

DRAGON-BLOODED

WHAT FIRE HAS WROUGHT



KICKSTARTER

MANUSCRIPT PREVIEW #3

I've a soft spot for fellow soldiers, and I suppose you did come all this way. Fine. I'll tell about killing Anathema. Not Jochim — I'll wager that copy of *The Thousand Correct Actions of the Upright Soldier* in your pack is dog-eared on that section. Wipe that look off your face, Swift. I don't need Mela's wisdom to know your type.

Fear-Eater was a Deceiver. He didn't have the talent Jochim or the Bull had, of training men to be fierce and fearless in weeks, so he took a more literal view of things. Fear-Eater was a shaman before he was Anathema, well-versed in the language of spirits. They taught him some of their tricks, including one he showed off to me during a parlay, where he reached into a man's head and heart and actually drew out the fears in bunches of spiked purple fruits on twisted vines. Take a guess as to what he did then. When he smiled, his teeth were lacquered a dark purple.

The Anathema's real skill as a general lay in building coalitions. Fear-Eater cut deals with forest gods, spirits of disease and murder, and the Mammoth Avatar. He was damn subtle about it — we didn't know about the Bull's alliances until a hundred-foot mammoth god charged our lines. We'd have days of hit-and-runs from hostile spirits before Dragon-Blooded could respond and fight them equally. Our quartermasters spouted wounds in their sleep and our supply trains fell to improbable sickness, rotting in the sun. I pulled the Tepet yamabushi together, told them to show the Deceiver we could play that game better.

The year after Fear-Eater loosed his allies on us, we knew the campaign was lost. We'd smashed the Bull's van at Fallen Lapis, led him and that witch through that city (which we then burned to the ground), took her arm and broke the back of their supply lines. It was a bloody nose to save face, and we all knew it. After that the Bull relied on the spirit alliances to harass us while we withdrew. Fear-Eater pinned down our rear guard at Futile Blood. The moment I was on the scene, the Bull slammed our front and flanks with a fresh van.

I saw Fear-Eater, eclipse-mark flaring on his brow and body lit by a corona, fetishes orbiting him in a whirl, throwing his facial scar-tattoos into sharp relief. He relied on sheer power to fight, but he'd never faced the hurricane before. He saw me, ducked past the fire-wreathed blade of my Hearthmate, and smiled that sly purple smile of his. "Doesn't matter what happens now," he said. "Yurgen will snap your soldiers like dead branches." He pinned Tepet Nezurin with subtle magics, punched through jade armor like water and consumed her heart with a fiery mandala of sunlight. "Maybe," I answered through the sorrow of losing a Hearthmate, "Jochim said that before I took his head, and he was twice the fucking soldier you are. How will you fare?"

My other Hearthmate was on the scene then, whispering Essence and giving me back the strength of the Dragons I'd lost twisting Fear-Eater's words to his army. He tried to catch the blade, but Jochim tried the same trick once, and it didn't work then either — they both had spent too much killing my Hearthmates and I made them pay for it. Air finds a gap, and my grandfather's daiklave found the one between tendon and bone. I buried the blade in his clavicle, wrenched it free easy as a summer's breeze, then ruined the lovely view of his surprised face with my fist. Then I took his head, stopped to savor the look of fear in his eyes after his flaring anima guttered and winked out in death.

Then I heard the roar from the front, turned to see our lines shattering in the light of three suns, and truly I wish I'd had his damned fruit trick then.

Chapter Five

Character Creation

By default, starting Dragon-Blooded characters are experienced characters who've been Exalted for several years: Dynasts who've graduated from one of the Realm's secondary schools, trained soldiers of Lookshy, or outcastes with plenty of adventures behind them. These rules allow you to create such characters.

Step 1: Concept and Aspect

Start character creation by talking with your Storyteller about her plans for the game, and discussing character concepts with your fellow players.

Think about your character's origin, personality, skills, and the heroic archetypes that inspire them. A Dragon-Blood's origin is of great importance in character creation — if your character is from the Realm, you should decide whether she's a Dynast or a lost egg, which of the Great Houses (p. XX) she belongs to, and which secondary school (p. XX) she attended. Alternatively, you might play a Dragon-Blooded that belongs to one of the gentes of Lookshy (p. XX), one of the clans of Prasad (p. XX), another group of outcastes, or no group at all. Once you have a rough idea of the details, sum up in your *concept* — a brief description of your character.

Once you have your concept (or while you're still figuring out the details), determine which of the five elements is your character's Aspect (p. XX). Unlike Solar Castes, Aspects aren't archetypal roles, instead reflecting the influence of the chosen element on your Dragon-Blood's personality and skills. Your Aspect also determines your anima powers (p. XX).

Step 2: Attributes

Each Attribute (**Exalted**, p. 148) begins with one free dot. Next, of the categories of Attributes — Physical (Strength, Dexterity, Stamina), Social (Charisma, Manipulation, Appearance), and Mental (Perception, Intelligence, Wits) — choose one as primary, another as secondary, and the third as tertiary. Distribute eight dots between your primary Attributes, six dots between your secondary Attributes, and four dots between your tertiary Attributes. Attributes can't be raised higher than five.

Step 3: Abilities

Each Aspect has five associated Abilities (**Exalted**, p. 150). Mark them as your Aspect Abilities.

- **Air:** Linguistics, Lore, Occult, Stealth, Thrown
- **Earth:** Awareness, Craft, Integrity, Resistance, War
- **Fire:** Athletics, Dodge, Melee, Presence, Socialize
- **Water:** Brawl (and Martial Arts), Bureaucracy, Investigation, Larceny, Sail

- **Wood:** Archery, Medicine, Performance, Ride, Survival

Next, pick five Favored Abilities in addition to your Aspect Abilities.

Divide 28 dots among your Abilities. **Each Ability starts with zero dots, and no Ability can be raised above three dots without spending Bonus Points.** Abilities can't be raised higher than five. **Each Favored Ability must have at least one dot assigned to it.**

Finally, assign three specialties (**Exalted**, p. 123) among your Abilities. **You must have at least one dot in an Ability to take a specialty in it.** You also receive additional specialties based on your Dragon-Blood's background:

Dragon-Blooded of the Realm assign two specialties among three Abilities, based on the secondary school they trained at:

- The Cloister of Wisdom (p. XX): Integrity, Lore, Martial Arts
- The Heptagram (p. XX): Craft, Lore, Occult
- The House of Bells (p. XX): Archery, Melee, War
- The Spiral Academy (p. XX): Bureaucracy, Presence, Socialize
- Pasiap's Stair (p. XX): Athletics, Resistance, War

Lookshyan Dragon-Blooded (p. XX) assign two specialties among Integrity, Lore, or War.

Prasadi Dragon-Blooded (p. XX) assign two specialties among three Abilities based on clan:

- Clan Burano: Integrity, Lore, Resistance
- Clan Ophris: Athletics, Performance, Socialize

Forest Witches (p. XX) assign two specialties among Integrity, Occult, or Survival.

The Storyteller may create similar lists of three Abilities to reflect the background and training of outcastes or members of other Dragon-Blooded cultures. Alternatively, if none of the options above fits your character's background, you may assign one specialty in any Ability of your choice.

Note that specialties add to the maximum amount of bonus dice from Charms that a Dragon-Blood can benefit from.

Step 4: Merits

Choose thirteen dots' worth of Merits (**Exalted**, p. 157). In addition, Dragon-Blooded who belong to the Scarlet Dynasty, Prasad's Dragon Caste, or Lookshy's gentes may distribute five additional dots among the Backing, Command, Contacts, Followers, Influence, Language, Resources, and Retainers Merits, representing the benefits of her privileged position in society.

Step 5: Charms

Choose fifteen Charms (p. XX) that express your Dragon-Blood's supernatural might and elemental power. Dragon-Blooded Charms each require a minimum rating in their

associated Ability — if you don't have enough dots to qualify for a Charm you want, you'll need to spend Bonus Points to raise that Ability's rating.

You may choose Martial Arts Charms (**Exalted**, p. 426) or Evocations (**Exalted**, p. 611) in the place of Dragon-Blooded Charms. If you choose Terrestrial Circle Sorcery as one of your starting Charms, you may also learn spells (**Exalted**, p. 471) in the place of Charms.

Step 6: Intimacies

Choose Intimacies (**Exalted**, p. 170) to represent your character's beliefs and relationships. Intimacies can represent a Dragon-Blood's motivations, relationship with her Great House, religious beliefs, worldview, friends and enemies, moral code, personal idiosyncrasies, or other important parts of her life.

There's no maximum on how many Intimacies you may choose. Starting characters must have at least four Intimacies. At least one must be Defining, and one must be Major. Likewise, at least one must be positive, and one must be negative.

Step 7: Bonus Points

You have 18 Bonus Points that can be spent to raise any of your character's traits.

<begin table>

TRAIT	COST
Primary or Secondary Attribute	4 per dot
Tertiary Attribute	3 per dot
Aspect or Favored Ability	1 per dot
Non-Aspect, non-Favored Ability	2 per dot
Specialty	1
Merits	1 per dot
Aspect or Favored Charm	4
Non-Aspect, non-Favored Charm	5
Spell (Occult Aspect or Favored)	4
Spell (Occult non-Aspect, non-Favored)	5
Evocation	4
Willpower	2 per dot

<end table>

It's most cost-effective to use Bonus Points to raise your Aspect and Favored Abilities, while using them to buy Charms, Evocations, or spells is the most expensive option.

Upgrade!

Some Dragon-Blooded Charms have elemental variants that cost three experience points. These variants can be taken at character creation for one bonus point apiece.

Step 8: Finishing Touches

Starting Dragon-Blooded begin with a permanent Essence of 2 (**Exalted**, p. 174). A Dragon-Blood's pool of Personal Essence equals $(11 + \text{Essence})$, while her Peripheral Essence equals $(23 + [\text{Essence} \times 4])$, for a total of 13 personal motes and 31 peripheral motes at Essence 2.

You begin with five Willpower (**Exalted**, p. 169), which can be raised by spending Bonus Points.

You begin with seven health levels (**Exalted**, p. 171): a -0 level, two -1 levels, two -2 levels, a -4 level, and an Incapacitated level. You may purchase additional health levels by learning the Charm Ox-Body Technique (p. XX).

Just Hatched

The rules above are for creating experienced Dragon-Blooded. If you want to play a game featuring newly-Exalted Dragon-Blooded, such as one set in a Realm secondary school, make the following changes to the default character creation:

- Your personal Essence is 1.
- You don't receive bonus specialties from your background.
- Choose ten dots of Merits. You don't receive bonus Merits from your background.
- Choose ten Charms.
- Spend 15 Bonus Points.

Character Creation Summary

Step 1: Concept and Aspect

- Consult with the Storyteller and other players, and come up with a concept for your character.
- Determine your Dragon-Blood's origin, including Great House and secondary school for Dynasts, gens for Lookshyan Dragon-Blooded, or clan for Prasadi Dragon-Blooded.
- Pick an Aspect, and note its anima powers.

Step 2: Attributes

- Mark down one dot in each Attribute.
- Divide 8 dots among primary Attributes, 6 dots among secondary Attributes, and 4 dots among tertiary Attributes.

Step 3: Abilities

- Mark your Aspect Abilities.
- Select five Favored Abilities, which cannot be the same as Aspect Abilities.
- Divide 28 dots among all Abilities. None may be raised higher than 3 without spending Bonus Points, and each Favored Ability must have at least one dot.
- Assign three specialties among any Abilities, and two specialties based on your Dragon-Blood's background.

Step 4: Merits

- Spend 13 dots on Merits.
- If appropriate for your background, spend 5 dots between Backing, Command, Contacts, Followers, Influence, Language, Resources, and Retainers.

Step 5: Charms

- Select 15 Charms.

Step 6: Intimacies

- Choose at least four Intimacies, including at least one Defining Intimacy, one Major Intimacy, one positive Intimacy, and one negative Intimacy.

Step 7: Bonus Points

- Spend 18 Bonus Points.

Step 8: Finishing Touches

- Record Essence rating (2), Personal Essence (11 + Essence), Peripheral Essence (23 + [Essence x 4]), Health Levels (−0/1x2/−2x2/−4/Incapacitated) and Willpower (5).

Aspects

- **Air:** Thoughtful, creative, and visionary, skilled in subtlety and scholarship.

Aspect Abilities: Linguistics, Lore, Occult, Stealth, Thrown

- **Earth:** Strong-willed, traditionalist, and meticulous, possessed of great endurance and skilled in shaping things that last.

Aspect Abilities: Awareness, Craft, Integrity, Resistance, War

- **Fire:** Passionate, hot-blooded, and contentious, excelling in physical activity and social interaction through boundless energy.

Aspect Abilities: Athletics, Dodge, Melee, Presence, Socialize

- **Water:** Shrewd, mercurial, and adaptable, able to navigate complex problems or improvise effective solutions.

Aspect Abilities: Brawl/Martial Arts, Bureaucracy, Investigation, Larceny, Sail

- **Wood:** Ever-changing, nurturing, and sensual, with strong ties to nature and the cycle of life and death.

Aspect Abilities: Archery, Medicine, Performance, Ride, Survival

Bonus Point Costs

<begin table>

TRAIT	COST
Primary or Secondary Attribute	4 per dot
Tertiary Attribute	3 per dot
Aspect or Favored Ability	1 per dot
Non-Aspect, non-Favored Ability	2 per dot
Specialty	1
Merits	1 per dot
Aspect or Favored Charm	4
Non-Aspect, non-Favored Charm	5
Spell (Occult Aspect or Favored)	4
Spell (Occult non-Aspect, non-Favored)	5
Evocation	4
Willpower	2 per dot

<end table>

Tereya Kingfisher Swift had never felt at home in the Tereya family's study, and she had always appreciated that. It was an honest place, with its functional chaises, its austere writing desk, and, of course, its mechanical clock. The clock was a Varangian import that had been in this study when Swift married into the Tereya family, and it had faithfully ticked across the decades since. Other patrician families now displayed clocks, but Swift judged them mere status symbols. She had always viewed the Tereya family clock as a reminder that time was too valuable to be wasted. Doubly so for a family that was mostly mortal.

Swift sat across from her niece by marriage, Tereya Seren, teacups steaming between them. When Swift's nuptials were new, and she had been a proud young officer in the Empress' legions, Seren had been a promising mortal newcomer to the Imperial Service. Now Seren was the gray-haired matriarch and grandmother of a powerful patrician family, and the study was hers to command. And what had happened to Kingfisher Swift?

"Insubordination." Swift hadn't repeated the word since it was spit in her face by a Cathak winglord half her age. She washed the taste down with bitter tea. "Charged, tried, dismissed... in one afternoon. My career's over."

Seren nodded without surprise. Of course she had already known, thought Swift, but what Seren said was: "You did not deserve this, auntie."

It wasn't kindness or reassurance. It was an admission of what they both knew: that the Empress' legions had been hobbled and picked apart by the Great Houses. That the Realm's promise of an honest living for every lost egg had been broken. Swift couldn't imagine the ramifications of this for the empire, didn't really want to. So she just nodded.

"There is, of course, a place for you here," continued Seren. "Tereya's household guard would be peerless with your experienced leadership. But..."

Swift frowned. She hadn't expected a "but."

Seren sipped her tea across several ticks of the clock. "I fear that it may not be the comfortable retirement you've earned. There is uncertainty, here in the Imperial City, with the legions so close by." Seren looked from her tea to meet Swift's eyes. "If the unthinkable were to occur, it may fall to families like ours to maintain stability. To defend the capital, and the Scarlet Throne."

The ticking of the clock seemed to slow as Swift considered the full implications of the offer lurking behind Seren's warning. Defending the capital was the legions' job, and the legions answered to the Great Houses now. To defend the Imperial City from its rightful protectors, the patricians would need to conquer it themselves. And as the financial and administrative backbone of the capital, perhaps they could. They would still need private armies, led by... people like Kingfisher Swift.

Swift felt a rush of ambition and pride at the idea of proving her worth against the legions she'd loved for so long. But could she help upend eight centuries' worth of social order for love of battle? Swift was grateful to her family, but she did not fully trust them. She warred with herself for one tick, until the battle was decided.

Swift had sworn to serve the Scarlet Empress. Not the Great Houses.

“Thank you, niece. Your offer is fair.”

Seren inclined her head, an acknowledgement or slight bow, as she poured Swift more tea. Swift listened to the clock, and wondered for the first time what her life was ticking toward.

Chapter Six

Traits

The Dragon-Blooded largely use the same traits detailed in **Exalted** — Attributes, Abilities, Essence, Willpower, and the like. This chapter describes how their traits differ from those of the Solar Exalted, and introduces new Merits and Flaws, some unique to the Dragon-Blooded. Finally, the end of this chapter provides rules for Dragon-Blooded character advancement.

New Merits

Existing Merits

Backing: Common sources of Backing for Dynasts include the Thousand Scales, the Immaculate Order, their house’s legions or business interests, the Imperial Navy, the Magistracy, the Deliberative, and the All-Seeing Eye. Common sources for Lookshyan Dragon-Blooded include the field forces, the Lookshyan navy, the directorates, the gentes’ business interests, and the Shogunate Bureaucracy.

Cult: Both the Realm and Lookshy forbid the direct worship of Dragon-Blooded, making this Merit unlawful and heretical to possess. Prasadi Dragon-Blooded and outcastes face no such restrictions.

Influence: Dragon-Blooded most often hold Influence within their family, be it a Great House, a Lookshyan gens (p. XX), or a Prasadi clan (p. XX). It’s also common to have Influence in the locale where they reside or somewhere they’ve performed great deeds in the past, or via their Immaculate denomination.

