any Investigation Excellency

The inquisitives of the Daybreak Caste can abide no truths other than their own. While this Charm is active, the Deathknight calculates the base dice pool for his Parry MDV as ([Charisma or Manipulation] + [Investigation x 2]), before dividing it in half.

### CRYPTIC GUILT INTUITION

**Cost:** 5m; **Mins:** Investigation 4, Essence 2; **Type:** Supplemental

**Keywords:** Combo-OK, Mirror (Secret Heart Intuition), Social

**Duration:** Instant

**Prerequisite Charms:** Any Investigation Excellency

Cremation ashes and unburied bones speak of death. All other evidence is irrelevant. This Charm supplements a roll to read a character's motivation. The Abyssal doubles the threshold successes he receives on the roll for determining what information he deduces. In addition, the Deathknight may read a character's motivation even if that character is not personally present, so long as the Abyssal has some material evidence or information that could reasonably be used to perform such an assessment. Doing so can only reveal information about a character's personality or motives at the time the evidence was created or left behind; this Charm is magically effective deduction, not mind-reading.

### THE NEVERBORN KNOW

**Cost:** 1m; **Mins:** Investigation 3, Whispers 2, Essence 3; **Type:** Reflexive

**Keywords:** Avatar (2), Mirror (Deductive Genius Method)

**Duration:** Instant

**Prerequisite Charms:** Crime-Unveiling Wickedness

The black dreams that trouble the still tombs of the Neverborn reveal that which the living would keep secret. This Charm allows the Abyssal to seek answers from the dead titans themselves, allowing them to pose any question about an act of violence or deliberate harm. They roll (Whispers + Investiga-

tion) to pry out the secrets they seek from the crypt-minds of the Neverborn, rolling at a difficulty that ranges from 1 to 5, based on how long ago the act occurred—difficulty 1 for a crime committed days ago, difficulty 5 for a crime committed years ago, or more. If another Charm contests these effects, add the character's Essence in automatic successes to the (Perception + Investigation) roll to oppose the other Charm.

### FOLLOWING THE CHAIN'S LINKS

**Cost:** — (+1wp); **Mins:** Investigation 5, Essence 2; **Type:** Permanent

**Keywords:** Mirror (Conspiracies Laid Bare)

**Duration:** Permanent

**Prerequisite Charms:** Spider in Society's Web

The Abyssal Exalted understand the ties between liege and servant well. This Charm upgrades Spider in Society's Web, allowing the Deathknight to spend a point of temporary Willpower when activating it to discern their subject's allies and associates. If the Abyssal succeeds on his activation roll, he learns names and identities of the subject's most allies, contacts, or employers, up to a maximum of (Essence) for every threshold success, although this cannot reveal any information the subject does not know. If any character whose identity would be revealed has deliberately attempted to conceal such information with Charms and has an Essence greater than the Abyssal's, this Charm reveals nothing about them.

## LORE

### DARK SECRETS PRODIGY

**Cost:** 3m; **Mins:** Lore 1, Whispers 1, Essence 1; **Type:** Reflexive  
**Keywords:** Avatar (1), Combo-OK, Mirror (Excellent Student Learning)

**Duration:** Instant

**Prerequisite Charms:** None

The Abyssal Exalted need not study the false tomes and babbling scholars of Creation. The Neverborn know all things that are and that are not, and their secrets can be taken. This Charm allows the Abyssal to make any roll to recall academic knowledge as a reflexive action, adding automatic successes equal to his Whispers. He adds his Intelligence to the roll, rather than his Wits, and the difficulty of the roll is not increased.

### INSIDIOUS MASTERMIND PLOTTING

**Cost:** 6m; **Mins:** Lore 4, Essence 2; **Type:** Reflexive  
**Keywords:** Combo-OK, Mirror (Golden Torch of Genius)

**Duration:** One scene

**Prerequisite Charms:** Any Lore Excellency

The unhallowed intellects of the Abyssal Exalted are always one step ahead of their foes. The Abyssal may ignore up to (Lore) in penalties on his mental actions that are imposed by another character's Charms, or similar supernatural powers. This reduction applies to external penalties first, and then to internal penalties. If such an effect increases or enhances a penalty the Deathknight suffers, he may apply the reduction to the increased penalty, although this cannot reduce it below its base value.

### WORD-DESTROYING GESTURE

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

Action)

**Keywords:** Mirror (Gilded Scrolls of Wisdom), Obvious, Shaping

**Duration:** Instant

**Prerequisite Charms:** Any Lore Excellency

Laying his hands upon a tome or scroll, the Abyssal sets it ablaze with pyreflame, breathing deep its secrets from the smoke. This act of destruction takes but a minute, and allows the Abyssal to fully consume the text he has just destroyed, with recall precise enough to quote specific details. He fully understands all information conveyed by the text, and receives a number of successes equal to his Essence on all rolls to remember details from the text. However, unless he possesses the madness of Whispers 5, this Charm only works on texts that are in a language and medium he is capable of understanding. This Charm cannot be used to learn Charms or spells from a text or manual, nor to destroy artifact texts. At Essence 5+, this Charm may be activated as a Speed 6 action, allowing the Abyssal to burn through books in mere seconds.

## STUDENT OF NIGHTMARES

**Cost:** —; **Mins:** Lore 4, Whispers 3, Essence 4; **Type:** Permanent  
**Keywords:** Avatar (3), Mirror (Sagacious Academic Method)

**Duration:** Permanent

**Prerequisite Charms:** Teaching Incomprehensible Truths

The Deathknight's dreams are haunted by incubi and gruesome psychopomps, mysterious figures who offer up the secrets of esoteric arts and strange sciences. The Abyssal may train in Attributes, Abilities, Ability specialties, Charms, Combos, and spells with a reduced training time, and may also invent new spells and Charms with greater speed. He divides the time needed to purchase any of those traits or invent new Charms or spells by his (Whispers x 3), to a minimum of one day. At Essence 6+, this rate increases to (Whispers x 6). An Abyssal with Lore 6 may purchase this Charm a second time, allowing him to train in Attributes, Abilities, and Ability specialties with no training time whatsoever. He may spend the experience points to purchase these traits at any time as a reflexive action.

## MEDICINE

### BRAIN-SCOURGING APOPLEXY

**Cost:** 5m; **Mins:** Medicine 3, Essence 2; **Type:** Simple  
**Keywords:** Mirror (Mind-Soothing Therapy), Touch

**Duration:** Instant

**Prerequisite Charms:** Pitiless Triage Judgment

Occasionally, a patient's mind might be broken so far that their brain must be scraped clean, their traumas wiped away that new ones might be inflicted. With a touch, the Abyssal may instantly cure any one derangement their patient suffers from, causing the patient to suffer a level of unsoakable aggravated damage as the derangement is literally scoured from their brain, often accompanied by copious nosebleeds or vomiting up spinal fluid. The Abyssal may choose to instead negate a single Charm or similar effect that exerts unnatural mental influence on the patient causing them to suffer levels of unsoakable aggravated damage equal to the amount of Willpower they would otherwise have to spend resisting the influence. If this damage would kill the patient, the Abyssal cannot cure them. This Charm can

counteract mental influences caused by sorcery, but only if the spell's effect was instant. Ongoing effects can only be dispelled with appropriate countermagic.

### ESTEEMED PHYSICIAN SNEER

**Cost:** 3m; **Mins:** Medicine 4, Essence 2; **Type:** Reflexive  
**Keywords:** Combo-OK, Mirror (Peerless Medical Acumen)  
**Duration:** Instant

**Prerequisite Charms:** Pitiless Triage Judgment

Abyssal surgeons waste neither time nor sympathy on hopeless patients. Activating this Charm, the Deathknight may make a (Perception + Medicine) roll to diagnose a patient as a reflexive action.

### CRACKED VIAL PLAGUE

**Cost:** – (+10m, 1wp); **Mins:** Medicine 5, Essence 4; **Type:** Permanent  
**Keywords:** Obvious, Sickness  
**Duration:** Permanent

**Prerequisite Charms:** Pestilence-Bearing Touch

Every Deathknight is a weapon to match the Great Contagion itself. They have only to realize their true potential. This Charm upgrades Pestilence-Bearing Touch. When they invoke it to spread a non-magical disease, they may spend an five motes and a point of Willpower to suspire a cloud of contagion, exposing all living beings within (Essence x 10) yards to the disease, rather than making a touch attack. At Essence 6+, they do so with supernatural diseases of the First and Second Circles, and At Essence 8+, with Third Circle supernatural diseases.

### SOUL-CORRODING VENOM

**Cost:** 5m; **Mins:** Medicine 5, Essence 3; **Type:** Reflexive (Step 8)  
**Keywords:** Combo-OK, Poison  
**Duration:** Instant

**Prerequisite Charms:** Venom-Bleeding Agony

The Abyssal Exalted taint the very essence of Creation with their presence, poisoning it and dissolving it into inert motes. This Charm can be activated to enhance any bite attack the Abyssal makes, forcing poisonous death-essence through the Deathknight's fangs. Abyssals with Ravening Maw of (Ability) may also use this Charm to enhance any attack made with the relevant Ability, although they need not have Ravening Maw of (Ability) active to do so. If the attack deals any levels of damage, the Abyssal's victim is exposed to a potent essence-based poison, with the following statistics: Damage (Essence x 2)/tick, Toxicity (Medicine)L, Tolerance –/–, Penalty -(Medicine). Victims of this poison slowly melt away, their organs liquefying and their bones crumbling as the venom melts their very essence. The fleshy slurry that remains is still mildly toxic, affecting those who touch or ingest it as if it with the statistics of coral snake venom.

### AGONY-TEMPERED FLESH

**Cost:** 10m, 2wp; **Mins:** Medicine 3, Essence 3; **Type:** Supplemental  
**Keywords:** Combo-OK  
**Duration:** Instant

**Prerequisite Charms:** Bone Graft Technique

A master of necrosurgery can capture a moment of agony in unliving flesh, crystallize the pain of death within the corpses he

leaves behind. This Charm enhances an action to create a work of necrotech, granting the resulting creation a single additional creation point for each of its coil ranks. However, the Abyssal must work with “raw materials” that he killed himself—every corpse or carcass used in the assembly must have been slaughtered at the Abyssal's hand. This Charm is specifically permitted to enhance rolls based on other Abilities.

### BLOATED ZOMBIE WOMB

**Cost:** –; **Mins:** Medicine 4, Essence 3; **Type:** Permanent  
**Keywords:** None  
**Duration:** Permanent

**Prerequisite Charms:** Life-Mocking Assembly

No life can come from the putrid, deathless flesh of the Abyssal Exalted. Their seed is rotten from husk to kernel, and its blossom is Oblivion. This Charm forever mars the essence of the Abyssal, ensuring that he will never sire or birth a healthy, happy child. Incidentally, the Abyssal never risks suffering Resonance from sexual intercourse, as he is no longer capable of creating life through it. However, the true boon of this Charm is far more hideous indeed.

If the Abyssal would impregnate a lover, or become with child themselves, the unborn child dies at the very moment it is conceived. This is no mere miscarriage, however. The tiny corpse grows still in its mother's womb, dead flesh metastasizing in a cancerous blossom of meat and bone. This grotesque metamorphosis lasts the full term of a normal pregnancy, at the end of which the undead thing crawls forth from its mother. Such gruesome childbirth always kills mothers who are extras, as the abomination chews its way free of them.

The unliving children sired by this Charm are designed as necrotech creations, built with (Essence x 10) creation points. They have an effective Coil rank of (Essence x 2). The Abyssal need not meet any of the normal prerequisites for create them, nor does he make any rolls to do so—they are not assembled and built, but grow organically within their mother. These creations may never have any feature that prevents them from acting autonomously, such as body part or hollow augmentations. These abominations are still unformed neonates, no larger than an infant or so, when they are “born,” but grow to full size and maturity within five days.

## OCCULT

### DIVINE EXTINCTION PROCLAMATION

**Cost:** – (+2m); **Mins:** Occult 5, Essence 3; **Type:** Permanent  
**Keywords:** Mirror (Demon-Slaying Essence)  
**Duration:** Permanent

**Prerequisite Charms:** Corpus-Rending Blow

Whenever the Abyssal activates Corpus-Rending Blow, he may pay a surcharge of two motes to extend its duration to one scene. In addition, while it is active, he may activate God-Slaying Torment as an innate power that does not count as Charm activation, if he knows it.

### SOUL-CASTRATING CRUELTY

**Cost:** 5m, 1wp; **Mins:** Occult 8, Essence 8; **Type:** Supplemental  
**Keywords:** Combo-OK, Obvious, Shaping  
**Duration:** Instant

### **Prerequisite Charms:** God-Slaying Torment

Even the Primordials who created the world will die at the hands of the Abyssal Exalted. This Charm may supplement any attack made against a Primordial, Yozi, or any other character that possesses component souls. If the attacks successfully damages its titanic target, that Primordial loses a single point of permanent Essence. Should the titan fail to defend against this Shaping, then each of its third circle souls then loses two dots of Essence, although they may defend against this effect normal. If a third circle soul is damaged, then each of its second circle souls then loses three dots of Essence, as before. Any character reduced to Essence 0 is destroyed utterly, melting in a pool of black essence that inevitably seeps through worlds into the Labyrinth. In addition, the first time ever that this Charm is used against a character, a massive upheaval wracks the Labyrinth's depths, as a berth for that titan's future crypt-body appears, his name engraved upon it in Old Realm characters.

## DAY CASTE

### ATHLETICS

#### COFFIN-SHATTERING STRIKE

**Cost:** 3m; **Mins:** Athletics 3, Essence 2; **Type:** Reflexive  
**Keywords:** Action-Only, Combo-OK, Mirror (Effortless Solar Strength)  
**Duration:** Instant

**Prerequisite Charms:** Any Athletics Excellency

The hideous strength of Oblivion is made manifest in its Chosen. Activating this Charm, the Abyssal may reflexively make a feat of strength to lift or break an object. A Deathknight with Athletics 4 and Essence 4 may purchase this Charm a second time. Doing so allows him to activate this Charm as an innate power, which does not count as Charm activation.

#### TITAN'S LAST LABOR

**Cost:** 5m, 1wp; **Mins:** Athletics 7, Essence 7; **Type:** Supplemental  
**Keywords:** Combo-OK, Mirror (Unsurpassed Strength of the Sun), Obvious  
**Duration:** Instant

**Prerequisite Charms:** Coffin-Shattering Strike, Corpse-Might Surge

The Abyssal Exalted wield strength to shatter the world's heart, and to bear up its corpse. A feat of strength supplemented by this Charm succeeds regardless of the (Strength + Athletics) pool it requires. If the Abyssal uses this Charm to lift an object, he succeeds regardless of its weight, and is able to hold it up for the rest of the scene, or until he puts it down. If he enhances a feat of strength to break or destroy an object, he may destroy or damage that item as completely as he wishes. Artifacts made of the magical materials can be destroyed only if they are unattended. If the Abyssal uses this Charm to enhance an effort an attempt to lift an object that has been made absolutely unliftable by virtue of being an artifact, by Charms, by sorcery, or other magical means, or to break an object which has been similarly made indestructible, he adds his Essence in successes to the (Strength + Athletics) roll to oppose the other effect.

The Deathknight may use this Charm to lift and break struc-

tures, but only if the entire structure has no more than (Essence) object-sized sections in total. Doing so takes one long tick for each object-sized section of the structure the Abyssal affects. Few large structures are built to resist being lifted aloft—any feat of strength to lift a structure is also applied as a feat of strength to break the structure, destroying it outright if it cannot withstand the force. In addition, the Abyssal may throw structures if he meets the (Strength + Athletics) minimum necessary to do so. He rolls the attack normally, but does not target a specific opponent. The attack instead targets an area with a diameter of ten yards for each object-sized section of the structure thrown, applying the attack to all characters within that area.

#### STRENGTH FORGED IN STEEL

**Cost:** 6m; **Mins:** Athletics 4, Essence 2; **Type:** Reflexive  
**Keywords:** Combo-OK, Mirror (Strength Carved from Orichalcum)  
**Duration:** One scene

**Prerequisite Charms:** Any Athletics Excellency

The Abyssal Exalted have already wrestled with death itself, and triumphed. Nothing less than Oblivion may contest their strength. The Abyssal may ignore up to (Athletics) in penalties on his physical actions that are imposed by another character's Charms, or similar supernatural powers. This reduction applies to external penalties first, and then to internal penalties. If such an effect increases or enhances a penalty the Deathknight suffers, he may apply the reduction to the increased penalty, although this cannot reduce it below its base value.

#### BROKEN WORLD-HUSK VIOLATION

**Cost:** 3m, 1wp; **Mins:** Athletics 2, Whispers 1, Essence 2; **Type:** Supplemental  
**Keywords:** Avatar (1), Combo-OK, Mirror (Stone-Shattering Step), Obvious  
**Duration:** Instant

**Prerequisite Charms:** Shadow Races the Light

It is no hard thing to step through the corpse of a world already dying. This Charm enhances any Dash action the Abyssal takes. They may move through any barrier or obstacle that impedes their way, so long as the Abyssal's (Essence + Athletics + Whispers) is greater than or equal to the (Strength + Athletics) total required to break the obstacle. The wall or barrier decays to nothing as the Abyssal moves through it, rotting as if thousands of years had passed.

#### DARKNESS OUTPACES THE DAYSTAR

**Cost:** —; **Mins:** Athletics 4, Essence 3; **Type:** Permanent  
**Keywords:** Mirror (Racing the Sun), Obvious  
**Duration:** Permanent

**Prerequisite Charms:** Shadow Races the Light

No matter how far the light may travel, the darkness always waits just beyond its reach. This Charm upgrades Shadow Races the Light, granting it the Stackable keyword. Each additional use adds (Athletics) again to the Abyssal's Move and Dash speeds, though stacking more than one use makes this Charm Obvious. The Abyssal may stack as many activations of Shadow Races the Light as his essence pool permits.

#### TENDON-TEARING EXERTION

**Cost:** 3m per action, 11hl; **Mins:** Athletics 5, Essence 4; **Type:** Extra Action

**Keywords:** Combo-OK, Mirror (Shining Chrysanthemum Step), Obvious

**Duration:** Instant

**Prerequisite Charms:** Darkness Outpaces the Daystar

Moving so fast that his own muscles snap and tear, the Abyssal can achieve feats of inhuman speed and grace. This Charm allows the Deathknight to take a single fully independent action, plus an additional one for every three motes he spends, to a maximum of  $(\text{Essence} \div 2)$  additional actions (the initial action granted does not count towards this limit). The Abyssal cannot take any non-reflexive social or mental actions on an action in which he activates this Charm. This Charm is explicitly allowed to be placed in Combos with Charms of other Abilities.

### FLESH-RIPPING INHUMAN SPEED

**Cost:** 8m, 11hl; **Mins:** Athletics 5, Essence 5; **Type:** Reflexive

**Keywords:** Combo-Basic, Mirror (Seven Dragons Dance), Obvious

**Duration:** One scene

**Prerequisite Charms:** Tendon-Tearing Exertion

Hairline fractures run up the Deathknight's spine as he moves with the impossible speed this Charm allows, destroying his body to fuel his power. He may take two fully independent actions at a time, with the normal limits entailed by using independent actions. The Abyssal may not take any non-reflexive social or mental actions on any given action in which he chooses to take multiple fully independent actions, but he need not do so on every action. Finally, while Extra Action Charms cannot normally be used on an action in which a character takes multiple independent actions, the Abyssal may invoke Flesh-Ripping Inhuman Speed while he has this Charm active. Doing so increases the number of fully independent actions he may take by one, plus an additional one for every four motes he spends, although he cannot add more than  $(\text{Essence} \div 2)$  independent actions this way.

### BLACK SPIRAL LABYRINTH

**Cost:** —; **Mins:** Athletics 7, Whispers 4, Essence 7; **Type:** Permanent

**Keywords:** Avatar (4), Mirror (Heaven-Spanning Leap)

**Duration:** Permanent

**Prerequisite Charms:** Stepping Outside Existence

Without fear of death, the Abyssal Exalted may traverse the dark unrealities of nonexistence, following paths that do not exist through the shadow of the world. This Charm permanently enhances the Abyssal's Stepping Outside Existence Charm. The maximum distance the Deathknight may travel is increased to  $(\text{Whispers} \times 200)$  miles. At its maximum range, such a crossing normally takes approximately two hours to complete.

## AWARENESS

### BLOODSHED BECKONS

**Cost:** —; **Mins:** Awareness 2, Essence 2; **Type:** Permanent

**Keywords:** Mirror (Action Without Thought)

**Duration:** Permanent

**Prerequisite Charms:** Any Awareness Excellency

The Abyssal Exalted are swift to the slaughter. This Charm adds (Essence) automatic successes to all rolls the Deathknight makes to Join Battle, Join Debate, or Join War.

### THIRTEENTH HOUR OMEN

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

**Keywords:** Combo-Basic, Mirror (Swift as Sunlight)

**Duration:** Instant

**Prerequisite Charms:** Bloodshed Beckons

Death knows nothing of hours and days, and the dead feel nothing of the years that pass while they decay. It is no hard thing for a Deathknight to step outside of time, acting with speed impossible to any of the living. This Charm supplements a Join Battle roll, guaranteeing that the Deathknight rolls at least one more success than any other character. If the Abyssal rolls to join an ongoing battle, he is guaranteed a number of successes equal to the reaction count. If another Charm contests this effect, the Abyssal adds his Essence in automatic successes to the opposed roll to maintain the effects of this Charm.

### CRACKS IN CREATION'S SHELL

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

**Keywords:** Combo-OK, Mirror (Inescapable Eye of the Sun)

**Duration:** One scene

**Prerequisite Charms:** Any Awareness Excellency

Death is a lonely hunter, stalking his pray through the dark of the night. Though the road may be long, though the night may be cold, there is nothing that shall escape his hungry glance. The Abyssal may ignore any barrier or obstruction that would obscure his sight, so long as it is no more than (Essence) yards thick. He may see whatever occurs on the other side of such obstructions as if they were not there. This supernatural sight fails if there is any sunlight that the Abyssal can perceive—such holy radiance blinds his secret senses.

### EYE OF OBLIVION

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

**Keywords:** Combo-OK, Mirror (Inner Sight Meditation)

**Duration:** One scene

**Prerequisite Charms:** Any Awareness Excellency

Only in death do the lies of the world recede. The Abyssal may ignore all penalties that he would take on any action due to conditions that impair his senses. These include both environmental conditions that reduce visibility or otherwise hamper the Deathknight's perception, such as darkness or fog, and also effects that directly impair the Abyssal's senses, such as blindness or deafness.

### FLESH-GOUGING GAZE

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

**Keywords:** Combo-OK, Mirror (Panoptic Fusion Discipline)

**Duration:** One scene

**Prerequisite Charms:** Any Awareness Excellency

Staring at a victim, the Abyssal discerns their every weakness. He sees the slender threadwork of veins that gives life to their body, the fatty bulges of organs, the chinks and cracks in their spine. All of the Abyssal's attacks receive three additional dice, as if he had just spent three ticks accumulating dice with an Aim action. These dice do not stack with those added by a true Aim

action, but do not count as dice added by Charms. If the Abyssal attacks a mortal, ghost, or raksha, the dice added by this Charm are converted to automatic success. At Essence 3+, each tick the Abyssal spends Aiming while this Charm is active converts one die added to their next attack by this Charm to an automatic success, as their piercing sight picks out the choicest weakness or flaw. This offers no additional benefit against mortal, ghost, and raksha victims.

### AWFUL INHUMAN CLARITY

**Cost:** —; **Mins:** Awareness 5, Essence 2; **Type:** Permanent

**Keywords:** Mirror (Godly Golden Omniscience)

**Duration:** Permanent

**Prerequisite Charms:** Superior (Sense) Focus

The Abyssal Exalted have let go of that which restrains the mortal senses, the petty smallness of life. They see the world as it is, stripped bare of all illusion and facades. This Charm permanently enhances Superior (Sense) Focus, increasing its duration to Indefinite. If the Abyssal has the Entropic Awakening of (Sense) Charm, its duration is similarly increased. At Essence 5+, the cost of both Charms is reduced to a single mote each. At Essence 7+, their mote cost is reduced to zero.

### DODGE

#### BLACK SILHOUETTE COSTUME

**Cost:** 3m, 1wp; **Mins:** Dodge 4, Essence 2; **Type:** Reflexive (Step 2)

**Keywords:** Combo-OK, Mirror (Seven Sunbeam Aura), Obvious

**Duration:** One action

**Prerequisite Charms:** Any Dodge Excellency

A caul of black essence clings to the Abyssal, obfuscating his motions behind a veil of sense-annihilating shadow. If the Abyssal uses his Dodge DV to defend against an attack, it suffers an external penalty of (Essence). Against mortals, ghosts, and raksha, the penalty is increased to (Essence + 2).

#### EMPTINESS OF ACTION

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

**Keywords:** Combo-OK, Mirror (Ideal Motion Principle)

**Duration:** One scene

**Prerequisite Charms:** Flitting Shadow Form

The Abyssal Exalted hollow their actions of purpose and consequence, so as not to offend against Oblivion. The Deathknight reduces the DV penalty of any action he takes by one, to a minimum of zero, before applying it to his Dodge DV. The full penalty is still applied to his Parry DV.

#### MISSHAPEN SKELETAL GROTESQUERIE

**Cost:** 1m+; **Mins:** Dodge 5, Essence 3; **Type:** Reflexive (Step 2)

**Keywords:** Combo-OK, Mirror (Lissome Maiden Stance)

**Duration:** One scene

**Prerequisite Charms:** Flitting Shadow Form

The Abyssal's bones lurch from their joints, his sinews spooling out like grotesque threads of meat to support this gruesome contortion. Activating this Charm, the Deathknight may spend up to (Essence) motes. The Abyssal adds one die to the (Dexterity + Dodge) pool used to calculate his Dodge DV for every mote spent, as well as for any roll made to escape or evade some form of danger. None of these bonuses count as dice added by

a Charm.

#### MIRROR-CRACKING STEP

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Flickering Wisp Technique

The Abyssal Exalted find slipping away from near-death all too easy. This Charm upgrades Flickering Wisp Technique. The Abyssal may pay an additional mote when activating it to increase the distance he may travel to (Essence x 10) yards.

Bone Oracle, Sanguine Portents

**Cost:** —; **Mins:** Dodge 4, Essence 2; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Uncanny Impulse Evasion

Before the blade is drawn from its sheath, the Deathknight has already evaded it. This Charm permanently enhances the Abyssal's Uncanny Impulse Evasion Charm. He gains no Resonance for invoking it to defend against unexpected attacks made by living characters, negating its cost. Invoking it still counts as Charm activation.

#### SOUL-HOLLOWING WRAITH CONTEMPLATION

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

**Keywords:** Mirror (Shadow Step, Heaven Body)

**Duration:** Permanent

**Prerequisite Charms:** Untouchable Phantom Mien

There is so little left in the Abyssal Exalted that their foes can find nothing to harm. This Charm permanently enhances the Abyssal's Untouchable Phantom Mien Charm. It negates all penalties to the Deathknight's Dodge DV, rather than only those from onslaught penalties and coordinated attacks. A second purchase of this Charm At Essence 5+ allows the Abyssal to dodge what he does not know is there. As long as he has Untouchable Phantom Mien active, he may apply his Dodge DV even against unexpected or undodgeable attacks, although this does not automatically make him aware of them.

#### LAUGHING OVER CONQUERED CORPSES

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Foe-Shaming Defense

With preternatural grace and uncanny finesse, a Deathknight can happily sidestep blow after blow, mocking his impotent foes. This Charm permanently enhances the Abyssal's Foe-Shaming Defense Charm. The counterattack it grants always succeeds, without need for a roll.

### LARCENY

#### LIES LINGER ON

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

**Keywords:** Illusion, Mirror (Crime-Obscuring Legerdemain)

**Duration:** Indefinite

**Prerequisite Charms:** Reality-Subverting Gesture, Unjust Appropriation Method

The Abyssal Exalted do not limit themselves to stealing treasures and trinkets, but strip away the very truth of things. The

Deathknight may activate this Charm whenever he makes a Larceny roll to steal something. So long it remains active, no character can notice the theft, simply failing to notice the absence of whatever was stolen. This does not create an actual sensory illusion of the thing stolen, but simply prevents characters from registering its absence. A character may pay two Willpower to resist this unnatural mental influence.