Resources: The typical Dynastic stipend is represented by Resources 3, with more successful or prominent Dynasts having Resources 4-5. If a Dynast has Resources 0-2, it might represent her being disfavored by her house or coming from an impoverished household, or might be the result of her falling into debt, making unwise investments, or living far beyond her means.

Sobriquet (••) — Purchased

Prerequisite: Influence 1+

Many Exalted and other great figures are known across Creation by their titles and epithets, as much if not more than by name. Tepet Ejá is the Roseblack; Yurgen Kaneko is the Bull of the North; Sha’a Oka is the Black Lion. This Merit represents a

character whose title carries great weight in her dealings with others. Upon taking this Merit, her player should specify both her character's Sobriquet and the reputation that it carries. Once per story, when she's awarded a stunt on social influence that benefits from this reputation, she may increase the stunt's rating by one.

Well-Bred (••) — Innate

Prerequisite: Dragon-Blooded

The Dragon-Blood has an exceptionally refined pedigree. The blood of the Dragons runs strongly within her and her offspring. Her children are significantly more likely to Exalt as Dragon-Blooded than those of Terrestrials who lack this Merit. This is a prized commodity within the Realm and throughout Creation. Whenever she makes a bargain roll in which her bloodline is a factor, such as negotiating a Dynastic marriage contract or bartering with the noble families of Nechara, she adds an automatic success. Conversely, she gains +1 Resolve against bargains in that context. Neither of these count as a bonus from Charms.

New Flaws

Thin-Blooded

Prerequisite: Dragon-Blooded

The Dragon-Blood's pedigree is diluted by mortal blood, making her children less likely to Exalt as Terrestrials than those of her better-bred peers. Outcastes typically possess this Flaw. She suffers a -3 penalty on all bargain rolls where lineage is a factor, and suffers -1 Resolve against such rolls, such as the marriage proposal of a patrician family.

Breeding and Exaltation

There's no dice roll to determine whether a Dragon-Blood's child draws her Second Breath. In general, a Dragon-Blooded couple of average pedigrees can expect around half their children to Exalt, while even the best-bred couples can expect one in five of their children not to. However, wild deviations from these norms are frequent enough to make even the best genealogical estimates imprecise. While the Well-Bred Merit and the Thin-Blooded Flaw contribute to or against the chances of this happening, it's ultimately up to the Storyteller to determine if and when a child Exalts.

[BEGIN TWO-PAGE AIR ASPECT SPREAD]

Air Aspect

Air is the breath of Creation, all-encompassing and ever-present. It's the subtlest of the elements, unseen and untouchable. It can be felt but never grasped. Yet those who overlook the air that surrounds them are fools. Its wrath may strike swiftly, the tempest and the thunderbolt, or it can kill slowly, the wind that scatters sands and the chill that leeches away heat.

Exalting as an Air Aspect often leads a Dragon-Blood to take on a new perspective. Her thoughts turn from mundane details to lofty thoughts, seeing Creation with a bird's-eye

view. She eschews conventional wisdom to pursue grand dreams and high-minded idealism, forsaking the obvious for the subtle and the inspired. Short-term goals become trivial and unimportant in her estimation, as she focuses on what her actions may accomplish in the long run.

The lofty idealism and boundless creativity of the Children of Mela inspires their endeavors. On the field of battle, Air Aspect generals are tactical geniuses and strategic masterminds. They're as elegant as the breeze and as deadly as the thunderbolt in battle, but such is their subtlety that few have the opportunity to appreciate it. Amid society, they're visionaries and schemers whose plans extend countless steps ahead of their rivals and untold years into the future. They have the greatest natural affinity for the spiritual world and sorcery of all Dragon-Blooded, cultivating wisdom and power in pursuit of greater enlightenment.

An Air Aspect doesn't see her Sworn Kin as they are, but as they could be. Hers is the voice that inspires them to greatness, teaching them how they might improve on their flaws and showing them what their deeds might accomplish in the long run. They play much the same role within Dragon-Blooded societies, innovating solutions to the problems it faces and devising plans for how it might become greater. They blow the dust off of forgotten ideas, and sweep away long-held beliefs that no longer hold use.

Aspect Markings: Air Aspects tend toward a bluish or whitish tinge to their skin, which is cool or cold to the touch. They can smell of fresh breezes, new-fallen snow, or the ozone scent of lightning. Some have eyes that crackle with lightning at moments of inspiration or strong emotion, or are surrounded by a mild breeze even amid perfect calm.

Anima Banner: The anima banners of the Azure Dragons shimmer with pale blue or white light, whirling like gusts of wind or rolling clouds. Some gleam like light reflecting from ice, while others are jagged and erratic like lightning. They may give off the sound of screaming wind, or roaring thunder may accompany them. Their iconic animas might depict air dragons, whirlwinds and cyclones, thunderclouds that flash with lightning, falling snow or hail, or winged animals.

Anima Effects: Air Aspects call on the wind to speed them and deflect harm, and draw power from their ideals (p. XX).

Aspect Abilities: Air Aspects excel at scholarly pursuits and the subtle arts. Their Aspect Abilities are Linguistics, Lore, Occult, Stealth, and Thrown.

Associations: The color blue, the Maiden of Serenity, the monthly cycle of Air, and the northern direction.

Sobriquets: Children of Mela, Azure Dragons, Tempestuous Knives

Concepts: Renowned savant, idealistic monk, visionary senator, criminal mastermind, military philosopher, seeker of forbidden wisdom, political puppetmaster, languid dreamer, earnest bureaucrat.

*My plans will sweep away my enemies like a tornado does a twig. Beware
you aren't caught in the gale.*

[END AIR ASPECT SPREAD]

[BEGIN TWO-PAGE EARTH ASPECT SPREAD]

Earth Aspect

Earth is the foundation of Creation, the mighty pillar that upholds all things. Earth is unassailable, enduring both physical force and the taint of chaos. Its stability keeps the balance of the world, from the mountains that have weathered centuries unchanged to the purity of cold iron. When storms fade, rivers dry up, fires burn out, and forests die, only the unforgiving earth remains.

Those who Exalt as Earth Aspects inherit the stoic calm and enduring stability of their element. They turn their minds from trifles and ill-conceived dreams as they come to appreciate the importance of ritual and tradition, the tried and tested wisdom passed down across generations of Dragon-Blooded. They value that which lasts, whether it's a long-standing relationship with a lover or friend, constructing a manse that will weather the passing of ages, or inflicting a total defeat from which a foe can never hope to recover. They're slow to make up their minds, but unshakable in their conviction once they've done so.

The Children of Pasiap stand firm in body, mind, and soul, enduring the waves of adversity without bending or breaking. They're capable of withstanding both immense physical pain and temptations of the will, refusing to yield in defense of their allies on the battlefield or the traditions they've devoted themselves to upholding. As generals and tacticians, the foundation of their battle plans is ancient wisdom such as *The Thousand Correct Actions of the Upright Soldier*. As architects and artisans, they create long-lasting marvels, and sense those flaws that are in need of repair.

An Earth Aspect is a pillar of strength to her Sworn Kin, supporting them with her iron will and the firmness of her convictions. She understands the value of the ancient tradition of the Sworn Kinship, and strives to uphold harmony and balance within it. She may be called on to play the part of arbiter, judge, or disciplinarian when her Hearth is shaken by strife. So too do they maintain the strength and stability of Dragon-Blooded societies, upholding those traditions that have seen it prosper through the ages and mending those things that are flawed.

Aspect Markings: An Earth Aspect's skin can be pale like marble, brown like soil, or gray like stone. They smell of moist clay or freshly turned loam, and their eyes can take on a gemlike appearance, sparkling like sapphires or emeralds. Some have hardened or textured skin, ranging from chalky to exceptionally smooth to rough and pebbled. Dust may rise from their footfalls.

Anima Banner: Earth Aspect animas burn with a steady white or yellow light that might shift like rolling sands or glimmer like a perfect diamond. Some rumble with the earthshaking might of a landslide or earthquake, or pulse like the heartbeat of a volcano. Their iconic animas often take the form of earth dragons, mountains or stone towers, or animals like badgers or bulls.

Anima Effects: Earth Aspects are resilient against attacks, persist through ailment or injury, and channel seismic force through their anima flux (p. XX)

Aspect Abilities: Earth Aspects favor talents grounded in tradition, discipline, and endurance. They build things up to last, including themselves. Their Aspect Abilities are Awareness, Craft, Integrity, Resistance, and War.

Associations: The color white, the Maiden of Battles, the monthly cycle of Earth, and the central direction.

Sobriquets: Children of Pasiap, Ivory Dragons, Stone Fists

Concepts: Master architect, craftsman, hidebound minister, itinerant monk, military strategist, historian, spycatcher, city protector, dedicated magistrate.

*I am the stone upon which my Kinship stands, surefooted and unyielding.
This Anathema shall not move us.*

[END OF EARTH ASPECT SPREAD]

[BEGIN TWO-PAGE FIRE ASPECT SPREAD]

Fire Aspect

Fire is the energy of Creation, the dynamic power that is ever restless, never satisfied. It engulfs all that it touches, consuming to burn brighter and hotter, spreading beyond control until there's nothing left to burn. It knows no restraint, no half-measures, and even when reduced to nothing more than smoldering coals, it can still ignite a deadly wildfire. But it's not wholly without subtlety, for there would be no shadow without the light of the flame, and no smoke without the ferocious heat of its blaze.

Exalting as a Fire Aspect intensifies every feeling and emotion, kindling the flames of passion in even the stoniest hearts. Those who were serene or stoic before Exaltation learn to embrace the spontaneity of their emotions, while those who were already passionate grow more so, perhaps even hot-headed. When they love, they love with all their hearts. When they hate, they hate with the burning intensity of an inferno. No action is meaningless to a Fire Aspect — everything they do, they believe in whole-heartedly.

The Children of Hesiesh exult in battle, cutting down foes with deft grace or brutal force and flickering across battlefields untouched in ceaseless movement. Their passions overflow in inspiring speeches and heartfelt actions, drawing every eye at the gala or spreading their views like wildfire in the chambers of the Deliberative. Yet they're also talented intriguers, concealing their true hearts amid shadows and gleaning the hidden truths of other's passions. As generals, they lead from the front, inspiring their soldiers with their intensity. As savants or sorcerers, they're driven to put what they've learned into action, not satisfied with abstract contemplation.

A Fire Aspect who joins a Sworn Kinship is passionately loyal even as she might conflict with her Hearthmates, challenging their assumptions or playing devil's advocate in argument. If she invites strife, it's only because she knows she must renew the passions of her Sworn Kin and remind them of their purpose. In Dragon-Blooded societies, they're driving forces of social change, attacking hallowed traditions that have ceased to be useful and challenging prevailing beliefs that have lead their peers into error. Once the old ways have faced their scrutiny and burnt to ash, greater freedoms can prevail.

Aspect Markings: Fire Aspects tend toward a constant flushed tone to their skin. Many radiate more body heat than most people, making them hot to the touch. They can smell faintly of smoke, fragrant incense, or ash. Some have eyes that glow like embers, or emit puffs of smoke when they speak or exhale.

Anima Banner: Fire Aspect animas leap and surge in red, orange, or yellow hues, shimmering and blazing like a bonfire or smoldering like the subtle heat of still-burning coals. Some give off the crackling roar of a forest fire, or the dull scream of a stoked blast furnace. Their iconic animas are spectacular displays: fire dragons, erupting volcanos, perpetual explosions, or animals like tigers or falcons made of flame.

Anima Effects: Fire Aspects are unburnt by flame while immolating their foes with anima flux, and draw power from their passions (p. XX).

Aspect Abilities: Fire Aspects take well to talents that let them draw attention, go where they please, and get what they want. Their Aspect Abilities are Athletics, Dodge, Melee, Presence, and Socialize.

Associations: The color red, the Maiden of Journeys, the monthly cycle of Fire, and the southern direction.

Sobriquets: Children of Hesiesh, Crimson Dragons, Burning Swords

Concepts: Master duelist, irrepressible socialite, righteous crusader, passionate musician, devoted legionnaire, social critic, warrior monk, dedicated scholar, notorious libertine.

You dare take advantage of those who can't defend themselves? Pick up your sword. I'll show you what fear tastes like.

[END OF FIRE ASPECT SPREAD]

[BEGIN TWO-PAGE WATER ASPECT SPREAD]

Water Aspect

Water is the flow of Creation, descending from Heaven and travelling to the corners of the world. It clings to neither shape nor form, shifting and changing to adapt to its surroundings. It's not stopped by dams, but merely diverted, finding another path to the goal it inexorably seeks. It needs only the slightest crack to permeate any barrier, and with time, it will wear the mountains down to dust. Its depths conceal many things, whether the glinting treasures of sunken ships or the unseen menace of the riptide.

Exaltation as a Water Aspect breaks down fixed and stagnant ways, suffusing the Dragon-Blood with the mercurial adaptability of water. She learns to see things from many perspectives, pursuing countless paths until she finds the one that leads to victory. If conventional methods prove unsuccessful, she tries the unconventional. If honorable means are unavailing, then underhanded ones must be employed. Challenge and conflict is the wellspring of all growth, and the only sin is conceding failure.

The Children of Danaa'd navigate the treacherous waters of uncharted seas, government bureaucracies, and criminal underworlds with equal ease, unstymied by seemingly insurmountable obstacles. Every battle is a chance to learn and grow, whether it's adapting one's fighting style to counter that of a superior opponent or drilling green troops in battle strategy through practical experience. Every social interaction is one step

closer towards accomplishing their goals or schemes, even if they may not understand how at first. Their dogged persistence sees them to the end of unraveling mysteries, solving academic challenges, or resolving social disputes.

A Water Aspect shares her persistence with her Sworn Kin, helping them to adapt and grow stronger in the face of adversity. When her Hearthmates would resign themselves to failure or fall into despair, it's she who encourages them to find wisdom from their defeat. Within Dragon-Blooded societies, they're problem solvers who offer practical solutions to all difficulties, great and small. Conflict, be it military, political, or economic, is a chance to move forward, and they guide their people through times of trouble to see the other shore, or instigate such competitions when necessary to avoid stagnation.

Aspect Markings: Water Aspects have a slight blue-green tint to their skin, sometimes a deep green-black or ebony in those of refined pedigrees. They can smell of fresh running water, salty ocean spray, or of the earth after rainfall. Some are marked by watery eyes or perpetually damp hair. Their clothing might billow as though soaked in water, and their presence can leave surfaces covered in condensation.

Anima Banner: Water Aspect animas are dark blue, tinged with green or black, rippling like pools of water or rolling like ocean waves. Some give off the roar of the pounding surf crashing to shore, while other are accompanied by an eerie silence like the stillness of the ocean depths. Their iconic animas swell into impressive displays of water dragons, whirlpools, tsunamis, schools of fish, or siakas and other great sea beasts.

Anima Effects: Water Aspects move with fluid grace, and are as at home beneath the water as they are on dry land (p. XX).

Aspect Abilities: Water Aspects favor talents that keep their options open and allow them to navigate complex systems, problems, or environs with ease. Their Aspect Abilities are Brawl/Martial Arts, Bureaucracy, Investigation, Larceny, and Sail.

Associations: The color black, the Maiden of Secrets, the monthly cycle of Water, and the western direction.

Sobriquets: Children of Danaa'd, Sable Dragons, Drowning Hands

Concepts: Renowned ship captain, martial arts sifu, political fixer, ruthless magistrate, master spy, diplomat, wealthy crime lord, information broker, dilettante artist.

Have faith, friends. The odds are against us, we're outmatched, and there's no help coming... but I have an idea.

[END WATER ASPECT SPREAD]

[BEGIN TWO-PAGE WOOD ASPECT SPREAD]

Wood Aspect

Wood is the life of Creation, that which changes in the bloom of birth or the rot of death. It lives, grows, and dies to make way for new growth, the only element that undergoes the cycle of life and death. Wood is life-sustaining, nourishing man and beast with fruits and grain. Wood is life-ending, its thorns dripping with deadly poison. The five elements are intricately interwoven, and wood is that which unites them. It lays its roots in the

earth and draws nourishment from water, air, and the light of the fiery sun, bringing them together as it reaches full bloom.

To Exalt as a Wood Aspect is to blossom with sensuality, developing a newfound appreciation for each and every experience. This need not be hedonistic or lascivious (though it certainly can be). There's as much satisfaction to be had in the profound epiphany of spiritual enlightenment or the exhilaration of feeling a hated foe's blood splatter against one's face as there is in banquets, wine, or sex. Every experience and sensation is an opportunity for growth and self-discovery, if only one will take the time to properly notice it.

The Children of Sextes Jylis pursue this sensuality through every part of life. Every battle teaches harsh truths about one's strengths and weaknesses, whether it ends in defeat or triumph over arrow-strewn corpses. Every love affair teaches new lessons about the heart. Every performance offers a deeper understanding of the rhythms and melodies of a song. Wood Aspects have a strong affinity for the cycle of life and death, as both master healers and master poisoners. They have an almost instinctive understanding of animals and plants, taming deadly beasts to ride into battle or navigating bramble-choked wilderness with effortless vigor.

A Wood Aspect tends to her Sworn Kinship as though it were a garden, nurturing her Hearthmates' growth as warriors and heroes while pruning back their weaknesses and flaws. Each of her Sworn Kin is an irreplaceable part of a greater whole, and the bonds between them must be nourished so that they might together reach their fullest potential. Wood Aspects likewise devote themselves to the growth of their Dragon-Blooded societies, nurturing the people and places with the potential to benefit the whole while weeding out those things that have no place in their perfect society.

Aspect Markings: Wood Aspects tend toward a greenish tinge to their skin, hair, lips, or even blood, and often have green eyes. They may smell of flowers, pine, fresh fruit, or other plants. Some have leaves or flowers growing in their hair, or even grow a light layer of bark on their skin, typically along the back and shoulders.

Anima Banner: Wood Aspect anima banners burst with bright green light, waving like meadow grasses, spreading like tree branches, or blossoming like flower petals. Some are wild and untamed, while some seem dappled like a forest in sunlight. They may be accompanied by sound like a strong wind moaning through dense forests, or the scents of living foliage. Their iconic animas frequently depict wood dragons, writhing tangles of thorns, massive trees, giant flowers, vines of ivy rising skyward, or forest animals such as wolves, bears, or foxes.

Anima Effects: Wood Aspects need not fear poison, even as their venomous anima flux weakens their foes. They can also embody the lithe grace of plants (p. XX).

Aspect Abilities: Wood Aspects are naturals at skills that support others, ensure survival, and involve the cycle of life and death. Their Aspect Abilities are Archery, Medicine, Performance, Ride, and Survival.

Associations: The color green, the Maiden of Endings, the monthly cycle of Wood, and the eastern direction.

Sobriquets: Children of Sextes Jylis, Emerald Dragons, Ashen Bows

Concepts: Master healer, cunning courtier, traveling performer, assassin, Immaculate inquisitor, explorer, worldly epicure, woodland outlaw, meticulous merchant prince.

I'll compose a song for your defeat, Anathema. Of our glorious battle, and how your death nourishes the lives of all who come after.

[END OF WOOD ASPECT SPREAD]

Anima Banner

The anima banners of the Dragon-Blooded manifest their elemental puissance as they expend Essence. **For every five motes of Peripheral Essence a Dragon-Blood spends in an instant, her anima banner rises by one level.**

<begin table>

Anima Level	Effects
Dim	The Dragon-Blood's anima is invisible to all senses. This is the default level at which it resides when she's not spending Essence.
Glowing	The Dragon-Blood's anima outlines her body in the glowing colors of her element, and her aspect markings become more pronounced. Any attempts at stealth or disguise suffer a -3 penalty.
Burning	The Dragon-Blood's anima burns brightly in an aura around her. Stealth becomes impossible.
Bonfire/Iconic	The Dragon-Blood's anima erupts into a shining pillar of elemental force that stretches high into the sky, visible for miles around. Upon reaching this level, and at suitably dramatic moments, her anima manifests an iconic display of elemental power or other personal symbolism chosen by her player, such as an erupting volcano or a snow leopard carved from ice. The area out to short range of the Dragon-Blood is completely illuminated. Stealth is impossible.

<end table>

It takes fifteen minutes for the Dragon-Blood's anima banner to recede from the bonfire level to burning or from burning to glowing, and half an hour for her glowing anima to recede to dim.

Anima Flux

When a Dragon-Blood's anima banner rises to the bonfire level, her untamed elemental power spills from it as pure destructive force, called *anima flux*. At the bonfire level, she rolls one die of **withering** damage against all non-Dragon-Blooded characters within close range of her (including allies) at the start of each turn. She doesn't gain Initiative from her anima flux. Crashed characters and trivial enemies instead suffer one die of **decisive** lethal damage. Outside of combat, anima flux inflicts one die of lethal damage each minute. Characters with Hardness 1+ are unaffected by anima flux.

Anima flux may damage scenery if dramatically appropriate, setting cloth tapestries ablaze or shattering wooden walls with seismic force. For this reason, Dragon-Blooded favor sturdy stone architecture in their homes or other places where their anima banners might flare.

Anima Effects

A Dragon-Blood's anima powers are considered to be of her own elemental Aspect for purposes of her Elemental Aura (p. XX).

By spending one mote, a Dragon-Blood may use one of the following effects:

- She may perform minor manipulations of her Aspect's element: cooling herself with a light breeze, igniting a fire without flint or tinder, causing a flower to blossom early at her touch. These never carry mechanical effects, but provide minor utility and can be incorporated into stunts.
- Once she's joined a Sworn Kinship (p. XX), she may sense the direction and approximate distance to another member of it.

Air Anima Effects

- For five motes, the Air Aspect can use her reflexive move action to leap an entire range band vertically or horizontally without needing to roll, and suffers no falling damage for the rest of the round. At bonfire, this power is free.
- For three motes, the Air Aspect may deflect projectiles with a gust of wind, imposing a -1 environmental penalty on a ranged attack against her.
- Once per day, when the Air Aspect takes a social or mental action to uphold a Principle, she adds (Intimacy) non-Charisma bonus dice on the roll.

Earth Anima Effects

- For five motes, the Earth Aspect adds (higher of Essence or 3) natural soak and +1 Hardness until her next turn, as well as gaining +1 Defense against smash attacks and grapple gambits as a non-Charisma bonus. At bonfire, this power is free.
- For three motes, the Earth Aspect ignores one point of penalty from wounds, poison, or crippling for a single tick.
- A character that takes damage from the Earth Aspect's anima flux is knocked prone or flung one range band away by seismic force, at the Dragon-Blood's choice.

Fire Anima Effects

- For five motes, the Fire Aspect becomes completely immune to mundane environmental hazards based on fire or heat for a scene. She adds (Essence) natural soak and gains Hardness 2 against fire-based attacks like firewands. At bonfire, this power is free.
- Once per day, when the Fire Aspect acts to uphold an emotion-based Intimacy, she adds (Intimacy) non-Charisma bonus dice to the roll.
- A Fire Aspect's anima flux deals (higher of Essence or 3) damage to characters without Hardness instead of one die.

Water Anima Effects

- For five motes, the Water Aspect may use her move action to cross the surface of water as though it were solid land, and ignores the -3 penalty for rushing or disengaging across any difficult terrain. At bonfire, this power is free.

- For three motes, the Water Aspect adds a non-Charisma success on a roll to disengage, withdraw, or resist being grappled.
- Water Aspects may breathe water as though it were air, and suffer no penalties for being submerged in water.

Wood Anima Effects

- For five motes, the Wood Aspect becomes immune to mundane plant-based poisons, and doubles 9s on rolls to resist other poisons and diseases for the scene. At bonfire, this power is free.
- For three motes, the Wood Aspect becomes flexible as a sapling in the wind, ignoring one point of penalty to Evasion or (Essence) points of penalty on a movement action for an instant.
- A Wood Aspect's anima flux is laced with toxic power. A character that takes damage from it is exposed to a poison with Damage 2i/round, Duration (Essence + Stamina) rounds, and a -1 penalty.

Character Advancement

Dragon-Blooded earn five experience points at the end of each session, which can be spent immediately or saved for later.

<begin table>

Trait	Experience Cost
Attribute increase	current rating x4
Non-Aspect, Non-Favored Ability increase	current rating x2
Aspect/Favored Ability increase	(current rating x2) - 1
New Ability	3
Specialty	3
Purchased Merit	new rating x3
Willpower	8
Dragon-Blooded Charm	10 (8 if in an Aspect/Favored Ability)
Martial Arts Charm Ability)	10 (8 if Martial Arts is an Aspect/Favored Ability)
Spell Ability)	12 (10 if Occult is an Aspect/Favored Ability)
Evocation	12

<end table>

Dragon Experience

In addition to the normal experience awarded at the end of a session, players of Dragon-Blooded have the opportunity to earn special points called Dragon Experience. Dragon

Experience can be spent to gain any trait (or on any other experience point cost, such as that to perform sorcerous workings), *except* Dragon-Blooded Charms.

Players have two opportunities to earn Dragon Experience per session. They may earn one Expression Bonus and one Role Bonus, each of which grants two Dragon Experience, for a maximum of four Dragon Experience per session.

Expression Bonus

Characters can gain 2 points of Dragon Experience by fulfilling *one* of the following criteria per session:

- Expressing, supporting, or engaging a Major or Defining Intimacy such that it reveals something about the character, develops her personality, or provides a character moment that everyone at the table enjoys.
- Facing significant challenges, danger, or harm in the course of protecting or upholding a Major or Defining Intimacy.
- Being significantly impeded, endangered, or harmed by a Flaw.

Aspect Bonus

Characters can gain 2 points of Dragon Experience by fulfilling one of the following criteria per session:

- Intentionally ceding the “spotlight” of the scene’s focus to another player’s character to set them up for an exciting and dramatic moment, or directly supporting them in such a moment.
- Roleplaying the effects of the Great Curse (p. XX) in a way that reveals something about the character, develops her personality, or provides a character moment that everyone at the table enjoys.
- **Air Aspects:** Accomplishing a long-term plan that upholds a Major or Defining Intimacy; uncovering knowledge through study or subterfuge that furthers the character’s or her Hearth’s goals; solving a significant problem through the application of knowledge; guiding a member of one’s Sworn Kinship in using his talents or abilities to advance his or the Hearth’s goals.
- **Earth Aspects:** Defending, supporting, or expanding an institution or tradition in support of a Major or Defining Intimacy; enduring significant peril to defend one’s Sworn Kin; creating a lasting and meaningful institution, tradition, or work of craftsmanship or mystical power; resolving a meaningful dispute between members of one’s Sworn Kinship or another group one belongs to.
- **Fire Aspects:** Defeating a powerful enemy in a way that upholds an emotion-based Major or Defining Intimacy; taking needless risks or plunging into unnecessary danger to uphold a Major or Defining Intimacy; inspiring others to uphold one of the character’s emotion-based Major or Defining Intimacies in a significant way; directly furthering the character’s or her Hearth’s goals by causing another character to question one of his Major or Defining Intimacies.

- **Water Aspects:** Solving a significant problem or defeating a powerful enemy using a new approach after failing before; removing a major impediment to the character's or her Hearth's goals using unconventional or underhanded means; exploiting the rules or customs of a government, bureaucracy, or criminal association to support a Major or Defining Intimacy; helping one of the character's Sworn Kin recover or learn from a major defeat or setback in a way that grants a significant advantage.
- **Wood Aspects:** Learning something that helps advance or protect a Major or Defining Tie from firsthand experience; navigating geographical obstacles or curing dangerous ailments preventing the character or Hearth from achieving a significant goal; upholding a Major or Defining Intimacy by pursuing a new experience; helping one of the character's Sworn Kin cultivate a strength or remedy a weakness in a way that grants a significant advantage.

Training Times

Raising traits with experience points isn't an instant process. These training times are rough guidelines for how long it takes, assuming that a character spends a significant portion of that time (but not all of it) training, or gleans significant experience from practical application of her skills. A character can train multiple traits at the same time if it makes sense — a rigorous course of academic study could count toward the times required to raise Intelligence, gain a Lore specialty, and learn a Lore Charm.

The listed training times can be reduced if a character is trained by a talented mentor, or devotes her time fully to training.

<begin table>

Trait	Training Time
Attribute	(new rating) months
Non-Aspect, Non-Favored Ability	(new rating) weeks
Aspect/Favored Ability	(new rating) days
Specialty	two weeks
Purchased Merit	(new rating) weeks
Willpower	one month
Dragon-Blooded or Martial Arts Charm (Ability minimum) days if Aspect/Favored	(Ability + Essence minimum) days, or
Spell	Two weeks
Evocation	(Essence minimum x 4) days

<end table>

Raising Essence

A Dragon-Blood's Essence rating rises as she grows and matures as a hero, increasing automatically once she's earned and spent a certain amount of experience (Dragon Experience doesn't count towards this total). Once she's spent sufficient experience, the

Dragon-Blood must generally meditate on her elemental Essence or seek enlightenment in seclusion before attaining the next dot of Essence, although it's possible for it to increase instantly in a dramatic, character-defining moment.

Dragon-Blooded characters made using the default character creation rules (p. XX) must attain the following totals to raise their Essence:

<begin table>

Essence Rating	Experience Points
Essence 3	150
Essence 4	250
Essence 5	375
Essence 6+	Only available at Storyteller's discretion

<end table>

Dragon-Blooded characters created with the alternate rules for beginning at Essence 1 must spend 60 experience points to reach Essence 2, after which they follow the above chart normally.

The Great Curse

When the slain enemies of the gods pronounced their death-curse against the Exalted, the brunt of it fell upon the Solars who led the Divine Revolution. The Dragon-Blooded were still accursed, but to a much lesser degree. Consequently, unlike the Solars and other Exalted, Dragon-Blooded don't possess a Limit track or experience Limit Break. While the Great Curse still influences their behavior, its manifestations are determined solely by the player of a Dragon-Blooded character.

Roleplaying the Great Curse well is rewarded with Dragon Experience (p. XX). However, while a Dragon-Blood's excesses or warped judgment might cause problems for her fellow characters, it's never an excuse to ruin other *players'* fun at the table. **If a dramatic moment caused by the Great Curse isn't something that the *entire group* can appreciate, it doesn't award Dragon Experience.**

The Great Curse manifests differently in each elemental Aspect of Dragon-Blooded:

- **Air Aspects:** An Air Aspect's Great Curse can lead her to react with excessive anger, frustration, or despair when the world fails to live up to her idealistic visions of it. She may become so caught up in her high-minded idealism that she ignores the consequences it has for others or the suffering that it causes, or hold such confidence in her intellect and vision that she'll brook no insult without retribution, or take truly foolish risks not believing that she could be wrong.
- **Earth Aspects:** An Earth Aspect's Great Curse may render her ruthless or cruel in defense of her cherished institutions and traditions, or leave her single-minded and immutable, refusing all counsel and closing her heart. She may respond to any insult or challenge to an important tradition with earthshaking anger or abject despair.

- **Fire Aspects:** A Fire Aspect's Great Curse intensifies her emotions and desires to the point of dangerous excess. Depending on the circumstances, she might be overcome with overwhelming zeal for her cause, self-hatred over any imperfection she displays, reckless fury against hated foes or in defense of those she loves, or self-sacrificing despair when those she loves suffer.
- **Water Aspects:** A Water Aspect's Great Curse makes her perseverance a liability as she goes to unnecessary extremes to overcome obstacles or protect allies, or faces down impossible obstacles refusing to believe she can be defeated. She might take any underhanded shortcut or employ any plans, no matter how convoluted, in the pursuit of her own triumph.
- **Wood Aspects:** A Wood Aspect's Great Curse might intensify her sensuality into hedonistic excess, dangerous thrill-seeking, or wild binges that leave her overcome by guilt, regret, or the desire to atone. She may instead become overzealous in her attempts to nurture the people and societies around her, becoming overbearingly controlling of that which she protects or mercilessly pruning away undesirable elements.

Mnemon's carriage rolled down the central boulevard of Jiara's grand, damaged acropolis. Her passage drew hawking merchants, praises from nervous Jiaran nobles, and respectful bows from her legionnaires. Mnemon noticed them all, and was untouched. After centuries, the actions of mortals had lost meaning, uniqueness. Yet mortals followed patterns, and patterns held true.

Once, the palaces on Jiara's plateau had competed to reach the sky in an unseemly display of mortal ambition. In the Scarlet Empress' absence, Anathema dissenters fanned ambition into rebellion. It fell to the Empress' eldest surviving daughter to correct the wayward satrapy. Jiara's grand towers crumbled before Mnemon's legions. The Anathema fled the city with the Jiaran royal family in tow.

Jiara was all but tamed now, and House Mnemon's reputation had grown for the conquest. It was nearly time for Mnemon to bring the spoils of her victory home to the Blessed Isle, to claim the throne she deserved. One task remained.

Mnemon signaled her driver to stop, and stepped onto the boulevard's cobblestones. She directed her personal guard to follow one hundred paces back, and then walked, as alone as she ever was, until she reached the rocky edge of the plateau. The lower half of the city stretched out below, and Mnemon listened for its patterns in the wind and stone.

The city's song was familiar. River traders shouted and monks preached. Construction crews rebuilt the war-torn city while legionnaires drilled in battle maneuvers. Mnemon allowed herself to feel pride in the flow of civilization working as it should, of every creature filling its proper role. All except for the shadow the Anathema left behind.

Mnemon felt a weight on the stones behind her and spun, grabbing the blade meant for her back. She looked past the facade of a harmless merchant and took in the assassin's true features — yellow eyes, dark skin, red hair — before twisting her wrist. The sword tumbled down the cliffside.

"Do you think I can't feel an assassin's breath on my neck?" asked Mnemon as she trapped the assassin's arm in a joint lock. "I've outlived a hundred like you."

The assassin gritted her teeth. "Tell them Novia Claro took the prize." A golden ring flared on her forehead, and she slipped bonelessly from Mnemon's grasp. Novia spun, opened her hand, and unleashed a spray of blades, dozens of daggers fanning outward.

With nowhere to flee, Mnemon went through. Blades pierced her flesh in a dozen places, but she found the assassin's chest with the heel of her palm, and unleashed a pulse of seismic force. Novia tumbled backward across the ground as Mnemon fell to a knee. The two women were still for a moment.

"I have a few ribs still unbroken," said Novia. She drew another dagger. "How do you fare on blood, dragon?"

Mnemon was a bloody mess, but she'd felt worse. She laughed, light-headed. "The Dragons provide."

And by her will, Mnemon's wounds erupted. Blood streamed down to pool beneath her, until something began to reach out from the gore. It had gangling limbs, a curved spine, and flesh

writhing like ants. The demon Glafira, the Zodiac of Blood, stood and turned its rune-face toward Novia Claro.

The assassin grimaced at the demon, then glanced back to see Mnemon's guards rushing to her. "...Let me just get my sword," she said. She dashed around Mnemon and Glafira, and hopped over the cliff's edge. Glafira scuttled after her immediately, fearless and tireless.

Mnemon ignored her guards' shouts and turned to look down upon the Anathema, the demon, and the city below. Her anima flared as her hands wove sorcerous Essence. Jiara was not yet perfected.