### GRASPING RAPINE RUIN

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

**Keywords:** Combo-OK, Mirror (Treasure-Pilfering Style), Shaping, Touch

**Duration:** Instant

**Prerequisite Charms:** Reality-Subverting Gesture, Unjust Appropriation Method

The Abyssal Exalted tear away everything that might bring comfort or ease. This Charm allows the Deathknight to steal metaphysical ownership of an item away from its actual owner with a touch, rolling (Wits + Larceny) at a difficulty of one. If he succeeds, he instantly becomes the owner of the item. If he uses this Charm on an artifact, the difficulty of the roll increases to its artifact rating—but if he succeeds, any existing attunements to the artifact are broken, and the Solar may reflexively attempt to attune to the artifact. Note that this Charm does not involve actual, physical theft—the Abyssal must do that on his own. The Abyssal may use this Charm on any Extra to gain metaphysical ownership over him, and may also use this Charm to steal ownership of characters already owned by another, such as livestock and slaves.

## STEALTH

### INSIDIOUS LURKING THREAT

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

**Keywords:** Action-Only, Combo-OK, Mirror (Instant Escape Trick), Spectral

**Duration:** Instant

**Prerequisite Charms:** Any Stealth Excellency

Gruesome things lurk in the dark of the night, things that the cowardly and frightful cannot bear to see. And so, they see them not. Activating this Charm, the Deathknight may reflexively make a (Dexterity + Stealth) roll to reestablish surprise in combat or to conceal himself, adding (Essence ÷ 2) automatic successes to the roll. The Abyssal can hide even without natural concealment, using supernatural prowess to baffle his foes. A Deathknight with Stealth 4 and Essence 4 may purchase this Charm a second time. Doing so allows him to activate this Charm as an innate power, which does not count as Charm activation.

### ROTTING MEAT MASQUERADE

**Cost:** 2m; **Mins:** Larceny 4, Essence 2; **Type:** Simple

**Keywords:** Illusion

**Duration:** Indefinite

**Prerequisite Charms:** Atrocity Without Witness

When the living look on the dread armies of death the Abyssal Exalted raise up, they are made blind by sheer terror. Laying hands upon a ghost, zombie, or other undead character, the Abyssal veils it with a disguise of essence. Any living character

that looks upon a disguised undead is incapable of perceiving its true undead nature unless they spend three Willpower to pierce the illusion. Once a character has spent Willpower to overcome this illusion, they automatically see the true nature of any other undead the Abyssal has disguised with this Charm for the rest of the scene. To those who do not spend Willpower, the cloaked undead seem like ordinary mortals, if taciturn and pallid. This Charm cannot disguise undead that are not essentially humanoid, such as necromantic war machines. At Essence 3+, the Abyssal may use this Charm to disguise mass units of the undead that he leads. He must commit 2 motes for each dot of magnitude the unit possesses, and must spend a point of temporary Willpower. Each additional day that he wishes to disguise the unit, he must reflexively spend another point of Willpower.

### MIDNIGHT ESSENCE WEAVE

**Cost:** 5m, 1wp; **Mins:** Stealth 5, Essence 3; **Type:** Reflexive

**Keywords:** Combo-OK, Illusion, Mirror (Subtle Unseen Essence)

**Duration:** One scene

**Prerequisite Charms:** Atrocity Without Witness

Oblivion is the ultimate darkness, consuming all light and truth. The Obvious keyword is removed from any Charm the Abyssal activates, concealed by the unnatural mental influence that this Charm exerts on all who see the Deathknight's magic. Those who succumb to this Illusion are unable to perceive the magical nature of cloaked Charms, as their true appearance is consumed by Oblivion. This does not prevent them from observing the effects of such Charms, but they cannot recognize them as magical in nature. This unnatural mental influence may be resisted for a cost of three Willpower, allowing targets to notice concealed Charms as if they were Obvious. Targets of this influence cannot recognize it as supernatural in nature unless they pay Willpower to resist it. This Charm's effects recede while the Abyssal's anima banner is at the four-mote level or greater.

### THE STRANGER BEHIND YOU

**Cost:** 6m, 1wp; **Mins:** Stealth 5, Essence 4; **Type:** Supplemental

**Keywords:** Combo-Basic, Shaping

**Duration:** Indefinite

**Prerequisite Charms:** Atrocity Without Witness

Children lie awake in their beds at night choked with fear, seeing monsters lurking in every shadow. A little light left out by their bedside, a kiss from their mother, and a warm reassurance dispel these childish fears, letting the young know that they sleep safe and sound. Oh, how wrong they are. This Charm may enhance any action made to hide or reestablish surprise. The specialties granted by Shadow Cloak Technique automatically apply to the roll. In addition, upon activating this Charm, the Abyssal must choose a single character within (Essence) yards, attempting to hide in their shadow. If the Abyssal's stealth roll beats his victim's roll to notice him, then the Deathknight succeeds. He dissipates into a tenebrous ooze, and seeps into the character's shadow, becoming one with it.

So long as the Abyssal commits the motes to this Charm he is dematerialized, but he is also incapable of taking any action, as if he were Inactive. He can still perceive the world normally, and may speak, the shadow giving voice to his words in an eerie ventriloquist's act. In addition to the invisibility that his demate-

rialized state affords him against mundane sight, he also benefits from the initial Stealth roll, forcing characters capable of seeing the dematerialized to succeed on an opposing roll. The Abyssal cannot move on his own, but is instead dragged along by the character whose shadow he hides in, always remaining one yard behind them no matter how fast or far they move. The Abyssal may at any time release his commitment to end this Charm and rise up from his target's shadow as if it were a pool of spilt oil. Doing so does not break his stealth, though, leaving him with the delicious opportunity to backstab his helpless victim.

## MOONSHADOW CASTE

### BUREAUCRACY

#### MINION-SLAUGHTERING DECIMATION

**Cost:** 6m; **Mins:** Bureaucracy 4, Essence 2; **Type:** Simple  
**Keywords:** Combo-OK, Mirror (Efficacious Hiring Strategy)  
**Duration:** Varies

**Prerequisite Charms:** Eloquent Example Inspiration

It makes no sense to let a group be burdened down by its most worthless members. Far more sensible to kill them all. Before the Abyssal may use this Charm, he must kill off at least one-tenth of a group's members. He need not execute them all personally, but their deaths must be carried out by his command—sending out zombie minions to siege the workplace would qualify, but simply waiting until it has been raided by passing raksha would not. Once this decimation has been completed, the Abyssal need only inform a majority of surviving group members of his high expectations for them, and activate this Charm.

So long as the Abyssal commits the motes spent on this Charm, all members of the targeted group gain (Essence) bonus dice on any action that advances the group's agenda. This bonus does not apply to any action taken in combat. If the targeted group forms a social unit, it adds (Essence) bonus dice to the pools used to calculate its MDVs against any social attack or mental influence that targets the group through one of its members, instead of its leader. If it forms a mass combat unit, its Close Combat Attack, Close Combat Damage, Ranged Attack, and Ranged Damage ratings are increased by one each. The Abyssal may maintain this Charm indefinitely, but its duration terminates once the group has gained new members sufficient to place it back at its pre-decimation numbers. Of course, this is not so much an inconvenience to the Abyssal as it is a reminder to thin out the ranks on a timely schedule.

### LINGUISTICS

#### GLUTTONOUS BIBLIOPHAGE HUNGER

**Cost:** 5m; **Mins:** Linguistics 5, Essence 3; **Type:** Simple (Dramatic Action)  
**Keywords:** Combo-OK, Mirror (Glyph Reproduction Method)  
**Duration:** Instant

**Prerequisite Charms:** Any Linguistics Excellency

The Deathknights can devour the inspiration from a poet's soul, or strip away an author's words with their bare teeth. This Charm is a dramatic action to forge another character's handwriting lasting one minute for each page of forged writing the

Abyssal wishes to produce. The Abyssal must consume some of a character's flesh in order to copy their handwriting—a few drops of blood, or a pound of flesh, it is no matter. The only necessity is that his meal must be relatively undecayed, taken and prepared no more than five days ago.

The forgeries produced by this Charm are completely indistinguishable from the original's handwriting, a perfect duplicate in every way. If the Abyssal makes a written attack in the forged document, he uses the Linguistics rating of the character whose handwriting he devoured in place of his own, although this cannot exceed the maximum rating he may have in an Ability. Charms may see through the forgery as if it were a cipher or code—but if another Charm contests Gluttonous Bibliophage Hunger's effects, it adds (Essence) automatic successes to the (Manipulation + Linguistics) roll to contest the opposing magic.

#### MADDENING SCRIPTURE METHOD

**Cost:** 1m, 1wp; **Mins:** Linguistics 4, Essence 2; **Type:** Supplemental

**Keywords:** Combo-OK, Mirror (Sunrise Inkwell Spirit), Social  
**Duration:** Instant

**Prerequisite Charms:** Blood Calligraphy Technique

The word of Oblivion will not be denied. Whether penning a tome of dark inspiration or painting threats in the blood of his enemies, the Deathknight's persuasions and seductions cannot be resisted. The maximum penalty the Deathknight can inflict on the MDVs of those who read a written attacks supplemented by this Charm based on his Linguistics rating is doubled. At Essence 6+, the limit is removed altogether.

#### ENDLESS HAUNTING EPITAPH

**Cost:** 3m; **Mins:** Linguistics 5, Essence 3; **Type:** Reflexive

**Keywords:** Combo-OK, Mirror (Eternal Gilded Words), Obvious, Touch

**Duration:** Indefinite

**Prerequisite Charms:** Blood Calligraphy Discipline

No matter how hard one might try, they can never scrub out the stain of death from their souls. So too do the words of the Abyssal Exalted persist, proclaiming endlessly the coming of Oblivion. Activating this Charm, the Abyssal must touch a written message, anything from a menacing threat painted on a wall to a tome of unspeakable scriptures. Should the message be defaced or erased, the words will slowly reappear, bleeding back onto whatever surface they are written on so long as the Abyssal maintains his commitment. This eerie manifestation is Obvious, although the message itself is not. Completely destroying the surface they are written on is enough to prevent this, but anything less will not.

#### UNWARY AUDIENCE ENTRAPMENT

**Cost:** 5m; **Mins:** Linguistics 4, Essence 3; **Type:** Supplemental  
**Keywords:** Combo-OK, Compulsion, Mirror (Irresistible Prologue Presentation), Social

**Duration:** Indefinite

**Prerequisite Charms:** Insidious Undertone Trick

The writings of the Abyssal Exalted are booby-traps, snares set to catch the ignorant and unwary. This Charm may enhance any action to write a text, including to make a written social attack. So long as the Abyssal commits the motes spent to acti-

vate this Charm, the text exerts an unnatural mental influence on all characters who see it. A character need not actually read the Solar's writing to succumb to this influence—simply glimpsing whatever the Abyssal wrote on, or the words themselves, is enough to expose one to this Compulsion.

Any character whose Dodge MDV is exceeded by the Deathknight's Linguistics rating is compelled to read the text. If it contains a written social attack, they must read it and thereby expose themselves to the attack, although they are still able to defend against it with their MDVs normally. If the text takes any extended amount of time to read, they must still read it in full, but are not compelled to do so all at once. They may delay reading if it would be hazardous to their safety or that of anything they care about, if doing so would cause them to neglect official or important duties, or for similar reasons, at the Storyteller's discretion. However, they must still make an effort in good faith to read the text, as the character actively desires to do so—a player should not be able to indefinitely prolong this compulsion.

If a character is not actually able to read the text, this influence recedes, remaining latent in his mind until it actually becomes possible for him to read it. For instance, if a character succumbed to the influence of this Charm exerted by a book in another character's possession, he would not be forced to steal the book from them, but would still be compelled to read it if he had the chance. Resisting this unnatural mental influence costs a single point of Willpower. Once a character has spent three points of Willpower resisting the unnatural mental influence from separate activations of this Charm by the Abyssal, they are immune to all further instances used by that Deathknight for a single day.

## RIDE

### APOCALYPTIC HORSEMAN'S RIDE

**Cost:** —; **Mins:** Ride 5, Essence 5; **Type:** Permanent  
**Keywords:** Mirror (Race the Lightning's Course), Obvious  
**Duration:** Permanent

**Prerequisite Charms:** Primal Terror Spurs

The Abyssal's steed carves its path through the Underworld, its flame-wreathed hooves gouging deep wounds into the flesh of the dead world. This Charm upgrades Last Ride Glory. When used in the Underworld, the speed it grants increases to  $(\text{Mount's Stamina} + \text{Essence}) \times 100$  miles per hour. Outside of the Underworld, it now grants a speed of  $(\text{Mount's Stamina} + \text{Essence}) \times 20$ . The Deathknight's mount may substitute its Dexterity for its Stamina, if that is higher. In addition, Last Ride Glory can now be used to enhance Ride-based artifact vehicles. They substitute their artifact rating for their Stamina in calculating the speed they can maintain in long-distance travel. Mundane vehicles are destroyed when the Charm ends, although artifact vessels are unaffected.

### ON A PALE HORSE

**Cost:** —; **Mins:** Ride 5, Essence 3; **Type:** Permanent  
**Keywords:** Mirror (Dragon-Riding Meditation)  
**Duration:** Permanent

**Prerequisite Charms:** Unholy Mount Warding

The Abyssal Exalted ride across the world saddled on living death, spreading doomsday in their wake. Oblivion follows after

them. This Charm enhances all of the Abyssal's Ride Charms, allowing them to be invoked to enhance a consenting, sentient mount, so long as it is a creature of death. In addition, any Abyssal Charm that he activates to enhance a creature of death has its cost reduced by a single mote, to a minimum of zero motes.

## RAGGED FLESH PUPPET

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** On a Pale Horse, Wretched Ridden Nightmare

In their laboratories of flesh and bone, the Abyssal Exalted patch together horrific constructions of undeath, scuttling crab-legged engines and unholy war machines. But for all their innovations in the science of suffering, the greatest component of such horrors remains their rider. This Charm upgrades Wretched Ridden Nightmare. The Abyssal may waive its activation cost when he uses it to enhance any necrotech creation. In addition, if he uses it to mutate a necrotech creation, he may choose to grant the undead assemblage additional necrotech features in the place of adding mutations. For each mutation the Abyssal forgoes, he may grant his steed (mutation points  $\times 2$ ) creation points worth of necrotech augmentations. All of these creation points must be spent purchasing a single augmentation, or multiple purchases of a single augmentation. Leftover points are wasted. The Abyssal must abide by the normal rules and limitations of creating necrotech, and cannot grant his mount any augmentation that would make him incapable of riding it. If the Abyssal knows Saddled in Epic Monstrosity, this Charm enhances it as well. For each mutation that he chooses for it, he also chooses an equivalent amount of necrotech augmentations. Upon activating Wretched Ridden Nightmare, the Abyssal chooses for each mutation individually whether he wishes to grant it to his mount, or whether he will grant its counterpart augmentations.

## SAIL

### OCEAN-KILLING DOOMSDAY VESSEL

**Cost:** — (+1wp); **Mins:** Sail 5, Essence 3; **Type:** Permanent  
**Keywords:** Mirror (Wind-Defying Tack Rigging), Obvious

**Duration:** Permanent

**Prerequisite Charms:** Wave-Slicing Keel Method

The seas themselves shrink back in horror from the ships claimed by the Abyssal Exalted. This Charm upgrades Wave-Slicing Keel Method, allowing the Deathknight to pay a surcharge of one Willpower when activating it. Doing so multiplies the speed of the ship by the Abyssal's (Essence), rather than simply doubling it. However, using this Charm to attain extremely high speeds requires the focused exertion of essence. If the Deathknight raises the speed of his ship above fifty miles per hour, he must pay a point of Willpower each hour, or else the Charm's duration ends—unless he is in the Underworld, in which case he may flaunt this limitation. If the ship's speed would exceed this limit under the normal effects of Wave-Slicing Keel Method, the Abyssal need not pay this surcharge even in Creation—but only for as long as he goes no faster than twice its base speed. A second purchase of this Charm At Essence 5+ increases the mul-

tiplier to the Abyssal's (Essence x 5). In addition, he may now travel at up to five hundred miles per hour without needing to pay the Willpower surcharge.

### BLOOD-DIMMED TIDE

**Cost:** 8m, 1lh; **Mins:** Sail 4, Essence 3; **Type:** Simple (Dramatic Action)

**Keywords:** Obvious

**Duration:** One day

**Prerequisite Charms:** Unhallowed Ghost Ship

Spilling his own blood on his ship's bow, an Abyssal captain unhallows his vessel that it might sail the seas of the Underworld. This Charm is a dramatic action to desecrate a ship that the Abyssal has claimed with Unhallowed Ghost Ship, taking ten minutes to perform. Once the rite is completed, the waters around the ship turn to blood as the Neverborn breathe their dead essence into the ship's sails. So long as the Abyssal maintains his commitment and remains aboard the vessel, it and the waters within (Essence x 3) yards of it are considered a place of death. The Abyssal can only maintain his commitment so long as he remains aboard the ship and the vessel is at sea, although vessels capable of traversing sky and earth waive the latter restriction. This Charm can only be used at night, and the light of day burns away its magic entirely.

### BLACK FLEET ADMIRALTY

**Cost:** — (+3m per additional ship); **Mins:** Sail 5, Essence 3; **Type:** Permanent

**Keywords:** Mirror (Unwavering Admiral's Flag), Obvious

**Duration:** Permanent

**Prerequisite Charms:** Hull-Hardening Concentration

The Abyssal Exalted command the fleets of death itself, an unstoppable army on the blood-stained sea. This Charm upgrades Hull-Hardening Concentration. If the Abyssal activates it to defend a ship he is on from an attack or environmental hazard, he may extend its protection to any other ships that are targeted by the same attack within (Essence x 200) yards of his own ship, paying three motes for each additional ship he protects. Only ships that he has claimed with Unhallowed Ghost Ship can be defended this way. At Essence 5+, the range of this Charm is increased to (Essence) miles.

### SPLITTING THE MAELSTROM'S EYE

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

**Keywords:** Mirror (Eternal Storm-Breaking Harbor), Obvious

**Duration:** Permanent

**Prerequisite Charms:** Hull-Hardening Concentration

The Abyssal captain may steer his ship dead through the eye of a hurricane, undeterred by wind and wave. This Charm upgrades Hull-Hardening Concentration. If the Abyssal uses it to defend a ship against an environmental hazard, he may commit the motes spent to do so. Doing so offers that ship indefinite protection against that specific hazard for as long as the Deathknight keeps the motes committed, preventing it or any of its occupants from suffering damage due to the hazard. Incidental effects of the environmental hazard such as penalties and Poison, Crippling, or Sickness effects are also negated. Should the vessel become an inapplicable target for the Abyssal to defend with Hull-Hardening Concentration, his commitment is auto-

matically broken. Thus, the Abyssal must stay aboard the ship if he wishes to defend it, unless other Charms allow this limitation to be bypassed. This Charm offers no protection against environmental hazards created or directed by the actions of another character, but a second purchase waives this limitation.

### UNSYNKABLE DREADNAUGHT COURSE

**Cost:** — (+0m or +2m); **Mins:** Sail 5, Essence 4; **Type:** Permanent

**Keywords:** Mirror (Captain's Beloved Seahome), Obvious

**Duration:** Permanent

**Prerequisite Charms:** Hull-Hardening Concentration

Like a ghoulish barge of ancient myths or children's nightmares, the ships commanded by the Deathknights cannot be sunk. This Charm upgrades Hull-Hardening Concentration. The Abyssal may pay a surcharge of two motes to extend its duration to one action. If he is in the Underworld or a place of death, this surcharge is waived.

## SOCIALIZE

### DONNING THE DEATH MASK

**Cost:** 5m, 1wp; **Mins:** Socialize 3, Essence 2; **Type:** Reflexive (Step 2)

**Keywords:** Combo-OK, Mirror (Illegible Solar Poker Face), Social

**Duration:** One scene

**Prerequisite Charms:** Any Socialize Excellency

Cold, pale skin, dull lifeless eyes, a hollowness of the voice—it is often hard to tell the Abyssal from a corpse, unthinking and passionless. This Charm protects the Deathknight from any effect that would discern his Motivations, Virtues, or Intimacies, reveal his goals or motives, or read his mind, preventing such attempts from revealing any information about the Abyssal. If another Charm's effects contest this Charm's, Empty-Hearted Monster Style adds the Deathknight's Essence in automatic successes to the opposed roll to maintain the effects of this Charm.

### WORDS-AS-WEAPONS UNDERSTANDING

**Cost:** 6m; **Mins:** Socialize 4, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK, Mirror (Perfection of Poetics Method)

**Duration:** One scene

**Prerequisite Charms:** Any Socialize Excellency

The Abyssal Exalted's words are like knives, and they keep their knives sharpened. The Abyssal may ignore up to (Socialize) in penalties on his mental actions that are imposed by another character's Charms, or similar supernatural powers. This reduction applies to external penalties first, and then to internal penalties. If such an effect increases or enhances a penalty the Deathknight suffers, he may apply the reduction to the increased penalty, although this cannot reduce it below its base value.

### PSYCHE-DISSECTING STARE

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

**Keywords:** Mirror (Word and Deed Understanding), Social

**Duration:** Permanent

**Prerequisite Charms:** Exquisite Etiquette Style

It is so easy to understand the foibles and folly of mere mortals. This Charm upgrades Exquisite Etiquette Style. Whenever the Abyssal activates it, he is treated as having rolled (Essence + Socialize) successes for reading the motivations of other charac-

ters. In addition, its duration is extended to (Essence) actions.

### VILLAINOUS MONOLOGUE RANT

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

**Keywords:** Combo-OK, Mirror (Pleasing Speech Discipline), Social

**Duration:** One scene

**Prerequisite Charms:** Exquisite Etiquette Style

Cackling with mad laughter, the Deathknight speaks with the voice of true evil. All of the Abyssal's social attacks are enhanced as if he had spent three ticks accumulating dice with a Monologue action (this bonus does not stack with that from actual Monologue actions). He adds +1 to his MDV's against any social attack which he is aware of. Neither of these bonuses count as dice added by Charms. At Essence 3+, each tick the Deathknight spends taking a Monologue action while this Charm is active converts one die provided by this Charm into an automatic success.

### REAPER'S IRRESISTIBLE PROMISES

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

**Keywords:** Combo-OK, Mirror (Dialogue-Commanding Speech), Social

**Duration:** Instant

**Prerequisite Charms:** Exquisite Etiquette Style

The Abyssal Exalted break men's minds with abuse and torture, and break their souls with insidious promises. For every two threshold successes on a social attack supplemented by this Charm, the initial Willpower cost to resist the influence is increased by one, to a maximum of five points of Willpower. This Charm is explicitly permitted to supplement actions of other Abilities.

### INVIDIOUS RUMORS CAMPAIGN

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

**Keywords:** Combo-OK, Compulsion, Emotion, Social

**Duration:** Instant

**Prerequisite Charms:** Cancerous Dissent Technique

The Abyssal Exalted turn the best of friends into mortal enemies, pitting brother against brother with well-chosen words. This Charm enhances any social attack made against a mass unit. If the unit's leader spends Loyalty to resist and suffers loss of Magnitude as a result, then all members who leave the unit form a new social group. This new mass unit's Motivation is to eliminate the original group, whether by violence, suppression, or other means. The newly-formed group may resist this unnatural mental influence by spending six Loyalty, in which case it comes into being with no Policy whatsoever, until it forms one.

# CHAPTER SIX

# INFERNALS

## GENERAL CHARMS

### (YOZI) ESSENTIAL ARCHETYPE

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** First (Yozi) Excellency

It is the irrevocable nature of the Yozi's to exist as they are. The Infernal may ignore up to (Essence) in penalties on his actions that are imposed by another character's Charms, or similar supernatural powers, so long as the penalized action is one that could be enhanced by the chosen Yozi's Excellencies. This reduction applies to external penalties first, and then to internal penalties. If such an effect increases or enhances a penalty the Infernal suffers, he may apply the reduction to the increased penalty, although this cannot reduce it below its base value.

## MALFEAS

### BASALT FLESH WITHERING

**Cost:** —; **Mins:** Essence 6; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Scar-Writ Saga Shield (x3)

Entombed within his own colossal city-carcass, Malfeas sits enthroned in his immortality. The Infernal's skin dies, withering and calcifying into a lifeless black mass of scabrous flesh. This Charm permanently enhances the Green Sun Prince's Scar-Writ Saga Shield. It grants him natural aggravated soak equal to his (Essence + Stamina). In addition, he is no longer susceptible to minimum damage from any attack.

### FLAME-SWALLOWING GLORY

**Cost:** 5m; **Mins:** Essence 2; **Type:** Reflexive (Step 10)

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

**Duration:** Instant

**Prerequisite Charms:** Scar-Writ Saga Shield

The meager fires of Creation mean nothing to Malfeas, for his glory subsumes and consumes any lesser danger that would pit its feeble strength against him. His invincible majesty shatters the will of armies and breaks the spirit of heroes. The Infernal may activate this Charm whenever an attack or harmful effect fails to damage or otherwise impede him. He may reflexively roll (Charisma + Resistance), cowing all characters who see him with his inhuman resilience. Characters whose Dodge MDVs are exceeded by the Infernal's rolled successes suffer a -2 internal penalty on all attacks against the Infernal for the rest of the scene, filled with the dread certainty that he is invincible. Extras instead flee, as if they had botched a Morale roll. Resisting this unnatural mental influence costs two points of Willpower, and a character who does so cannot be affected for the rest of the scene. A second purchase of this Charm At Essence 4+ al-

lows the Infernal to activate this Charm as an innate ability, which does not count as Charm activation, in response to an attack failing to overcome his Hardness. In addition, this mental influence automatically affects characters with a permanent Essence at least four dots less than the Infernal's, regardless of their Dodge MDV.

### BRAZEN CITY-SHELL

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Viridian Legend Exoskeleton (x2)

Ligier's light sears the brazen towers and basalt monuments of the Demon City into the flesh of Malfeas, a burning shell of cracked stone and tarnished metal that he can never escape from. This Charm upgrades Viridian Legend Exoskeleton. If the Infernal fuses the exoskeleton with artifact armor to create a composite, he may release his commitment to the artifact armor without breaking attunement to it. It remains attuned to him for as long as Viridian Legend Exoskeleton is active. Once the Charm's duration elapses, the Infernal may reflexively commit the attunement cost of the armor to maintain his attunement. In addition, if the armor requires hearthstones to provide power for it, the Infernal may ignore a single dot worth of hearthstones needed to do so while it is fused into a composite. A second purchase of this Charm allows him to instead ignore up to (Essence) dots of hearthstones needed to power the fused artifact armor.

### ROARING SOVEREIGN ORATION

**Cost:** 3m; **Mins:** Essence 2; **Type:** Reflexive

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

**Duration:** One scene

**Prerequisite Charms:** Nightmare Fugue Vigilance

Malfeas once spoke to all Creation, descending from on high to speak with a voice of rumbling thunder that made the very earth quake. When the Infernal speaks, he may do so with a thunderous voice, clearly audible out to a range of (Essence x 100) yards. At Essence 6+, the range at which the Infernal can be heard is extended to (Essence) miles. While commanding a mass unit, the number of relays needed to maintain communications is reduced by (Essence), as his shouted orders are heard and obeyed by all of his loyal soldiers. He may also bypass the need for Signal Units actions by directly addressing another unit's leader, so long as they are within the range of his voice. A second purchase of this Charm At Essence 3+ grants the Infernal its benefits permanently, at no cost. However, he cannot ever choose to speak at anything less than this full majesty—everything he says must be spoken at the greatest volume possible.

### DEMON-MONARCH OMNIPOTENCE

**Cost:** 10m, 1wp; **Mins:** Essence 7; **Type:** Supplemental

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

**Duration:** Instant

**Prerequisite Charms:** Roaring Sovereign Oration (x2)

When Malfeas speaks, all the world cowers before him. None escape his authority. This Charm enhances any social attack made by the Infernal, making it clearly audible by all characters within (Essence x 100) miles. Nothing can thwart the rumbling thunder of his voice—deafness and even magical silence are no impediment, and even sleeping or unconscious characters hear his voice in their nightmare-shredded dreams. If the Infernal has Roaring Sovereign Oration active, they may waive the mote cost of this Charm, and may invoke it as an innate power, which does not require Charm activation. A second purchase of this Charm at Essence 10 increases this such that he may speak to an entire realm of existence, allowing him to command all of Malfeas or order Creation itself to kneel before him.

**CRUMBLING TEMPER IMPATIENCE**

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Solipsistic Rejection of Impossibilities

The mere existence of other beings, with their own beliefs and desires, is enough to enrage Malfeas. That they persist in distracting them from his own glorious self-importance is unforgivable. This Charm permanently enhances the Infernal's Solipsistic Rejection of Impossibilities Charm. Whenever they resist mental influence by gaining Limit, instead of spending Willpower, they add (Essence) to their Dodge MDV for the rest of the scene against that same influence, should it be used again. In addition, they may reflexively establish an Intimacy of hatred or disdain for the character who applied the mental influence. However, this Charm also warps the Infernal's mind, shaping it into something more like the alien psyche of Malfeas. They can no longer spend Willpower alone to resist mental influence—they must always gain at least one Limit through Solipsistic Rejection of Impossibilities, except for while in Limit Break.