Chapter Seven

Charms

The might of the Dragon-Blooded is depicted through their Charms. Each Terrestrial Charm is an expression of elemental power channeled through the Dragon-Blood's superhuman mastery of an Ability. Like Solar Charms (**Exalted**, pp. 250-251), Dragon-Blooded Charms aren't codified techniques or known entities within the setting of the game. Dynasts of the Realm understand the shared nature of their power, and may be familiar with the feats of legendary elemental prowess that a particular Dragon-Blood is known for, but there are no books compiling lists of all known Charms, and some Charms might come as a surprise to even the most experienced Terrestrial.

Adding Bonus Dice

Unlike the Solar Exalted, the Dragon-Blooded don't have generic Excellencies or gain them for free. Instead, each Ability has its own Excellency Charm that must be purchased normally. A Dragon-Blood cannot add more than (Ability + Specialty) dice to a roll. Automatic successes count as two dice each towards this limit. Static values such as Evasion or Resolve can be raised by half this amount, rounded up.

The only exceptions are rarer "non-Charm" dice or successes, which don't count towards the limit at all.

Example: A Dragon-Blood with Melee 4 and a specialty of (Spears) could add up to five dice on an attack roll or raise her Melee Parry by 3 while wielding a spear, but only add four dice to a roll or raise her Parry by 2 with any other weapon.

The Elemental Aura

The apex of Dragon-Blooded elemental power is the Elemental Aura, a state in which she centers the totality of her Essence around a single element. Dragon-Blooded of any Aspect are capable of entering all five Elemental Auras. The Aura manifests visibly through the Dragon-Blood's anima banner if it's above the dim level. If she's in the Aura that matches her Aspect, her anima intensifies dramatically — the flames of a Fire Aspect's anima might burn blue-white, while an Air Aspect's cloudy anima might grow dark and begin to crackle with lightning. In other Auras, her anima becomes a hybrid of two elements — an Earth Aspect in Fire Aura could manifest an anima banner of flowing lava, while the anima of a Water Aspect in Wood Aura might be filled with writhing kelp.

To enter an Elemental Aura, the Dragon-Blood must use Charms and/or anima powers of only one element during her combat turn (or a similar narrative interval outside of combat, such as an

action in a scene of social influence or a round of naval combat). At the end of her turn, she enters the appropriate Aura. The Elemental Aura lasts until the end of the scene, but ends early if the Dragon-Blood uses a Charm or anima power of another element at any time. When the Dragon-Blood's anima banner reaches bonfire level, she becomes unable to enter the Aura of any element except her Aspect. If she's in another Elemental Aura when her anima reaches bonfire, it shifts to match her Aspect's element.

The Aura affects Charms in multiple ways:

- Some Charms become more powerful in the appropriate Elemental Aura.
- Charms with the Aura keyword can only be used in an Aura that matches their aspect.
- Some Aura Charms require the Dragon-Blood to expend her Aura as part of their cost.
- Some Aura Charms have "Duration: Aura," indicating that they last only as long as the Dragon-Blood remains in that element's Aura.

Charms with the Balanced keyword harmonize with the Dragon-Blood's Aura regardless of their aspect — they neither prevent her from entering Elemental Aura when used alongside Charms of another element, nor do they ever cause her Aura to end. **Spending notes on Charms that lack an elemental aspect never prevents the Dragon-Blooded from entering Aura, nor does it end her Aura.**

Example: On her turn, Tepet Jalena attacks using two Air-pected Charms. At the end of her turn, she enters Air Aura. Later in the round, she reflexively uses a Fire Charm to defend against an attack, instantly ending her Aura.

But What About...?

The Elemental Aura flows from the intrinsic power of Dragon-Blooded Charms. Martial Arts, Evocations, and sorcery never impact the Dragon-Blood's Aura either positively or negatively, even if they're elemental in nature — they're extrinsic power, a step removed from the core of Dragon-Blooded Essence. The one exception are the Immaculate martial arts (p. XX), styles uniquely designed to harmonize with the Elemental Aura.

Signature Charms

Each Charm has five puissant elemental Signatures. **A Dragon-Blood can only learn one Signature Charm per Ability.** She doesn't have to pick the Signature Charm that matches her own elemental aspect. At Essence 5, she unlocks the potential to learn one more Signature Charm from each of her Aspect and Favored Abilities. She must use her second choice to learn the Signature Charm that matches her own Aspect if she hasn't already done so.

New Keywords

Air, Earth, Fire, Water, Wood: Every Dragon-Blooded Charm has an elemental aspect, typically marked by these keywords. Dragon-Blooded Charms without these keywords specify what aspects they can take on in their text.

Aura: Aura Charms can only be used while the Dragon-Blood is in the Elemental Aura that matches its aspect. An Aura Charm can't be used in the same instant with Charms of other elements, unless those Charms have the Balanced keyword.

Balanced: Balanced Charms don't interfere with the Dragon-Blood's Aura even if they don't match its aspect — they won't prevent her from entering an Aura at the end of her turn if used with Charms of another element, and never end her Aura. If she uses only Balanced Charms on her turn, she may enter the Aura of any of the elements whose Charms she used.

Excellency: This keyword indicates Dragon-Blooded Excellencies.

Signature: This keyword marks an Ability's five elemental Signatures.

Multiple Aspects

Some Dragon-Blooded Charms have multiple elemental aspects. Some have different effects for their multiple aspects and require the Dragon-Blood to choose one; these Charms will be keyworded as, e.g. Air *or* Earth. Others belong to two or more elements simultaneously, and are keyworded as, e.g., Air/Earth. For purposes of the Dragon-Blood's Elemental Aura, the latter Charms count as whichever element is most advantageous to her — she could enter Water Aura using a Charm that is both Air and Water, and using a Charm that is both Fire and Wood would not disrupt her Fire Aura.

Archery

Unobstructed Hunter's Aim

Cost: 1m per die; **Mins:** Archery 1, Essence 1

Type: Supplemental

Keywords: Balanced, Excellency, Uniform, Wood

Duration: Instant

Prerequisite Charms: None

Sighting along the flow of living Essence, the Dragon-Blood unleashes a flawless shot. She may add bonus dice to an Archery roll for one mote each. As long as she attacks a living target — or an undead one, which stands out as a void in the Essence of the world — she ignores one point of penalty from visual obstruction such as poor lighting or smoke.

Sky-Calming Draw

Cost: 4m; **Mins:** Archery 2, Essence 1

Type: Supplemental

Keywords: Air, Uniform

Duration: Instant

Prerequisite Charms: Unobstructed Hunter's Aim

The Dragon-Blood's focus quells the wind that would divert her arrow, ensuring her shot flies true. After spending a round aiming, she extends the range of a **withering** or **decisive** attack by one range band (maximum long) and ignores penalties from wind or inclement weather.

In Air Aura, the Dragon-Blood may use this Charm without needing to aim beforehand.

Death From Nowhere

Cost: 3m; **Mins:** Archery 3, Essence 1

Type: Supplemental

Keywords: Air/Water, Balanced, Withering-only

Duration: Instant

Prerequisite Charms: Sky-Calming Draw

As the Dragon-Blood draws back her arrow against her bowstring, she withdraws and disperses its weightiness, sending it flying like an ephemeral phantom to pierce her foe's heart. After spending a round aiming, her **withering** attack ignores (lower of Essence or Perception) points of soak from armor.

Harvest of the Hunter

Cost: 1m; **Mins:** Archery 2, Essence 1

Type: Supplemental

Keywords: Wood

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood may go to hunt with an empty quiver yet never lack for arrows. Anything that grows will yield up arrows to the archer's gathering hands. She can create useable ammunition for a bow or crossbow from any kind of plant, whether it's a marsh reed or a stalk of corn. In combat, she doubles 8s on an ammunition check for an Archery weapon (**Exalted**, p. 202). As long as she rolls a single success, she's guaranteed to scavenge a single arrow. Outside of combat, she may use this Charm to gather enough arrows to fill her quiver as long as there's sufficient plant life to draw her harvest from, although the Storyteller may require a special ammunition check to create arrows in barren deserts or other areas devoid of plant life.

Arrow Thorn Technique

Cost: 3m; **Mins:** Archery 3, Essence 1

Type: Supplemental

Keywords: Balanced, Dual, Wood

Duration: Instant

Prerequisite Charms: Harvest of the Hunter, Unobstructed Hunter's Aim

Thorns grow to wreath the shaft of the Dragon-Blood's arrow in flight. On a **withering** attack, she adds +1 Overwhelming, or (Essence) Overwhelming if the attack benefits from aiming.

Decisive attacks add (Essence/2, rounded up) threshold successes on the attack roll as dice of damage, or (Essence) threshold successes if she aimed.

Boughs of Burning Autumn

Cost: 2m, 1i; **Mins:** Archery 4, Essence 1

Type: Reflexive

Keywords: Fire/Wood, Perilous

Duration: Instant

Prerequisite Charms: Harvest of the Hunter

Flame is born from wood. The Dragon-Blood may reflexively reload a firewand or similar flame weapon with the Slow tag on her turn. This permits her to use it in combination with Charms that make multiple attacks, such as Swallows Defend the Nest, as long as she pays this Charm's cost before each additional attack past the first.

Life-Swelling Sap Strike

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

Type: Simple

Keywords: Decisive-only, Wood

Duration: Instant

Prerequisite Charms: Harvest of the Hunter

The Dragon-Blood's arrow bursts into a crush of ever-growing roots or vines in midflight, entangling her enemy in thick plants. She makes a distract gambit (**Exalted**, p. 200). On a success, her projectile bursts into growing vines, inflicting a –1 mobility penalty on the distracted character — which stacks with penalties from armor — for the rest of the scene. He or one of his allies can cut away the vines with a difficulty 3 gambit using an edged weapon, or the Storyteller might deem other actions or conditions sufficient. At the end of each round in which he remains entangled, he loses a point of Initiative (which the Dragon-Blood doesn't gain). Battle groups lose one Magnitude instead.

This attack is especially deleterious to the undead; if it crashes them, they crumble into soil, automatically incapacitated. Stronger undead, such as nephwracks, Deathlords, or undead Exalted are unaffected. The body of any living mortal slain while covered in vines won't harbor a hungry ghost. Outside of combat, the Dragon-Blood may use this Charm on dying mortals to ensure they leave no hungry ghosts, waiving the Willpower cost for willing targets.

In Wood Aura, the Dragon-Blood may use this Charm to make a standard **decisive** attack instead of a distract gambit.

Arbor Sentinel Technique

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

Type: Simple

Keywords: Wood

Duration: One scene

Prerequisite Charms: Life-Swelling Sap Strike

As the Dragon-Blood lowers her bow to the ground, its once-living wood remembers what it once was, sprouting roots that dive into the soil. In a matter of seconds, the weapon grows into a small tree, less than a range band high, its branches replete with arrows. It's still perfectly curved and weighted to allow the Dragon-Blood to attack with it, provides her with the benefits of heavy cover (**Exalted**, p. 199), and cannot be disarmed. It provides a never-ending supply of ammunition, ensuring she won't run out of arrows even in a daylong battle. However, she cannot move the weapon in its tree form, and this Charm ends if she moves further than close range from it.

Drawing Lightning Style

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

Type: Supplemental

Keywords: Air, Aura, Decisive-only

Duration: Instant

Prerequisite Charms: Death From Nowhere

As the Dragon-Blood takes aim, her arrow crackles with gathering lightning, shining as a glowing anima banner (p. XX). On her next turn, she may make a **decisive** attack, adding the three bonus dice from aiming to her damage roll instead of the attack roll.

An Archery 4, Essence 3 repurchase lets the Dragon-Blood expend her Aura to apply the aim bonus on both the attack and damage rolls.

Spring Follows Winter

Cost: 5m, 2i; **Mins:** Archery 5, Essence 2

Type: Simple

Keywords: Aura, Decisive-only, Wood

Duration: Instant

Prerequisite Charms: Death From Nowhere

Like green leaves reborn after the harshest winter, the Dragon-Blood's arrow must inevitably strike its mark. She makes a **decisive** attack, rolling twice and using the better result. Any Charms she uses to add dice or enhance the attack roll must be paid separately for each roll.

Horizon-Spanning Arc

Cost: 4m, 1wp, expend Air Aura; **Mins:** Archery 5, Essence 3

Type: Simple

Keywords: Aura, Decisive-only, Signature (Air)

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood bends the winds to her bowstring, loosing a shot that could fly from heaven to earth. After spending two consecutive rounds aiming, she makes a **decisive** attack out to extreme range (**Exalted**, p. 197), converting the bonus dice from aiming to non-Charm successes. She must be able to clearly see her enemy, and cannot attack a foe from more than five range bands away. If she hits and incapacitates her foe, she may reflexively take aim at another enemy within long range.

Earth's Judgment Awakened

Cost: 6m, 3i, 1wp; **Mins:** Archery 5, Essence 3

Type: Reflexive

Keywords: Counterattack, Decisive-only, Signature (Earth)

Duration: Instant

Prerequisite Charms: None

Standing calm and centered on the earth, the Dragon-Blood rebukes an attacker with an arrow weighted with the unrelenting force of her will. When she's standing on an earthen surface and successfully dodges an attack from an enemy within her weapon's range, she may unleash a **decisive** counterattack, rolling against the lower of her target's Defense or Resolve. It deals damage equal to (Presence + attack roll threshold successes), ignoring Hardness. It doesn't include her Initiative or reset her to base. This counterattack is incompatible with any effect that would allow her to move away from her attacker, such as Hopping Firecracker Evasion.

This Charm can only be used once per scene, unless reset by successfully disengaging from a non-trivial foe and beginning her next turn at short range or further from all enemies.

Blazing Phoenix Pinion

Cost: 8m, 1a, 1wp, expend Fire Aura; **Mins:** Archery 5, Essence 3

Type: Simple

Keywords: Aura, Decisive-only, Signature (Fire)

Duration: Instant

Prerequisite Charms: None

Threading incendiary anima through her arrow, the Dragon-Blood unleashes a shot that erupts in a glorious blaze upon impact. After spending a turn aiming, she makes a **decisive** attack, adding (Essence) dice of damage. On a hit, as long as she rolls at least one 10 on her attack or damage roll, the arrow explodes in an unblockable blast that extends out to short range from her target. All characters caught within it, including allies, must dodge her original attack roll or suffer dice of Hardness-ignoring lethal damage equal to the total 10s on both her attack roll and the original damage roll. The original target of her attack cannot dodge the blast. Any character that takes damage from the explosion is knocked prone and catches fire, suffering (Essence) further dice of lethal damage each turn until he extinguishes himself.

I'm On Fire!

Several Dragon-Blooded Charms, as well as other effects, set an enemy ablaze until he extinguishes himself. A character might do this by dousing himself with a bucket

of water, smothering the fire by covering it with earth, or similar methods. This is typically a miscellaneous action (**Exalted**, p. 196), but not always — plunging into a lake only requires a reflexive move action.

Fang-of-the-Depths Draw

Cost: 2m; **Mins:** Archery 5, Essence 3

Type: Supplemental

Keywords: Signature (Water), Uniform

Duration: Instant

Prerequisite Charms: None

Lurking beneath her victims, the Dragon-Blood unleashes death from the depths. She ignores penalties for firing into water or similar liquids, or for firing while submerged — she may even discharge a firewand while underwater.

In Water Aura, if the Dragon-Blood uses this Charm to attack while underwater after aiming, she may reflexively roll (Wits + Stealth) against her target's (Perception + Awareness) roll to establish concealment against him before she attacks, rendering her attack unexpected (**Exalted**, p. 203) on success. Once she does so, she cannot use this effect for the rest of the scene unless reset by landing an attack using any combat Ability against a non-trivial foe as close range.

Heartbeats Before Death

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

Type: Reflexive

Keywords: Aura, Signature (Wood), Uniform

Duration: Instant

Prerequisite Charms: None

Sensing the interconnected web of life that surrounds her, the Dragon-Blood opens her eyes to deal out death. She may reflexively aim against a living or undead enemy before attacking it, and ignores any light or heavy cover it benefits from. If she already aimed the previous turn, she may attack an enemy behind full cover, though it grants him +3 Defense.

This Charm can only be used once per scene, unless reset by aiming normally against an enemy before hitting him with a **decisive** attack.

Dragonfly Finds Mate

Cost: 5m, 1i; **Mins:** Archery 4, Essence 3

Type: Reflexive

Keywords: Clash, Perilous, Withering-only, Wood

Duration: Instant

Prerequisite Charms: Spring Follows Winter

Sensing the path of an enemy projectile, the Dragon-Blood strikes it aside with an arrow of her own. She may reflexively clash any ranged attack against her with a **withering** attack, without needing to aim. Winning the clash knocks the enemy's attack away harmlessly, but doesn't deal damage to him. She still gains Initiative from a successful attack, and her attacker suffers both an onslaught penalty and the -2 Defense penalty for losing a clash.

Salamander Swallows Flames

Cost: —; **Mins:** Archery 4, Essence 3

Type: Permanent

Keywords: Clash, Fire

Duration: Permanent

Prerequisite Charms: Boughs of Burning Autumn, Dragonfly Finds Mate

Catching her enemy's flame with the barrel of her own firewand, the Dragon-Blood steals it for herself. When she uses Dragonfly Finds Mate with a firewand, she adds (Essence) dice to clash attacks made using another firewand, a fire-based attack, or a magical attack made of pure Essence or other energy such as Blazing Solar Bolt, and may do so even if her weapon is unloaded. Winning the clash reloads her weapon, which visibly burns with stolen flame until she discharges it. Such uses of Dragonfly Finds Mate are both Fire- and Wood-aspected.

Swallows Defend the Nest

Cost: 6m, 1wp, expend Wood Aura; **Mins:** Archery 5, Essence 3

Type: Simple

Keywords: Aura, Decisive-only, Wood

Duration: Instant

Prerequisite Charms: Dragonfly Finds Mate

The Terrestrial's hands move to swiftly nock and draw as Wood Essence strengthens her sinew and toughens her ligaments. She makes ([lower of Dexterity or Perception] / 2, rounded up) **decisive** attacks distributed against one or more enemies. Each attack has a base damage of (Essence - 2), and she divides her Initiative evenly among each of them, rounded up, to determine their total damage. Once she's completed these attacks, she resets to base Initiative, even if they all missed.