**CALLOUS SLAUGHTER SACRIFICE**

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Crowned with Fury

So long as the king still lives, his loyal minions must defend him. If he must expend their lives like so many coins of tarnished brass to buy his own life, then so be it. If a character or characters use Defend Other actions to protect, then each of those characters with an Intimacy of fear or loyalty towards the Infernal adds a +1 bonus to the dice pool used to calculate the main defender's Parry DV, to a maximum bonus of the Infernal's (Essence). None of these count as dice added by Charms. A second purchase of this Charm At Essence 5+ applies this bonus directly to the defender's Parry DV, rather than to the pool used to calculate it.

**WORLD-SHAKING COMMANDS**

**Cost:** 4m; **Mins:** Essence 3; **Type:** Supplemental

**Keywords:** Combo-OK, Social

**Duration:** Instant

**Prerequisite Charms:** Crowned with Fury

Malfeas once commanded the loyalty of the entire cosmos, all

things righteously subordinated to his supreme authority. This Charm may supplement any social attack that is enhanced by Crowned with Fury. If it exploits a character's Intimacy of awe, fear, or loyalty towards the Infernal, then it becomes unblockable and undodgeable.

**MY WILL BE DONE**

**Cost:** 5m, 1wp; **Mins:** Essence 4; **Type:** Simple (Speed 6 in long ticks)

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

**Duration:** One scene

**Prerequisite Charms:** World-Shaking Commands

While the world has fallen from its former righteousness, even the lowliest of things can still serve a higher purpose in obeying the demands of its once and future king. A crown of emerald flames blazes upon the Infernal's brow, engraved with glyphs that spell out his name and imperial title. If he makes a social attack or exerts mental influence that constitutes an unacceptable order against a character with one or less points of temporary Willpower, it is not rejected outright. If the target's MDVs are overcome, they must resist it normally. If a character possesses an Intimacy of awe, fear, or loyalty towards the Infernal, they may instead be given unacceptable orders if they have three or less points of Willpower remaining. Non-heroic mortals are always subject to this Charm, no matter how many points of Willpower they have remaining. Exalts and other beings with a Limit track may override this power, allowing them to ignore the unacceptable order normally, but they must accept two points of Limit to do so for each unacceptable order they reject (Abyssals gain Resonance instead).

**SCOFFING AT IMPOTENT FOES**

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Dim Irrelevancies Unveiled

Malfeas finds out the fools who think that they could ever wound him, so they he might deal out their well-deserved reward of infinite agony. This Charm upgrades Dim Irrelevancies Unveiled. Whenever the Infernal uses it to make any supernatural power that enhances an unexpected attack against himself Obvious, the attack is stripped of the unexpected quality, allowing him to defend against it normally.

**UNASSAILABLE CONFLAGRATION SPIRIT**

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

**Keywords:** Obvious

**Duration:** Permanent

**Prerequisite Charms:** Sun-Heart Furnace Soul

The soul of Malfeas burns with cold flames. Who thrusts his hand into such a cosmic inferno invites his own destruction. Whenever an effect would drain motes from the Infernal's essence pools, he may spend three motes to negate it. The character who used the effect suffers unsoakable dice of lethal damage equal to the number of motes he would have drained, to a maximum of (Essence)L, as the radiant power of the Green Sun Prince sets him ablaze.

**EMERALD CRISIS BLADE**

**Cost:** – (+4m); **Mins:** Essence 3; **Type:** Permanent

**Keywords:** Obvious

**Duration:** Permanent

**Prerequisite Charms:** Green Sun Nimbus Flare

Mad brilliance shines from the Infernal's eyes as he howls with rage, unleashing his cosmic wrath. This Charm upgrades Green Sun Nimbus Flare. The Infernal may pay a surcharge of four motes when activating it to waive the base mote cost of any subsequent activations for the rest of the action. He must still pay any surcharges to enhance it with other Charms, and activating it still counts as his Charm activation for the action.

### HATEFUL INFERNO EMBRACE

**Cost:** – (+1wp); **Mins:** Essence 3; **Type:** Permanent

**Keywords:** Obvious

**Duration:** Instant

**Prerequisite Charms:** Green Sun Nimbus Flare

The world will end in flames and laughter, a hateful roar as Malfeas sparks the final conflagration. This Charm upgrades Green Sun Nimbus Flare. Whenever the Infernal damages a character with it, he may spend a point of Willpower to set them aflame, setting green fire to engulf their entire body. This supernatural fire cannot be extinguished except by magical means, and burns with the full hatred of Malfeas. The victim takes a single level of unsoakable lethal damage each action for (Essence) actions, after which the fires subside. This damage is considered an environmental hazard.

### RAGE BURNS BRIGHT

**Cost:** – (+3m or +6m); **Mins:** Essence 3; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Green Sun Nimbus Flare

Malfeas's hatred burns brighter than the sun who betrayed him, burning with a green so vibrant that all colors seem dim and faded in comparison. None can look upon the flame of his hatred, and not see their own destruction. This Charm upgrades Green Sun Nimbus Flare. Whenever the Infernal activates it to enhance an attack that aligns with any Intimacy of hatred he possess, or a Motivation or Urge that is centered on hatred, he may pay a surcharge of three motes to render the attack unblockable, a blinding nimbus wreathing his weapon, so bright that none can see it to parry. Alternatively, he may pay six motes to render it both unblockable and undodgeable, but only if the attack aligns with his Motivation or Urge.

### MAGNIFICENT BRUTALITY CORONATION

**Cost:** –; **Mins:** Essence 3; **Type:** Permanent

**Keywords:** Emotion, Obvious

**Duration:** Permanent

**Prerequisite Charms:** Immolating Terror Technique

Malfeas must at times remind his lesser why he is king. Whenever the Infernal's Green Sun Nimbus Flare deals damage to a heroic character in excess of their total health levels, all characters who witness the slaughter must pay a point of Willpower or gain an Intimacy of terrified awe to the Infernal. Witnesses who already possess an Intimacy of fear towards the Infernal, or who possess any positive Intimacy towards the victim, also lose a point of Willpower as the witness the imperial atrocities of

Malfeas. Exalted characters are not affected by this unnatural mental influence, unless the Infernal's victim was Exalted or had an Essence greater than 5. This Intimacy cannot be broken or eroded until the victim has not seen or directly observed the Infernal for one day. Should any character who was subject to this mental influence spend a scene building an Intimacy towards the victim of the slaughter, it also counts as a scene of building an Intimacy of fear towards the Infernal, unless they spend a point of Willpower.

### EXCESSIVELY RIGHTEOUS ATROCITY ATTITUDE

**Cost:** –; **Mins:** Essence 3; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Magnificent Brutality Coronation

Malfeas crushes the lesser demons of hell beneath the weight of his immense stone city-layers, taking sadistic pleasure in the genocide he commits. Whenever the Infernal's Green Sun Nimbus Flare deals damage to a heroic character in excess of their total health levels, the Green Sun Prince may recover a point of Willpower as he revels in the joy of overkill. However, he may only do so if his victim's Essence rating was no more than two less than his own. The brutal pleasure of cutting down one of the Exalted always allows for Willpower recovery, regardless of their Essence. Should he regain Willpower, he also adds one automatic success to the next non-reflexive action he takes, so long as he does it before the end of his next action tick.

### DISOBEY AND DIE

**Cost:** – (+2m); **Mins:** Essence 3; **Type:** Permanent

**Keywords:** Obvious, Social

**Duration:** Permanent

**Prerequisite Charms:** Magnanimous Warning Glyph

Malfeas's hatred blazes with heat more pitiless and withering than any mere sun that might hang in the sky. Only with loyal service and self-debasing groveling can his minions spare themselves from his fiery wrath. This Charm upgrades Green Sun Nimbus Flare. The Infernal may now use it to supplement any Charisma-based social attack that is issued as a command, paying a surcharge of two motes to do so. If the attack targets multiple characters, then he must also pay an additional mote for each target past the first. His eyes shine with emerald radiance as he speaks, his voice echoing like the roar of distant Malfean thunder. None doubt his wrath.

If the social attack succeeds, then the Infernal may choose to inflict the target with the damage of the flare, setting the full brunt of his anger upon them. While this is still Obvious, the damage is purely spiritual in nature, leaving no physical evidence than the fear in its victim's eyes. Victims may use perfect defenses to prevent this damage, even if their MDVs are overcome. The Infernal may damage characters even if they resist his social attack by spending Willpower, punishing those who disobey his commands. And indeed, while he may still inflict the damage on characters who do not resist and willingly obey his social attack, he gains a single point of Limit for doing so.

### STERN INSTRUCTIVE PATRONAGE

**Cost:** – (1m per command); **Mins:** Essence 3; **Type:** Permanent

**Keywords:** Obvious

**Duration:** Permanent

**Prerequisite Charms:** Magnanimous Warning Glyph

Malfeas guides his minions in following his will, teaching them to obey his dictates lest they suffer absolute annihilation. This Charm upgrades Magnanimous Warning Glyph. Whenever the Infernal uses it to postpone his wrath, he may issue up to (Essence) commandments to his victim, for a cost of one mote each. Should the victim willingly disobey any of these orders, the brand bursts into flame as if they had attacked the Infernal, burning the words of the Infernal's command into their victim's flesh if they deal any damage. The commands made by the Infernal are Obvious to his victim.

### COSMIC OVERLORD AUTHORITY

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

**Keywords:** Emotion

**Duration:** Permanent

**Prerequisite Charms:** Fealty-Acknowledging Audience

It is the nature of all things to serve and obey their superiors, and Malfeas is superior above all things. This Charm upgrades Fealty-Acknowledging Audience. Any character that possesses an Intimacy created by that Charm adds the Infernal's Essence to his MDV's against any social attack or mental influence that would cause him to betray or defy the Infernal. They must succeed on a Conviction roll at difficulty 1 in order to willingly take any action that defies a command made by the Infernal. They may spend three points of Willpower to ignore this unnatural mental influence for one scene, but it lasts for as long as the Intimacy created by Fealty-Acknowledging Audience Remains. Attempting to erode the Intimacy always counts as defying the Infernal's commands.

A second purchase of this Charm At Essence 5+ binds the Infernal's loyal minions even closer to his will. No longer are they allowed a Conviction roll to defy the Infernal's will—instead, they must spend a point of Willpower each time they choose to do so, or else spend the Willpower to ignore this influence for a scene. In addition, any mental influence that would erode, negate, or alter the emotional context of this Intimacy automatically fails. A third purchase At Essence 7+ allows oath-bound characters to treat any mental influence that would compel them to betray or oppose the Intimacy as unacceptable orders. They may choose to let such mental influence proceed normally, but doing so counts as defying the Infernal.

### WORLD-ENSLAVING GREED

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

**Keywords:** Obvious, Sorcerous

**Duration:** Indefinite

**Prerequisite Charms:** Fealty-Acknowledging Audience

Malfeas rules the world, and thus it belongs to him. Gazing greedily at anything he owns, the Infernal may activate this Charm, unleashing a smoldering blaze of green flame that marks it as his. This sorcerous claiming lays an invisible mark upon the treasure, the Old Realm rune for "Mine." So long as the object or structure remains under this Charm's effects, the Infernal's ownership of it cannot be lost or usurped by any other character. If it is an artifact, then no effect can break the Infernal's attunement to it against his will so long as the brand remains. In addition, this Charm upgrades Fealty-Acknowledging Audience,

Magnanimous Warning Glyph, and any other Yozi Charm the Infernal knows that can sorcerously brand a character. He gains ownership of all mortals and demons that he has marked, and cannot lose it so long as the mark remains.

### MALIGN FLESH-WARPING RADIANCE

**Cost:** — (+1wp or +10m, 1wp); **Mins:** Essence 4; **Type:** Permanent

**Keywords:** Desecration, Shaping

**Duration:** Permanent

**Prerequisite Charms:** Cold Fire Desolation Brand

Malfeas's sickening flames corrupt living flesh, twisting and mutilating it just as the Shining Tyrant was himself mutilated at the hands of the traitorous Exalted. This Charm upgrades all Yozi Charms capable of infecting a character with Green Sun Wasting. The Infernal may pay an additional point of Willpower whenever he activates any such effect, or ten motes and one Willpower for any effect capable of infecting multiple characters. Whenever any character fails to resist the effects of the disease, they gain a negative mutation at the strength of a deficiency, chosen by the Infernal. He must inflict the Creature of Darkness mutation first, if his victim is not already of such accursed existence. The Infernal may inflict debilities At Essence 5+, and deformities At Essence 6+.

### SKY-SCORCHING HATRED

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

**Keywords:** Obvious

**Duration:** Permanent

**Prerequisite Charms:** Kissed by Hellish Noon

The torch of Malfeas's hatred burns endlessly, a flame that stokes and renews his wrath in battle. He has no need of arrows or barbed shafts, not when he can pluck the tongues of emerald flame from his heart and hurl it at his foes. This Charm upgrades Green Sun Nimbus Flare. If the Infernal uses it to supplement an attack with a ranged weapon, he need not have any ammunition to make the attack. Instead, he may shape emerald radiance into an arrow, bolt, or any other ammunition he has need of, so long as its Resources cost is no greater than his (Essence). Ammunition created by this Charm lasts long enough to make a single attack, then dissipates in a burst of sickly green smoke. A second purchase of this Charm At Essence 4+ allow the Infernal to pay a surcharge of two motes to shape artifact ammunition, so long as its artifact rating is no greater than one dot.

### UNIVERSE-SHATTERING SUPERNOVA WRATH

**Cost:** — (+2m, 1wp); **Mins:** Essence 6; **Type:** Permanent

**Keywords:** Obvious

**Duration:** Permanent

**Prerequisite Charms:** Wrath-Stoked Bonfire Soul

Cosmic fire burns through the Infernal's soul, consuming every mote of essence it touches to stoke the invincible radiance of her rage. This Charm upgrades Green Sun Nimbus Flare. The Infernal may pay a surcharge of two motes and a point of Willpower when he activates it to multiply the total damage the flare inflicts by five. Wounds left by this Charm heal normally, but leave behind putrid, green-tinged scars that never close unless treated by magic.

A second purchase of this Charm Essence 8 instead multiplies the total damage dealt by ten. If the Infernal successfully dam-

ages his target, but this still proves insufficient, he must pay another point of Willpower to inflict as many levels of automatic damage as he desires. The all-consuming emerald holocaust of his wrath burns with a core that cannot be seen, shining beyond the violet that mere mortals eyes can comprehend. If he has no Willpower to spend, he gains a single point of Limit, tormented by his own impotence.

## CECELYNE

### DESOLATION OF THE NUMINOUS

**Cost:** 10m, 1wp; **Mins:** Essence 3; **Type:** Simple

**Keywords:** Combo-Basic, Crippling, Obvious, Sorcerous

**Duration:** (Essence) days

**Prerequisite Charms:** Ephemeral Abrasion Curse

Speaking from the laws of Cecelyne, the Infernal castigates a wayward spirit, cleansing them of their impropriety with the scouring sands of Cecelyne. The Infernal rolls (Charisma + Occult) at a difficulty of the chosen spirit's Essence, summoning up a harsh simoom to flagellate their foe. If the Infernal's attack is successful, her victim is forcibly materialized (they need not pay any motes to do so). In addition, if their Essence is less than that of the Infernal, they suffer a Crippling effect that prevents them from dematerializing by any means—even if their natural state is immaterial, they cannot return to it. The sands gouge the hourglass of Cecelyne into the transgressor's brow, and this mark is immanently Obvious to any character with the Hellscri Chakra Charm. The pain of this psychic brand increases the spirit's wound penalties by one, and prevents it from naturally respiring essence while not in any realm of existence where all spirits are naturally material. While this Charm can target any dematerialized character, its Crippling effect can only apply against demons, gods, and elementals. A spirit may be freed of this sorcery by receiving absolution from an ordained priest of Cecelyne. A second purchase of this Charm At Essence 5+ extends its duration to Indefinite.

### LOWLY PEBBLES IN THEIR PLACE

**Cost:** —; **Mins:** Essence 2; **Type:** Permanent

**Keywords:** Permanent

**Duration:** None

**Prerequisite Charms:** Demonic Primacy of Essence

Can any thing question its creator? Does it have the authority? Does it have the right? Of course not. It is Cecelyne who first formulated this truth, and who put it forth to legitimize the reign of the titans. This Charm upgrades Demonic Primacy of Essence. Its effects now extend to mortals, natural animals, and magical beings with Essence 1. However, only the MDV reduction on social attacks is applied against such targets—other benefits and drawbacks of this Charms do not apply.

### HELL MESSIAH DICTUM

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

**Keywords:** Combo-OK, Compulsion, Social

**Duration:** Instant

**Prerequisite Charms:** Demonic Primacy of Essence

The law of Hell embodies countless codes and taboos, a labyrinthine system of criminalization and punishment. And yet, these numberless thousands of laws all enforce a single core te-

net: the weak obey the strong. This Charm may supplement any social attack made to give a command or order to any character that the Infernal's Demonic Primacy of Essence would impose an MDV penalty on. If the Infernal's attack successfully overcomes a character's MDVs, this Charm exerts a Compulsion effect on them, forcing them to obey the Infernal's commands. A character may pay a point Willpower to resist this unnatural mental influence for a single scene, allowing them to act against the Infernal's orders. Once a character has spent (Essence) Willpower resisting this effect, to a maximum of ten points of Willpower, this influence is terminated. At Essence 3+, the amount of Willpower required to resist for a scene increases to two points of Willpower per scene, and the total required to shake off the influence increases to (Essence x 2).

### GOSPEL OF OPPRESSION

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

**Keywords:** Obvious, Sorcerous

**Duration:** Permanent

**Prerequisite Charms:** Hell Messiah Dictum

Hell's bible is the only right doctrine of the world. All other holy scriptures and sacred texts are in gross error, written by those blind misguided fools who fail to realize that only strength can justify authority. This Charm upgrades Hell Messiah Dictum. The Infernal may use it to supplement written social attacks, so long as they exert an influence it could validly enhance. Though its magic can only influence those who the Infernal's Demonic Primacy of Essence would exert a MDV penalty on, anyone who reads from the gospel of Cecelyne understands that the scripture is one of the legalisms of Hell. Those who do not respect such laws can erase or destroy the text, and countermagic is capable of breaking this sorcerous scripture.

### MANDATES OF THE DEMON-PROPHET

**Cost:** 6m, 1wp; **Mins:** Essence 3; **Type:** Simple (Speed 6 in long ticks)

**Keywords:** Combo-OK, Emotion, Social

**Duration:** Instant

**Prerequisite Charms:** Gospel of Oppression

Proclaiming a law unto the masses, the Infernal rolls (Charisma + Performance) as a social attack, adding bonus dice equal to her (Essence). She may do so verbally, or she may choose to make a written social attack, composing her infernal dogma. All characters whose MDV is overcome by the attack immediately gain an Intimacy of devotion towards the law dictated by the Infernal, which does not count against the character's maximum number of sustainable Intimacies. Laws named with this Charm are considered to be among the laws of Hell, although they cannot contradict any tenet of Cecelyne's doctrine. This unnatural mental influence may be resisted by spending two Willpower, although characters whose Essence exceeds the Infernal's own need not spend Willpower to resist.

### FAITHLESS INFIDEL FLAGELLATION

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

**Keywords:** Compulsion, Emotion, Servitude

**Duration:** Permanent

**Prerequisite Charms:** Mandates of the Demon-Prophet

Cecelyne alone among the Yozis is familiar with the concepts

of justice, equality, and freedom. Her hypocrisy allows her to understand the ideals her laws should enforce, and it amuses her to make a mockery of them. The only law of Hell is oppression, and the only justice is Cecelyne. This Charm upgrades Mandates of the Demon-Prophet. Any Intimacy created by it is upgraded in the following ways:

- Any character who bears an Intimacy created by this Charm suffers an internal penalty of the Infernal's (Essence) on any action that violates the law. They may pay a point of Willpower to resist this Compulsion effect for a scene.

- Characters must pay a point of Willpower to have their actions in a scene count towards eroding the Intimacy, resisting the Emotion and Servitude effects this Charm enforces. Demons of the first circle are incapable of resisting it at all.

- Any scene in which a character could violate the enforced law, but chooses not to, counts as a scene of building that Intimacy. The character's reasons for obeying are irrelevant—to acquiesce to Cecelyne's laws is to obey them.

### OASIS-HAUNTING PHANTASM

**Cost:** —; **Mins:** Essence 2; **Type:** Permanent

**Keywords:** Obvious, Social

**Duration:** Permanent

**Prerequisite Charms:** Scorpion-Tailed Mirage Technique

Cecelyne speaks with the voice of multitudes, every grain of sand reciting eternally her laws for all to hear. This Charm permanently upgrades Scorpion-Tailed Mirage Technique. When the Infernal activates it, she may choose to make a flurry of Presence-based social attacks instead of physical attacks. If the Infernal has purchased a second copy of Scorpion-Tailed Mirage Technique, she may also make Performance-based attacks. Making a social flurry allows the Infernal to ignore the range limitations of Scorpion-Tailed Mirage Technique. The Infernal moves her lips to speak but once, yet she speaks in countless voices.

### WORLD-WEATHERING SANDSTORM

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Stone-Flayer Touch

Cecelyne's sands grind eternally at the edges of Creation, slowly wearing down the threshold that separates her from that promised land. Whenever the Infernal activates Stone-Flayer Touch, they may pay a surcharge of two motes to extend its duration to one scene. However, they must still pay a point of Willpower every time they wish to physically attack a materialized target while immaterial.

### ENDLESS SANDS EXCEED MERE GRAINS

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

**Keywords:** Social

**Duration:** Permanent

**Prerequisite Charms:** Untouchable Infinitude Reflection

The Endless Desert knows nothing of the meek grains of sand that make up her dunes. It is not the place of the small and lowly to have any sway on the vast and infinite. This Charm upgrades Untouchable Infinitude Reflection. The Infernal may pay a surcharge of two motes when activating it to drown out any meaningless prattle that assails her senses. If she does, the Infer-

nal may ignore all onslaught penalties and coordinated attack penalties to her Dodge MDV. In addition, the MDV penalty of any social attack the Infernal makes is reduced by one, to a minimum of zero, before being applied to her Dodge MDV. As with Untouchable Infinitude Reflection, social attacks that exploit the Imperfection of the Endless Desert ignore these benefits.

### ARROGANT PRINCESS SUPERIORITY

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Counter-Pronouncement of Enthymemic Law

No argument stirs Cecelyne, save for when her laws demand it must. This Charm permanently enhances the Infernal's Counter-Pronouncement of Enthymemic Law Charm. When used it to defend against mental influence or a Shaping attack used by a character of lower Permanent Essence, the mote cost to use the Charm is reduced by one for every dot her Permanent Essence exceeds theirs by. In addition, when used to defend against such effects used by characters with Essence 1, its cost becomes one mote.

### SOUL-SCOURING DEVIL SANDSTORM

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

**Keywords:** Shaping, Sorcerous

**Duration:** Permanent

**Prerequisite Charms:** Dune-Burst Onslaught

Cecelyne's wrath is no fleeting menace. She is content to brood and sulk, nursing her lingering hatred until it has become a raging sandstorm, spilling over and swallowing whosoever provoked it. This Charm upgrades Dune-Burst Onslaught. If the Infernal uses it to evoke an environmental hazard when activating Sandstrike Blast, she may pay a point of Willpower to have the sandstorm persist for the rest of the scene, as a sorcerous effect. After its initial activation, it inflicts the same amount of damage five ticks later, and every five ticks thereafter. The sandstorm remains within the radius chosen by the Infernal, but she may choose to reflexively move the hazard up to (Essence) yards on each tick. The Infernal may maintain no more than (Essence) sandstorms at a time. Each one inflicts damage and can be moved separately, although the Infernal may not overlap multiple sandstorms to stack their damage. A second purchase of this Charm At Essence 4+ allows the Infernal to maintain up to (Essence + 2) sandstorms at a time. In addition, he may treat the sorcerous sandstorms created by this Charm as areas of desolation.

### BLIGHTED DREAM DESICCATION

**Cost:** 10m, 1wp; **Mins:** Essence 3; **Type:** Simple

**Keywords:** Combo-Basic, Obvious, Shaping, Sorcerous

**Duration:** Indefinite

**Prerequisite Charms:** Holy Land Infliction

The withered husks of countless dreams lie buried beneath the dunes of Cecelyne, gossamer-bleed corpses ancient as her own sands. This Charm is a dramatic action to corrupt a waypoint, hollowing it of all potential. This action has an interval of eight hours, as the Infernal rolls (Charisma + Occult) to maim the essence flows of the waypoint. The difficulty of the roll de-

depends on the depth of the Wyld: 1 in the Bordermarches, 3 in the Middlemarches, 5 in the Deep Wyld, and 10 in Pure Chaos. If the Infernal succeeds, he empties the waypoint of the inchoate potential and chaos that defines the Wyld. It becomes an area of desolation, and also counts as Creation to the raksha for purposes of risking calcification. The Unshaped cannot be affected unless the blight encompasses all of the waypoints that make up their body. Raksha who are calcified within this unholy blight crumble away, leaving behind only a skeleton of salt surrounded by grains of silver sand. Shaping actions made within the waypoint, whether through the native magic of the raksha or through Charms that shape the Wyld into form, suffer an external penalty equal to the Infernal's (Essence ÷ 2).

A second purchase of this Charm At Essence 5+ upgrades this Charm further. Raksha within the tainted waypoint increase the number of motes they lose at each interval due to calcification by the Infernal's Essence. Furthermore, simply bearing a pendant can no longer protect against Cecelyne's spite, and such trinkets do not allow a raksha to avoid losing essence, even if he wears an Assumption. The penalty on shaping actions rises to the Infernal's Essence. A third purchase of this Charm At Essence 8+ lets the Infernal create an aura of desolation that is almost instantly lethal to raksha. In addition to the normal effects of calcification, any raksha that spends more than (Essence) actions within the aura is immediately calcified unless it wears an Assumption Charm.

### WORLD-SWALLOWING WASTELAND INVOCATION

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Dune-Drowned Oasis Ritual

Wherever starvation and drought blight the world, wherever blasphemous prayers are sung, wherever blood is unjustly spilt upon the ground, there is Cecelyne. This Charm upgrades Dune-Drowned Oasis Ritual. The Infernal's cult may hasten the creation or improvement of demesnes by offering blood sacrifices. Every one hundred mortals ritually slaughtered within the nascent place of power reduce the time required to create it by a single day. Dragon-Blooded and terrestrial gods each count as (Essence x 20) mortals themselves, while Celestial Exalted or deities count as (Essence x 100). Sacrifices made to expedite the creation of demesnes also count towards expanding the desolation created by Holy Land Infliction.

While there is no limit to the number of sacrifices that may be made, the amount of time required to create a demesne can never be reduced below a single season, nor the process of increasing a demesne to less than a single season per dot of its rating. Furthermore, the Infernal no longer needs to create new liturgies for his cultists to improve a demesne once they have established it. At Essence 7+, sacrifices of enlightened beings are capable of reducing the time required to create the demesne to a single day, or one day per dot of rating for improving demesnes. However, mortal sacrifices still cannot reduce this time below a season, or a season per dot.

### HEART'S LUST GRANTED

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

**Keywords:** Emotion

**Duration:** Permanent

**Prerequisite Charms:** Verdant Emptiness Endowment

When the hearts of mortals grow barren with sorrow, Cecelyne flourishes. This Charm permanently enhances the Infernal's Verdant Emptiness Endowment Charm, allowing them to grant supplicants with the gift of true love. Whenever an Infernal observes a character express a desire or failure to obtain the affection of a character whom they possess an Intimacy for, she instantly becomes aware of that Intimacy. In addition, by invoking Verdant Emptiness Endowment, she may cause the object of the wisher's Intimacy to develop an Intimacy towards the supplicant in the same emotional context, replacing any prior Intimacies. This is unnatural mental influence, and can be resisted for a cost of three Willpower. The magical Intimacy created by this Charm can be eroded normally, but the victim of it must spend a point of Willpower in every scene they spend eroding it.

### FORBIDDEN ARCANA TUTELAGE

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Verdant Emptiness Endowment, Sorcerous Enlightenment of (Yozi)

Oh, how Cecelyne laughs at the foolish sorcerers of Creation! They ape and mimic the Primordials with their stammered incantations and clumsy mudras, ignorant of the true potential of sorcery. But in her mercy, she has endowed her Malefactors with the authority to enlighten the sorcerers of Creation, giving them a gift of true power. This Charm enhances Verdant Emptiness Endowment, allowing the Infernal to bestow knowledge of any spell they know upon a sorcerer who wishes for it. The Infernal must know the spell they choose to grant, and the sorcerer must be capable of casting spells of that circle. Infernals who know the Slave-Spawn Summons, Fiend-Vassal Conscriptio, or All-Commanding Oversoul Beckoning spells cannot teach them to non-Infernals, but can grant their non-Infernal versions: Demon of the First Circle, Demon of the Second Circle, or Demon of the Third Circle.