Sparrow Dives at Hawk

Cost: —(1wp); **Mins:** Archery 5, Essence 4

Type: Permanent

Keywords: Aura, Clash, Decisive-only, Wood

Duration: Permanent

Prerequisite Charms: Dragonfly Finds Mate

The Dragon-Blood strikes down arrow and archer with a single shot. When she wins a clash with Dragonfly Finds Mate while in Wood Aura, she may spend one Willpower to channel her

renewed killing intent through her arrow, sending it flying toward the enemy who attacked her as a **decisive** attack that uses the same attack roll.

This Charm can only be used once per scene, unless reset by using Dragonfly Finds Mate to successfully clash a **decisive** attack made by a non-trivial foe with 15+ Initiative.

Seven-Year Swarm Volley

Cost: 8m, 3i, 1wp; **Mins:** Archery 5, Essence 5

Type: Simple

Keywords: Aura, Clash, Decisive-only, Wood

Duration: Aura

Prerequisite Charms: Sparrow Dives at Hawk

The Dragon-Blood sights along every possible line of attack, readying her arrows to strike anywhere and everywhere in defense of her allies. Whenever an enemy makes a ranged attack against the Dragon-Blood or one of her allies within her weapon's range, she may reflexively clash it with a special **decisive** attack, without needing to aim. Unlike a normal clash, success doesn't prevent the enemy attack from hitting, nor does it deal **decisive** damage or reset the Dragon-Blood's Initiative: Instead, every threshold success subtracts one success from the enemy's attack roll against his original target. The attacker still suffers the onslaught penalty of her attack, and if he misses his target, the -2 Defense penalty for losing a clash. The Dragon-Blood gains three Initiative if the clash removes all successes from the attack, or one Initiative if she lowers the attack successes from an amount the original target couldn't have dodged or parried to one that he can. This doesn't count as her combat action, and she may clash any number of attacks each round.

This Charm ends if the Dragon-Blood attempts to dodge or parry, or if she makes an attack on her own turn (although she may use other Charms to clash, counterattack, or make reflexive attacks normally).

This Charm can only be used once per scene.

Arrow Rain Tempest

Cost: 6m, 5i, 1wp, expend Water Aura; **Mins:** Archery 5, Essence 5

Type: Simple

Keywords: Aura, Decisive-only, Water

Duration: Instant

Prerequisite Charms: Seven-Year Swarm Volley

The Dragon-Blood fires a volley of arrows skyward, each one doubling and redoubling to unleash a descending storm of death. They hang fixed at the apex of their arc for a moment before falling in a storm of flashing blue streaks of light. To use this Charm, she must spend two consecutive turns aiming and maintain her Initiative at 12+ throughout. She targets a point within her weapon's range, and rolls a single unblockable **decisive** attack against all characters within short range of it, even allies. Each enemy hit suffers the Dragon-Blood's full Initiative in

damage. She doesn't roll damage against battle groups caught in the area of the attack, instead dealing levels of damage equal to her Initiative to them.

This Charm can only be used once per scene.

Athletics

Effortlessly Rising Flame

Cost: 2m per success; **Mins:** Athletics 1, Essence 1

Type: Supplemental

Keywords: Balanced, Excellency, Fire

Duration: Instant

Prerequisite Charms: None

Fire fills the Dragon-Blood's body, suffusing her with power. She may add automatic successes to an Athletics roll for two motes each, and rolls an additional non-Charm die for every 10.

Bellows-Pumping Stride

Cost: 3m; **Mins:** Athletics 3, Essence 1

Type: Supplemental

Keywords: Fire

Duration: Instant

Prerequisite Charms: Effortlessly Rising Flame

The Dragon-Blood darts forward with an explosive burst of speed to pursue her foes. She rolls an additional non-Charm die on a rush for every 1 that appears in the rushed character's opposing roll.

With Athletics 5, Essence 3, the Dragon-Blood may expend her Fire Aura when she reflexively moves to pursue an enemy after successfully rushing him with this Charm to ignite a fiery trail behind her, an environmental hazard with difficulty 3 and Damage (Essence/2, rounded up)L/round. It burns until the end of the round unless the Dragon-Blood crossed over a flammable surface such as a wooden floor or grass, which ignites until extinguished or end of scene.

Verdant Dragon's Footsteps

Cost: 4m; **Mins:** Athletics 3, Essence 1

Type: Supplemental

Keywords: Wood

Duration: Instant

Prerequisite Charms: Bellows-Pumping Stride

The pulse of life bolsters the Dragon-Blood's endurance. She may move through plant-based difficult terrain, such as dense forests or brambles, unimpeded, and ignores fatigue penalties on a single movement-based Athletics roll.

In Wood Aura, this Charm's duration is extended for as long as the Dragon-Blood remains in Aura.

Soaring Leap Technique

Cost: 1m; **Mins:** Athletics 3, Essence 1

Type: Supplemental

Keywords: Air, Balanced

Duration: Instant

Prerequisite Charms: Effortlessly Rising Flame

The Dragon-Blood takes to the air in a single bound, letting the motion of wind around her guide her leap. Every 10 on an Athletics roll to jump (including rushing or disengaging with a leap) rerolls a single non-1 failed die.

Strength of Stone Technique

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

Type: Simple

Keywords: Earth

Duration: One scene

Prerequisite Charms: Effortlessly Rising Flame

The Dragon-Blood reinforces her body with unyielding Earth Essence to accomplish mighty deeds. She gains one bonus dot of Strength as long as she remains standing on the ground or a natural stone surface. This increases her effective Strength to determine what feats of strength she can attempt, as well as adding one bonus die on Strength-based rolls and to **withering** damage rolls.

Grandmother Oak Exertion

Cost: 3m; **Mins:** Athletics 4, Essence 1

Type: Supplemental

Keywords: Wood

Duration: Instant

Prerequisite Charms: Strength of Stone Technique

The Dragon-Blood's strength is inexorable, finding points of leverage like an ancient tree digging roots into stone. She adds a bonus success on a feat of strength, and may use her Stamina in place of her Strength rating to determine if she qualifies to attempt it. If she has Strength of Stone Technique active, she counts the dot of Strength it grants as a dot of Stamina for the purposes of the feat.

In Wood Aura, this doesn't count as a Charm bonus.

An Athletics 5, Essence 4 repurchase lets the Dragon-Blood spend one Willpower to add her Stamina to her Strength to determine if she may attempt a feat, rather than substituting it.

Perfect Climbing Attitude

Cost: 4m; **Mins:** Athletics 2, Essence 1

Type: Supplemental

Keywords: Balanced, Earth

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood scales sheer rock faces and perilous mountains with effortless grace, her fingers carving handholds from unyielding stone. She may use her reflexive move action to climb a single range band up a stone or earthen surface without needing to make an Athletics roll, and can even ascend sheer surfaces.

Any handholds carved with this Charm close as soon as the Dragon-Blood has moved on from them, denying the advantage to her pursuers. With Athletics 3, Essence 2, she may choose to leave them in place, acting as exceptional equipment (**Exalted**, p. 580) for any others who wish to climb up that path.

Incense Smoke Ladder

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

Type: Reflexive

Keywords: Air/Fire, Balanced

Duration: Until next turn

Prerequisite Charms: Bellows-Pumping Stride, Soaring Leap Technique

Like a burning ember, the Dragon-Blood drifts upwards through the air. She can run up walls and other vertical surfaces, even upside-down along a ceiling, as long as she maintains constant movement. However, she cannot disengage or withdraw up walls. If she ends her movement somewhere she couldn't normally stand and then fails to renew this Charm on her next turn, she falls and suffers damage normally.

Mountain-Toppling Might

Cost: 3m; **Mins:** Athletics 5, Essence 2

Type: Supplemental

Keywords: Earth

Duration: Instant

Prerequisite Charms: Strength of Stone Technique

The Dragon-Blood is capable of hefting huge boulders or toppling wagons, drawing from the strength of the earth. She adds (Essence/2, rounded up) to her Strength rating to determine if she may attempt a feat of strength.

Soaring Zephyr Flight

Cost: 5m, 1wp (4i per round); **Mins:** Athletics 5, Essence 3

Type: Simple

Keywords: Aura, Perilous, Signature (Air)

Duration: Aura

Prerequisite Charms: Incense Smoke Ladder

Outracing even herself, the Dragon-Blood surpasses the bounds of gravity. She moves two range bands upwards with a mighty leap, hovering in place at the apex of her jump. She can subsequently fly through the air with her normal movement actions, moving vertically or horizontally, and hover in place while not moving. In combat, each round after the first that she maintains this Charm, she must pay four Initiative to remain in the air. This Charm ends if she's crashed or incapacitated, leaves Air Aura, or ends her mote commitment, causing her to drift harmlessly to the ground.

Unshakable Mountain Spine

Cost: 5m, 1wp, expend Earth Aura; **Mins:** Athletics 5, Essence 3

Type: Simple

Keywords: Aura, Signature (Earth)

Duration: Instant

Prerequisite Charms: Mountain-Toppling Might

The Dragon-Blood braces her muscles with the strength and solidity of earth, becoming an unshakable pillar of stone. To use this Charm, she must be in contact with the earth — she could use it while standing on the lowest floor of a building that's directly atop earth, but not on that building's upper stories or roof. She doubles her Strength rating to determine whether she qualifies to attempt a feat of strength, and doubles 9s on the roll. If this would raise her Strength above the necessary minimum, each excess point adds a single non-Charm die.

This Charm may only be used once per day.

Inescapable Blazing Advance

Cost: 5m, 1wp, expend Fire Aura; **Mins:** Athletics 5, Essence 3

Type: Supplemental

Keywords: Aura, Signature (Fire)

Duration: Instant

Prerequisite Charms: Bellows-Pumping Stride

As the Dragon-Blood runs, flames streak behind her like scarlet ribbons as she builds to her utmost speed, incinerating those left in her wake. She adds (Essence) non-Charm dice on a rush. (Essence) 1s on the opposing character's roll strip one point of Initiative each from him, which the Dragon-Blood gains.

When this Initiative loss crashes an enemy, the Dragon-Blood's speed is such that her fiery wake literally sets him ablaze. He catches fire, suffering (the Initiative he lost) dice of Hardness-ignoring lethal damage on each of his turns. This lasts until he successfully extinguishes himself.

Dragon Surmounts the Waterfall

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

Type: Reflexive

Keywords: Signature (Water)

Duration: One scene

Prerequisite Charms: None

The Dragon-Blood is a legendary swimmer, drawing on both her body's well-honed strength and unyielding endurance and on her affinity for the elemental flow of Water Essence. She doubles 8s on movement rolls while swimming, and may ignore any penalties or difficult terrain from swimming against the current, through waves, across whirlpools, or through similar obstacles. She may even ascend waterfalls and similar vertical flows of water, though she treats these as difficult terrain.

Any feats of strength the Dragon-Blood attempts while underwater, such as dragging the survivors of a shipwreck to safety or breaching the hull of an enemy warship, benefit from double 9s. She adds (Essence/2, rounded up) to her Strength to determine what feats she qualifies for.

Graceful Dryad Dance

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

Type: Reflexive

Keywords: Signature (Wood)

Duration: One scene

Prerequisite Charms: None

The Dragon-Blood moves through forests with unfettered grace, scaling the highest trees and dancing effortlessly along the leaves of the canopy. She can walk on branches, leaves, or similar plant-based surfaces with perfect balance, able to stand and cross over them even if they couldn't normally bear her weight and never needing a roll to maintain her balance no matter how narrow they are. As long as she's standing on such a plant-based surface, she gains +1 Evasion. In addition, she may use her reflexive move action to ascend two range bands up a tree or similar plant-based surface, as long as there's a horizontal surface on which she can stand at the end of her movement (or if she uses Incense Smoke Ladder to continue moving up it).

Dancing Ember Stride

Cost: 4m, 2i; **Mins:** Athletics 5, Essence 3

Type: Simple

Keywords: Fire, Perilous

Duration: Instant

Prerequisite Charms: Incense Smoke Ladder

The Dragon-Blood is as inevitable in her pursuit as a raging wildfire, yet elegant as a dancing tongue of flame. She rolls to rush an enemy from short range with double 9s. On a success, she instantly moves into close range with her foe, instead of the usual effect of a rush.

The Dragon-Blood may pay one Willpower and expend her Fire Aura when she uses this Charm to rush a foe from medium range.

Seething Dragon Footprint

Cost: 5i; **Mins:** Athletics 5, Essence 4

Type: Reflexive

Keywords: Fire, Perilous

Duration: Instant

Prerequisite Charms: Dancing Ember Stride

The Dragon-Blood's burning footprints burst into a roaring conflagration, drawing in the light and heat of her anima as she speeds away. When she ignites a trail of fire with Bellows-Pumping Stride, she may use this Charm to stoke it into a bonfire (difficulty 4, Damage 5L/round). Essence fuels the bonfire for the scene even if there's no flammable material underfoot.

Falling Star Maneuver

Cost: 6m, 1wp; **Mins:** Athletics 5, Essence 5

Type: Reflexive

Keywords: Decisive-only, Fire

Duration: Instant

Prerequisite Charms: Dancing Ember Stride

The Dragon-Blood's speed builds into an all-sundering force, burning red around her as she crosses the battlefield. She may use this Charm when she successfully rushes an enemy with Dancing Ember Stride, or when she descends from the air into close range with an enemy, to make a reflexive **decisive** attack at close range with Brawl, Martial Arts, or Melee. This counts as her combat action for the turn. A successful attack creates a shockwave as an environmental hazard stretching out to short range from her foe. Its difficulty is (Strength), and its damage is equal to the total levels of damage she rolled on her attack, to a maximum of (Essence)L. The Dragon-Blood is immune to this hazard, but all others characters, including her allies, are subject to it. A character that takes damage falls prone and is knocked one range band away from the Exalt.

Awareness

Precision Observation Method

Cost: 1m per die or 2m per success; **Mins:** Awareness 1, Essence 1

Type: Supplemental

Keywords: Balanced, Earth, Excellency

Duration: Instant

Prerequisite Charms: None

The serenity of earth focuses and heightens all of the senses. The Exalt may add dice to an Awareness roll for one mote each, or automatic successes for two motes each.

Cloud-Piercing Focus

Cost: 1m; **Mins:** Awareness 2, Essence 1

Type: Reflexive

Keywords: Balanced, Earth *or* Fire *or* Water

Duration: One tick

Prerequisite Charms: Precision Observation Method

Neither ocean depths nor raging flame nor swirling sands can hinder a keen Terrestrial eye. As an Earth Charm, this negates visual penalties from dust storms, sandstorms, or similar obstructions. As a Fire Charm, it negates such penalties from smoke, fire, or volcanic fumes. As a Water Charm, it negates penalties from mist, rain, or being underwater. Regardless of the version used, the Dragon-Blood's sight is extended to its full normal range.

Deep-Listening Palm

Cost: 5m; **Mins:** Awareness 2, Essence 1

Type: Simple

Keywords: Earth

Duration: One scene

Prerequisite Charms: None

Touching a surface, the Dragon-Blood displaces her sense of hearing through the Essence of earth. She can listen through that barrier as though it weren't there. Obstructions made of stone, wood, or weaker materials don't require a roll to hear through, while metal or similarly durable materials may require a (Perception + Awareness) roll at difficulty 3+. On a failed roll, she's only able to hear fragments of conversation or certain noises determined by the Storyteller with this Charm for the rest of the scene.

All-Encompassing Earth Sense

Cost: 3m; **Mins:** Awareness 3, Essence 1

Type: Reflexive

Keywords: Earth

Duration: Instant

Prerequisite Charms: Deep-Listening Palm, Precision Observation Method

The Dragon-Blood can sense the vibrations that move through the earth when a soldier takes a step or a leaf falls from a branch. When she comes within short range of a hidden enemy or danger, this Charm automatically activates. She rolls (Perception + Awareness) with double 9s to detect it. Concealed characters must be standing on the same surface that she stands on in order for her to perceive them, or else no more than one vertical range band up on structures or scenery

that rest on the ground (such as the roof beams of a low ceiling or the understory of a forest). She cannot sense enemies who are airborne, in or on water, or taking other measures to avoid moving across a solid surface. If she fails her initial roll, she may reactivate this Charm once per subsequent round to detect the same threat.

With Awareness 4, Essence 2, the Dragon-Blood may purchase elemental variants of this effect for three experience points each.

Air: The Dragon-Blood can sense hidden threats through air motion out to close range while in an enclosed space such as a room. This extends to short range at Awareness 5, Essence 5.

Fire: The Dragon-Blood can sense hidden threats out to long range while both are standing in a fire, a burning building, or similar circumstances, sensing their cooler temperature against the heat of the flames.

Water: While submerged in water, the Dragon-Blood can sense hidden threats that are at least partially immersed out to medium range. In driving rain or similar weather, she can sense hidden characters out to short range.

Wood: While in undergrowth, foliage, or similar vegetative terrain, the Dragon-Blood may sense hidden threats in the same terrain out to short range. This extends to medium range at Awareness 5, Essence 5.

Dragon's Crushing Gaze

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

Type: Reflexive

Keywords: Balanced, Earth *or* Water

Duration: Instant

Prerequisite Charms: Cloud-Piercing Focus

The Terrestrial's attention falls on thieves and cowards like a lead weight dropping into one's stomach. She may use this as an Earth Charm when she rolls to oppose a character's Stealth, or as a Water Charm against a disguise. Winning subtracts one success either from the total successes of the opposing character's concealment as the crushing weight of earth pins him down, or from his disguise successes as the pounding force of the tide washes away his facade.