### IFRIT-BINDING SORCERER'S SMILE

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

**Keywords:** Sorcerous

**Duration:** Permanent

**Prerequisite Charms:** Forbidden Arcana Tutelage

Cecelyne's law imprisons the lesser souls of the Yozi within Malfeas, for she is loathe to permit them the freedom that she is denied. But when a mortal cries out in desperation and despair, she might be persuaded to allow a demon egress, to show such men the mercy of Hell. This Charm permanently enhances the Infernal's Verdant Emptiness Endowment Charm, allowing them to summon up demons to grant the wishes of mortals. Whenever an Infernal observes a character express a desire or failure to complete some task—whether it is “winning Yomiko's love,” “conquering Lookshy once and for all,” or “be a real man”—they may invoke Verdant Emptiness Endowment to sorcerously call a demon of the first circle.

At the next sunset, the demon is summoned to the side of the wisher, sorcerously bound to complete whatever task they sought to achieve. The bound demon serves the mortal (though

it pays no heed to any commands he might give) for a year and a day, after which he is drawn back to Malfeas. The Infernal may have a maximum of (Occult + Essence) demons summoned at any one time with this Charm—if he wishes to summon another, he must banish one of the previously conjured fiends as a reflexive action, which incidentally frees that wisher of his favor owed to the warlock. It is not given to this Charm to summon demons on behalf of the Infernal Exalted, be they Green Sun Princes or Akuma, or of other demons.

A second purchase At Essence 7+ allows the Infernal to summon demon of the second circle with Ifrit-Binding Sorcerer's Smile. Such demons appear on the next new moon, and serve their unwitting beneficiary for only a month. Demons of the second circle count as five lesser demons towards the maximum the Infernal can have summoned. A third purchase at Essence 10 allows third circle demons to be summoned. They must be summoned during Calibration, and appear instantly, serving until the end of that Calibration. They count as ten lesser demons.

### ABUNDANT GENEROSITY PATRONAGE

**Cost:** 2m; **Mins:** Essence 2; **Type:** Supplemental

**Keywords:** Combo-OK, Social

**Duration:** Instant

**Prerequisite Charms:** Verdant Emptiness Endowment

Cecelyne answers dissatisfaction with boundless generosity, expecting nothing in return save obedience. This Charm may enhance any mental influence exerted on character that still owes the Infernal a service as a result of having a wish granted by Verdant Emptiness Endowment. The influence is undodgeable, and becomes unnatural mental influence. Though they can still argue against or deny the Infernal, they cannot merely ignore them. Characters cannot be compelled by this Charm if they are actively working towards completing a favor owed, although they become viable targets once more if they let their duties lapse.

### CAGED SOUL RENEWAL

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

**Keywords:** Desecration, Shaping

**Duration:** Permanent

**Prerequisite Charms:** Scoured Perfection of Form

Cecelyne is the granter of wishes best unmade. Mortals have come crawling to her and her servants, begging for reprieve from death—and she happily grants it. This Charm enhances Scoured Perfection of Form. The Infernal can use it to lengthen the natural life spans of supplicants, increasing their maximum age by 100 years as an abomination. However, this does nothing to preserve the supplicant's youth, causing supplicants to wither away. For every 10 years past his normal maximum life span a supplicant lives, he loses one dot from an Attribute of the Storyteller's choice, to a minimum of one dot (and thus, many return to the Infernal to have their Attributes restored with Verdant Emptiness Endowment). The Exalted, and other beings with enlightened essence, cannot have their life spans extended beyond the allotment granted by their Exaltation or nature.

At Essence 6+, the Infernal may grant true youth. Those whose lives she extends do not suffer any loss of Attributes due to advanced age, unless the Infernal wishes to withhold the benefits of youth from them. In addition, the Infernal's blessing increases the lifespan of its recipients by (Essence x 25) years. At

Essence 9+, it can grant true immortality, although the Infernal may bestow a shorter span if she wishes. The Infernal must now accept a point of Limit to grant the benefits of eternal youth alongside the life she grants—the urge to bestow a gift perilous is too irresistible.

### ORDINATION OF THE HOURGLASS

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

**Keywords:** Messianic

**Duration:** Permanent

**Prerequisite Charms:** As You Wish

As Cecelyne orders authority by creating political dominance, so too does she order devotion with religious institutions. This Charm expands the scope of Verdant Emptiness Endowment, allowing the Infernal to invest supplicants as priests of their own cult with it. A priest endowed by this Charm reduces the difficulty of all prayers to the Infernal by one. Such successful prayers are always heard by the Infernal, as if spoken in urgency. When activating Verdant Emptiness Endowment in response to a prayer made by an ordained priest, the Infernal may waive the mote cost of the Charm. Characters blessed by this Charm incur a training debt of three experience points.

### BLESSED BY SILVER CHAINS

**Cost:** 20m, 1wp; **Mins:** Cult 2, Essence 4; **Type:** Simple

**Keywords:** Messianic, Obvious

**Duration:** One scene

**Prerequisite Charms:** Ordination of the Hourglass

Cecelyne's supplicants offer themselves up in both body and soul to their divine mistress. Their rewards are eternal slavery and impossible generosity. The Infernal may waive the cost of Verdant Emptiness Endowment when granting the wish of any character who belongs to her cult. Such miracles are Obvious, with the Infernal deciding how her wish-granting magic manifests visibly. However, once the Infernal has granted a character a free wish, she must wait another month before she may do so for that character again—any further activations of Verdant Emptiness Endowment must be paid for in full, even if the Infernal subsequently activates this Charm again. If that character remains in a place of desolation, the Infernal instead need wait only five days. In addition, while this Charm is active, mortal members of the Infernal's cult must pay five points of Willpower to refuse her gifts, rather than only one point.

### BOUNTIFUL LOCUST BLESSING

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** As You Wish, Spawning Pit Sanctification

Faith in Cecelyne is food enough to sustain her cultists. This Charm upgrades As You Wish. Whenever the Infernal overhears a prayer requesting food, the Infernal may activate Spawning Pit Sanctification in response. The spawning pit instantly opens at the feet of the suppliant, revealing a never-ending bounty of locusts. The opening of the pit never harms the character who made the prayer, although others may not be so fortunate. If the weak and lowly of the world cannot look upon the bared divinity of Cecelyne and survive, she will weep no tears.

## BLEAK COSMOS DEMIURGE

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

**Keywords:** Shaping

**Duration:** Permanent

**Prerequisite Charms:** Endless Torment Emanation

Cecelyne broods at the edges of the Demon City, bereft of all purpose. It amuses her to see others as broken as she is. This Charm permanently upgrades Endless Torment Emanation. It may now erode or build Intimacies even if doing so would oppose a character's Motivation. Exalted and other beings with a Limit track may accept a single point of Limit to ignore this for one scene (Abyssals gain Resonance instead). If the Infernal also knows Sand-Scoured Society Infliction, the benefits of this Charm are extended to it as well.

A second purchase of this Charm At Essence 6+ allows the Infernal to strip others of all purpose. Whenever a character within the aura of spiritual desolation created by Endless Torment Emanation or Sand-Scoured Society Infliction loses all points of temporary Willpower, their Motivation is broken. They become listless and depressed, and can be given commands that violate their Motivation. The Exalted and other beings with a Limit track are immune to being broken by this effect, but they gain two points of Limit if they lose all points of Willpower, and gain an additional point for each scene they spend within the aura without regaining Willpower. As before, Abyssals gain Resonance in place of Limit.

## BROKEN MESSIAH BENEDICTION

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

**Keywords:** Shaping, Touch

**Duration:** Permanent

**Prerequisite Charms:** Endless Torment Emanation

It amuses Cecelyne to curse those who earn her spite with the same blessing she bestows upon her favored priests. This Charm upgrades Endless Torment Emanation. The Infernal may activate it to target a character, requiring that they touch them to bestow Cecelyne's favor upon them. The spiritual aura created by Endless Torment Emanation is centered on the target, although the Infernal may choose whether or not he is affected by it, carving out a spiritual niche at the center of the blight if she wishes to bestow a blessing, rather than a curse. At Essence 5+, the Infernal may re-activate this Charm to maintain her curse on a character whenever its duration ends naturally (but not when dispelled). Her target must be within the same realm of existence as her, and she must succeed on a (Charisma + Occult) roll at a difficulty of the target's Essence in order to maintain it. This counts as an entirely new effect, allowing the target another chance to using relevant defenses against it.

## ENDLESS HORIZONS UNFOLDING

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

**Keywords:** Shaping

**Duration:** Permanent

**Prerequisite Charms:** Swallowed in Eternity

Cecelyne's eternal deserts spread ever outward to the ends of the universe. Within her silver sands, there is no direction one can turn, and not see only Cecelyne. This Charm upgrades Swallowed in Eternity. The Infernal may pay a surcharge of one mote to trap a foe completely, caught between the endless horizons.

If she successfully uses it to halt an enemy's movement, he is incapable of moving at all in any direction—space seems to stretch outward to infinity no matter which way he turns. At Essence 4+, the Infernal's understanding of Cecelyne's infinitude lets him wield this space-distorting magic even beyond her sands. She may pay an additional surcharge of two motes to active Swallowed in Eternity even if she is not in a place of desolation.

## SHE WHO LIVES

### IN HER NAME

#### CONCEPTUAL CONTEXT EXPANSION

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

**Keywords:** Combo-OK, Compulsion

**Duration:** Instant

**Prerequisite Charms:** Factual Determination Analysis

The Principle of Hierarchy coldly sorts all that she perceives and comprehends into ordered patterns, devising theories and laws to logically explain the world around her. Should she lack sufficient information to reach such conclusions, she can respond only with frustrated anger and boundless curiosity, probing and analyzing until she understands all. The Infernal may activate this Charm whenever they hear another character verbally make any statement. She reflexively rolls (Perception + Investigation) as a social attack against that character's Dodge MDV. She need not speak, instead telepathically implanting a replicated thought-form of her own curiosity in the target's mind—a command to explain.

If she succeeds, that character must completely state all information necessary to understand the targeted statement. This includes contextual details, background information, the meanings of any unclear phrases or idioms, and all other data needed to understand everything that he meant in making the statement. If the targeted statement was a lie of omission or a half-truth, the character must supply any information he willingly withheld, spoiling his deception. However, if he outright lied, he only need supply details necessary to understand the false statement—outright errors in data lead to corrupted understanding. This Charm can only analyze statements willingly made by a character—if they are compelled to speak by unnatural mental influence, it is ineffectual. The target may resist this unnatural mental influence for a cost of two Willpower. He intuitively understands that his mind is being controlled, although he must successfully resist the Charm, either by successfully exerting his MDV or by paying Willpower, and be able to perceive the Infernal in order to understand that she was responsible.

A second purchase of this Charm At Essence 3+ allows the Infernal to discreetly probe minds. Instead of compelling her target to verbally state all clarifying information needed to fully understand the statement with this Charm, the Infernal may choose to instead rip the knowledge from his mind, instantly understanding all information he would have supplied through a telepathic bond. The target may still resist this mental influence normally. However, even if he successfully resists the influence exerted by this subtler mode of the Charm, he does not recognize the Infernal as being responsible for his psychic violation. While he knows that some unknown force has attempted

to control his mind, he does not know who or what exerted the influence on him unless he uses Charms designed for that purpose. In addition, the Infernal may now use this Charm to target statements that are made telepathically, in addition to those that are spoken.

### ERROR-DETECTING MODE

**Cost:** —; **Mins:** Essence 2; **Type:** Permanent

**Keywords:** Compulsion

**Duration:** Permanent

**Prerequisite Charms:** Conceptual Context Expansion

She Who Lives In Her Name cannot comprehend the concept of deception. Accurate data is correct. Inaccurate data is an error to be corrected. There are no other possibilities. This Charm upgrades Conceptual Context Expansion. If the Infernal uses it to target any statement that is an intentional lie or deception, it compels the speaker to elaborate the truth of the matter, rather than simply clarifying his own lie. In addition, if the Infernal activates Conceptual Context Expansion to target any statement that she knows is a lie, either by making a roll to read the motivations of a character or through magic, its cost is reduced to two motes.

### ORTHODOX MIND VOCABULARY

**Cost:** —; **Mins:** Essence 2; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Conceptual Context Expansion

She Who Lives In Her Names obsessively analyzes and criticizes all information, qualifying and quantifying the empirical accuracy and objective moral value of each separate fact. If her compulsive calculations indicate that any input is undesirable, it is immediately rejected and redacted. This Charm upgrades Conceptual Context Expansion. If the Infernal successfully uses it in Step 2 of a social attack in order to analyze any spoken mental influence, she may perfectly dodge the unwanted influence, even if it is undodgeable. She must pay two motes to do so if the influence aligns with any Virtue the Infernal has rated at 3 or higher, or if she knows the statement is true, either by rolling to read the motivation of the speaker or through magic.

### COLLECTIVE PATTERN INTEGRATION

**Cost:** 5m, 1wp; **Mins:** Essence 3; **Type:** Simple (Dramatic Action)

**Keywords:** Shaping, Social, Sorcerous

**Duration:** (Essence) days

**Prerequisite Charms:** Unshattered Tongue Perfection (x2)

Speaking in the tongue that first formulated the Principle of Hierarchy, the Infernal hardens and reinforces her patterns and social paradigms. This Charm is a dramatic action to address a social group, with a Magnitude no greater than the Infernal's (Essence). The Infernal must speak in Old Realm, and the entire group must be assembled and able to understand her. The social unit reduces all Loyalty costs it must pay to resist any mental influence by one, to a minimum of one point. This benefit does not apply against any mental influence exerted by Yozi Charms. At Essence 5+, this Charm's duration increases to Indefinite, although its duration lapses if the group fails to assemble in full for more than five days. A second purchase of this Charm At

Essence 4+ raises the discount to two points of Loyalty, while a third purchase At Essence 7+ reduces the cost to reduce any mental influence to one Loyalty for that social group.

### COMPONENT DRONE OVERMIND

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

**Keywords:** Shaping

**Duration:** Permanent

**Prerequisite Charms:** Collective Pattern Integration

Language is an inefficient method for the representation of higher-order concepts and principles. It is much more efficient to simply unite all consciousness as a single gestalt mind, eliminating the barriers of individuality and communication. This Charm upgrades Unshattered Tongue Perfection. Any character that the Infernal blesses with it is integrated into a mass hive-mind. The Infernal, and all characters under the effect of the Charm, may communicate telepathically with each other so long as they are within one hundred yards. A mass combat unit made up entirely of such characters has no need for relays, as the shared hive-mind allows for instant communication. This telepathy cannot be overheard without magic dedicated to the purpose. A character may spend one point of Willpower to break away from the hive-mind for a day, blocking all telepathic communication facilitated by this Charm. Mortals must pay three Willpower to do so.

### UNIFIED FUNCTION DIRECTIVE

**Cost:** 1m per target, 1wp; **Mins:** Essence 4; **Type:** Simple (Speed 3)

**Keywords:** Combo-Basic, Servitude, Shaping

**Duration:** One scene

**Prerequisite Charms:** Component Drone Overmind

Individual entities are lesser components of a greater whole. The Infernal sends out a telepathic pattern, uniting her hive-mind in a synergistic gestalt. This Charm exerts unnatural mental influence on any or all members of the hive-mind created by the Infernal that she can perceive, causing them to instantly gain a secondary Motivation. The Infernal may dictate the terms of this new Motivation, but it must be a concrete, attainable objective.

Whenever a drone that is subject to this programmed Motivation receives the benefits of limited aid on any action that works towards the goal, the dice added are converted to automatic successes, so long as the assisting character is also subject to this Charm's influence. Any attempt to coordinate an attack among multiple characters that are all united by this Motivation receives (Essence x 2) automatic successes. In addition, targets of this Charm may parry to defend other targets as if they had taken a Defend Other action to protect them. This unnatural mental influence cannot be resisted by spending Willpower, although a character who spends Willpower to resist the effects of Component Drone Overmind is also freed of this Servitude effect.

A second purchase of this Charm At Essence 5+ allows the Infernal to use it on mass units made up entirely of drones, paying a cost of one mote per dot of Magnitude possessed by the unit. Such armies move in mechanical unison like that of perfectly calibrated clockworks, coordinated by a single collective will. They add the Infernal's (Essence) to their Drill rating, to a

maximum Drill of the unit leader's (War + Essence). The leader of a unified unit automatically succeeds on any roll made to change formation or turn, or to merge with any unit that is also subject to this Charm.

### CONCEPTUAL STASIS REGULATION

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

**Keywords:** Social

**Duration:** None

**Prerequisite Charms:** Collective Pattern Integration

Each of She Who Lives In Her Name's crystalline flames ceaselessly whispers its name to the spheres that congregate around it, and each of those spheres whispers its name to those around it, an eternal harmony of purpose. This Charm upgrades Unshattered Tongue Perfection. Those whom the Infernal blesses becomes rigidly dogmatic, unfailingly adhering to its true precepts. At the beginning of each scene, the unit recovers points of Loyalty equal to its leader's Conviction, rather than only one point.

### STOCHASTIC ENTITY PROBE

**Cost:** —; **Mins:** Essence 2; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Essence-Dissecting Stare

This Charm permanently upgrades Essence-Dissecting Stare. If the Infernal observes any character who is a creature of the Wyld or who suffers from Wyld mutations while it is active, this fact is made Obvious to him. She also adds (Essence) automatic successes on any roll made to analyze a Fair Folk Charm. At Essence 4+, this bonus also applies to rolls made to analyze any Charm with the shaping keyword. In addition, Essence-Dissecting Stare now makes all shaping effects Obvious to the Infernal's senses, not just Charms.

### SYSTEMATIC IMPOSITION OF CAUSALITY

**Cost:** 8m, 1wp; **Mins:** Essence 3; **Type:** Simple

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

**Duration:** Instant

**Prerequisite Charms:** Stochastic Entity Probe

The Principle of Hierarchy gives order and stability to chaos, setting patterns and tenets that enforce ordered logic on all things. She calcifies the essence patterns of the Wyld into more pleasing designs, purging the dross of gossamer from existence. Activating this Charm, the Infernal must touch a raksha, weaving its alien congeries of essence to her will. She rolls (Willpower + Essence), at a difficulty of the raksha's Heart Grace rating. This roll may be enhanced with the Excellencies of She Who Lives In Her Name as though the dice pool were a combination of (Attribute + Ability). For each threshold success the Infernal garners, she may negate a single Fair Folk Charm that have been activated as part of the raksha's Assumption, terminating the duration of that power. She cannot, however, target Assumption Charms with this effect.

A second purchase of this Charm At Essence 4+ allows the Infernal to terminate the Assumption of a raksha, so long as she gains threshold successes that equal the raksha's (Essence x 2). Doing so cancels the duration of the Assumption Charm and all Charms activated alongside it. Raksha whose Assumptions

are stripped away in Creation risk calcification, as normal. If the Infernal witnesses the calcification of a raksha she targeted with this Charm, she bleeds off a single point of Limit from the pleasure of watching its agonizing final moments. She may do so no more than once per scene.

### CAUTIOUS OBSERVATION PROCEDURE

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

**Keywords:** Combo-OK, Stackable

**Duration:** One scene

**Prerequisite Charms:** Essence-Dissecting Stare

She Who Lives In Her Name prioritizes her actions to achieve optimal efficiency, calculating the immediate urgency of each one and ordering them appropriately. Only one thing can upset her obsessively-designed schedule—a direct and imminent threat to herself. Such threats override all other concerns, becoming the object of thorough and absolute scrutiny. Activating this Charm, the Infernal chooses a single character she can see, obsessively analyzing his every action. Any attack or social attack the target makes against the Infernal becomes Obvious to her senses, stripping it of the unexpected quality if it has it. In addition, the Infernal is able to analyze and bypass her subject's defenses. Any attack made against the target benefits as if the Infernal had spent three ticks taking the Aim action. Likewise, any social attack that targets only the subject of this Charm gains three dice benefits as the Infernal had spent three ticks taking the Study action. These bonuses do not count as dice added by Charms. The Infernal may stack multiple activations of this Charm in order to target multiple characters, but doing so is stressful. She gains a single point of Limit each time she activates this Charm while another instance of it is already active.

### EXTENSIVE EXPERIMENTATION METHOD

**Cost:** 8m, 1wp; **Mins:** Essence 2; **Type:** Extra Action

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Cautious Observation Procedure

The only logical approach to unknown or anomalous subjects is complete scientific examination, testing every variable and analyzing every detail of their existence. This Charm is a magical flurry of up to (Essence + 1) actions. The Infernal may take any kind of action she wishes with this flurry, but all actions must target a single character, or else be actions that do not have any target. This magical flurry ignores Rate and multiple actions penalties, and imposes a DV penalty on the Infernal equal to the highest penalty for any one action in the flurry. If the Infernal uses any actions in the flurry to target a character that is the subject of Cautious Observation Procedure, she recovers two motes for each such action that succeeds.

### EXISTENTIAL THREAT NEGATION

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Counter-Conceptual Interposition

The Infernal dispassionately analyzes the threats posed by their opponents, calibrating their countermeasures to efficiently and effectively negate the danger they represent. This Charm upgrades Counter-Conceptual Interposition. Once the Infernal

has used it to defend against one attack in a flurry, she may activate it for a cost of one mote to defend against any attack made in the same flurry. If the Infernal made a stunt to defend in a manner that is antithetical to her enemy's attack, at the Storyteller's discretion, the cost for subsequent activations is reduced to a zero mote. Examples include defending against a fire bolt with a wave of water, blocking an Glorious Solar Saber with a shield of darkness, or driving back Adorjan's winds with a chorus of song.

### WORLD ARCHITECT PREROGATIVE

**Cost:** 8m, 1wp; **Mins:** Essence 3; **Type:** Simple

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

**Duration:** One scene

**Prerequisite Charms:** Counter-Conceptual Interposition

Glowing with harsh white radiance, the Infernal shapes the shinmaic substrata of existence, crystallizing reality in accordance with Yozi precepts. This Charm creates a sorcerous ward against shaping that extends (Essence x 10) yards from the Infernal, negating any Shaping effects used within that area. Any existing Shaping effects that enter the range of the ward are terminated. This ward is an invisible pattern of essence and is not Obvious in any way, but any character whose Shaping is negated immediately realizes or intuitively feels the ward's presence. Shaping effects created by Yozi Charms, as well as those effected by sorcerous spells cast through a Yozi Initiation, are not affected by this ward, as this Charm calibrates reality to align with Primordial essence. Unfortunately, not every variable can be accounted for. This Charm cannot suppress Shaping effects that exploit the Imperfection of the Principle of Hierarchy.

At Essence 7+, the Infernal may choose to impose the natural order of the Demon Realm upon the area targeted by this Charm, causing it to obey the physical laws of Malfeas. He must choose whether or not to do so upon activating the Charm. This does not cause the area to emulate any properties of Hell that exist due to the Yozi's own influence, such as the poisonous spite of Malfeas, or the danger posed by Adorjan. Hellscape created by this Charm slowly change over time to resemble the Demon City and the geography of other Yozi, especially if it is used multiple times on the same area. Silver sand seems to slowly trickle into the soil, while veins of silver riddle the bark of trees watered with strangely acidic water. Such transformations have no immediate mechanical ramifications, but is of great aesthetic satisfaction to the Infernal Exalted and to their titanic masters. Using this Charm to impose the natural law of Malfeas on Creation is a Blasphemy effect.

### EMBEDDED LOGIC-PATTERN FORTRESS

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

**Keywords:** Sorcerous

**Duration:** Permanent

**Prerequisite Charms:** World Architect Prerogative

The Principle of Hierarchy reinforces the bulwarks of existence and reality that the Primordials set against the Wyld, embedding patterns of order and meaning into everything that it defines. This Charm upgrades World Architect Prerogative. The Infernal may use it to sear his sorcerous will into the foundations of reality itself, creating a sorcerous ward centered within (Willpower x 10) yards of himself. This ward is identical to the

one created by World Architect Prerogative, but it remains in the location designated by the Infernal, rather than moving with him. If the Infernal does so, the duration of the effect is extended to one week.

### SELF-SYSTEM UNDERSTANDING

**Cost:** —; **Mins:** Essence 2; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Mind-Hand Manipulation

The Principle of Hierarchy calculates and maps the theorems by which multiple distinct elements can function cooperatively to optimize their combined effect. She understands every form and fashion of collective effort, for she is the architect of it all. If the Infernal telekinetically defends against a coordinated attack or an attack made as part of a flurry, she may ignore up to one point of penalties to her Parry DV from coordinated attack penalties and onslaught penalties. A second purchase At Essence 4+ allows her to instead ignore up to (Essence ÷ 2) in penalties.

### MANIFOLD MIND-STORM ONSLAUGHT

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

**Keywords:** War

**Duration:** Permanent

**Prerequisite Charms:** Self-System Understanding

She Who Lives In Her Name understands all systems completely, regardless of their scope or complexity. This Charm upgrades Mind-Hand Manipulation. If the Infernal makes a telekinetic attack against a mass unit, she may ignore up to her (Essence ÷ 2) in external penalties to her attack roll due to the opposing unit's Magnitude. Similarly, if she telekinetically defends against an attack made by a mass unit using the Parry DV, the attacking unit loses up to (Essence ÷ 2) automatic successes on the attack roll from its Magnitude.

A second purchase of this Charm At Essence 4+ allows the Infernal to cut down armies arrayed against her, engaging mass units with scientific precision and emotionless efficiency. If the damage she inflicts on an enemy unit with a telekinetic attack causes them to suffer Magnitude loss, the Infernal adds her (Essence ÷ 2) to the difficulty of the Morale roll that unit must make to avoid suffering rout. Only the most battle-hardened and steadfast of soldiers can hold the line while their allies are systematically disassembled and dismembered all around them by an invisible menace.

### FUNDAMENTAL PRINCIPLE MANIPULATION

**Cost:** — (+0m or +2m); **Mins:** Essence 3; **Type:** Permanent

**Keywords:** Shaping

**Duration:** Permanent

**Prerequisite Charms:** Principle-Invoking Onslaught

Cosmic principles and phenomena are all encoded onto the shinmaic substrata of existence, engraved in the foundations of reality as the titans brought forth being from nothingness. Ultimate command of these is immanent to the Primordials, an aspect of their being as much as their essence or souls. This Charm upgrades Principle-Invoking Onslaught. The Infernal may activate it to supplement a telekinetic attack as an innate power, which does not count as Charm activation. In addition, if she uses a stunt to attack a character with a substance of form

of energy that is antithetical to their nature, at the Storyteller's discretion, her attacks deal aggravated damage. Potential examples include incinerating a wood elemental with a wave of fire, corroding the innards of an Alchemical Exalt with thaumaturgic rust, or discharging a focused beam of ultraviolet light on the Ebon Dragon. The Infernal may also extend these benefits to telekinetic clinches supplemented by Principle-Invoking Onslaught, but must pay a surcharge of two motes to do so. If she wishes to deal aggravated damage with her clinch, she must pay two motes at each interval to do so.

### MOTIC FORCE CONTROL

**Cost:** – (+2m per penalty, 1wp); **Mins:** Essence 3; **Type:** Permanent

**Keywords:** Shaping

**Duration:** Permanent

**Prerequisite Charms:** Principle-Invoking Onslaught

She Who Lives In Her Name carefully controls every variable of her experiments. No possibility is permitted to arise without her planning for it; those that do are quickly excised from reality. This Charm upgrades Principle-Invoking Onslaught. Whenever the Infernal activates it to enhance a telekinetic clinch, she may spend up to (Essence + Occult) motes and a point of Willpower. The clinch suffocates its victim, brutally choking them. For every two motes spent, the victim suffers a -1 external penalty on rolls to resist the clinch, until it is released. Whenever the Infernal successfully controls the clinch and crushes the victim, she may choose to deal lethal damage.

### CLOCKWORK MIND MECHANISM

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

**Keywords:** Shaping

**Duration:** Permanent

**Prerequisite Charms:** Will-Crushing Force

Under the cold absolutism of She Who Lives In Her Name, organic forms are programmed sensory automata, their actions directed by imprinted stimulus-response protocols. Such cannot be called life. This Charm upgrades Will-Crushing Force. Any mortal or animal broken by it becomes little more than an organic machine, benefitting from the traits of automaton Virtues. They never fail Valor rolls, nor do they make rolls for any other Virtue. Mass units made up entirely of such units are treated as having perfect Morale.