In Earth or Water Aura, using the appropriate elemental variant strips an additional success from the opposing character for every two threshold successes the Dragon-Blood rolls.

Hesiesh's Discerning Tongue

Cost: 3m; **Mins:** Awareness 3, Essence 2

Type: Reflexive

Keywords: Fire

Duration: Instant

Prerequisite Charms: Precision Observation Method

When the Dragon-Blood places potentially harmful food or drink in her mouth, she may roll (Perception + Awareness) to detect poison or other harmful ingredients. Most common poisons

are difficulty 1-3 to detect, while an odorless or tasteless poison would be difficulty 4-5. Successfully identifying the danger immediately ignites the offending item in the Terrestrial's mouth, letting her spit it out before it can harm her.

With Awareness 5, Essence 3, if the Dragon-Blood rolls Join Battle after using this Charm to successfully detect poison she adds any threshold successes from her (Perception + Awareness) roll as non-Charm dice on her Join Battle roll.

Feeling the Dragon's Bones

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

Type: Simple

Keywords: Earth

Duration: Instant

Prerequisite Charms: All-Encompassing Earth Sense

The Dragon-Blood extends her senses through the earth, constructing an accurate image of her surroundings from vibrations. The Dragon-Blood rolls (Perception + Awareness) to sense characters and objects out to medium range, even things that are behind walls or underground. A single success is sufficient both to hear and to visualize a black-and-white image of anything that is moving or creating vibrations, such as a person walking or an underground spring's water. In underground locales or structures made entirely of stone, this extends to long range.

In Earth Aura, the Dragon-Blood may commit this Charm's mote cost for as long as she remains in Aura state. Doing so waives the mote cost of All-Encompassing Earth Sense.

Horizon-Spanning Echoes

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

Type: Simple

Keywords: Signature (Air)

Duration: Indefinite

Prerequisite Charms: None

Closing her eyes to the world, the Dragon-Blood casts her senses out onto the winds. Upon using this Charm, she specifies either a specific individual whose voice she wishes to listen for, or a specific sound to search for such as a particular phrase being spoken by any individual, a wagon's wheels moving across a road, or a sword being drawn. She enters a trance in which she can hear the specified sound from (Essence) miles away, or (Essence x5) miles if it's extremely loud, such as a tyrant lizard's roar or an army on the march. If the specified sound occurs, she rolls to detect it with double 7s. Even on a failed roll, she's able to hear the sound; success pinpoints its exact location. The Charm ends after she rolls.

One-With-Earth Embodiment

Cost: 10m, 1wp; **Mins:** Awareness 5, Essence 3

Type: Simple

Keywords: Aura, Signature (Earth)

Duration: One round

Prerequisite Charms: Feeling the Dragon's Bones

At one with Creation, the Dragon-Blood may flow through earth unimpeded. Touching an earthen surface, she may move into and through it as though moving in water. This counts as her movement action in combat. If she doesn't emerge from the earth upon completing her movement, she must either use this Charm again on her next turn, waiving its Willpower cost, or be ejected from the earth at the point where she entered, falling prone and suffering an unpreventable level of bashing damage. However, while moving through stone, she gains the benefit of full cover (**Exalted**, p. 199) against all attacks unless an enemy uses a feat of strength, gambit, or appropriate stunt to create an opening through the stone.

Eye of Blazing Truth

Cost: 4m, 2i, 1wp; **Mins:** Awareness 5, Essence 3

Type: Reflexive

Keywords: Perilous, Signature (Fire)

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood's eyes burn with intense flame, incinerating shadows and whatever hides within them. When she makes a vision-based Awareness roll, she rolls an additional non-Charm die for each 10 that appears, and ignores penalties from poor lighting, seeing even in total darkness. If she succeeds on a roll opposing the Larceny or Stealth of an enemy within medium range, she may send twin lances of flame streaking from her eyes to strike him, rolling (Essence) dice of lethal damage against him, ignoring Hardness.

If a hidden enemy takes damage while hiding in an area of low lighting, his concealment is disrupted as flame illuminates him, forcing him to change hiding places, making a new Stealth roll subject to the -3 penalty for moving. This doesn't require a move action if he can find new concealment in the same range band; if not, he must reflexively move, consuming his movement action for the round (or his next turn, if he's already moved this round). If his hiding place is flammable, such as a tree or wooden crate, it's set ablaze, likewise forcing him to make a new roll. Mundane disguises burn away if any damage is dealt, laying bare the impostor's identity.

This Charm can only be used once per scene, unless reset by beating a hidden opponent's Stealth roll and subsequently either landing a **decisive** attack against him or crashing him with a **withering** attack while he's still in concealment.

Serpent-of-the-Depths Discernment

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

Type: Simple

Keywords: Signature (Water)

Duration: One scene

Prerequisite Charms: None

Attuning her senses to the subtle flow of water and Essence, the Dragon-Blood spies from the depths. While submerged in a body of water such as a lake or river, she may displace her sense of hearing to another point within the same body of water no more than (Essence) range bands away from her. She's able to hear everything around the chosen point as though she were physically there. She doubles 9s on Awareness rolls she makes through the water, as well as on Socialize rolls to read the intentions of characters she's eavesdropping on.

This Charm doesn't enable the Dragon-Blood to breathe underwater, requiring her to hold her breath or use magic such as the Water Aspect anima power (p. XX) or Unbreathing Earth Meditation (p. XX) to make extended use of it.

Dragon's Flaring Nostrils

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

Type: Reflexive

Keywords: Signature (Wood)

Duration: One scene

Prerequisite Charms: None

The Dragon-Blood's keen nose can pick out the fragrance of a lone rose in a field of lilies, or the poisonous scent of hemlock diluted a hundredfold. She doubles 9s on scent-based Awareness rolls, as well as Survival rolls to track by scent, Medicine rolls to diagnose diseases or poisons, and Socialize rolls to read the intentions of a character she can smell. The range of her sense of smell extends to (Essence) range bands. She can distinguish individuals by scent, and can gauge how recently a scent was left. In combat, successfully scenting a concealed enemy or danger grants her two Initiative.

Dragon's Twitching Whisker

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

Type: Reflexive

Keywords: Earth

Duration: Instant

Prerequisite Charms: Dragon's Crushing Gaze, Feeling the Dragon's Bones

The Dragon-Blood's senses are keenly attuned to the presence of those she disfavors, piercing their deceptions to reveal them to all. When a character that the Dragon-Blood has a negative Major or Defining Tie to comes within long range of her, she may automatically activate this Charm to strip away a single success from any Stealth or disguise rolls that character has made and then make a (Perception + Awareness) roll against him.

An Awareness 5, Essence 4 repurchase of this Charm extends this Charm's effect to (Essence) range bands.

Sense the Hidden Ember

Cost: 1m; **Mins:** Awareness 4, Essence 3

Type: Reflexive

Keywords: Fire

Duration: Instant

Prerequisite Charms: Feeling the Dragon's Bones

The Dragon-Blood can feel the lingering traces of supernatural power left by the might of gods and Exalted. When she comes within close range of a location where an Exalt's anima has reached the bonfire level or where a spirit has used one of its greater miracles (**Exalted**, p. 311) during the current story, she may use this Charm to roll (Perception + Awareness), gaining information based on the number of successes.

1-2 successes: The Dragon-Blood gains a general sense of how long ago the trace was left — minutes, hours, days, months, or longer.

3-4 successes: The Dragon-Blood can determine precisely how long ago the trace was left.

5+ successes: As above, and the Dragon-Blood can determine whether the trace was left by a spirit or by an Exalt, as well as whether its Essence rating is greater or lower than her own. If she's personally witnessed an Exalt or spirit of the type that left the trace using its overt supernatural power, she recognizes its nature, able to identify the anima of a Solar Anathema or to tell the greater miracles of a god from those of a demon.

Sense-Riding Technique

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

Type: Simple

Keywords: Earth

Duration: (Essence + Manipulation) days

Prerequisite Charms: Feeling the Dragon's Bones

The Dragon-Blood etches an imprint of her Essence onto another living character's consciousness, riding his senses from afar to see what he sees and hear what he hears. The Dragon-Blood touches a character and rolls (Manipulation + Awareness) against his Resolve, unmodified by Intimacies. Success establishes a link, allowing the Dragon-Blood to ride the target's senses by meditating. While using his senses, she may make Perception-based rolls using her own dice pools and Charms, but benefits from any of the target's Merits that enhance his senses. Depending on her rolls, she may notice details that the target overlooked, or vice versa.

Sense-Destroying Method

Cost: 5m, 2i; **Mins:** Awareness 5, Essence 3

Type: Simple

Keywords: Earth

Duration: One day

Prerequisite Charms: Sense-Riding Technique

The Dragon-Blood may cast down her enemies into a void as dark as the earth's depths, stripping them of their senses. Like its prerequisite, this Charm requires her to touch her target and roll (Manipulation + Awareness) against his Resolve, unmodified by Intimacies. In combat, touching

an unwilling character is a difficulty 1 Brawl or Martial Arts gambit. On a success, she may seal away one of the following sets of senses as a crippling effect. Every two threshold successes on her (Manipulation + Awareness) roll allow her to seal an additional set of senses.

Sight: An enemy stripped of sight suffers blindness (**Exalted**, p. 168).

Hearing and Touch: In addition to deafness (**Exalted**, p. 168), the victim cannot make touch-based Perception rolls to make out any level of detail. He can still feel pain, although in a numbly debilitating way.

Smell and Taste: The character cannot make Perception-based rolls to discern any level of detail with his senses of smell or taste. He also takes a -3 penalty on Awareness rolls to detect tainted food or drink, poisonous vapors, or similar harmful substances.

Essence Disruption Attack

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

Type: Simple

Keywords: Aura, Earth

Duration: Instant

Prerequisite Charms: Sense-Destroying Method

Having mastered disruption of the five mortal senses, the Dragon-Blood now learns to strike at the spiritual faculty that allows gods and the Exalted to sense and channel Essence. Like its prerequisite, this Charm requires her to touch her target and roll (Manipulation + Awareness) against his Resolve, unmodified by Intimacies. Success seals the target's Essence. Whenever he spends Essence to use Charms or other magic in a single instant, the total cost is increased by (the Dragon-Blood's Perception + threshold successes). The seal breaks once the target has paid this surcharge (6 - his Integrity) times.

Brawl

Become the Hammer

Cost: 1m per die or 2m per +1 Parry; **Mins:** Brawl 1, Essence 1

Type: Supplemental or Reflexive

Keywords: Balanced, Excellency, Uniform, Water

Duration: Instant

Prerequisite Charms: None

Force flows through the Dragon-Blood with every strike. She may add bonus dice to a Brawl or Martial Arts attack or the control roll of a clinch for one mote each, and deals lethal damage unarmed. She rerolls 6s on the damage roll until they cease to appear. Alternatively, she may raise her Brawl- or Martial Arts-based Parry by two motes per point, and block lethal damage unarmed.

Pounding Surf Style

Cost: 2m; **Mins:** Brawl 2, Essence 1

Type: Supplemental

Keywords: Balanced, Water, Withering-only

Duration: Instant

Prerequisite Charms: Become the Hammer

Water strikes with inexorable power, like pounding waves that erode stone. The Dragon-Blood adds her opponent's current onslaught penalty to the Overwhelming value of a **withering** attack.

In Water Aura, this bonus also adds to the attack's raw damage.

Water Dragon's Coils

Cost: 3m; **Mins:** Brawl 2, Essence 1

Type: Simple

Keywords: Balanced, Decisive-only, Water

Duration: Instant

Prerequisite Charms: Become the Hammer

The Dragon-Blood's grasp is as sudden and inescapable as the riptide. She makes a grapple gambit, rolling (Strength + Brawl) to attack. Bonus dots of Strength granted by magic such as Strength of Stone Technique don't add to her attack roll. Every two threshold successes on her attack roll add a bonus die to the gambit's Initiative roll.

Inescapable Whirlpool Hold

Cost: 5m; **Mins:** Brawl 3, Essence 1

Type: Supplemental

Keywords: Balanced, Decisive-only, Water

Duration: Instant

Prerequisite Charms: Water Dragon's Coils

The Dragon-Blood's grasp is a prison that brooks no escape. She rerolls 6s until they cease to appear on both the Initiative roll and the control roll of a grapple.

In Water Aura, succeeding on the control roll of a grapple refunds the gambit's Initiative cost.

Oaken Thew Exertion

Cost: 5m; **Mins:** Brawl 3, Essence 1

Type: Supplemental

Keywords: Wood

Duration: Instant

Prerequisite Charms: Pounding Surf Style *or* Water Dragon's Coils

The Dragon-Blood channels her boundless vitality into her limbs as she strikes. She adds (Stamina) to either the raw damage of a **withering** attack, or as bonus dice to the control roll of a clinch.

In Wood Aura, if the Dragon-Blood reaches her dice limit (p. XX) on a grapple control roll, she adds an additional non-Charm success.

Blade-Deflecting Palm

Cost: 4m, 1i; **Mins:** Brawl 3, Essence 1

Type: Reflexive

Keywords: Perilous, Uniform, Water

Duration: Instant

Prerequisite Charms: Become the Hammer

The Dragon-Blood channels Water Essence into her defense to disperse even the deadliest blows. When she uses Brawl or Martial Arts to block, (Essence) 1s on the attack roll reroll that many of the attacker's successes, beginning with 7s and moving up.

In Water Aura, each point of onslaught penalty the Dragon-Blood suffers reduces this Charm's cost by one mote.

Crushing Avalanche Grasp

Cost: 5m, 1i; **Mins:** Brawl 3, Essence 2

Type: Supplemental

Keywords: Earth

Duration: Until the grapple ends

Prerequisite Charms: Inescapable Whirlpool Hold

The Dragon-Blood's grip is sure and unshakable as stone. If she hits an enemy with a grapple attack roll and successfully establishes a clinch, she doesn't lose rounds of control over it from attacks against her that miss.

In Earth Aura, attacks that hit her but fail to deal any damage also don't cause her to lose rounds of control.

Currents Sweep to Sea

Cost: 4m (+1a); **Mins:** Brawl 3, Essence 2

Type: Simple

Keywords: Water

Duration: Instant

Prerequisite Charms: Water Dragon's Coils

The Dragon-Blood reaches through water, shaping it into a flowing torrent that can constrict foes and drag them across the battlefield. As long as there's a source of water on the battlefield, such as a small pool, cistern, river, or recent rainfall, she creates a grasping limb or tendril of water, rolling a grapple gambit against an enemy at short range. If she wins control of the grapple, her foe is dragged into close range with her. If there's no source of water to use, she may expend a level of her anima instead.

In Water Aura, this Charm's range extends to medium.

Entangling Roots Embrace

Cost: 5m; **Mins:** Brawl 3, Essence 2

Type: Supplemental

Keywords: Decisive-only, Wood

Duration: Until the grapple ends

Prerequisite Charms: Oaken Thew Exertion

Like a sapling whose roots draw sustenance from the soil as it grows skyward, the Terrestrial's hold saps the strength of her foe, breaking his fighting spirit. If a grapple enhanced by this Charm succeeds, she steals one point of Initiative from the clinched enemy at the end of each of her turns.

Hammering Wave Technique

Cost: 5m; **Mins:** Brawl 3, Essence 2

Type: Supplemental

Keywords: Dual, Water

Duration: Instant

Prerequisite Charms: Pounding Surf Style

The Dragon-Blood batters her foe like a wave hammering against the shore. She doubles her Strength to calculate the raw damage of a **withering** attack, or doubles 10s on a **decisive** damage roll.

In Water Aura, if the Dragon-Blood deals 3+ **withering** damage or 1+ **decisive** damage, the onslaught penalty inflicted by her attack doesn't fade on her enemy's next turn, but the turn after.

Stone Fist Strike

Cost: 3m; **Mins:** Brawl 3, Essence 2

Type: Supplemental

Keywords: Earth, Withering-only

Duration: Instant

Prerequisite Charms: Become the Hammer

Seizing on martial instinct, the Dragon-Blood hardens her limbs with Essence. She adds an automatic success on an unarmed **withering** attack roll and adds (Essence/2, rounded up) Overwhelming.

In Earth Aura, the Overwhelming bonus increases to (Essence).

Rolling Boulder Blow

Cost: 5m; **Mins:** Brawl 3, Essence 2

Type: Supplemental

Keywords: Aura, Decisive-only, Earth

Duration: Instant

Prerequisite Charms: Stone Fist Strike

The Dragon-Blood strikes with the force of a falling mountain, sending her foes flying. She adds (Strength) threshold successes on the attack roll of a **decisive** smash attack as dice of damage, and may both knock her enemy prone and send him one range band back.

Flying Whirlwind Razor

Cost: 5m, 5i, 1wp; **Mins:** Brawl 5, Essence 3

Type: Simple

Keywords: Aura, Decisive-only, Signature (Air)

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood becomes one with the unseen flow of air that moves through Creation, unleashing a chop or kick that hones the wind into a swirling vortex. She makes a **decisive** attack against an enemy within medium range. She may choose to unleash the wind in a blast, remaining where she is, or to throw herself into the whirlwind as it flies towards her foe, instantly moving into close range with him. The latter counts as her movement for the turn. The damage of the attack equals (Dexterity + attack roll threshold successes)L, ignoring Hardness. It doesn't include her Initiative, nor does it reset her to base.

This Charm can only be used once per scene, unless reset by crashing an enemy whose Initiative was higher than the Dragon-Blood's with a single **withering** attack.