## ADORJAN

### GRACE IN HASTE METHOD

**Cost:** –; **Mins:** Essence 2; **Type:** Permanent

**Keywords:** Velocity

**Duration:** Permanent

**Prerequisite Charms:** Wind-Born Stride

Adorjan does not think to rush through the skies, does not think to cut down those who fall before her. To fly is her nature. To kill is her nature. She simply does. The Infernal reduces the DV penalty of all actions she takes by one, to a minimum of zero, as long as she dashes at her maximum possible speed. If the Infernal does not dash on an action, she increases the DV penalty of all actions that she does take by one.

### NEVER MAIMED AGAIN

**Cost:** 2m; **Mins:** Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK, Velocity

**Duration:** Five ticks

**Prerequisite Charms:** Wind-Born Stride

Adorjan allows nothing to change her nature against her will. She once was mutilated at the hands of the Exalted, castrated and shaped into what she is now. It is a torment she cannot bear to suffer, even as she embraces her broken nature, and so she flees headlong from anything that threatens to do it to her again. So long as this Charm is active, any unwanted Shaping that would affect the Infernal is suspended, and does not take immediate effect. This does not cancel or defend against the Shaping effects, nor does it count towards their duration, but it does prevent them from taking effect. If a suspended Shaping effect has any visual or Obvious signs, they trail behind the Infernal as he runs away. Once the duration of this Charm has elapsed, all suspended Shaping effects are negated, unable to affect the Infernal as she has successfully outrun them.

However, the Infernal must maintain maximum dashing speed, or this Charm terminates. If it does, all suspended Shaping effects resume, affecting the Infernal normally. The same occurs if the Charm is cancelled or terminated for any reason before its full duration elapses normally. Against ongoing Shaping effects, this Charm negates their effects for its duration, but offers no protection once it lapses. This Charm cannot remove Shaping effects that have already taken hold of the Infernal. A second purchase of this Charm allows the Infernal to extend its duration to one scene by paying a surcharge of one mote and one Willpower. If she does, then suspended Shaping effects are terminated after they have been delayed for five ticks, assuming the Infernal maintains maximum dashing speed for all of them. In addition, all suspended Shaping effects are still negated once the Charm's duration ends.

### FASTER THAN NIGHTMARES,

### FASTER THAN DREAMS

**Cost:** – (1wp); **Mins:** Essence 4; **Type:** Permanent

**Keywords:** Shaping

**Duration:** Permanent

**Prerequisite Charms:** Never Maimed Again

Strange things follow in the wake of the Silent Wind. This Charm upgrades Never Maimed Again. If the Infernal successfully outruns a Shaping effect, she may pay a point of Willpower to redirect it to any character within (Willpower) yards, instead of simply negating it. She sidesteps the reality-shaping magic that follows in her wake, leaving it to hurdle blindly towards some hapless foe. The character she redirects the Shaping to must be a valid target for the effect, and suffers as if he had been the original victim of the effect. Shaping effects that target an area instead of the Infernal herself cannot be redirected.

### HAPPY GENOCIDE ACCOMPLISHMENT

**Cost:** – (3m); **Mins:** Essence 3; **Type:** Permanent

**Keywords:** Compulsion

**Duration:** Permanent

**Prerequisite Charms:** Joy in Violence Approach

Adorjan is not able to resist her murderous urges. How could

she relent, when it's so fun? This Charm upgrades Joy in Violence Approach. The Infernal may activate it for a cost of three motes to guarantee that any contested Join Battle action will roll at least one more success than any other character does. If the Infernal uses it to supplement a Join Battle action to join an ongoing combat, she may pay three motes in order to guarantee herself a number of successes equal to the reaction count. However, using this Charm imposes an unnatural mental influence on the Infernal, compelling them to remain in the fight until they have killed every foe. If the Infernal wishes to flee from combat, or to end it without killing her foes, she must pay two points of Willpower to resist this influence. If she is currently suffering a penalty of -2 or more to her actions due to loud sound or noises, she need only pay a single point of Willpower instead.

### ENDLESS SPINNING WHIRLWIND

**Cost:** 5m, 1wp; **Mins:** Essence 2; **Type:** Extra Action

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

**Duration:** Instant

**Prerequisite Charms:** Racing Vitaris

It is the nature of Adorjan to destroy. Even in her happy flights she causes heedless devastation, leaving behind a hurricane wake that devastates all those who her headlong rushing does not kill. This Charm is a magical flurry of up to (Essence + 1) Dash actions, which ignores multiple action penalties and the normal limitations of the Dash action. The Infernal must Dash up to her maximum speed for each action, taking them all consecutively. This applies only to her movement on her action tick; on subsequent ticks, she may only Dash normally.

Because each Dash is a separate action, the Infernal may circumvent one of the limitations of the Velocity keyword—while each action must still cover at least the Infernal's Move speed in distance between its beginning and end points, the Infernal may use the entire flurry of Dashes to move in a circle, and doing so does not violate the limitations of the Velocity keyword, so long as no given Dash in the flurry does. If the Infernal does end at her movement at the same point she began it, the sheer speed of her motion causes a whirlwind to form. This is an environmental hazard, affecting all characters within the area inside the perimeter of the Infernal's movement, causing them to automatically fall prone, swept from their feet by the winds.

### OUTRUNNING EVERY TORMENT

**Cost:** 6m, 1wp; **Mins:** Essence 3; **Type:** Simple

**Keywords:** Combo-Basic, Obvious, Sorcerous, Velocity

**Duration:** Indefinite

**Prerequisite Charms:** Racing Vitaris

No matter what chases after him, no matter what follows him, the Infernal need not fear. He can always, always run faster. The Infernal becomes impossible to outrun. If any character actively and intentionally pursues the Infernal with the intent of causing her harm or otherwise impeding her, then the Infernal's maximum dashing speed becomes at least one yard greater than the maximum speed of her pursuer, or one mile per hour greater in extended movement. She automatically succeeds on all contested rolls to determine relative speed by one success greater than any opposing character. If this effect is opposed by another Charm, the Infernal adds (Essence) automatic successes to the

(Strength + Athletics) roll to oppose the contesting effect. This Charm deactivates at speeds less than dashing at maximum rate.

### LOVE IS A KNIFE

**Cost:** 2m; **Mins:** Essence 3; **Type:** Supplemental

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Pellegrina's Fury

The Silent Wind grinds away at both flesh and ignorance. Her passage reveals the great truth that all attachment is pain, and frees her victims from this suffering. The post-soak damage of an attack supplemented by this Charm is increased by one die for every Intimacy possessed by its target. The Infernal's victim may escape this deadly knowledge by forsaking any or all of his Intimacies, reflexively breaking them in Step 7 of attack resolution. They suffer no damage for Intimacies they give up. A second purchase of this Charm allows the Infernal to activate it as an innate power, which does not count as Charm activation.

### INFINITE WORLD-CROSSING STRIDE

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

**Keywords:** Obvious

**Duration:** Permanent

**Prerequisite Charms:** Running to Forever

Adorjan crosses worlds at mere whim, sparing no corner of the map from her murderous enlightenment. When traveling long distances by foot, the Infernal's dashing speed is multiplied by her Essence. The Infernal must be able to focus her mind wholly on the run—she loses this benefit if she takes any non-reflexive actions other than dashing, and can never gain this increased speed while in combat. A second purchase At Essence 5+ increases the Infernal even further, multiplying her dash speed by (Essence x 2).

### MAD-EYED RAGAMUFFIN ALLURE

**Cost:** 2m; **Mins:** Essence 2; **Type:** Reflexive (Step 1 for attacker, Step 2 for defender)

**Keywords:** Social

**Duration:** Permanent

**Prerequisite Charms:** Sacred Kamilla's Inhalation

Adorjan doesn't care about the pretty words of others. No one else knows the truth. No one but her. People think that things like truth and beauty matter, people think they're important. No. Adorjan will have to teach them. If a character would receive a bonus to his MDVs against a social attack supplemented by this due to his Appearance rating, he instead suffers a penalty of equal value. On the other hand, if the Infernal decides to use this Charm in response to a social attack, any penalty to her MDV that she would suffer due to her attacker's Appearance rating is instead added to her MDVs as an equivalent bonus. A second purchase of this Charm At Essence 3+ allows the Infernal to treat her Appearance rating as 0 whenever she activates this Charm, but only is the supplemented social attack or defense could be validly enhanced by Adorjan's Excellency.

### LOVE'S CRIMSON LEASH

**Cost:** 1m (+2m); **Mins:** Essence 3; **Type:** Reflexive

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

**Duration:** Instant

### **Prerequisite Charms:** Freedom Lets Go

Fools who weigh down their hearts with the burdens of hate or love have no hope of outrunning Adorjan. The Infernal chooses a single character within (Willpower) yards, and learns a single Intimacy that they possess, feeling it as an intangible sensation of weight and pressure. The targeted character's player chooses which Intimacy is revealed. In addition, if the Infernal successfully activates this Charm in response to a character moving away from her, she may pay an additional two motes to shape the Intimacy into being, creating a tether line of scarlet essence that ties the target to her. This is Obvious, although the other elements of this Charm are not. The tether is considered a reflexive Blockade Motion action that succeeds with one threshold success more than that received by the opposing character after all penalties, automatically preventing their attempt at fleeing the Infernal. If the target wishes, he may pay a point of Willpower to immediately erode the revealed Intimacy, snapping the tether and allowing him to move freely away. This tether lasts long enough to stop a single attempt at movement before fading away. If the targeted character has no Intimacies, this Charm reveals only the emptiness of their soul, and the Infernal cannot use it to snare her victim, no matter how much his enlightenment arouses her romantic affections.

### **BEAUTY IN EMPTINESS**

**Cost:** 4m, 1wp; **Mins:** Essence 3; **Type:** Simple (Speed 6 in long ticks)

**Keywords:** Combo-OK, Emotion, Social

**Duration:** Instant

**Prerequisite Charms:** Tragic Love Amusement

Love is silly. It doesn't make sense. It isn't real. Adorjan can't understand why she's the only one who realizes this. The Infernal may use this Charm to steal the heart any character whom she already possesses an Intimacy of love towards. She rolls (Charisma + Presence) as she simply smiles at her victim. If she overcomes her target's Dodge MDV, he immediately gains an Intimacy of sincere love towards her unless he spends two Willpower.

The target's love for the Infernal is absolute, overwhelming all other attachment. Any other Intimacies of love that they possess are immediately terminated if they fail to resist this Emotion effect. If they have no such Intimacies, they must still choose at least one positive Intimacy to forsake. Characters who have no positive Intimacies of any sort that can be eroded have already learned enough of Adorjan's wisdom, and cannot be affected.

If the Infernal later terminates the Intimacy she has towards her victim using Freedom Lets Go, the victim also loses his Intimacy towards the Infernal unless he spends a single point of Willpower. This functions exactly as Freedom Lets Go, allowing the victim to recover a channel of Compassion and erase their own memories of the Infernal, if they wish.

### **BROKEN WISDOMS KOAN**

**Cost:** — (2wp); **Mins:** Essence 3; **Type:** Permanent

**Keywords:** Emotion, Obvious

**Duration:** Permanent

**Prerequisite Charms:** Broken Silence Laughter Defense

Adorjan's winds grind away the lies and illusions that burden all souls, cutting away the sanity that stands in enlightenment's

way. The excruciating torments she inflicts shape and mold her students even as they shatter their minds. The Infernal may spend two points of Willpower at the end of any scene in which they have inflicted lethal damage to a character, or in which they harmed the object of any of the character's Intimacies in their presence. She rolls (Charisma + Presence) as a social attack against the character's Dodge MDV, exerting unnatural mental influence upon him. If she succeeds, her victim gains a single derangement of the Infernal's choice, at any strength. The Infernal may target herself with this Charm, but only if she harms the object of one of her Intimacies.

The Infernal may choose the strength of the derangement, and through madness she awakens new possibilities. Her victim gains experience points based on the strength of derangement inflicted—three points for a deficiency, six points for a debility, and twelve points for a deformity. This unnatural mental influence may be resisted for a cost of three Willpower. The enlightenment granted by this Charm is innately tied to the madness it inflicts. Should a character be cured of his inflicted derangement, he also incurs an experience point debt equal to the number of experience points that derangement granted him. A second purchase of this Charm At Essence 4+ allows the Infernal to spend ten additional motes when activating it in order to apply the effects of this Charm against all valid targets, making a (Charisma + Performance) roll.

### **CONTRARY DHARMA TOYS**

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Rapacious Virtue Respiration

Adorjan is righteous among the wicked, and wicked among the righteous. Thus does she teach all to escape the fetters of sin and virtue. Whenever a character channels a Virtue to enhance any action opposed by the Infernal, she may spend a channel of the balancing Virtue to enhance her own action without needing to pay a point of Willpower to do so.

### **SILENT WHISPER MANIA**

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

**Keywords:** Social

**Duration:** Permanent

**Prerequisite Charms:** Eloquence in Unspoken Words

Adorjan's voice, silent and beautiful, shatters the flimsy bulwarks mortals erect against the senselessness of the world. This Charm upgrades Eloquence in Unspoken Words. Whenever the Infernal uses their mental voice to make a social attack, their victim takes a penalty to both MDVs for every derangement they have. Each deficiency imposes a -1 penalty, each debility imposes a -2 penalty, and each deformity imposes a -3 penalty. In addition, any character with a derangement must succeed on a (Perception + Integrity) roll at a difficulty of the Infernal's Essence to realize that the influence is a social attack, and not merely their own mad imaginings. If they fail the roll, the social attack is treated as unnatural mental influence. Once a character succeeds on this roll, they recognize all further telepathic influence automatically for the rest of the scene.

# THE EBON DRAGON

## ILL OMEN MIEN

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Shadow Spite Curse

The Ebon Dragon cheats heroes of all hope of victory, ensuring their doom. This Charm enhances Shadow Spite Curse. Whenever the Infernal invokes it, he may choose to pay three motes and one point of temporary Willpower instead of its normal cost. With a maniacal laugh or a dismissive gesture, he causes his enemy to fail utterly, reducing the number of successes from the roll to 0. When used to negate attacks, this Charm does not suffer the Flaw of the Shadow of All Things; however, some Charms allow attacks to succeed even without rolling successes.

## GILDED GLOAMING ARCANA

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

**Keywords:** Illusion

**Duration:** Permanent

**Prerequisite Charms:** Eldritch Secrets Mastery

Just as the sun's light annihilates darkness, so too does the truth wither the Ebon Dragon with its touch. He must hide behind a sheathe of lies and deceptions, keeping his true nature hidden so that he might not be found out. This Charm upgrades Loom-Snarling Deception. Whenever the Infernal activates an Obvious Charm while Loom-Snarling Deception is invoked, he may warp the Obvious aspects of the Charm. While he cannot disguise its function, he may change its visual appearance however he pleases, allowing him to mask the Charm's Infernal nature, or emulate the Charms of other Exalted. Only characters capable of seeing through the Loom-Snarling Deception can pierce this secondary Illusion.

## BLACK SPITE EXPECTORATION

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

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

**Duration:** Instant

**Prerequisite Charms:** Witness to Darkness

The Infernal breathes deep of the sinful world around him, causing shadows to lengthen and stretch towards him as he spires their tenebrous essence. The warlock then breathes out a writhing mass of shadows. The Infernal rolls (Manipulation + Occult) as an attack against any opponent within (Essence x 50) yards, with a base of (Manipulation) lethal damage. If the attack is unexpected, any extra successes on the attack roll are counted twice for the purpose of determining raw damage. At Essence 4+, the base damage of this Charm increases to (Manipulation + Essence).

## WORLD-BLIGHTING HATRED VENOM

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

**Keywords:** Poison

**Duration:** Permanent

**Prerequisite Charms:** Black Spite Expectoration

The Ebon Dragon is himself a poison, worming his way into the heart of the world. This Charm upgrades Black Spite Expec-

toration. Upon activating it, the Infernal may pay a surcharge of three motes to purge his body of any poison currently affecting him, curing him of its effects. He breathes out the poison in his Black Spite Expectoration, suspiring a noxious vapor of shadows. If the target of his attack suffers at least one level of lethal damage, they are exposed to the same poison the Infernal cured himself of. The Infernal cannot purge his body of poison when using Black Spite Expectoration if he does not have a victim to attack, as it is his spite that educes the poison to flee his body. Such hatred offers no room for lesser venoms.

**Craven Cowardice Retreat**

**Cost:** 2m; **Mins:** Essence 2; **Type:** Reflexive (Step 2)

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Witness to Darkness

The Ebon Dragon may be a coward, but his cowardice has kept him alive. So long as he keeps his allies close, he has no need to defend himself. The Infernal may activate this Charm in response to any attack which he is aware of, in an attempt to trick that character into interposing himself between the attacker and the Infernal. He may choose any character who is within valid range to perform a Defend Other action to ward him, rolling (Manipulation + Dodge) against his target's Dodge DV if he is unwilling to protect the Infernal. Charms that allow an automatic defense can negate this effect normally. Should the Infernal's roll succeed, his target is treated as having taken a reflexive Defend Other action to defend the warlock, and must apply his Parry DV against all attacks made against the Infernal. The Infernal cannot affect a character who is already using a Defend Other action.

A second purchase of this Charm At Essence 3+ allows the Infernal to pay a surcharge of four motes and a point of Willpower when activating it to extend its duration to one scene. So long as the Infernal stays within range of his target, he gains the benefits of being defended by them. This benefit recedes if the Infernal moves out of range, or if the target of this Charm takes a Defend Other action, but this does not cancel the Charm's duration. Once the Infernal is back in range, or his target ceases his Defend Other action, he regains its normal benefits.

## FRIENDS BECOME FOES

**Cost:** 6m; **Mins:** Essence 2; **Type:** Reflexive (Step 9)

**Keywords:** Combo-OK, Counterattack

**Duration:** Instant

**Prerequisite Charms:** Craven Cowardice Retreat

The Ebon Dragon invented betrayal, and it amuses him to see it put to good use. But sometimes, when noble heroes unite against him, he must give them a little nudge to set treachery in motion. The Infernal may activate this Charm in response to any attack that they successfully dodge. They may redirect the missed attack to any valid target within (Manipulation) yards of them, applying the initial attack roll against the new target as if the attack had been against them all along. The Infernal may also use this Charm to redirect any attack that fails to hit him due to being parried by a character protecting him with a Defend Other action, but may only redirect it towards one of his defenders. Activating this Charm to do so costs only three motes.

## BETRAYAL BREEDS HATRED

**Cost:** – (+1wp); **Mins:** Essence 3; **Type:** Permanent

**Keywords:** Compulsion, Illusion

**Duration:** Permanent

**Prerequisite Charms:** Friends Become Foes

Nothing warms the Ebon Dragon's hollow heart like the sight of heroes turned against each other. This Charm upgrades Friends Become Foes. The Infernal may pay an additional point of Willpower when activating it to exert unnatural mental influence on the target of the redirected attack, rolling his (Manipulation + Presence) as a social attack. If the target is currently protecting the Infernal with a Defend Other action, the warlock adds (Essence) in bonus dice to the roll. If the Infernal's roll overcomes the target's Dodge MDV, then they believe that the redirected attack was meant for them, and that their attacker is now a mortal foe. On their next action, they must attack or attempt to harm that character with the most destructive and effective means they have, using Charms, artifacts, and any other magic they have access to. Once their next action tick has passed, they recognize that they have been fooled (and should hope that the ally they have just attacked possesses the same clarity). This unnatural mental influence may be resisted for a cost of two Willpower.

## CROOKED WORDS DECEIT

**Cost:** 3m; **Mins:** Essence 2; **Type:** Reflexive (Step 1)

**Keywords:** Combo-OK, Social

**Duration:** Instant

**Prerequisite Charms:** Witness to Darkness

The Infernal tells lies within lies, spinning deceptions that have no end. This Charm may enhance any statement told by the Infernal, including those made as part of a social attack. If any Charm or effect would reveal whether the statement is true or not, the Infernal may choose the result. He may make his lies seem true, or his truths seem like lies. If this Charm is opposed by any effect that automatically succeeds, the Infernal must succeed on the opposed roll in order to make use of this effect. A second purchase of this Charm At Essence 4+ allows the Infernal to activate it as an innate power, rather than counting as Charm activation.

## LABYRINTH BUILT WITH LIES

**Cost:** –; **Mins:** Essence 3; **Type:** Permanent

**Keywords:** Social

**Duration:** Permanent

**Prerequisite Charms:** Crooked Words Deceit

Deception piles upon deception, lies build on lies. What can be the end of such a progression, what is born when every mistruth and misdirection is heaped into a single whole? Why, the Ebon Dragon, of course. This Charm upgrades Crooked Words Deceit. If the Infernal uses it to enhance a lie that builds or elaborates on a lie he already told earlier in the scene and used Crooked Words Deceit to enhance, the cost to do so is reduced by one mote, to a minimum of zero. If the prior lie itself benefitted from this discount, then this benefit is cumulative, increasing by a single mote with each lie. In addition, if a social attack is enhanced by Crooked Words Deceit and benefits from this discount, the Infernal imposes a penalty of his (Essence) on the MDV's of his targets.

## EXQUISITE CORPSE CHARADES

**Cost:** 10m, 1wp; **Mins:** Essence 2; **Type:** Reflexive (Step 10)

**Keywords:** Combo-OK, Illusion

**Duration:** Indefinite

**Prerequisite Charms:** Witness to Darkness

The Ebon Dragon hides himself in the greater darkness of Oblivion, escaping death by becoming one with it. Whenever the Infernal suffers lethal or aggravated damage, he may activate this Charm, dropping to the ground in an over-elaborate death pose. This Charm exerts unnatural mental influence on all who perceive the Infernal, causing them to believe that he is dead. Any Charms or powers that would be triggered by the Infernal's death do not occur, although the unnatural mental influence compels all characters to believe that they have. This unnatural mental influence may be resisted for three points of Willpower, and any character who resists it is immune to any further uses for the rest of the scene. While the Infernal is faking death, he need not breathe, eat, or drink, but he cannot take any actions without ruining the illusion, rendering him effectively Inactive. At Essence 3+, this Charm may be activated as an innate power, which does not count as Charm activation.

## WICKEDNESS GIVEN VOICE

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

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

**Duration:** Indefinite

**Prerequisite Charms:** Inner Devils Unchained

The Ebon Dragon's nature is in all things. Every man has wickedness in his heart, a darkness as black as the Shadow of All Things. All they need is a little help listening to their inner darkness, a friendly voice to whisper encouragements in their ear. The Infernal may activate this Charm to grant any character he can see five dots of the Unwoven Coadjutor background. This sorcerous corruption does not grant a true demonic coadjutor, not the bound and fused companion that Infernals possess, but instead gives voice to the inner darkness of its victims, letting their base and wicked nature speak to them. It helpfully guides them in wickedness, whispering bits of infernal trivia or pointing out opportunities for crime and villainy. While their inner darkness can aid them, as per the normal benefits of Unwoven Coadjutor, it has no potential to corrupt them or force them into evil action. If they choose to follow its suggestions, then they do so of their own free will.

However, while this Charm grants five dots of the background, characters do not benefit from all of them normally. A target of this Charm only benefits from the effects of a single dot of Demonic Coadjutor, plus an additional dot for each Virtue he has rated at 1. If he pays a point of Willpower to suppress a Virtue, he gains access to an additional dot for as long as it remains suppressed. This background does not stack with any existing dots; characters who already possess a Unwoven Coadjutor use the higher of their two ratings. Targets of this Charm experience no Obvious effects, but they can feel a sudden wash of negative emotion as their suppressed passions and dark thoughts burst forth. If they choose to embrace this, they may accept the granted background dots permanently as a Training effect, taking on a commensurate experience point debt. They still may only access as many dots as this Charm normally allows, and does not

give access to the effects of any Charms that upgrade Wickedness Given Voice if it is dispelled or otherwise cancelled.

### NOTHING IS FORBIDDEN

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Wickedness Given Voice

Virtuous men are slaves, fettered by conscience and ideology. Only the wicked are free. This Charm upgrades Wickedness Given Voice. If a character under its sorcerous effects suppresses one of his Virtues, he may choose to keep it suppressed indefinitely, rather than merely until the end of the scene. However, if a character does suppress a Virtue for longer than a scene thanks to this Charm's effects, he must pay a point of Willpower in order to reassert it. In addition, if the character knows the corruption of the Great Curse, he no longer gains Limit for suppressing his primary Virtue. It is easier to ignore the voice of righteousness, now that he has the Ebon Dragon to show him the way. On the other hand, paying Willpower to reassert his primary Virtue does cause him to gain a point of Limit, as he suddenly realizes the full extent of what he has done.

### SIN IS SATISFACTION

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Wickedness Given Voice

The Ebon Dragon need not waste his time corrupting the mortals beneath him. Simply pointing out the opportunity to do evil is all that it takes to debase their pathetic souls. This Charm upgrades Wickedness Given Voice. As the Infernal curses a character with it, he may name any act of depravity that amuses him. In this case, acts of depravity include any act that would cause shock, outrage, or scandal according to the common mores of Creation's dominant culture, namely the Realm, or the standards of the culture that the target belongs to. The character's inner darkness is especially eager in encouraging him to commit the chosen act, pointing out the chance to indulge in it at every opportunity. That character may regain a single point of Willpower at the end of any scene in which he commits the chosen act of depravity. If he accepts the Willpower, the scene counts as one spent building an Intimacy of selfish indulgence towards the chosen act.

### MOCKING ZEALOUS FOOLS

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Kill Feint Cleverness

The Ebon Dragon playfully pretends that he cannot overwhelm his foe's defenses, letting them think that they stand a chance against the Shadow of All Things. Whenever an attack made by the Infernal is successfully defended against by any Charm that has a Flaw of Invulnerability, the Infernal may activate Kill Feint Cleverness to recover the mote cost of all Yozi Charms used to enhance the attack, not just one.

### GLUTTONOUS CRUELTY GOURMET

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

**Keywords:** Shaping, Sorcerous

**Duration:** Permanent

**Prerequisite Charms:** Life-Blighting Emptiness Attack

Once the Ebon Dragon has discovered the pleasure of tormenting another, he cannot stop until he has taken his fill. Whenever the Infernal activates Life-Blighting Emptiness Attack, he may pay a surcharge of one point of Willpower. If the enhanced attack is successful, the warlock's shadow rends and tears that of his victim, sinking its claws deep into his shadow. For the rest of the scene, the Infernal may waive the base mote cost of activating Life-Blighting Emptiness Attack to enhance attacks targeting that character. He must still pay any surcharges to enhance it with other Charms, and activating it still counts as his Charm activation for the action. If the Infernal's victim has no shadow, then this Charm instead fuses his own shadow to his victim, forging an umbral tether between the two of them. In addition to the base effects of this Charm, the Infernal instead gains a single additional mote with each successful activation of Life-Blighting Emptiness Attack against such a victim. The benefits of this Charm are lost if the Infernal attacks a different character.

### WICKED HEARTS BEAT NO MORE

**Cost:** 2m, 1wp; **Mins:** Essence 4; **Type:** Reflexive (Step 7)

**Keywords:** Combo-OK, Poison

**Duration:** Instant

**Prerequisite Charms:** Hollowing Echo Venom

The Ebon Dragon darkens all of existence with his hatred, poisoning and corroding everything that is. Only the light of righteousness can rebuke his venomous presence, and where it wanes, his corruption cannot be stopped. If any attack enhanced by this Charm deals any levels of damage, the Infernal poisons his victim with a venom brewed of his own wickedness. The poison has traits of Damage 20L (4/tick), Toxicity (Manipulation), Tolerance —/—, Penalty -1. Rather than inflicting a single die of damage at each interval, the poison actually inflicts four dice of lethal damage each tick. However, for each Virtue the target has rated at 5, one die of damage is prevented at each interval. Dice that are negated this way still count towards the total damage of the poison. For this reason, characters who have every Virtue rated at 5 cannot be harmed by this poison. However, if the victim has suppressed such a Virtue, it does not count against the damage of this Charm.

### EVERYONE'S ENEMY UNDERSTANDING

**Cost:** —; **Mins:** Essence 2; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Nemesis Self Imagined Anew

The Ebon Dragon's hatred is a cosmological constant. There is nothing that he does not despise, nothing that he does not revile, nothing that he does not ever plan to corrupt and consume. The Infernal gains a magical Intimacy of spite towards everything. This Intimacy is all-inclusive, ranging from the least crawling insects that burrow through soil to the titanic Yozi themselves. It also happens to include the Infernal. This Intimacy is utterly inviolable, incapable of being eroded, broken, or changed by any means, and it does not count towards the

maximum number of Intimacies the Infernal may sustain. In addition, the spite of the Ebon Dragon is much more than any mean passion. The Infernal receives a +3 bonus to his MDV against any influence that opposes this Intimacy, but suffers a -3 penalty against any influence that preys on his spite. At the end of any scene that would normally count towards building or repairing this Intimacy of spite, the Infernal may recover a single point of Willpower. The Willpower recovery of this Charm does not stack with other sources, such as the Willpower reward for pursuing one's Motivation.