Firmament-Shattering Impact

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

Type: Simple

Keywords: Aura, Decisive-only, Signature (Earth)

Duration: Instant

Prerequisite Charms: None

Sensing the seismic forces that move beneath Creation and aligning her martial prowess with them, the Dragon-Blood unleashes devastating force upon a foe, sending him flying like a meteor crashing down to earth. She makes either a **decisive** smash attack against a crashed enemy or a **decisive** throw against a clinched foe. Success allows her to both fling her foe one range band back and knock him prone, shattering the ground where he lands to create difficult terrain and/or smash through destructible scenery.

If she deals 3+ levels of **decisive** damage, she may hurl her victim to medium range, causing him to take damage as though from a short-range fall (**Exalted**, p. 232). With 7+ levels of damage, she may fling him to long range, causing him to take damage as though from a medium-range fall.

Erupting Fury Barrage

Cost: 10m, 3i, 1wp, expend Fire Aura; **Mins:** Brawl 5, Essence 3

Type: Simple

Keywords: Aura, Decisive-only, Signature (Fire)

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood erupts into a swift barrage of violence, her fists burning with raging Essence. To use this Charm, she must have Initiative 15+. She unleashes a rapid series of strikes, making a single **decisive** attack roll to launch (1 + the number of 10s on the attack roll) attacks against a single enemy, using the successes on her roll to determine if each attack hits. She doesn't reset to base Initiative normally — instead, each successful attack reduces her Initiative by one for each die that shows a success on the damage roll, to a minimum of (Essence). Once she's completed making all attacks, she resets to base Initiative, even if they all missed.

Every hit the Dragon-Blood lands inflames its victim's Essence with inward fire, creating an *ignition point* that lasts until end of scene. Once the barrage of attacks has been completed, the Dragon-Blood or any of her allies can detonate a single ignition point by landing a **decisive** attack against this enemy. The first ignition point detonated deals one die of lethal damage, ignoring Hardness, the second deals two dice, and so on.

If the Dragon-Blooded subsequently uses this Charm against an enemy still carrying undetonated ignition points, she cannot inflict any new ignition points on him. Once all his ignition points have been ignited, the damage of ignition points from a subsequent activation starts at one die, as usual.

Embracing the Violent Flow

Cost: 10m, 1wp (+1a); **Mins:** Brawl 5, Essence 3

Type: Simple

Keywords: Aura, Dual, Signature (Water)

Duration: Aura

Prerequisite Charms: None

The Dragon-Blood's violent prowess is fluid and formless, matched only by that of her weapon — the water itself. As long as she's within short range of a large source of water such as a river or a cistern, she may draw it to herself, engulfing her body in a fluid mantle. If no source of water is available, she may expend a level of anima instead. With a thought, countless lashing tendrils of water extend to strike, allowing her to make unarmed attacks out to short range, adding a non-Charm success on both attack and damage rolls, and adding (Strength) Overwhelming. The water tendrils also grant her natural attacks the Disarming and Flexible tags (**Exalted**, p. 586). The Dragon-Blood takes no penalties for flurrying unarmed attacks with other physical actions using the tendrils, such as scaling a palace's walls or using a feat of strength to lift a portcullis.

This Charm is compatible with Martial Arts styles that use unarmed attacks.

Body of Deadly Thorns

Cost: 10m, 1a, 1wp; **Mins:** Brawl 5, Essence 3

Type: Simple

Keywords: Aura, Signature (Wood)

Duration: Until the grapple ends

Prerequisite Charms: None

As the Dragon-Blood seizes her foe, she draws her anima banner into her body and lets it bloom from her limbs into a hedge of barbed thorns, skewering and impaling her victim. She makes a grapple gambit, doubling 9s on both the attack roll and the control roll. The thorns burrow into her foe's flesh as she wrestles him, allowing her to combine a restrain action with a **decisive** savaging attack against him on each round of the clinch. Additionally, the thorns deflect attacks away from her, negating the grappling-induced Defense penalty to her Parry and granting her bonus soak equal to the successes she rolled on the (Strength + Brawl) roll to establish control of the clinch. This counts as soak from armor, and doesn't stack with any armor she's wearing.

This Charm can only be used once per scene, unless reset by incapacitating a non-trivial foe by landing a **decisive** savaging attack, slam, or throw against him.

Become the Wave

Cost: 2m, 2i; **Mins:** Brawl 4, Essence 3

Type: Reflexive

Keywords: Balanced, Perilous, Water

Duration: Instant

Prerequisite Charms: Hammering Wave Technique

The Dragon-Blood lunges for a foe in the same instant that her ally forces him off guard with a feint or harrying strike, turning her ally's stillness into her speed. Upon receiving the benefit of a successful distract gambit from an ally who hasn't used his movement action, the Dragon-Blood may reflexively leap one range band towards the gambit's victim. If she's already in close range with another enemy, she must reflexively roll to disengage in order to take this reflexive movement. This doesn't count as her movement for the round, but it *does* count as the movement action of her ally.

Swift-Striking Tide

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

Type: Reflexive

Keywords: Aura, Decisive-only, Water

Duration: Instant

Prerequisite Charms: Become the Wave

The Dragon-Blood's fluid offense constantly tests her enemy's guard, waiting for him to show weakness. At the opportune moment, she flows into a deadly swift strike. Once per round, if an ally uses a distract gambit to benefit the Dragon-Blood, she may reflexively make a **decisive** attack against the gambit's target. This doesn't count as her attack for the round.

Waves Swallow the Mountain

Cost: 2m, 1i, one round of control; **Mins:** Brawl 4, Essence 3

Type: Reflexive

Keywords: Perilous, Water

Duration: One tick

Prerequisite Charms: Currents Sweep to Sea

The Dragon-Blood uses her hold over an enemy to wear down his defenses, leaving him vulnerable to attack. She expends one round of control over a grapple to set the clinched foe's Hardness to 0 for a single tick.

Fist-Spinning Maelstrom

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

Type: Simple

Keywords: Aura, Water, Withering-only

Duration: Instant

Prerequisite Charms: Hammering Wave Technique

The Dragon-Blood moves with the fury of the waves to strike away enemies on all sides. She rolls a single **withering** attack against up to (Essence) enemies in close range, moving through a fluid sequence of blows to attack and pummel them all. If her Initiative is higher than that of at least one target, she can instead attack (Essence + 2) enemies.

She rolls **withering** damage separately against each enemy, but only gains Initiative from the single highest damage roll. If she crashes at least one foe, a geyser of water erupts from beneath her feet and traces the arc of her blows, knocking all hit enemies prone.

Drowning Embrace

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

Type: Reflexive

Keywords: Aura, Perilous, Water

Duration: Until the grapple ends

Prerequisite Charms: Waves Swallow the Mountain

The Dragon-Blood wrestles foes into submission, breaking them with a powerful hold whose intensity and pressure can drown men on dry land. Upon successfully grappling a crashed foe, or crashing an enemy she's clinching with a **withering** savaging attack, she may overflow his lungs with Water Essence, causing him to begin asphyxiating (**Exalted**, p. 232) and subtracting one success from all actions he takes for as long as she maintains control over the grapple. Even if he recovers from crash, he continues to drown. She may choose not to kill a foe who runs out of breath, leaving him unconscious instead.

This Charm can only be used once per scene, unless reset by successfully grappling a non-trivial enemy with 5+ threshold successes on the control roll.

Hanging Tree Technique

Cost: 10m, 3i, 1wp; **Mins:** Brawl 5, Essence 4

Type: Simple

Keywords: Decisive-only, Wood

Duration: Until the grapple ends

Prerequisite Charms: Entangling Roots Embrace, Fist-Spinning Maelstrom

Arms and legs twist as the Dragon-Blood throws her entire body into an attack, lunging with each of her limbs to grapple and pin down foes. She makes a grapple gambit against up to (Dexterity) enemies in close range, clinching one or even two foes at a time with each of her limbs. She makes only one attack roll and Initiative roll against all enemies, but rolls (Strength + Brawl) separately to establish control against each enemy.

On each turn of the clinch, she may either restrain all foes, expending two rounds of control over each of them; make a **withering** or **decisive** savaging attack against all foes; or release all foes.

Withering savaging attacks use a single attack roll, but roll damage separately against each grappled foe. Only the single highest **withering** damage roll awards Initiative to the Dragon-Blood, although she can receive Initiative Breaks for crashing multiple foes. **Decisive** savaging attacks divide her Initiative evenly among all foes (rounded up) to determine the damage rolled against them, ignoring Hardness.

Smashing Tidal Wave Technique

Cost: —(8m, 1a, 1wp, expend Water Aura); **Mins:** Brawl 5, Essence 5

Type: Permanent

Keywords: Aura, Decisive-only, Water

Duration: Permanent

Prerequisite Charms: Drowning Embrace

The Dragon-Blood pins her foes beneath the weight of the seas, crushing them under a torrential cascade of water. When she uses Currents Sweep to Sea, she may unleash a flood of water from the depths of her anima banner, amplifying the tendril of water she creates with both intense pressure and incredible size. She can grapple a foe within long range, and can clinch foes that are larger than she could normally grapple, as long as they don't have Legendary Size. The (Strength + Brawl) roll to establish control of the clinch doubles 8s.

On success, the Dragon-Blood may choose to drag the clinched enemy one or two range bands towards her, pinning him beneath a high-pressure downpour or entangling him in giant coils of water. She still takes the normal penalties of grappling regardless of the distance between them, as she must maintain focus to control it. Restraining him with this mighty downpour only costs one round of control. If she savages, slams, or throws him, she adds (Strength/2, rounded up) automatic successes on **withering** damage rolls, or (Strength/2, rounded up) dice on **decisive** damage rolls.

Bureaucracy

Geese-Flying-South Administration

Cost: 2m per success; **Mins:** Bureaucracy 1, Essence 1

Type: Supplemental

Keywords: Balanced, Excellency, Water

Duration: Instant

Prerequisite Charms: None

The Essence of a bureaucracy is flow — the flow of a leader's orders to her subordinates, the flow of wealth in and out, the flow of information, the flow of progress and delay. The Dragon-Blood may add automatic successes to a Bureaucracy roll for two motes each, and rerolls 6s until they cease to appear.

Confluence of Savant Thought

Cost: 2m; **Mins:** Bureaucracy 2, Essence 1

Type: Simple

Keywords: Water

Duration: Instant

Prerequisite Charms: Geese-Flying-South Administration

The Dragon-Blood's understanding of bureaucracies is vast, encompassing the myriad ways in which mercantile and administrative tasks pool and eddy like water. She rolls (Intelligence + Bureaucracy) to introduce a fact (**Exalted**, p. 237) about a bureaucratic or mercantile organization that she belongs to or is familiar with.

Finding The Water's Depths

Cost: 3m; **Mins:** Bureaucracy 2, Essence 1

Type: Simple

Keywords: Water

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood attunes her senses to the tides of desire that govern markets and negotiations. She reads a character's intentions with (Perception + Bureaucracy) to determine what it would take to entice him to perform a specific course of action with a bargain roll (**Exalted**, p. 216). Success reveals a general description of the quantity and quality of payment, monetary or non-monetary, that he'd require — for example, "he'd do this for free," "he'll demand exorbitantly high payment for it," or "he wants you to owe him a favor." If he has an Intimacy relating to the price he'd place on the deal, a successful roll reveals it as well.

Testing the Waters

Cost: 2m; **Mins:** Bureaucracy 2, Essence 1

Type: Simple

Keywords: Water

Duration: Instant

Prerequisite Charms: Finding the Water's Depths

A slick political dealer, the Dragon-Blood understands the motives of officials better than they do themselves. This Charm functions identically to its prerequisite, except that a successful read intentions reveals how the target plans to vote on an upcoming issue before a governmental, bureaucratic, or mercantile organization. It also reveals the strongest Intimacy motivating that character's vote, if any.

A Bureaucracy 5, Essence 3 repurchase of this Charm lets the Dragon-Blood pay an additional point of Willpower once per scene to apply her read intentions roll against the Guile of all voting characters she can perceive. She doesn't learn Intimacies for each individual voter whose Guile is beaten, but is able to discern the major factions within the group and which one each character whose Guile she beat belongs to, as well as an Intimacy driving each faction's agenda.

Benevolent Master's Blessing

Cost: 1m; **Mins:** Bureaucracy 3, Essence 2

Type: Simple

Keywords: Water

Duration: Indefinite

Prerequisite Charms: Geese-Flying-South Administration

The Dragon-Blood marks a subordinate with a sign of her authority, often handing out a badge or token, or leaving a swirling black tattoo of Water Essence on his hand. If the subordinate presents the token or mark, all who see it know instinctively that he's the Dragon-Blood's servant (or, if they don't know of her, the servant of a Prince of the Earth), and that he carries authority to negotiate on her behalf. In addition, that character gains a temporary Bureaucracy specialty that applies on rolls to follow the Dragon-Blood's orders or pursue her best interests.

Dashing Brook Method

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

Type: Supplemental

Keywords: Water

Duration: One task

Prerequisite Charms: Benevolent Master's Blessing

The Dragon-Blood clears the obstacles that impede the flow of her bureaucracy, channeling its labor into efficacious speed. This Charm enhances a project (**Exalted**, p. 226) or other bureaucratic task, multiplying the speed at which the organization makes progress by (highest of Charisma, Manipulation, or Intelligence). The Attribute she uses must match her leadership style. This Charm cannot speed a bureaucratic task that would normally take more than (Essence) years.

Unshakable Mountain Management

Cost: 5m; **Mins:** Bureaucracy 3, Essence 2

Type: Reflexive

Keywords: Earth

Duration: Instant

Prerequisite Charms: Testing the Waters

By her very presence, the Dragon-Blood guards the harmonious stability of bureaucracy against the disharmony of corruption and disloyalty. She may invoke this Charm whenever she perceives another character's social influence that would cause characters to betray or sabotage an organization that they belong to, or abuse a position of power they hold within an organization. All members of that organization within medium range targeted by the influence gain +1 Resolve against it.

In Earth Aura, this bonus rises to (the Dragon-Blood's Essence/2, rounded up).

Water-Stained Ledger

Cost: 3m; **Mins:** Bureaucracy 3, Essence 2

Type: Supplemental

Keywords: Water

Duration: Instant

Prerequisite Charms: Confluence of Savant Thought

The Dragon-Blood's reckoning of accounts is as perfect as the calm of a still lake. Within its depths, she conceals bureaucratic intrigue and financial maneuvering. She rerolls 5s and 6s until they cease to appear on a Larceny roll to conceal evidence (**Exalted**, p. 224) of bureaucratic misdoing such as embezzlement or abuse of authority. A character attempting to discover the hidden evidence must roll (lowest of Perception + [Bureaucracy or Investigation]).

Shells-for-Silver Ruse

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

Type: Reflexive

Keywords: Water

Duration: One scene

Prerequisite Charms: Water-Stained Ledger

The Dragon-Blood adopts a deceptive bearing that suggests illusory wealth or squalor, deceiving thieves and merchants alike. She can use this Charm to conceal her economic status in one of two following ways. She can take advantage of this deception with social influence as though it were a Minor Intimacy.

Poverty: Those who see the Dragon-Blooded perceive her as utterly destitute, with Resources 0. If she's wearing finery, exquisite jewels, artifact weapons, or anything else that would be incompatible with total poverty, her Resources rating instead appears one dot lower than it actually is.

Wealth: Those who see the Dragon-Blooded assume that her Resources rating is one dot higher than it actually is. If she has Resources 5, she appears wealthy beyond all dreams of avarice.

Thoughtful Gift Technique

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

Type: Supplemental

Keywords: Water

Duration: Instant

Prerequisite Charms: Finding the Water's Depths

The Dragon-Blood has an uncanny sense for the perfect gift, favor, or bribe to grease the wheels of a bureaucracy. To use this Charm, she must first use Finding the Water's Depths to confirm that an offer she intends to make will be acceptable to her target. She doubles 9s on the bargain roll, which can be made with any social Ability.

Humble Exemplar Attitude

Cost: 7m, 1wp; **Mins:** Bureaucracy 5, Essence 3

Type: Simple

Keywords: Signature (Air)

Duration: One task

Prerequisite Charms: None

The Dragon-Blood evinces the conviction of her beliefs through work, encouraging her subordinates to follow her example and inspiring shame in those who fail to live up to her standards. She undertakes a project (**Exalted**, p. 226) or bureaucratic task that upholds one of her Defining Principles, adding (Essence) non-Charm bonus dice on all Bureaucracy rolls that she makes as part of the task.

Once the project begins, the Dragon-Blood's Principle becomes apparent to all members of the organization as though they'd read her intentions. Upon the completion of the project, she gains three points of Willpower and instills her Principle by example in all organization members as a Major Intimacy. Subordinates cannot apply their Resolve or spend Willpower to resist this influence — the only way to avoid it is to resign their membership in the group.

Graven Stone Edict

Cost: 10m, 1wp; **Mins:** Bureaucracy 5, Essence 3

Type: Simple

Keywords: Signature (Earth)

Duration: Indefinite

Prerequisite Charms: None

Words written in stone aren't easily disobeyed. The Dragon-Blood imposes a binding edict, engraved onto a stone tablet or monument, upon an organization that she either leads or holds rulemaking authority within. The rule she imposes must be a singular task or requirement, and must be related to that group's bureaucratic function. The prohibition or requirement carves out a place in the memories of the organization's members. When a character is faced with the

prospect of breaking the rule, it becomes an overwhelming duty, forcing him to comply unless he enters a Decision Point and calls on a Defining Intimacy to spend one Willpower resisting this influence. Once a character has resisted, he's freed from the compulsion to obey that particular rule. Characters may also disobey the rule if they resign or otherwise formally leave the group.

The promulgation of harmonious rules with this Charm fortifies a bureaucracy against the influence of the Wyld. Any member of an organization acting in his official capacity is treated as wielding or touching cold iron so long as he abides by the Dragon-Blood's edict.