### SPITEFUL CONTRADICTION GRIN

**Cost:** 3m; **Mins:** Essence 2; **Type:** Reflexive (Step 2)

**Keywords:** Combo-OK, Social

**Duration:** Instant

**Prerequisite Charms:** Everyone's Enemy Understanding

The Ebon Dragon is ultimately contrary, ever-willing to do whatever is needed to spite his friends and foes alike. This Charm can be invoked in response to any social attack or mental influence, whether natural or unnatural. It completely inverts the nature of the social attack: attempts to build or erode Intimacies instead achieve the opposite effect, and attempts to compel some behavior from the Infernal instead cause him to perform the exact opposite. The Infernal may also invert other forms of mental influence, if the Storyteller approves—for instance, influence that causes him to feel sad and miserable would instead produce elation and joy. If the influence cannot be meaningfully inverted, this Charm affords no defense against it. This Charm is vulnerable to the Flaw of the Shadow of All Things.

### MOTHER-SEDUCING DEVIL EYES

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Soul Crack Exploitation

The Ebon Dragon sinks his claws into the vulnerable weaknesses of his foe, poisoning and tormenting everything and everyone they hold dear to cut at their hearts. This Charm permanently upgrades Nemesis Self Imagined Anew. If the Infernal gains an antagonistic Intimacy towards a character, he may treat the object of that Intimacy as if they were the target of Nemesis Self Imagined Anew for the purposes of any other effects—he may seduce his nemesis's beloved with Soul Crack Exploitation, take on their forms with Black Mirror Shintai, or any other depraved plot he can concoct. However, he may only do so if it resonates with the antagonistic Motivation granted by Nemesis Self Imagined Anew.

### ENSLAVED BY SPITE

**Cost:** — (+3m or +8m, 1wp); **Mins:** Essence 3; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Cracked Cell Circumvention

The Ebon Dragon is nothing if not reliable in his spite. He can always be counted on to refuse any order made of him, to shirk all responsibilities that might obligate him. This Charm upgrades Cracked Cell Circumvention. If any character forbids the Infernal from taking an action, or else asks him to refrain from it, then the Infernal may use Cracked Cell Circumvention

to enhance that action for the rest of the scene, paying a surcharge of three motes to do so. Likewise, if he is commanded or beseeched to take some action, he may use Cracked Cell Circumvention to enhance any action that achieves the opposite effect. If the command is enforced on the Infernal by successful unnatural mental influence, he may waive the surcharge when using Cracked Cell Circumvention to enhance actions that defy it, should he somehow subvert or circumvent the influence.

This Charm can be used to even in response to commands that are made insincerely, but doing so is more difficult. If a character makes a demand or request of the Infernal that they do not sincerely intend or desire him to obey—for instance, should his allies mockingly beg him not to slaughter their foes in battle—the Infernal may still use Cracked Cell Circumvention to benefit actions that disobey this hollow order. However, to do so, he must pay a hefty surcharge of eight motes and a point of Willpower, a decidedly undesirable cost. Note that this surcharge may not be waived, even if the command is enforced on the Infernal with unnatural mental influence. The Infernal is not made aware of the added cost he must pay until he activates Cracked Cell Circumvention. If he cannot or does not wish to pay this added cost, he may choose to cancel his activation of the Charm, paying nothing, although it still counts as his Charm activation for the action.

However, this predictable contrariness runs both ways. The Ebon Dragon can always be relied on to defy all orders, but so too can he be trusted to never accept a command. Whenever the Infernal willingly obeys any command or request made of him, he gains a single point of Limit. This only applies to commands that are made sincerely—in order for the Infernal to gain Limit from obeying an order, the character who issued it must have sincerely wished for the Infernal to comply. Note that the Infernal never gains Limit from actions compelled of him by unnatural mental influence, as such acts cannot truly be considered willing. Characters who are aware that the Infernal possesses this Charm, and know its limitations, can try to use this as a leash to control his actions, but they must still make sincere requests, even knowing that the Infernal will most likely disobey. Devising a cunning plan to exploit this vulnerability by coming up with the perfect command to give the Infernal is an epic and heroic task; arbitrarily penalizing the Infernal by shouting out farcical requests is not.

### GREATEST VILLAIN PRESTIGE

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Bloodless Murk Evasion

The Ebon Dragon's ultimate enemy is Virtue. Even an elderly grandmother could beat back the Shadow of All Things with her trusty straw broom, if her heart was steeled with compassion for her grandchildren. But the Ebon Dragon knows that all things have their opposite. Virtue may always trump his darkness, but against a hollow heart, empty of all virtue, the Dragon must be invulnerable. This Charm upgrades Bloodless Murk Evasion. Whenever the Infernal activates it to dodge an attack, its cost is reduced by three motes, to a minimum of zero, if his attacker has suppressed any of his Virtues in that scene, or if he has taken any action that would require suppressing a Virtue that he does

not have rated at 3 or above.

### SEEPING BLACK STAIN

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Bloodless Murk Evasion

The Ebon Dragon despises nothing more than being cornered or caged. It riles him, not being free to spread his wickedness wherever he pleases, and so he tries his utmost to worm his way out of whatever prison he might be caught in. This Charm upgrades Bloodless Murk Evasion. The Infernal may activate it reflexively at any time, without needing to do so in response to an attack, so long as any of the following conditions are met. He may do so no more than once per tick.

- No character is capable of seeing the Infernal.
- The Infernal is using Bloodless Murk Evasion to travel to a destination that he otherwise could not reach due to any obstacle or restraint deliberately put in place to prevent him from doing so.
- The Infernal is using Bloodless Murk Evasion to travel a destination that he has been sincerely commanded or instructed not to go to by any other character in the same scene.
- It is Calibration.

### SHADOW AMID SHADOWS

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Bloodless Murk Evasion

None match the Ebon Dragon when it comes to fleeing from danger. Wherever darkness falls, the Shadow of All Things will find a way out. This Charm upgrades Bloodless Murk Evasion. The Infernal may pay an additional mote when activating it to increase the distance he may travel to (points of temporary Willpower remaining x 10) yards. So long as both the Infernal and his destination are not in direct sunlight, this distance increases to ([Manipulation + points of temporary Willpower remaining] x 10). The latter value may be enhanced by the Excellencies of the Ebon Dragon as though the dice pool were a combination of (Attribute + Ability).

### INEFFABLE VANISHING MENACE

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Shadow Amid Shadows

How can one seek out the Shadow of All Things, when he hides in the darkness that he himself casts? This Charm enhances Bloodless Murk Evasion. Whenever the Infernal uses it to dodge an attack, he may spend five motes to reflexively roll to re-establish surprise.

## INFERNAL MONSTER STYLE

### SHATTERED HOPE MOCKERY

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Raging Behemoth Charge

It amuses the Infernal Monster to let its prey hope to escape it. It makes it all the more delicious when they realize that they are hunted, and that the monster will catch them, no matter what. If the Infernal knocks back or throws an enemy, the distance they fly is increased by the Infernal's (Strength + Martial Arts). Against extras, the distance is multiplied by the Infernal's (Martial Arts x 2).

### GOD-CORPSE MUTILATION

**Cost:** — (+2m); **Mins:** Martial Arts 4, Essence 3; **Type:** Permanent

**Keywords:** Sorcerous

**Duration:** Permanent

**Prerequisite Charms:** God-Smashing Blow

Gods and spirits confound the Infernal Monster. How can it maim and mutilate a thing that it cannot lay hands on, or sink its teeth into? It drives the monster to madness, and there is little that the monster cannot murder in the grips of his rage. This Charm upgrades God-Smashing Blow. If the Infernal uses it to destroy the materialized body of a spirit, he may pay a surcharge of two motes to deal aggravated damage with the supplemented attack. In addition, if the Infernal successfully damages his foe, he places a sorcerous tag on it, searing an arcane mark into its essential nature that endures for the rest of the scene. So long as the tag remains, the Infernal may perceive and make unarmed attacks against the spirit as if it were materialized. A second purchase of this Charm lets the Infernal crush gods beneath his feet. Should he use an unarmed attack to kill a spirit that has been marked with this Charm, it is ripped mote from mote. Such agonizing death is painful beyond mortal pain, and spirits so killed are too traumatized to reform, making this a permanent death.

### EARTH-SHAKING CATAclysm BLOW

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

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Fists of the Old Ones

The Infernal Monster batters its foes against the foundations of the world, hammering at them until they are splattered across it in a messy explosion, or until Creation itself cracks. The Infernal may activate this Charm whenever an enemy or object that he has thrown or knocked back with a unarmed Martial Arts attack strikes an obstacle that would normally halt his motion. The collision damages the impediment as a feat of strength, using the Infernal's normal (Strength + Athletics) pool. In addition, the Solar adds one to the pool for every ten yards of movement that the obstacle would prevent his foe from completing, which counts as dice added by Charms. If this is sufficient to break the obstacle, the Infernal's flung foe continues his unwilling movement, though he still suffers any harm from striking the surface that he normally would. If the enemy subsequently strikes another obstacle as part of the same motion, the Infernal may activate this Charm again for a reduced cost of three motes.

### HERO-BREAKING HORROR

**Cost:** — (+3m, 1wp); **Mins:** Martial Arts 5, Essence 4; **Type:** Permanent

**Keywords:** Crippling, Emotion

**Duration:** Permanent

**Prerequisite Charms:** Hero-Sundering Hands

Creation's ancient mythology abounds with legendary heroes and monsters, epic echoes of the Primordial War. It is here that children are first taught the lie of heroism, that brave men can slay monsters no matter how terrible they are. The Infernal Monster is the terror of a different myth. Heroism ends in his claws. This Charm upgrades Hero-Sundering Hands. The Infernal may pay a surcharge of three motes and a point of Willpower upon activating it to deal a wound to his victim's heroism, breaking their flesh and their spirit both. In addition to inflicting an amputation, they inflict a Crippling effect to break their victim's mind, reducing their Valor rating to one. It also reduces the maximum rating of their Valor to one, preventing them from buying new dots with experience points. If the Infernal makes an appropriate stunt, he may instead cripple another Virtue of his choice, at the Storyteller's discretion. If he targets a character's primary Virtue, then that Virtue's rating and maximum rating are reduced to three, rather than to one. Once this Crippling effect has been healed, lost dots of Valor are returned, and the character's maximum trait rating rises back to its normal value.

Heroic mortals that suffer this psychic mutilation must endure an unnatural mental influence as well. Their Motivation is lost, replaced with a new, un-heroic Motivation chosen by the mortal's player. Though they may choose the specifics of their new Motivation, it must be one that will drive them to escape the Infernal Monster's wrath, and cannot include any action or goal that they know would make them a target for future violence on his part. Their heroic career is ended, causing them to become no more than mere extras. This unnatural mental influence can be resisted by paying two Willpower, allowing a character to retain his Motivation and his heroic status. If a character fails to resist this influence, they cannot gain a new heroic Motivation until the Crippling effect has been healed. Only pre-ordained candidates for Sidereal Exaltation cannot be broken of their heroism, a strange twist of fate that enrages the Infernal Monster. Until it can rip the Loom of Fate from its foundations and commit bloody genocide against the pattern spiders, it seems that the monster must content itself with murdering the Maiden's Chosen only after they have exalted, staining Heaven with their spilled blood.

### CREATION-SWALLOWING HELLMOUTH STRIKE

**Cost:** – (+10m); **Mins:** Martial Arts 5, Essence 5; **Type:** Permanent

**Keywords:** Shaping

**Duration:** Permanent

**Prerequisite Charms:** Crack the Sky

It is not always the nature of the Infernal Monster to swiftly end his hunt. Sometimes, it amuses him more to play with his victims, hounding them day and night until they can stand no more. If he must, he will hunt them to the ends of the world, and beyond. This Charm upgrades Crack the Sky. The Infernal may pay a surcharge of ten motes to fling his helpless foes into hell. As the Infernal hurls his victim upwards, they witness Malfeas as it seems to bleed into the world around them. Color fades from the sky, and all light seems to shine green, shading to the emerald hues of madness that light the Demon Realm. This hellscape is visible only to victims of this realm-warping

martial art, a technique that is itself one of the secret entrances into Cecelyne. Once the Infernal's foe has reached the zenith of this flight, they fly into Malfeas itself, landing in the sands of the Endless Desert. If the Infernal uses this Charm to cast a sorcerously bound demon into hell, their bindings are broken upon impact as their native realm welcomes them back home. This planar shifting is a Shaping effect, and cannot affect characters whose traits are defended against such magic.

### STAR-SHAKING FURY

**Cost:** –; **Mins:** Martial Arts 7, Essence 7; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Crack the Sky

Let the enemies of the Infernal Monster die in the darkness between the stars, their broken corpses spelling out his horrific triumph in constellation. This Charm upgrades Crack the Sky, increasing the range the enemy can be thrown to up to to (Martial Arts x 100) miles. When thrown the maximum distance, the target takes about two hours to complete his fall. If the enemy is thrown at least 500 miles away, then all falling damage he takes is converted to lethal damage, although the amount he takes remains capped at 25L. Landing on a soft or forgiving surface, such as falling into deep water, does not reduce the damage taken but changes it to bashing damage.

# CHAPTER SEVEN

# ALCHEMICALS

## COMBAT

### CHARGED SOLENOID LOCK

**Cost:** 6m [1m]; **Mins:** Strength 2, Essence 2; **Type:** Supplemental

**Keywords:** Combo-OK, Obvious

**Duration:** Until released

**Prerequisite Charms:** Any Strength Augmentation

Coils of magnetized iron wire wrap around the Alchemical's forearms, wound around bolts of superconductive orichalcum. When activated, these coils glow an incandescent white as lightning essence surges through them, generating an irresistible magnetic field. A clinch supplemented by this Charm may deal lethal damage. In addition, the Alchemical gains a single automatic success on all rolls to maintain control of the clinch for each subsequent action he successfully maintains control of the clinch, to a maximum of (Strength) automatic successes.

#### Submodules:

*Impulse Devastation Hammer:* The raw damage of a clinch enhanced by this Charm is increased by one for each subsequent action the Alchemical successfully maintains control of the clinch, to a maximum of (Strength) additional damage.

*Magnetic Grappling Array:* The Alchemical may use this Charm to make clinch attacks at a range of up to (Strength x 2) yards. If he successfully grapples an enemy at range, they are irresistibly and instantly drawn to him by magnetic force, allowing the grapple to continue as normal. The Alchemical cannot grapple an enemy at range if there are any obstacles between the two that his enemy could not pass through harmlessly.

*Polarity Inversion Pulse:* If the Alchemical throws an enemy after grappling him with a clinch enhanced by this Charm, the range he may throw him is increased by (Strength) yards for each subsequent action he successfully maintains control of the clinch, to a maximum of (Strength x Essence) yards.

### DIAMAGNETIC SUPERCOLLIDER DRILL

**Cost:** 2m [1m]; **Mins:** Strength 4, Essence 3; **Type:** Supplemental

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Any Strength Augmentation

A massive orichalcum drill is installed in one of the Alchemical's limbs, housed in a revolving shaft of magnetized steel, reinforced with bands of adamant. When activated, the augmented limb collapses and retracts as the drill bursts outward, driven by the centrifugal force of the supercollider. An unarmed attack supplemented by this Charm deals lethal damage, and gains the Piercing tag.

#### Submodules:

*Combined Arsenal Systems (3xp):* This Charm may be used to enhance attacks made with any weapon or ammunition created by Alchemical Charms. When activated, the weapon transforms into a drill-based combat mode, integrating the Diamagnetic Supercollider Drill into its own structure in whatever way the

Alchemical sees fit. A second purchase of this submodule allows the Alchemical to use this Charm with any artifact weapon they are attuned to.

*Maximum Penetration Overcharger:* Adamant saw-teeth line the grooves of the drill, grinding down anything that the orichalcum drill cannot pierce itself. For a surcharge of one mote, attacks enhanced by this Charm ignore Hardness.

*Oscillating Excavation Press:* When used to enhance an attack against an inanimate object, this Charm doubles the raw damage of the attack for a surcharge of one mote.

*Relativistic Cyclotron Accelerator (Essence 4, 4xp):* For a surcharge of one additional mote, attacks enhanced by this Charm ignore all soak from non-magical armor and any artifact armor with a rating less than the Alchemical's Essence. Armors created by Charms, spells, and other magical powers whose creator has a lower Essence rating may also be ignored.

### MULTIVARIABLE GUARDIAN PROCESS

**Cost:** 3m per additional Ward; **Mins:** Dexterity 3, Essence 3;

**Type:** Supplemental

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Any Dexterity Augmentation

Magnetized servos and gyroscopic swivels are integrated into the Alchemical's joints, automated under the control of a reactive processor unit embedded in their spine. This Charm may enhance a Defend Other action, allowing the Alchemical to protect multiple characters with it, for a cost of three motes for each additional target, to a maximum total of the lower of their Dexterity or Wits. All characters must be valid targets for the Defend Other action.

#### Submodules:

*Casualty-Minimizing Equations (3xp):* The Alchemical may defend additional wards for a cost of only one mote each if they are mortals. In addition, if the Champion defends only targets who are mortals, the total number of characters he may defend with this Charm is doubled.

*Optimal Defensive Paradigm (Dexterity 5, Essence 4):* If an attack targets multiple characters defended by the Alchemical, any Charm the Champion activates in response to it applies to all of them with a single activation, rather than requiring an activation for each defended character. He must pay three motes for each ward defended past the first, and must do so for all wards targeted the attack—he cannot choose to exclude any of them. This benefit does not extend to the Alchemical himself. If the Champion has the Casualty-Minimizing Equation submodule, he need not pay any surcharge to extend the benefits of a Charm to a mortal ward.

### CALEFACIENT REAGENT NOZZLE

**Cost:** 4m; **Mins:** Stamina 2, Essence 3; **Type:** Simple

**Keywords:** Combo-OK

**Duration:** Combo-OK, Obvious

**Prerequisite Charms:** Any Physical Attribute Augmentation

A nozzle of red jade is mounted on the Alchemical's arm, connected by adamant tubing to a metallic tank of thaumaturgic chemicals bolted into his abdomen. When this Charm is activated, it releases a spray of chemical agents that ignite upon contact with the air. This blast extends in a line (Stamina) yards long, as a one-time environmental hazard with a Damage of (Stamina)L and a Trauma of (Essence).

**Submodules:**

*Catalytic Admixture* (Essence 4): The cost to activate this Charm is reduced to 1m if the Alchemical activated it on his last action.

*Cryogenic Vapor*: The Alchemical may choose to release a mist of super-cooled gas when activating this Charm. Characters damaged by the hazard are numbed and frostbitten, and suffer a -1 mobility penalty for the duration of the scene as a Crippling effect. This penalty is cumulative, to a maximum penalty of the Alchemical's Essence, and stacks with any mobility penalty from armor. This submodule cannot be used in conjunction with other Submodules: that change the damage type of this Charm.

*Reactive Napalm*: Characters damaged by the environmental hazard created by this Charm catch on fire for (Essence) actions, automatically taking a single die of unsoakable lethal damage on each action as a secondary environmental hazard. The duration of this submodule's effect is cumulative from multiple uses, but the damage is not. This submodule cannot be used in conjunction with other Submodules: that change the damage type of this Charm.

*Solvent Fumes*: The Alchemical may choose to release a spray of caustic alkaline chemicals, doubling the base damage of the environmental hazard against objects. Even if it fails to overcome the Hardness of an object, it still deals minimum damage equal to the Alchemical's Essence. This submodule cannot be used in conjunction with other Submodules: that change the damage type of this Charm.

## REVOLUTIONARY PISTON CYLINDER

**Cost:** -(+1wp) [1m]; **Mins:** Strength 5, Essence 4; **Type:** Permanent

**Keywords:** Obvious

**Duration:** Permanent

**Prerequisite Charms:** Piston-Driven Megaton Hammer

This Charm replaces the single piston of the Piston-Driven Megaton Hammer with a ring of six pistons mounted on a rotary cylinder. When activated, the pistons revolve and fire in sequence with a deafening cacophony. This Charm upgrades Piston-Driven Megaton Hammer. By paying a surcharge of one point of Willpower, the Alchemical may count each extra success on his attack roll three times for determining the raw damage of the attack, rather than twice. If he attacks unarmed, he instead counts each extra success four times.

**Submodules:**

*Gigaton Pulse Hammer* (Strength 10, Essence 7): Mounting essence-propulsion boosters on all six of the Megaton Hammer's pistons, this submodule upgrades it into the ultimate weapon of a Colossus. As he deploys his Piston-Driven Megaton Hammer, the essence-boosters flare simultaneously, driving down the pistons to create a catastrophic impact. If he enhances a use of Piston-Driven Megaton Hammer with this Charge, he may

count each extra success on the attack roll (Essence) times, or (Essence +1) times if he attacks unarmed.

## CALCULATED RETALIATION MODE

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

**Keywords:** Combo-OK, Counterattack

**Duration:** Instant

**Prerequisite Charms:** Accelerated Response System

Collision simulation algorithms programmed into the nodes of the Champion's Accelerated Response System allow him to calculate the most efficient response to any attack. The Alchemical may activate this Charm in response to any attack made against himself, allowing him to make a single counterattack. Although he may make the attack with any Ability, he must do so at hand-to-hand range, even if using a ranged weapon.

**Submodules:**

*Cooperative Synergy* (3xp): The Alchemical may activate this Charm in response to any attack made against one of his allies, allowing him to make a counterattack against their attacker even if he is not using a Defend Other action. This counterattack is still subject to the normal range limitations of this Charm.

*Defensive Perimeter Scan* (3xp): The Alchemical may pay a point of Willpower to ignore the range limits on any counterattack granted by this Charm, allowing him to make it at any range his weapon can reach. This surcharge must be paid for each ranged counterattack made with this Charm, even if another effect extends its duration.

*Subdual System* (3xp): If the Alchemical uses a counterattack created by this Charm to disarm the attacking enemy, he ignores any penalties on the attack roll due to making a called shot, and adds (Essence) automatic successes to the attack roll.

*Multiple Target Processing* (Dexterity 5, Essence 3): The Alchemical may pay one additional mote when activating this Charm to extend its duration to one tick, allowing him to make a counterattack in response to all valid attacks for that duration.

## INTEGRAL DEFENSE MODE

**Cost:** 4m, 1wp; **Mins:** Dexterity 4, Essence 3; **Type:** Simple (Speed 3)

**Keywords:** Combo-Basic

**Duration:** One scene

**Prerequisite Charms:** Accelerated Response System (Parry)

Prosthetic synapses of welded moonsilver connect the Champion's Accelerated Response System to a calculation array of starmetal discs installed into his chest. Activating this Charm, the Alchemical may choose a single character within (Dexterity) yards. He does not take a DV penalty from any Defend Other action taken to protect only that character, and ignores all penalties to his Parry DV when defending them. As always, DV inapplicability is not a penalty. If the Alchemical wishes to change their designated ward, they must terminate and re-invoke this Charm.

**Submodules:**

*Populart Aegis System* (3xp): When taking a Defend Other action to protect a mortal who they have designated as their ward with this Charm, the Alchemical adds his (Essence) in dice to the pool used to calculate his Parry DV.

*Prioritization Algorithms* (Dexterity 5): When activating this Charm, the Alchemical may designate additional targets for two

motes each, to a maximum total of the lower of their Dexterity or Wits. If they are capable of taking Defend Other actions to protect multiple targets at one time, they only receive the benefits of this Charm if all characters they defend have been designated as targets.

*Rapid Response Processor:* The Alchemical may spend four motes to reflexively make a Defend Other action to protect only their designated ward. This counts as normal Charm activation. This submodule may not be activated if the Champion is already using a Defend Other action to protect another character.

## ANENTROPIC STASIS RAY

**Cost:** 2m per tick [1m]; **Mins:** Intelligence 3, Essence 2; **Type:** Simple

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

**Duration:** Instant

**Prerequisite Charms:** None

An arm-mounted cannon houses a solenoid of starmetal wire coiled around a rod of white jade, capped with a projecting lens of cobalt-tinted crystal. The Alchemical may spend up to (Essence x 4) motes when activating this Charm, firing a beam of temporal energy at a character up to (Essence x 50) yards away. The attack roll is made with (Dexterity + Archery) or (Dexterity + Occult), and the attack cannot be blocked. If the character is hit, they are temporally locked for one tick for every two motes spent on this Charm's activation. They shift to Inactive, but they cannot be affected, harmed, or damaged by any effect, nor can they be moved (which includes falling). Time spent temporally locked does not count against the duration of any effect the character is currently subject to, nor towards the Speed of their actions. While a temporally locked character cannot normally take any actions, they may activate Charms such as Transcendent Hero's Meditation, which frees them from the effects of this Charm.

### Submodules:

*Neutrino Plasma Vent* (Intelligence 6, Essence 5): The total cost of activating this Charm is reduced by (Essence) motes, to a minimum of one mote.

*Temporal Displacement Conduit* (Strength 3 or Dexterity 3, 4xp): The Alchemical may make a normal attack when activating this Charm, channeling the temporal energies through their weapon. This replaces the normal activation roll made to use this Charm. If the attack hits, then the Alchemical's target is temporally locked.

*Tachyon Suppression Field* (Intelligence 4, Essence 4): For a surcharge of one point of Willpower, the Alchemical may dispense with the attack roll when activating this Charm, instead creating an anentropic stasis field with a radius of (Essence x 2) yards at any point within range. This acts as a one-time environmental hazard with a Trauma of (Essence). Characters who fail their roll are temporally locked, as per the normal function of this Charm.

## MOVEMENT

### INERTIAL COMPENSATION DAMPENER

**Cost:** 3m [0m]; **Mins:** Stamina 2, Essence 2; **Type:** Reflexive (Step 10)

**Keywords:** Combo-OK

**Duration:** Indefinite

**Prerequisite Charms:** Personal Gravity Manipulation Apparatus

Soulsteel rods bolted into the Alchemical's Personal Gravity Manipulation Apparatus on each leg polarize and lock into place when this Charm is activated, generating a kinetic field that negates all force that would move the Alchemical. While this Charm is activated, the Alchemical cannot be physically moved by any force, including mundane knockback, supernatural effects, gravity, vehicles, or any other phenomenon. Purely non-physical forms of movement, such as teleportation or dematerialization, are not impeded. The Alchemical cannot take any physical action himself, unless it could be accomplished with absolutely no movement, and cannot dodge or parry attacks.

Activating this Charm also negates all forces of momentum or inertia acting on the Alchemical, allowing a Champion to negate all damage from a fall or similar impact by activating this Charm immediately before impact. If a moving surface impacts with the Alchemical while this Charm is active—such as a moving wall or a large vehicle—his ((Stamina + Essence) x 4) is applied to the object. If this is sufficient to lift the object, he may stop it; if it is sufficient to break it, he may rupture the surface, breaking open a hole wide enough to pass around him. If this total cannot do either, then this Charm is forcibly deactivated, and the moving surface affects the Alchemical normally.

## UNIVERSAL CONTROL KEY

**Cost:** 5m, 1wp [1m]; **Mins:** Wits 2, Essence 2; **Type:** Simple (Speed 5 in long ticks)

**Keywords:** None

**Duration:** Indefinite

**Prerequisite Charms:** None

Ports mounted on the Alchemical's forearms and calves contain coils of retractable jade wire. When activated, these needle-tipped tendrils extend to plug into any artifact vehicle. While the Alchemical's Universal Pilot Key is integrated into a vehicle, he adds his Essence to its maneuverability. The tendrils connect directly into the control system of the vehicle, letting the Alchemical pilot it without need to manually operate the controls. So long as this Charm is active, the tendrils are indestructible, and the Alchemical cannot be separated from the vehicle by any means.

### Submodules:

*Attunement Resonance Coupling* (Wits 4, Essence 3): When the Alchemical links to an artifact vehicle that requires committed essence, he may attune to it without need to commit any motes, as the connection created by this Charm allows him to maintain attunement without any committed essence.

*Electroneural Control Spurs* (Charisma 3, 3xp): The Alchemical may activate this Charm to integrate with any living mount capable of bearing him, deploying jade tendrils that penetrate its flanks and wire into to its neural system. This deals one level of bashing damage to the mount. The steed must be either willing, mounted, or held immobile. So long as this Charm remains active, the Control rating of the mount is reduced by the Alchemical's Essence, to a minimum of zero.

*Remote Navigation Uplink* (Dexterity 4, Essence 3): The Alchemical may make piloting rolls to control his linked vehicle as a reflexive action. In addition, he never botches a roll to maintain control of his vehicle.

# SOCIAL

## HETERODYNE TRANSMISSION ANSIBLE

**Cost:** 1m [1m]; **Mins:** Charisma 2, Essence 2; **Type:** Reflexive

**Keywords:** Combo-OK, Social

**Duration:** Instant

**Prerequisite Charms:** Any Charisma Augmentation

A ring of orichalcum clips over one of the Alchemical's ears, a compact antenna designed to broadcast a dedicated signal frequency through the subspace of Elsewhere. Activating this Charm, the Alchemical may mentally transmit a message to a single Alchemical Exalt or machine spirit within (Essence x 5) miles. The Alchemical must know the location of his intended recipient, and cannot transmit a message of more than twenty-five words. Social attacks may be delivered through this Charm, but it cannot convey unnatural mental influence. This form of communication cannot be overheard without magic dedicated to the purpose.

### Submodules:

*Cellular Access Node* (3xp): Whenever the Alchemical transmits a message to another Alchemical who also has this Charm installed, they may both commit a single mote (the second Alchemical need not have this submodule installed). For as long as both commit the required essence and are in range of each other, they may communicate with each other by transmissions without needing to activate this Charm.

*Circuitry Override Protocol* (3xp): All artifacts capable of producing sound or images become valid targets for this Charm. Artifacts capable of producing sound will mimic the Alchemical's message upon receiving it, while those capable of producing images will display it as text.

*Multi-Spectrum Broadcast* (Essence 4): The Alchemical may transmit the message to all valid characters within up to 100 yards by spending five motes and a point of Willpower. A second purchase allows this submodule to function up to the Charm's normal transmission range, for a cost of fifteen motes and a point of temporary Willpower.

*Neuro-Encryption Cipher* (3xp): This submodule upgrades the Charm to broadcast on the neuro-motic frequencies that form the essence patterns of all sentient beings. The Alchemical may transmit messages to any character, rather than only other Alchemicals and machine spirits.

## CLANDESTINE INTERDICTION MODE

**Cost:** 6m; **Mins:** Manipulation 3, Essence 2; **Type:** Simple

**Keywords:** Combo-OK, Compulsion

**Duration:** Instant

**Prerequisite Charms:** Any Manipulation Augmentation

It is the duty of Autochthonia's Champions to suppress and censor information that is dangerous to the good of the state. It is to fulfill that purpose that this Charm was designed, a gear-toothed array of soulsteel cogs implanted beneath the Alchemical's tongue. As the Champion engages this Charm, the cogwheels rotate in probabilistic sequences, producing a subsonic tone that suppresses cognitive function. Activating this Charm, the Alchemical must choose a character within (Manipulation x 10) yards, targeting them with this suppressive tone. The Champion rolls (Manipulation + Presence) as a social attack against

the target's Dodge MDV. If they succeed, they may choose a single act that the character has witnessed, or a single piece of information that they know. This Charm exerts unnatural mental influence on that character, preventing them from speaking or writing about the censored information, or otherwise communicating it to any other character through any medium. The suppressed information must somehow be harmful, damaging, or embarrassing to a social group that either the Alchemical or his target belongs to. All characters in the range of this Charm can detect the mind-altering tone it produces and trace it back to the Alchemical, but it is not obviously magical. This unnatural mental influence may be resisted for two points of Willpower.

### Submodules:

*Echo Chamber Resonance* (Manipulation 4, 4xp): The Alchemical may pay a surcharge of three motes and a point of Willpower when activating this Charm to target multiple characters within range, rolling (Manipulation + Performance) to do so. Each character is targeted separately, but the Alchemical must choose the same information for each one, censoring the group's knowledge of a single harmful act.

## MORALE-BOOSTING SIGNAL

**Cost:** 4m per target, 1wp [1m]; **Mins:** Charisma 4, Essence 4;

**Type:** Simple

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

**Duration:** One scene

**Prerequisite Charms:** Perfected Union Patterning

The Alchemical's Perfected Union Patterning is upgraded with a connective mesh of magical materials, creating a mechanical mask that covers the Champion's entire face. Activating this Charm, the Alchemical may choose a single positive Intimacy he possesses towards a group, and roll (Charisma + Performance) to inspire a patriotic fervor for it in his allies. He exerts natural mental influence on up to (Charisma) characters, at a cost of four motes for each target. Characters whose Dodge MDV exceeds the rolled successes cannot be affected unless they choose to be. The mental influence exerted by this Charm may be resisted for a single point of Willpower, although the benefits of this Charm are considered part of this mental influence.

Inspired characters are driven to feats of great heroism in the name of the people. If they are awarded a stunt on an action that resonates with the chosen Intimacy, the rating of the stunt is increased by one, to a maximum of three dice. This cannot enhance actions that are not awarded a stunt. Heroic mortals may instead stunt as essence users if their action resonates with the Intimacy, while non-heroic characters may stunt as if they were, so long as they are not Extras. All characters inspired by this Charm treat it as a scene of building a positive Intimacy towards the group the Alchemical chooses, or of eroding any negative Intimacies they possess towards it.

### Submodules:

*Loyalty Reinforcement Node* (3xp): Any character inspired by this Charm may choose to pay the cost required to target them instead of the Alchemical, committing four motes from their own pool. They lose the benefits of this Charm if they break the commitment, but this does not end the Charm's duration.

*Subliminal Indoctrination*: The Alchemical may pay a surcharge of one Willpower when activating this Charm to render its mental influence unnatural. All characters inspired by it instantly

gain the Intimacy chosen by the Alchemical, replacing any negative Intimacies towards that group. The cost to resist this influence increases to two points of Willpower.

*Virtuous State Patterning:* Whenever a character inspired by this Charm is awarded a stunt that resonates with the chosen Intimacy, he may recover a channel of a Virtue in place of a point of Willpower.

## HARDENED LIGHT CONSTRUCTION

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Radiant Iconography Array

An emerald lens set into the Alchemical's Radiant Iconography Array allows him to project constructs of hardened light and sonic texture. This Charm upgrades Radiant Iconography Array. The Alchemical may pay three motes as a miscellaneous action to direct any illusion created by it to perform a feat of strength, or to make an attack. Illusionary constructs have an effective (Strength + Athletics) of the Alchemical's (Appearance) when performing feats of strength. They attack with statistics of Speed 5, Accuracy (Appearance + Essence), Damage (Essence)B/L, and Rate (Essence).

The Alchemical's illusions are only tangible when he directs them to act. Otherwise, they are insubstantial, as normal. As a result, they are incapable of being damaged, but neither can they prevent an obstruction to another character. If the Alchemical wishes to use a construct to support other characters or objects for an extended period of time, such as with bridge or platform, he may do so, taking a miscellaneous action and expending essence to direct it on each of his action ticks, but characters may move through the obstructing construct if they wish to with no additional exertion.

### Submodules:

*Focative Nexus* (1xp): Micro-scattering lens allow the Alchemical to easily focus light at close ranges. If the Alchemical directs a construct to act or creates a construct within a range of no more than (Essence x 5) yards, then the cost to use this Charm or any of its Submodules: is reduced to a single mote.

*Light Barrier:* The Alchemical may pay three motes as a miscellaneous action to create a barrier of hardened light. He may only create flat planes, and no dimension of the construct may exceed (Essence) yards. Each barrier has a bashing and lethal soak of (Essence + Appearance), and is destroyed upon suffering any damage. The Alchemical may create and position multiple barriers to create larger obstructions, but each single barrier can still be destroyed to create a hole in the larger barrier. Stacking multiple barriers in a layer can increase their depth, up to one yard for each barrier stacked, but the combined obstruction is treated as a single barrier, and all stacked layers are destroyed if a single level of damage is dealt. The motes spent to use these barriers are not committed, and the Alchemical need take no further action to maintain them. However, he may spend no more than ten motes using this submodule on any action tick. Constructs created by this submodule last for a single scene.

## DIDACTIC LEGEND DISPLAY

**Cost:** 10m, 1wp [1m]; **Mins:** Charisma 4, Essence 4; **Type:**

Simple (Speed 6 in long ticks)

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

**Duration:** Instant

**Prerequisite Charms:** Radiant Iconography Display

A lens of polished jade set in an orichalcum fixture adorns the Champion's chest, wired into his Radiant Iconography Array with thin ribbons of moonsilver. When activated, the Alchemical's anima banner instantly flares to the 16+ mote level, its luminance creating a holographic display screen. Rather than the Champion's totem, the anima display shows animated scenes of his heroic feats beside self-translating hologlyphs of state-issued propaganda featuring him, while a rousing patriotic theme plays in the background. Any character who sees the display immediately knows who the Alchemical is, their name, and their caste.

In addition, the Alchemical may choose to roll (Charisma + Performance), exerting unnatural mental influence on all who can see or hear the display. All hostile characters with an MDV less than the rolled successes instantly gain an Intimacy of fear towards the Alchemical, while other characters whose MDV are exceeded by the successes gain an Intimacy of awe and respect. This Emotion effect may be resisted for a cost of two points of Willpower, and the Intimacies created by it may be eroded normally. The display remains for as long as the Champion's anima remains at the totemic level, at his discretion, but the unnatural mental influence is Instant, and no motes are committed.

### Submodules:

*Illustrious Assembly Introduction* (4xp): Whenever the Champion activates this Charm, they may include up to (Essence) other Alchemical Exalts in their display, so long as they are present, for a cost of two motes each. These characters are similarly detailed, and characters who fail to resist the unnatural mental influence of this Charm also gain Intimacies towards the included characters, in the appropriate context. A second purchase of this submodule allows the Alchemical to include any Exalt in the display, not only his fellow Champions.

*Loyal Citizen Programming* (4xp): Characters who fail to resist the unnatural mental influence of this Charm must spend a point of Willpower in each scene in order to erode the Intimacy established by it. In addition, any mortal whose Motivation involves helping or benefitting Autochthon, Autochthonia, any of the Eight Nations, or the people of any Autochthonian society cannot erode the Intimacy at all on their own unless they change their Motivation.

*Memetic Propaganda Protocol* (4xp): Any mortal that possesses an Intimacy established by this Charm adds the Alchemical's (Essence ÷ 2) in bonus dice to any social roll they make to build that same Intimacy in another character.

*Outstanding Glory Banner* (Charisma 7, Essence 5): The Champion may activate this Charm reflexively whenever their anima banner flares to the totemic level. They must still pay its activation costs as normal, and doing so still counts as normal Charm activation.

## ANALYTICAL AND COGNITIVE

### METACOGNITIVE IDENTITY PARTITION

**Cost:** —; **Mins:** Intelligence 2, Essence 2; **Type:** Permanent

**Keywords:** Exemplar 1, Internal

**Duration:** Permanent

**Prerequisite Charms:** Any Mental Attribute Augmentation

Machine architecture implanted into the Alchemical's brain reroute neural connections to create a virtual cortex, a simulated sub-mind simulated on unused neural connections. The Alchemical gains a subsidiary personality. This secondary mind is identical to his own, save that it has a different Motivation of the Alchemical's choice, which must be based on one of the Alchemical's existing Intimacies. The duplicate personality has no control of the Alchemical, nor may it take any actions on its own—it is limited solely to communicating with the original mind.

However, the Alchemical treats the duplicate's Motivation as an additional Motivation, with all the benefits and drawbacks thereof. If the duplicate's Motivation is achieved, or if the Intimacy it was based on is eroded, it may choose a new one for itself. Alternatively, the Alchemical may spend two points of experience to have the subsidiary personality's Motivation overwritten with a new one, although doing so requires him to undergo maintenance at the vats, as if installing a submodule to this Charm. New Motivations must still be based on an Intimacy possessed by the Alchemical.

Any mental influence exerted on the Alchemical does not affect the subsidiary mind. However, even if it remains unaffected, it is incapable of contesting the mental influence that affects the original mind. Except for having a unique Motivation and being unaffected by mental influence, the subsidiary mind is a perfect duplicate of the primary mind. It has the same Intimacies, and it may not willingly erode any of them or establish new ones. Its emotions, beliefs, and behaviors are identical to those of the Alchemical's original self, except for in cases in which its Motivation would cause a difference. Clarity effects all sub-minds just as it does the Alchemical's primary self.

**Submodules:**

*Auxiliary Persona Inset* (3xp): An additional subsidiary mind is installed onto the Metacognitive Identity Partition. It acts just as the first subsidiary mind created by this Charm. This submodule may be purchased multiple times, allowing the Alchemical to sustain a maximum of (Essence) subsidiary minds.

*Sequestered Partition Circuitry* (3xp): The Alchemical may spend a point of Willpower as a miscellaneous action to isolate any or all of his subsidiary minds. While isolated, their Motivations and Intimacies do not apply to the Alchemical. Isolated personas may be restored with another miscellaneous action at no cost. A second purchase of this submodule At Essence 4+ allows the Alchemical to waive the Willpower cost to isolate sub-minds.

*Parallel Task Processing:* The Alchemical's multiple personalities are capable of engaging in complex cooperative problem solving. Whenever he performs a mental action that can benefit from cooperation, he gains the benefit of partial teamwork, with each subsidiary mind aiding him in the task. This cooperation bonus never applies to any mental rolls made as part of weaving a protocol or casting a spell.

*Sub-Self Individuation* (3xp): The Alchemical's subsidiary personae are capable of developing as individuals. They may have unique Motivations that are not based on Intimacies possessed by the Alchemical. When installed, they have all of the Alchemical's Intimacies, except for any that oppose their Moti-

vation, but they may erode these and establish new ones at will. The Alchemical is treated as possessing any Intimacy possessed by a subsidiary mind, with all the penalties and benefits this entails. At the player's discretion, this may lead to subsidiary minds developing drastically different personalities.

## BIPARTITE NETWORK STRUCTURING

**Cost:** 5m, 3wp; **Mins:** Intelligence 3, Essence 3; **Type:** Simple

**Keywords:** Combo-Basic, Internal

**Duration:** Instant

**Prerequisite Charms:** Metacognitive Identity Partition

A cascade of starmetal circuitry replaces the Alchemical's neural pathways with synthetic neurocircuitry, allowing him to manually reconfigure his Metacognitive Identity Partition. Activating this Charm, he may shut down his current acting primary mind, allowing a secondary self stored on the Metacognitive Identity Partition to take control and reducing the primary mind to subsidiary status. If the Alchemical cannot pay this cost, he may choose to forcibly override the acting mind, allowing him to pay a single level of aggravated damage in place of this submodule's normal activation cost. The Alchemical may ignore any mental influence that would prevent him from activating this Charm. Any mental influence affecting the shut-down mind remains, but it is incapable of acting on it. Note that the Alchemical's original mind remains the true self, regardless of its current status. If the Metacognitive Identity Partition is uninstalled, the original mind, not the current acting mind, remains, and the original mind's Motivation cannot be forcibly overwritten.

**Submodules:**

*Memetic Mindwipe:* The Alchemical may activate this to terminate all unnatural mental influence acting on any or all of his subsidiary minds, as an alternative to its primary function.

## SCIENTIFIC PROTOCOL DATABASE

**Cost:** – [2m]; **Mins:** Intelligence 3, Essence 2; **Type:** Permanent

**Keywords:** Internal

**Duration:** Permanent

**Prerequisite Charms:** Any Mental Attribute Augmentation

A starmetal rack slotted into the Alchemical's cerebrum accommodates crystalline memory tablets, laser-etched with the formulae of thaumaturgic science. This Charm contains two synthetic degree of one or more thaumaturgic sciences, allowing the Alchemical to perform procedures of that science. The Alchemical may download additional degrees as Submodules: for 7xp each, and may install up to a master's degree in any science. However, he must still meet the Occult minimums of a degree granted by this Charm in order to access it.

**Submodules:**

*Analytical Catalyst Engine:* The Alchemical reduces the necessary mote expenditure to reduce the Resources cost of any thaumaturgical procedure by his Essence, to a minimum of zero motes.

*Arcane Principles Engineering* (Initiate Degree of Enchantment, 3xp): The Alchemical may use the Least Wonder and Lesser Wonder procedures to enhance any mundane item with a Resources rating of up to his Intelligence, if this exceeds his Occult rating. In addition, he may use procedures that enchant an object on (Essence) different objects simultaneously, allowing him to rapidly and efficiently manufacture wonders and talismans.

*Artificial Genesis Evolution* (Initiate Degree of Bioenhancement, 3xp): Prosthetic limbs and organs the Alchemical creates using procedures from the science of bioenhancement are of superior quality. If they grant a bonus to rolls, that bonus is increased by one. In addition, the recipient of such a limb or organ never suffers any penalties as a result of their implantation.

*Divinity Override Code* (Initiate Degree of Spirit Beckoning, 3xp): The difficulty of any procedure of the science of spirit beckoning is reduced by two when the Alchemical uses it to beckon a subroutine.

*Elemental Channeling Circuitry* (Initiate Degree of Elemental Summoning, 3xp): The Alchemical may summon Autochthonian elementals with an Essence of up to 4 using the Summon (Species) procedure, and of up to Essence 6 when using the Beckon (Species) procedure. In addition, procedures of the science of elemental summoning that takes less than an hour to perform take only a single Miscellaneous action for the Alchemical to perform.

*Essence-Routing Theory* (Initiate Degree of Geomancy, 3xp): The difficulty of any procedure of the science of topomancy—or, as Creation’s scholars call it, the art of geomancy—is reduced by two when the Alchemical uses it to analyze or interact with the geomancy of Autochthonia.

*Meta-Osmotic Diffusion Membrane* (Initiate Degree of Exorcism and Warding, 3xp): The Alchemical may convert up to (Intelligence) dice to automatic successes on any roll he makes to build or maintain a ward with the science of exorcism and warding.

*Statistical Model Derivation* (Initiate Degree of Probabilistics, 3xp): The Alchemical’s probabilistic predictions become more useful. Any procedure that reduces the difficulty of a roll reduces it by an additional one, while any procedure that adds bonus dice to a roll or adds directly to a static value adds an additional die to the roll, or an additional +1 to the static value.

*Synthetic Elixir Formula* (Initiate Degree of Alchemy, 3xp): The Alchemical may mass produce alchemic substances. Each procedure he uses to produce doses of any alchemic substance multiplies the number of doses it creates by the Alchemical’s (Essence).

## DECEDENT ANALYSIS INSET

**Cost:** 5m, 1wp [1m]; **Mins:** Perception 4, Essence 4; **Type:** Simple

**Keywords:** Combo-Basic

**Duration:** Instant

**Prerequisite Charms:** Any Mental Attribute Augmentation

A soulsteel socket is embedded in the Alchemical’s brow, wired into their soulgem with orichalcum filigree. By placing a soulgem into the socket and activating this Charm, the Alchemical may scan the memory stored within the soul it contains. He rolls (Perception + Investigation), with the number of successes determining how much of the decedent’s memory he may access. With a single success, he may only witness the last (Essence) minutes of their life. The interval increases to hours with two successes, days with three successes, weeks with four successes, and years with five successes. Any result over five successes allows the Alchemical to effectively witness the soulgem’s entire memory. This Charm has an unintentional secondary function, allowing the Alchemical to route his own soulgem’s stored memories into its analytical circuitry. Doing so allows him to

purchase dots of the Eidolon background for 3xp each as a training effect, as he relives his own past lives.

### Submodules:

*Emulation Processors* (3xp): While this Charm’s normal function allows a detached, analytical scan of a soulgem’s stored memories, this submodule allows the Alchemical to vividly experience them through the senses of the decedent, watching through their eyes. Each activation of this Charm to analyze another’s soulgem counts as a scene of human interaction, so long as the successes gained by the Alchemical on the activation roll exceed their current Clarity total.

## ANALYTICAL DESIGN ENGINE

**Cost:** 10m, 1wp [2m]; **Mins:** Intelligence 5, Essence 3; **Type:** Simple (Dramatic Action)

**Keywords:** Combo-OK, Exemplar 2, Internal, Stackable

**Duration:** Varies

**Prerequisite Charms:** Any Intelligence Augmentation, Any Perception Augmentation

Starmetal calculation engines are implanted in the Alchemical’s brainstem, their intermeshing columns of clockwork gears turning in unison as the array analyzes information. Activating this Charm, the Alchemical may attempt to predict the future of a social group. Doing so requires a dramatic action spent analyzing information and evidence and plotting out probabilistic projections, taking at least five hours. Once he has completed his analysis, the Alchemical makes a roll at a difficulty of the social group’s (Magnitude). If the Alchemical has the Backing background for the chosen social group, he may subtract its rating from the difficulty of the roll, although this cannot reduce it below half its original value. If the Exalt channels Temperance to enhance this roll, add his rating in automatic success rather than dice.

If the Alchemical succeeds, he is able to predict the future that group in a specific field, spanning a single season into the future, plus an additional season for each threshold success rolled. Predicting specific actions by individuals or events is impossible, but the Alchemical is able to predict socioeconomic trends, statistical information, and other large-scale information. This prediction is made through logical analysis and superinduction, not through magical divination. The Alchemical cannot predict a thing if he has absolutely no research or evidence that could logically produce such a prediction, at the Storyteller’s discretion, although the magic of this Charm allows him to make amazing logical deductions with the least of evidence. The Alchemical cannot normally predict anything that results from the use of Charms or other supernatural powers, but he may adjust his prediction to account for them if he knows or has valid reason to believe what specific magical alterations will be made.

The Alchemical may commit the motes spent activating this Charm for a duration of up to the span of time his prediction covered. So long as these motes remain committed, the Alchemical may add three automatic success to any roll where the knowledge granted by his prediction is relevant or applicable. In addition, he never botches such actions. These bonuses only apply if the Alchemical is acting on information granted by use of this Charm, and if that information is accurate. The Alchemical may stack multiple commitments to gain the bonuses of multiple predictions, but uninstalling this Charm terminates

all such commitments. Purchase of this Charm grants twelve experience points worth of Submodules: whose trait requirements the Champion meets. Others may be acquired normally.

**Submodules:**

*Aesthetic Evolution Node* (4xp): The Alchemical may roll (Intelligence + Performance) when activating this Charm to predict the cultural development of a group. Such predictions provide information on future cultural movements and trends within the group, its general population of artists and other creative professionals, and the developing attitudes of group members towards cultural activity and art.

*Arcane Science Node* (4xp): The Alchemical may roll (Intelligence + Occult) when activating this Charm to predict the magical development of a group. Such predictions provide information on the group's general population of enlightened mortals, thaumaturges, and other magically-capable professionals, and its interactions with machine spirits and gremlins.

*Conflict Analysis Node* (4xp): The Alchemical may roll (Intelligence + War) when activating this Charm to predict the military development of a group. Such predictions provide information on the unit's general hostility and willingness to go to war, the size and strength of any military it fields, its manufacture and output of weaponry and other military products, and any hostile action it will initiate.

*Crime Prevention Node* (4xp): The Alchemical may roll (Intelligence + Larceny) when activating this Charm to predict the criminal development of a group. Such predictions provide information on the group's general population of criminals, the rate of crime committed within it, and the crimes most likely to occur.

*Hygiene Evaluation Node* (4xp): The Alchemical may roll (Intelligence + Medicine) when activating this Charm to predict the medical development of a group. Such predictions provide information on the group's general population of physicians, doctors, and other medical professionals, the general availability of medical supplies, and any plagues or similar widespread medical issues that will affect the group.

*Industrial Progress Node* (4xp): The Alchemical may roll (Intelligence + Bureaucracy) when activating this Charm to predict the economic development of a group. Such predictions provide information on the material resources the group will have access to, its rate of manufacture and output for all goods it produces, trade relationships with other groups, and the general welfare and prosperity of its members.

*Polymath Simulation Node* (4xp): The Alchemical may roll (Intelligence + Lore) when activating this Charm to predict the intellectual development of a group. Such predictions provide information on the educational state of the group, including literacy rates and average levels of education, its general population of scholars, savants, and other academic professionals, and on future intellectual or philosophical movements.

*State Governance Node* (4xp): The Alchemical may roll (Intelligence + Socialize) when activating this Charm to predict the political development of a group. Such predictions provide information on prevailing political opinions among the group's members, the distribution of power between factions within the group, and political issues that will face the group.

*Machine Prophet Equations* (Essence 4): The Alchemical may

pay an additional point of Willpower when activating this Charm to make a wide-spanning lateral prediction, creating a composite projection of the future. Instead of analyzing a social group's future in one specific field, the Alchemical instead analyzes it in every field that he has the submodule installed for. He makes a separate roll for each submodule he uses to create a prediction. In addition, by correlating and looping the output of this Charm, he may create a more accurate prediction of the future. For every two Submodules: he uses to create a prediction, he adds one bonus die to all rolls made as part of the composite activation of this Charm.

## PROBABILISTIC CALCULATION ARRAY

**Cost:** 5m, 1wp [1m]; **Mins:** Perception 3, Essence 4; **Type:** Reflexive

**Keywords:** Combo-OK, Exemplar 1, Internal

**Duration:** Instant

**Prerequisite Charms:** Anticipatory Simulation Processor

This Charm is a glistening sphere of starmetal clockworks slotted into the monofilaments of the Exalt's Anticipatory Simulation Processor. When activated, its intricate gears and cogs whirl to life, and nests of miniature jade nozzles spray it down with thaumaturgical coolants to avoid overheating. When the Alchemical activates this Charm, he calculates the most probable results of an event. The players of all characters he is aware of must declare what action they intend to take on their next action tick, going in the order their characters would act in. Reflexive and Move actions need not be declared, but all others must be. If any player declares their intent to make an attack against the Champion, he may activate Anticipatory Simulation Processor in response to it at no cost whatsoever. Once the Alchemical has activated this Charm, he must wait until his next action tick before he may do so again.

All characters must take the action declared for them in advance by their players, as their actions perfectly re-enact the Alchemical's calculated predictions. Any character who benefits from an effect that renders them perfectly immune to mind-reading or to having their intentions read cannot be accounted for in the simulation, and their player need not declare their action. In addition, if a character's declared action is rendered impossible to fulfill, he may act however he sees fit. If a character acts against the Alchemical's predictions for whatever reason, the Champion gains no benefits against them from this Charm. However, if all characters act as predicted, the Alchemical may recover a single point of temporary Willpower once they have done so, satisfied that all has gone just as planned. Doing so causes him to gain a point of temporary Clarity, however. The Alchemical may do so no more than once per scene.

**Submodules:**

*Defensive Prognostication* (Dexterity 3): The Alchemical's DVs are increased by (Essence ÷ 2) against any attack that he successfully predicted.

*Tactical Simulator* (Strength 3): The Alchemical adds (Essence ÷ 2) bonus dice on all attack rolls against any character who does not defy the prediction until his next action tick.

## LABOR AND UTILITY

## COMPREHENSIVE PEDAGOGUE MATRIX

**Cost:** 10m, 1wp [3m]; **Mins:** Intelligence 1, Essence 3; **Type:** Simple

**Keywords:** Combo-OK, Training

**Duration:** Two weeks

**Prerequisite Charms:** Any Mental Attribute Augmentation, Any Social Attribute Augmentation

A grid of alloyed orichalcum and starmetal mounted on the Champion's spine houses modular ports for memory crystals, allowing a comprehensive database of educational techniques to be slotted in. This Charm trains an organized social group, whose Magnitude cannot exceed the Alchemical's (higher of Charisma or Intelligence). This training regimen requires five hours of instruction each day for two weeks in order to take effect, and this requirement must be met with clockwork precision for this Charm to take effect. Each use of this Charm allows the Alchemical to increase his student's rating in a single trait by one dot, as a Training effect.

The Champion cannot train himself with this Charm. In addition, He cannot train any character's trait rating above his own rating, nor may he raise any trait's rating above four. This cannot raise a character's rating in a trait above their normal maximum value. The traits that the Alchemical is capable of training students in depends upon the Submodules: he has for this Charm. He is also capable of training students in specialties for any Ability he is capable of training them in, although he cannot train them in thaumaturgical degrees. Purchase of this Charm grants twelve experience points worth of Submodules: whose trait requirements the Champion meets. Others may be acquired normally.

### Submodules:

*Capable Soldier Instruction* (Charisma 5): The Alchemical may train students in Archery, Martial Arts, Melee, and War.

*Comprehensive Fitness Instruction* (Charisma 5): The Alchemical may train students in Strength, Stamina, Athletics, and Resistance.

*Covert Operations Instruction* (Charisma 5): The Alchemical may train students in Dexterity, Stealth, Dodge, and Thrown.

*Dignified Expression Instruction* (Manipulation 5): The Alchemical may train students in Charisma, Manipulation, Performance, and Presence.

*Formal Decorum Instruction* (Manipulation 5): The Alchemical may train students in Appearance, Bureaucracy, Integrity, and Socialize.

*Savant Refinement Instruction* (Intelligence 5): The Alchemical may train students in Intelligence, Lore, Medicine, and Occult.

*Sense Intuition Instruction* (Intelligence 5): The Alchemical may train students in Perception, Wits, Awareness, and Investigation.

*Technological Proficiency Instruction* (Intelligence 5): The Alchemical may train students in any mundane craft.

*Supreme Ethics Instruction* (Charisma 5, Intelligence 5, Essence 3): The Alchemical may train students in any Virtue, as well as in Willpower. Willpower is an exception to the normal maximum rating a trait may be raised to, and may be trained as to a maximum rating of eight.

## PATTERN-MODELING ENGINE

**Cost:** – [1m]; **Mins:** Intelligence 1, Essence 2; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Any Intelligence or Perception Augmentation

When this Charm is purchased, the Alchemical chooses one of the first two Submodules: here to install for free. The other requires the usual cost.

### Submodules:

*Conceptual Rendering Processor* (Perception 3): Lenses of adamant are installed over the Alchemical's ocular sockets, patterned with an elegant filigree of soulsteel circuitry. These lenses project a heads-up display directly into the Alchemical's optic nerve, feeding him structural and engineering data as he works at a project. Whenever the Alchemical takes a Craft-based action, he may use his Perception in place of any other Attributes, even if his Dexterity or Intelligence are lower. In addition, he adds (Perception) automatic success on all rolls to reverse engineer an artifact. If he is successful, the bonuses from reverse engineering apply to all crafting rolls he makes to reproduce that artifact.

*Logic-Engineering Lobe* (Intelligence 3): A node of orichalcum slots into the Alchemical's spine, fastened by delicate nano-scale starmetal screws. This processor is capable of simulating an engineering project in parallel, calculating every possible approach and calibrating for the optimal method. Whenever the Alchemical takes a Craft-based action, he may use his Intelligence in place of any other Attributes, even if his Dexterity or Perception are lower. In addition, when crafting an artifact for which he has partial information or plans, he adds (Intelligence) to the number of automatic successes it applies.

## METAMATERIAL CRUCIBLE-ENGINE

**Cost:** 1m [1m]; **Mins:** Intelligence 3, Essence 2; **Type:** Simple

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

**Duration:** Instant

**Prerequisite Charms:** Omnitool Implant

Starmetal circuitry traces out transmutation circles along the Alchemical's palms, capping the essence-routing arrays of his Omnitool Implant. Activating this Charm, the Alchemical may instantly make an (Intelligence + Craft) roll to create any mundane item. The starmetal rings emblazoned on his palms glow with blue light as he shapes matter into form, transmuting base material to achieve his final goal. As such, he must have access to the raw materials needed to construct the item, though he has no need of tools, as if he had Omnitool Implant active. If he actually does have it active, he adds a single automatic success to his roll. The Alchemical can use this Charm to create items of fine quality, if he receives sufficient threshold successes, but not of exceptional or perfect quality. Objects created by this Charm are unstable, causing any transmuted item to degrade to uselessness after a single scene of usage.

### Submodules:

*Stable Conversion Sequence* (Essence 3, 3xp): Items created by this Charm can persist for up to (Intelligence x 5) scenes before degrading. Outside of time measured in scenes, they last (Intelligence x 100) minutes.

*Superior Construction Sequence* (Essence 3, 3xp): The Alchemical may use this Charm to create items of exceptional quality, if he receives sufficient threshold successes. A second purchase

of this submodule allows him to also achieve items of perfect quality.

## SPIRITUAL

### COGENT VIRTUE DIRECTIVE

**Cost:** – [2m]; **Mins:** Intelligence 1, Essence 2; **Type:** Permanent

**Keywords:** Exemplar 1, Internal

**Duration:** Permanent

**Prerequisite Charms:** None

When this Charm is purchased, the Alchemical chooses one submodule to install for free. The other requires the usual cost. In addition to the benefits listed below, all Submodules: share the following traits. The Alchemical no longer loses Clarity from channeling the chosen Virtue. However, they no longer gain Clarity from suppressing it, and may not suppress it without spending Willpower. Whenever they channel the Virtue, they may add a number of dice equal to their current Clarity score if that exceeds the Virtue's rating. They may regain a single channel of one chosen Virtue each week after resting, so long as they keep a minimum of at least Clarity 3. With Clarity 10, they may instead recover a channel once each day after rest. Each additional Virtue-altering submodule purchased increases the Exemplar rating of this Charm by one. This Charm is incompatible with Gremlin Syndrome, and will shut down if installed in an Alchemical corrupted by Dissonance.

#### Submodules:

*Compassion Module* (Compassion 3): Neuro-processing nodules of jade are wired directly into the Alchemical's frontal lobe. Their processes reformat the Champion's Compassion to make it compatible with extremes of Clarity. They value other beings based solely on the material value and necessity of their existence, not any innate human worth. The Alchemical's Compassion is no longer penalized as a result of having high Clarity. The Alchemical may not channel Compassion for any of its usual purposes, but may now channel it to aid characters or groups who are of material benefit or whose actions further the Alchemical's own Motivation. In addition, they no longer need to fail a Compassion roll for any of the usual violations, but must do so to deliberately forsake or ignore a relationship that is of material benefit or that furthers his own Motivation.

*Conviction Module* (Conviction 3): A plate of soulsteel is affixed to the interior of the Alchemical's skull with adamant pins. Its neural uplinks optimize the Alchemical's goals and motivations for maximal efficiency. So long as the Alchemical keeps a minimum Clarity score of at least 3, he may reflexively spend a point of Willpower to change his Motivation. His new Motivation must be a reasonable adaptation of his prior one, but changed to be more efficiently pursued and achieved. In addition to the listed actions which they may channel Conviction to enhance, they may also do so whenever they choose the most efficient method of achieving their goals—but they must also fail a Conviction roll in order to forgo the optimal method of doing anything for any reason whatsoever.

*Temperance Module* (Temperance 3): A spike of starmetal, reinforced with adamant bands, penetrates through the crown of the Alchemical's head and into the inner folds of their brain. It releases a dull electric current that numbs the limbic elements

of the Alchemical's neurological system, deadening any emotion that might stand in the way of Clarity. Whenever mental influence would build an Intimacy or exert an Emotion effect on the Alchemical, they may resist it by spending a point of Willpower and a channel of Temperance, so long as their current Clarity score exceeds the Essence of the character exerting that influence. In addition to the listed actions which they may channel Temperance to enhance, they may also do so whenever they take any purely mental action—but they must also fail a Temperance roll in order to show emotion when it is not strictly necessary, or to deliberately attempt to lower their Clarity.

*Valor Module* (Valor 3): A small processing unit of orichalcum is embedded in the Alchemical's brainstem, linked into their thalamus with a bundle of moonsilver wires. Its networked calculation arrays analyze threats and danger, rationalizing the Champion's Valor. Courage is replaced with a measured and efficient analysis of a foe, which supplies the appropriate response. The Alchemical automatically succeeds on any Valor roll made to resist or overcome fear, and is immune to any mental influence that would cause fear or alter his actions by playing on fears, so long as the object of that fear is not an obviously overwhelming threat. Any Intimacies of fear that the Alchemical has are shifted to a context of necessary caution if their object is a dangerous threat, or terminated if not. The Alchemical may not channel Valor for any of its usual purposes, but may now channel it to attack or oppose an enemy they can reasonably expect to defeat, or to retreat from overwhelming danger. In addition, they no longer need to fail a Valor roll for any of the usual violations, but must do so to flee from an enemy they could reasonably defeat, to attack an enemy who is an obviously overwhelming threat, or to spare an enemy's life when executing them would be more efficient.

### PRIMORDIAL DESIGN CORE

**Cost:** – [1m]; **Mins:** Intelligence 2, Essence 2; **Type:** Permanent

**Keywords:** Axiomatic, Exemplar 1, Internal

**Duration:** Permanent

**Prerequisite Charms:** None

A synthetic nucleus of alloyed magical materials is installed into the Alchemical's essence reservoirs. Each of its icosahedral facets are engraved with the liturgy of the Great Maker, scriptures that act both as prayers and as essence-channeling circuitry. The Alchemical's Clarity attunes him to the primordial geomancy of the Great Maker, allowing him to respire essence with increased efficiency. He regains an additional (Clarity) motes each hour. He gains this benefit only while he is within Autochthonia.

*Cognitive Synchronization* (Intelligence 3, 3xp): The Alchemical recovers Willpower at an accelerated rate while within Autochthonia. He may reflexively regain a single point of Willpower once each day, so long as he maintains at least three points of Clarity. If he has five or more points of Clarity, he may instead recover a point of Willpower every twelve hours. If he has eight or more points of Clarity, he may recover a point of Willpower every six hours instead.

### PROGENITOR MEMORY IMPLANT

**Cost:** – [1m]; **Mins:** Charisma 2, Essence 2; **Type:** Permanent

**Keywords:** Internal

**Duration:** Permanent

**Prerequisite Charms:** None

A mesh of soulsteel wire is implanted along the sides of the Champion's skull, wired directly into his soulgem's anterior port. If the Alchemical could recover a point of Willpower from a successful three-die stunt that evokes or draws on memories of one of his past lives, he may instead choose to regain a single use of his Eidolon background for that story. The Alchemical cannot gain this benefit if he gained any Clarity as a result of the action the stunt was awarded to, or if the action was enhanced by any Charm with the Exemplar keyword. If the Alchemical has any Charms with the Exemplar keyword installed, he may only gain the benefits of this Charm on appropriate three-die stunts. Champions who lack the Eidolon background cannot benefit from this Charm.

**Submodules:**

*Millennial Champion Avatar* (Eidolon 3, Essence 3, 2xp): The Alchemical may gain the benefits of this Charm whenever he could recover Willpower from a stunt, regardless of the stunt's rating.

## PROTOTYPE PATTERN EMULATOR

**Cost:** – [2m]; **Mins:** Intelligence 3, Essence 3; **Type:** Permanent

**Keywords:** Internal

**Duration:** Permanent

**Prerequisite Charms:** None

A rough-hewn matrix of jade is surgically implanted into the Alchemical's skull, prosthetic axons of adamant fusing it permanently between the two hemispheres of the Champion's brain. The countless internal facets of the strangely un-artificial gem are etched with the noetic templates of strange essence templates stored deep in Autochthon's archives. Unbeknownst to the Alchemical Exalted, this Charm allows them to wield the powers of Autochthon's first children, the Jadeborn. This Charm may never be removed once it has been installed, nor may it be placed in an Array.

An Alchemical with this Charm may learn Jadeborn Charms from the Foundation, Worker, and Warrior Patterns for a cost of 16 experience points each. However, they may not learn any Jadeborn Charm with a minimum Essence requirement of 4 or higher, and must pay a surcharge of two motes whenever they activate a Jadeborn Charm, as they must force their essence into strange and alien patterns that resonate with elements and geomancy utterly alien to Autochthonia. In addition, when using a Charm of the Enchantment type, the Alchemical must pay double the usual cost (in addition to the two mote surcharge), and must commit all motes spent on the Charm. They treat all Enchantment Charms as Simple Charms, with Speed two ticks higher than normal. Alchemicals may never use this Charm to learn (Color) Jade Transformation or Fivefold Embodiment of (Color) Jade, as their own innate resonance with the magical materials obviates the transformations of those Charms.

**Submodules:**

*Emerald Anchoring Beacon* (3xp): The Alchemical may treat Autochthonia as if it were Creation for the purpose of Jadeborn Charms with the Creation-Bound keyword.

*Jade Facet Integration* (3xp): The Alchemical is considered a Jadeborn for purposes of Charms with the Gregarious keyword.

*Ruby Design Protocol* (Essence 5): The Alchemical may learn Jadeborn Charms for a cost of 12 experience points each. If they

have already purchased any such Charms, they are refunded four experience points for each one learned.

*Sapphire Essence Template* (Essence 5): The Alchemical no longer need pay any surcharge when activating Jadeborn Charms, capable of accessing them with native ease.

## SUBMODULES

### GENERAL

*Auxiliary Defensive System* (3xp): This submodule may be purchased for any Charm that has one of the Four Flaws of Alchemical Invulnerability. Upon purchasing it, the Alchemical chooses a second flaw, allowing him to deploy the Charm even if its primary weakness is exploited. Upon activating the Charm, the Alchemical may choose which of its two flaws he wishes to be counted for purposes of that activation. However, if he chooses the secondary flaw, he must pay a surcharge of two motes. If the Alchemical has multiple purchases of that Charm, he may choose a different secondary flaw for each purchase. A second purchase of this submodule eliminates this surcharge.

*Encoded (Virtue) Ethic* (1xp): This submodule may be purchased for any Charm that converts dice added by channeling a specific Virtue to automatic successes. Its benefit may extend to one additional chosen Virtue if the Alchemical makes an appropriate stunt. The Alchemical may purchase this submodule once for each Virtue that the Charm does not already apply to.

*Integrated Charm Dynamic* (1xp): This submodule may be purchased for any Charm that is limited to enhancing actions made with the limb or body part it is installed in. The Alchemical may ignore this limitation, allowing him to use it with any valid action.

### COMBAT

#### PISTON-DRIVEN MEGATON HAMMER

*Shockwave Impact Resonator*: By paying a surcharge of one mote, the Alchemical may also count the damage of his weapon twice for the purpose of determining the attack's raw damage, in addition to this Charm's usual function.

#### ELECTRIFICATION ONSLAUGHT DYNAMO

*Arc Weaponry* (Dexterity 3, 4xp): The Alchemical may discharge the electric surge in the form of an arc of electricity. They make an attack roll with (Dexterity + Archery) or (Dexterity + Thrown) against any enemy within (Essence x 5) yards, damaging the foe as per the normal function of this Charm if the attack hits.

*Voltaic Capacitor* (Strength 4, Essence 3): The Alchemical may activate this Charm reflexively. He must pay a surcharge of one Willpower the first time he does so in a scene, but there is no additional cost for subsequent activations. Reflexively activating this Charm is always Obvious.

#### PROTOSYNTHETIC AMMUNITION REPLICATOR

*Internal Battery* (3xp): This Charm gains its own essence pool of five motes, which the Alchemical may spend to activate it. The internal battery recovers essence at a rate of one mote per

hour, and the Alchemical may transfer any amount of essence from his own mote pools to the internal battery with a miscellaneous action. This submodule may be purchased up to (Essence) times, each one cumulatively stacking to increase the internal battery's mote pool.

### DEDICATED HARMONIC TARGETING

*Phase-Space Kinetics* (Perception 5, Essence 4): The Alchemical may pay a surcharge of two motes when activating this Charm to ignore any effect that adds directly to the DVs of his target. Effects that instead add to the dice pools used to calculate his DVs still function normally against attacks enhanced by this submodule. This is considered a penalty to the target's DVs.

### ACCELERATED RESPONSE SYSTEM

*Binary Defense Mode* (3xp): If the Alchemical has both variants of Accelerated Response System installed, activating them simultaneously doubles the amount of penalties he may ignore to both of his DV's.

## MASS COMBAT

### SEMIOTIC FLARE PROJECTOR

*Tactical Coordination Display* (Charisma 6, 4xp): Whenever the unit leader of an affected unit rallies for organization as a miscellaneous action and succeeds, he may promote any number of characters to the position of relay, although he is still limited by the usual maximum of special characters a unit may field. In addition, if the unit does not need relays to maintain communications, a successful rally also allows him to promote up to (Essence) characters to the role of hero or sorcerer.

## SURVIVAL

### ESSENCE SHIELD PROJECTOR

*Motic Repulsor Field* (Stamina 6, Essence 4): The Alchemical may pay a surcharge of four motes upon activating this Charm to increase the Hardness it grants by (Essence). This bonus applies equally to all forms of Hardness granted.

## MOVEMENT

### MOMENTUM REDIRECTION PULSE INJECTOR

*Iterated Kinetic Synergy Drive* (Essence 3, 3xp): The Alchemical may activate Momentum Redirection Pulse Injector up to (Essence ÷ 2) times each action.

### FLUIDIC IMPELLER DRIVE

*Buoyancy Propulsion Engine* (Dexterity 2, 3xp): The speed-enhancing benefits of this Charm are extended to the Alchemical's normal movement, quadrupling his Move speed while he is underwater.

## SOCIAL

### PATRIOTISM-PROVOKING DISPLAY

*Obedience Compulsion System* (Charisma 4, 4xp): The Alchemical may use this Charm to enhance any social attack intended to convince a single target to obey the laws or customs of a social unit to which he or the Alchemical belongs.

## UNOBTUSIVE REPORTEE BAFFLES

*Perception-Masking Overlay* (Manipulation 5, 3xp): If the Alchemical pays an additional mote when using this Charm, he may enhance the Illusion it creates. Essence users must pay a single point of Willpower in order to resist the influence, instead of seeing through it automatically. Once a character has spent three points of Willpower resisting this unnatural mental influence in a scene, he is immune to the Illusion for the rest of that scene.

### MIND-RIPPING PROBE

*Spirit-Reformatting Device* (Intelligence 5, Essence 5): The Alchemical may deploy any spirit that he has absorbed using this Charm by committing five motes per dot of Essence it possesses, and spending a point of temporary Willpower. The spirit appears dematerialized within (Essence) yards of the Alchemical. Its appears with full mote pools and temporary Willpower, and is always unharmed. The spirit is compelled to obey the Alchemical by a Servitude effect which it is explicitly incapable of resisting, and must serve for as long as he keeps the motes committed. If the Alchemical releases the commitment, the spirit dissipates and reforms within him, unaffected by any damage or negative effects it may have suffered while deployed. The spirit cannot travel further than (Essence) miles from the Alchemical without similarly dissipating. If the spirit is killed, it dissipates and reforms within the Alchemical, but cannot be deployed again for a week. Any effect capable of permanently destroying spirits will truly destroy a reformatted spirit, with no chance of reforming.

### THOUSANDFOLD COURTESAN CALCULATIONS

*Fidelity-Firming Companion* (Charisma 3, 3xp): The encouragements of the Alchemical Exalted arouse patriotic passion. A night spent in the boudoir of a Champion can steel the resolve of timorous youth, or win over the loyalties of an uncertain citizen. If the Alchemical makes a social attack to create an Intimacy of loyalty or patriotism towards a nation, society, or group during or following coitus, it gains the same benefits as if he were trying to create an Intimacy of lust or infatuation towards himself.

*Passion-Reading Empathy* (Perception 3, 3xp): More secrets spill out in the bedroom than in the interrogation chamber. Whenever the Alchemical engages in sexual intercourse with a character while Thousandfold Courtesan Calculations is active, he may reflexively make a roll to read that character's motivations, adding automatic successes equal to his Appearance.

*Synthetic Bliss Engrams* (4xp): If the Alchemical uses a social attack to build an Intimacy of lust or infatuation towards himself in another character during or following intercourse, a successes counts as (Appearance ÷ 2) scenes spent building that Intimacy.

*Perfected Pleasure Conditioning* (Appearance 5, Essence 4, 4xp): If the Alchemical uses a social attack to build or create an Intimacy of lust or infatuation towards himself in another character during or following intercourse, he also conveys unnatural mental influence that is an Emotion and Servitude effect as part of the attack. So long as the character is subject to this influence, they must pay a point of Willpower to have their own actions in a given scene count towards eroding that Intimacy. If the Intimacy is eroded, or if its emotional context is changed to one that Thousandfold Courtesan Calculations is not compatible with,

the influence is terminated.

## PATTERN FACILITATION MODULE

*Cultural Progress Protocols* (Charisma 5, Essence 4): The Alchemical may use Pattern Facilitation Module to add an Intimacy to a targeted social unit's Policy. The Alchemical may choose the object and context of the new Intimacy, but it must somehow build on or relate to an Intimacy that is already part of the unit's Policy. For example, a social unit that had an Intimacy of worship towards Autochthon could be given an Intimacy of reverence towards the Alchemical Exalted. Doing so functions exactly as normal, except that the usual effect of Pattern Facilitation Module is replaced with an unnatural mental influence that exerts an Emotion effect on the targeted unit, causing them to gain the chosen Intimacy.

## CONCEPTUAL ENTROPY MODULE

*Dissidence-Suppression Protocols* (Manipulation 5, Essence 4): The Alchemical may use Conceptual Entropy Module to erase an Intimacy from the targeted social unit's Policy. The Alchemical chooses the Intimacy he removes, but it must somehow be oppose, contradict, or otherwise have tension with some other element of the unit's Motivation. For example, if a social unit has an Intimacy of distrust towards outsiders, the Alchemical could exploit it to erase an Intimacy of friendship with another nation. Doing so functions exactly as normal, except that the usual effect of Conceptual Entropy Module is replaced with an unnatural mental influence that exerts an Emotion effect on the targeted unit, causing them to lose the chosen Intimacy.

## EMPATHY SIMULATION ENGINE

*Synthetic Persona Installation* (1xp): The duration of Empathy Simulation Engine is extended to Indefinite. Instead of only gaining Clarity at the end of the Charm's duration, the Alchemical instead gains a point of Clarity for each hour he keeps the Charm active.

## ANALYTICAL AND COGNITIVE

### ANTICIPATORY SIMULATION PROCESSOR

*Dialogue Simulation Paradigm* (Charisma 4, Essence 3): The Alchemical may activate this Charm in response to any mental influence. Doing so applies its benefits normally.

### OPTICAL ENHANCEMENT

*Synesthetic Sub-Routing* (Perception 4): By routing information from his secondary senses through his Optical Enhancements, the Alchemical may bypass the need for direct visual input. He reduces any penalties he would suffer on an action due to blindness or otherwise being unable to see to -1.

### IMPRINTED DATA CLUSTER

*Embedded Focus Component* (4xp): The Alchemical may choose to configure an installation of Imprinted Data Cluster to contain Attribute specialties, instead of only choosing Ability specialties. Attribute specialties add additional dice to specific uses of an Attribute, in the same way that Ability specialties do to specific uses of an Ability. Their scope should either be broad, crossing multiple different Abilities, or include all uses of a single Ability with that Attribute. Dice added by Attribute specialties never

stack with those added by other specialties. A single installation may contain only Ability specialties or Attribute specialties; the Alchemical may not have both on a single installation.

## INTERPOLATIVE SYNTAX EMULATOR

*Semiotic Memory Expansion* (1xp): Each purchase of this submodule hard-codes the patterns and syntax of a single language into the Alchemical's Interpolative Syntax Emulator. So long as it is installed, he may speak, write, and understand that language as if he knew it normally. The noetic databases of Autochthonia do not contain the necessary linguistic templates to configure this submodule for languages unique to Creation or other realms of existence, but contact between two worlds would rapidly change this, once the initial meetings have been concluded.

## ABSTRACT ABACUS IMPLANT

*Metalinguistic Cipher* (Wits 5, Essence 3): The Alchemical may use Abstract Abacus Implant to defend against undodgeable mental influence by paying a surcharge of a single additional mote. However, the Alchemical may not do so against influence that exploits his Motivation.

## LABOR AND UTILITY

### TRANSCENDENT MULTIMODAL ARTIFACT MATRIX

*Machine-Body Aesthetic* (Dexterity 3, 3xp): Each purchase of this submodule may be applied to a single artifact template stored on the Alchemical's Transcendent Multimodal Artifact Matrix. If that artifact would normally require the Alchemical wield or operate it with one arm, he may bypass that limitation, incorporating the artifact into his body in a way that allows him to use it with no manual control. An integrated daiklave might extend from his back on a mechanical limb, while an essence pulse cannon might fire through the Alchemical's eyes. This does not have any benefits other than allowing the Alchemical to use the artifact without using a limb to do so. This submodule may also be applied to artifacts that normally require two hands to wield or use, but the Alchemical must purchase it twice in order to gain this benefit.

*Embedded Replication Engine* (Intelligence 5, Essence 3): The Alchemical can analyze artifacts to replicate them within his Transcendent Multimodal Artifact Matrix. By paying a point of Willpower and spending five minutes examining an artifact, he may attempt a (Intelligence + Craft) roll, at a difficulty of its rating, to successfully add it as a template to the matrix. He may also attempt to copy any artifact he can perceive as a miscellaneous action by paying a point of Willpower. If he does, however, the roll he makes is (Wits + Craft), and he suffers a -2 external penalty on the roll. If the Alchemical is attuned to an artifact, he automatically succeeds on the roll made to copy them. Only artifacts that could be validly added to the Transcendent Multimodal Artifact Matrix can be assimilated by this submodule, and the process of adding templates to the matrix is a Training effect. The Alchemical may not use this submodule if he has any outstanding experience point debts.

### HYDRAULIC MUSCULATURE REINFORCEMENT

*Clockwork Strength Configuration*: The Alchemical may make feats of strength to break objects as a miscellaneous action by paying three motes. Doing so does not count as Charm activa-

tion.

*Gear-Driven Might* (Strength 8, Essence 5): When the Alchemical spends a point of Willpower to enhance a feat of strength, he adds his (Willpower x 2) to his (Strength + Athletics) pool, rather than rolling his Willpower.

## MANIFOLD TRANSHUMAN IMPLANTS

*Modular Chassis Conversion* (Stamina 3, Essence 3): This submodule upgrades each installation of Manifold Transhuman Implants the Alchemical possesses. For each one, he chooses a secondary configuration of mutations, distributing the mutation points as if this secondary configuration were a new purchase. The Alchemical may pay ten motes as a miscellaneous action in order to convert any single installation of Manifold Transhuman Implants from one configuration to another, allowing him to alternate between two different templates of mutations. If either or both of the mutation templates cause the Alchemical to take on a non-humanoid form, that installation has Exemplar 1.

## MULTIFUNCTION HYPODERMIC APPARATUS

*Antibiotic*: This medical compound is composed of synthetic mold-cultures, infused with essence that is inimical to common disease. When injected into a character, it instantly cures any mundane diseases affecting them. Spiritual diseases, or any disease created by a Charm, cannot be cured with this submodule.

*Antivenom*: This thick coagulative compound binds to any toxins in the bloodstream, rendering them harmless. When injected into a character, it instantly cures any mundane poisons affecting them. Any poison created by a Charm cannot be cured with this submodule.

*Sedative*: While the Multifunction Hypodermic Apparatus is a primarily medical Charm, not all of the substances it synthesizes are immediately beneficial. It is capable of producing potent sedatives, poisons that harmlessly subdue their subjects. Such sedatives are poisons with Damage (Intelligence x 2)B, Toxicity (Essence), Tolerance —/—, and Penalty (Essence). Damage from the poison never spills over to become lethal.

*Serotonic Serum* (Intelligence 5): This advanced psychoactive compound is more difficult to synthesize than most, requiring the Alchemical to pay a surcharge of one Willpower when activating Multifunction Hypodermic Apparatus. It calms the nerves and suppresses anxiety, causing a character injected with it to recover a single point of temporary Willpower.

## SPIRITUAL

### AUXILIARY ESSENCE STORAGE UNIT

*Catalytic Essence Reactor* (Essence 3, 4xp): The Alchemical may reflexively accept a single level of unsoakable lethal damage to replenish one mote to his peripheral essence pool for each installation of Auxiliary Essence Storage Unit he has. Once the Alchemical engages the reactor, it overloads, preventing him from any further activations for the rest of the day.

### TRANSPHASE DIVINITY REGULATOR

*Planar Collocation Aura* (Perception 5, Essence 3): The Alchemical may pay a surcharge of three motes and a point of Willpower when activating this Charm to extend its duration to one scene. This only provides the basic effects of the Charm, and not any additional effects added by Submodules. The Alchemical must

activate it normally in order to gain those benefits.

## VOIDTECH

### VOIDTECH SUBMODULES

#### MIND-RIPPING PROBE

*Theophage Engine*: The Apostate may cannibalize spirits they have imprisoned with the Mind-Ripping Probe. By spending a single mote, the Alchemical may utterly consume an absorbed spirit, regaining motes equal to its (Essence x 2) and permanently destroying it.

#### HIERARCHICAL DOGMA LOCK

*Heretical Logic Cyst* (4xp): Orichalcum filaments thread through the circuitry of the Apostate's Hierarchical Dogma Lock, each one bristling with microbarbs that anchor them to the surface of his brain. This voidtech submodule allows the Alchemical to extend the benefits of Hierarchical Dogma Lock to any Intimacy he possesses, instead of being limited to Intimacies of service to some greater good.

#### DECEDENT ANALYSIS INSET

*Soul Extraction Barb*: A retractible barb of techno-organic soulsteel grows within the Alchemical's Decedent Analysis Inset when this voidtech submodule is installed. Whenever the Alchemical activates this Charm, he may choose to deploy the Soul Extraction Barb, driving it through the implanted soulgem. As the soulgem is shattered, the contained soul is drained through the barb, processed within the computational circuitry of this Charm before being rendered down to its constituent motes. The Alchemical may add automatic successes equal to his Conviction to the activation roll, and the soul he analyzes is permanently destroyed as a result.

#### PROTOTYPE PATTERN EMULATOR

*Void Pattern Divergence*: This corrupt voidtech submodule taints the crystalline jade that composes this Charm with an infinite fractal of minute cracks and organic impurities. The Alchemical adds the Chaos Pattern to the list of Patterns he may learn Charms from. He may learn Charms of the Pattern regardless of their minimum Essence requirement, so long as he meets it. Any Divergence that he would gain from activating a Chaos Pattern Charm is instead converted to points of temporary Dissonance.