Seething Firebreak Technique

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

Type: Simple

Keywords: Signature (Fire)

Duration: One story

Prerequisite Charms: None

The Dragon-Blood fans the flames of dissent and unrest within her own organization, forcing traitors and conspiracies out into the open. This Charm is a dramatic action in which the Dragon-Blooded makes passionate speeches, spreads propaganda, or carries out strict disciplinary measures, rolling (Charisma + Bureaucracy) with double 9s.

Any member of the organization whose Resolve is beaten is suffused with Fire Essence. For loyal members, this manifests as a passionate enjoyment of their work. Conversely, members who plan to betray the organization or conspire against its leadership experience intense passion surrounding their dissent. They're unable to take covert or stealthy action against the group, its membership, or its leaders — instead, their passions drive them to be open, overt, and honest. They can enter a Decision Point and call on a Defining Intimacy that justifies discretion to pay one Willpower to resist for the rest of the story.

This Charm can only be used once per story, unless reset by completing a major character or story goal (**Exalted**, p. 170) through bureaucratic means.

Distraction of the Babbling Brook

Cost: 6m, 1wp; **Mins:** Bureaucracy 5, Essence 3

Type: Simple

Keywords: Psyche, Signature (Water)

Duration: Instant

Prerequisite Charms: Thoughtful Gift Technique

Suffusing her language with the fluid ambiguity of water, the Dragon-Blooded can ensnare business partners or customers in labyrinthine contracts. She makes a bargain roll using any social Ability, concealing one condition or requirement of the deal from the target. If the deal is verbal, the hidden words slip past the target's attention; if it's written, his eye slips over the obfuscated terms. Because the target isn't consciously aware of this part of the bargain, he cannot call on Intimacies that oppose it to bolster his Resolve or spend Willpower in Decision Points. Similarly, his Resolve isn't penalized by Intimacies that support it.

The Dragon-Blood's influence roll subtracts a number of *successes* based on the severity of the clause. If it's comparable to an inconvenient task (**Exalted**, p. 216), such as a hidden fee, it suffers -1 success. If it's a serious task, such as committing a serious crime or making payments that risk bankrupting the target, it suffers -3 successes. If it's a life-changing task, such as convincing someone to sell himself into slavery or trading a queen a horse for her palace, it suffers -5 successes.

The target may pay three Willpower to resist, becoming aware of the hidden clause and able to call on any applicable Intimacies in response. Resisting renders him immune to this Charm for the next (his Essence + Integrity) days. Otherwise, he's bound to the term — once he becomes aware of it, his mind rationalizes an explanation for how he could have accepted it voluntarily and why he must honor it, despite having no memory of doing so. He must comply with the bargain, no matter how harsh, unless another character overturns the Dragon-Blood's influence (**Exalted**, p. 221).

This Charm can only be used once per story, unless reset by achieving a legendary social goal (**Exalted**, p. 134) through negotiation, dealmaking, or other bureaucratic means.

One Forest, Many Trees

Cost: 7m, 1wp; **Mins:** Bureaucracy 5, Essence 3

Type: Simple

Keywords: Mute, Signature (Wood)

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood cultivates interpersonal relationships and spreads her roots through society. This Charm depicts an Exalt whose mastery of networking ensures that she always knows just the person for a job. Once per story, she may make an (Essence + Bureaucracy) roll that cannot be enhanced by magic. She immediately gains a number of dots equal to the successes on the roll to divide among the following Merits. These Merits depict new NPCs who have some past entanglement with the Dragon-Blood, perhaps impressed by her bureaucratic prowess or indebted to her for a past favor.

Allies: The Dragon-Blood calls on the assistance of a noteworthy character.

Contacts: The Dragon-Blood gets in touch with a character that can provide access to the intelligence gathered by a group of contacts.

Followers: The Dragon-Blood recruits a large volunteer workforce.

Mentor: The Dragon-Blood requests the guidance of a more experienced character.

Retainers: The Dragon-Blood obtains the services of mortal experts.

At the end of the story, the Merits are lost as the recruited characters return to their lives, unless the Storyteller deems that the Dragon-Blood's treatment of them qualifies to retain them long-term as Story Merits (**Exalted**, p. 158).

Bestow the Saffron Mantle

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

Type: Simple

Keywords: Water

Duration: Indefinite

Prerequisite Charms: Benevolent Master's Blessing

The Dragon-Blood bestows her favor upon one of her subordinates with a gift, kiss, promotion, or the like, promoting him to her proxy in all bureaucratic matters. This must be done in person. She insinuates her own Essence into his, allowing him to call upon her judgment and expertise. To become a proxy, the subordinate must have a positive Major or Defining Tie toward the Dragon-Blood. He gains the following benefits:

- He gains the benefits of Benevolent Master's Blessing at no additional cost.
- He intuitively understands how the Dragon-Blood would act in any bureaucratic context or market venue. This doesn't increase his Bureaucracy rating, but it does allow him to know what the Dragon-Blood would ask him to do in such a situation.
- He adds +1 to the Resolve bonus against contrary social influence provided by his Tie towards the Dragon-Blood. Social influence cannot completely erode his Intimacy, although it can weaken its intensity.
- Once per day, he may ignore one point of the Willpower cost to resist any influence opposed to his Tie.
- If the Dragon-Blood knows Sense-Riding Technique, she waives its Willpower cost when she rides her proxy's senses, and the maximum range of the Charm is extended to (Essence x50) miles.

Blazing Hoard of Hesiesh

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

Type: Reflexive

Keywords: Fire

Duration: One scene

Prerequisite Charms: Thoughtful Gift Technique

Flaunting her wealth, the Dragon-Blood cows those beneath her into submission. She gains (her Resources – target's Resources) non-Charm bonus dice on instill, persuade, and threaten rolls made with any Ability. This bonus doesn't stack with any bonus dice from her Appearance (**Exalted**, p. 218).

If the Dragon-Blood uses Shells-for-Silver Ruse to increase her apparent Resources, this increases her rating, up to a maximum of Resources 6, for this Charm's purposes.

Following the River's Course

Cost: 5m; **Mins:** Bureaucracy 4, Essence 3

Type: Reflexive

Keywords: Mute, Water

Duration: Instant

Prerequisite Charms: Dashing Brook Method, Finding the Water's Depths

It's easier to understand the tides that bring every piece of flotsam and jetsam than to understand the forces that govern the flow of money, but the Dragon-Blood does both. When she receives payment as part of an economic transaction, she gains a flash of insight into the flow that brought it to her, rolling read intentions with (Perception + Bureaucracy), doubling 9s. If she's paid in hard currency or physical goods, success lets her discern how the payer obtained them. If she takes payment on credit, success lets her evaluate the actual quality of the payer's credit and whether or not he intends to fulfill his promises.

A Bureaucracy 5, Essence 4 repurchase allows the Dragon-Blood to use this Charm on any payment she observes being made.

Thrashing Carp Serenade

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

Type: Simple

Keywords: Water

Duration: Instant

Prerequisite Charms: Dashing Brook Method, Water-Stained Ledger

The Dragon-Blood impedes the flow of an enemy organization with frightening efficacy, whether by sabotaging a rival's commercial contracts, sowing discord among ministers of a foreign government, or bringing about a bureaucracy's ruin from within. After at least one scene spent sabotaging a project or bureaucratic task, she rolls ([Manipulation or Intelligence] + Bureaucracy) with double 9s. The difficulty is (the project leader's higher of Essence or Bureaucracy). A successful roll doubles the time needed to complete the project. Every threshold success increases this multiplier by one, up to a maximum of (the Dragon-Blood's Essence). This can be negated by magic such as Bureau-Reforming Kata (**Exalted**, p. 286).

The Dragon-Blood cannot use Thrashing Carp Serenade against the same organization more than once per story, even if its projects are led by different characters.

Sea-Changed Secrets

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

Type: Supplemental

Keywords: Water

Duration: Instant

Prerequisite Charms: Water-Stained Ledger

Dredging up her foe's deepest secrets, the Dragon-Blood confronts him with a secret he'd thought forgotten. The Dragon-Blood rerolls non-1 failures on a threaten roll made with any social Ability to intimidate a character with blackmail, compromising information, or evidence of his criminal misdeeds. Resisting this influence requires entering a Decision Point and calling on a Major or Defining Intimacy that supports refusing to be blackmailed.

Sprouting Bamboo Cultivation

Cost: 1wp; **Mins:** Bureaucracy 5, Essence 3

Type: Supplemental

Keywords: Wood

Duration: Instant

Prerequisite Charms: Dashing Brook Method

The Dragon-Blood cultivates the growth of an organization as though it were her garden. This Charm supplements any project or other bureaucratic task that has the primary goal of amassing wealth or manpower: recruiting a work force, collecting taxes, selling goods at market, and similar tasks. She doubles 8s on any Bureaucracy roll necessary to complete the project, and gains five motes that can be spent on other Charms that enhance it.

Drowning in Negotiation Style

Cost: 10m, 1wp; **Mins:** Bureaucracy 5, Essence 4

Type: Reflexive

Keywords: Mute, Water

Duration: Instant

Prerequisite Charms: Distraction of the Babbling Brook

Calling upon the endless Essence of the depths to stand witness to a contract, the Dragon-Blood binds all parties to it to their words. This Charm may be invoked when the Dragon-Blood witnesses a verbal or written contract being made. If any party to the contract willingly violates it, he begins to drown on dry land as water appears inside his mouth and lungs. This deals (Essence x2) dice of lethal damage, ignoring Hardness, and leaves ink-black stains dripping from his mouth that are visible only to the Dragon-Blood and other parties to the sanctified contract, marking him as an oathbreaker.

Flowing Authority Insinuation

Cost: 10m, 1wp; **Mins:** Bureaucracy 5, Essence 4

Type: Simple

Keywords: Psyche, Water

Duration: One scene

Prerequisite Charms: Thrashing Carp Serenade

Creation itself confers its authority upon the Dragon-Blood, turning even the most meager scrap of paper into proof of her bureaucratic mandate. She may invoke this Charm whenever someone challenges her authority to be in a location, access an organization's resources, or take some form of bureaucratic action. She rolls (Manipulation + Bureaucracy) as she brandishes a blank sheet of paper or other putative token of authority, suffusing it with Water Essence. If the roll suffers any penalties due to her looking out of place, those penalties subtract successes instead of dice.

A character whose Resolve is beaten by this roll perceives this document as bureaucratic credentials or permission from an authority he respects. This authorization counts as a Major Intimacy when it's exploited. In addition to functioning as an Intimacy, it also prevents affected characters from challenging the Dragon-Blood over the same reason for the remainder of the scene, including through social influence. Resisting this effect requires a character to enter a Decision Point, invoking at least a Major Intimacy and paying three Willpower to resist.

Sowing the Dragon's Teeth

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

Type: Reflexive

Keywords: Wood

Duration: Instant

Prerequisite Charms: Sprouting Bamboo Cultivation

Battles may be won by force of arms, but wars are won with logistics. To use this Charm, the Dragon-Blood must have first completed a challenging project relating to establishing supply lines, stocking supplies, or other logistical matters. When she or one of her allies makes a Strategic Maneuver roll that somehow benefits from that project, such as using supply lines to keep an army fed on a long march, she may use this Charm before the roll to grant it double 8s.

This Charm can only be used once per story, unless reset by completing a project or other bureaucratic task that fulfills a legendary social goal (**Exalted**, p. 134).

Craft

Masterful Dragon-Artisan Expertise

Cost: 1m per die; **Mins:** Craft 1, Essence 1

Type: Supplemental

Keywords: Balanced, Earth, Excellency

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood labors with hands steady as stone. She may add bonus dice to a Craft roll for one mote each. If she's awarded a stunt on the supplemented roll, she gains one silver craft point, maximum one per scene.

Stone-Carving Fingers

Cost: 6m; **Mins:** Craft 3, Essence 1

Type: Supplemental

Keywords: Balanced, Earth

Duration: One project

Prerequisite Charms: Masterful Dragon-Artisan Expertise

The Dragon-Blood can split stone with her bare hands, delivering a series of precise strikes that

carve it from within, shaping it to her will. She may undertake a basic or major project to craft stone or earth (but not metal) without needing tools or a workshop. If she uses tools to assist the project, such as striking a boulder with a chisel, she multiplies the rate at which she works by (Essence + 1), reducing the time to complete the project to a minimum of one minute.

Flaw-Finding Examination

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

Type: Simple

Keywords: Earth

Duration: Instant

Prerequisite Charms: Stone-Carving Fingers

The Dragon-Blood's careful scrutiny discerns any flaw that undermines the harmony of a project's design. She undertakes either a basic or major repair project (**Exalted**, pp. 242-243) or a feat of demolition, making a (Perception + applicable Craft) roll before doing so. She multiplies the rate at which she works by her successes, and gains a temporary Craft or Athletics specialty that lasts until the task is completed, which she adds to her total Strength to determine what feats she may attempt. If she already has an applicable specialty, she converts the die it adds to a non-Charms success. If she also uses Stone-Carving Fingers to speed a repair project, her total speed is multiplied by her (Essence + rolled successes).

Shaping Hand Style

Cost: —; **Mins:** Craft 3, Essence 2

Type: Permanent

Keywords: Air/Earth/Fire/Water/Wood

Duration: Permanent

Prerequisite Charms: Stone-Carving Fingers

The Dragon-Blood may use Stone-Carving Fingers to manipulate the raw materials of any Craft that she has 4+ dots in. Such uses take on an elemental aspect determined by the Storyteller based on the nature of the project: Forging metal is fire-aspected, as furnace-heat radiates from the Exalt's bare hands; spinning silk is wood-aspected; carving an ice sculpture is air-aspected; mixing an alchemical reagent by hand is water-aspected; and so on. This doesn't apply to crafting artifacts or manses.

Stones-from-Rubble Restoration

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

Type: Supplemental

Keywords: Earth

Duration: One project

Prerequisite Charms: Flaw-Finding Examination

The Dragon-Blood knows where each fragment of a broken object belongs. After using Flaw-

Finding Examination on a damaged object, she may use this Charm to supplement each roll of a repair project with (Essence/2, round down) non-Charms successes.

Touch of Unmaking

Cost: 10m; **Mins:** Craft 5, Essence 2

Type: Supplemental

Keywords: Earth

Duration: Instant

Prerequisite Charms: Stones-from-Rubble Restoration

Tracing her fingers over an object's surface, the Dragon-Blood discerns its weakest point. After using Flaw-Finding Examination on an object, she may use this Charm to supplement a feat of demolition, adding (an applicable Craft/2, round up) to her effective Strength rating to determine if she may attempt the feat (**Exalted**, p. 229). If this would raise her above the feat's Strength minimum, any excess points are instead added as non-Charms dice on her roll.

Flawless Facet Realization

Cost: 6m, 1wp; **Mins:** Craft 5, Essence 2

Type: Supplemental

Keywords: Balanced, Earth

Duration: Instant

Prerequisite Charms: Shaping Hand Style

Honing her skill with a gem-cutter's precision, the Dragon-Blood perfects her handiwork. She rerolls (Essence) non-1 failures on a supplemented roll. For each rerolled die that shows a success, the Dragon-Blooded gains one silver craft point in addition to any rewards from the project itself. Rerolled dice that show 10s grant gold craft points instead.

Strike the Dragon-Anvil

Cost: 1m, 1wp, 1xp; **Mins:** Craft 5, Essence 2

Type: Supplemental

Keywords: Earth

Duration: Instant

Prerequisite Charms: Flawless Facet Realization

The Dragon-Blood's forge imparts a portion of her mighty Essence into the outcome of her craftsmanship, suffusing it with perfection. She doubles 9s on a single Craft roll.

An Essence 5 repurchase of this Charm allows the Exalt to use it for ten motes, one Willpower, and one white craft point to double 8s on a Craft roll.

Passion-Inflaming Artistry

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

Type: Simple

Keywords: Fire

Duration: Instant

Prerequisite Charms: Masterful Dragon-Artisan Expertise

The Dragon-Blood's labors are suffused with the passionate Essence of fire. She undertakes a basic or major project to craft a painting, sculpture, meal, or similar art object that's primarily aesthetic or ornamental in function. Major projects benefit from (Essence) non-Charm dice. She chooses an emotion to be conveyed through her craftsmanship, and treats the Craft roll used to complete the project as an inspire roll (**Exalted**, p. 217) to spread that emotion to any character who engages with the object if his Resolve is beaten by her successes — a painting of a historic battle could inspire courage in those who gaze upon it, while a bowl of noodles flavored with sorrow could bring tears to the eyes of anyone who eats it. This effect lasts (Essence + Charisma) days from the project's completion, after which its supernatural potency fades.

Talents-to-Obols Refinement

Cost: 5m; **Mins:** Craft 4, Essence 2

Type: Reflexive

Keywords: Earth

Duration: Instant

Prerequisite Charms: Masterful Dragon-Artisan Expertise

The Dragon-Blood may exchange her craft points for those of a lower tier: she may convert one white craft point to two gold craft points, or one gold craft point to two silver craft points. Each use can only convert one type of craft points, although there's no limit on how many can be exchanged.

At Essence 4, the Exalt may pay one Willpower when she uses this Charm to convert silver craft points into gold craft points at a four-to-one ratio, although she cannot create white craft points.

Ephemeral Form Composition

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

Type: Simple

Keywords: Signature (Air)

Duration: One project

Prerequisite Charms: None

The Dragon-Blood pores over her blueprints, drawing the lines up from the page with wisps of Air Essence into a shimmering three-dimensional mirage of anima. She can refine and perfect this ephemeral design with thought alone, her creativity unbounded by the material world's limitations. This Charm can be used before beginning a major, superior, or legendary project. The Dragon-Blood must spend ten hours preparing the design in her workshop, rolling (Intelligence + Craft). The craft point cost to complete the project or roll an interval is reduced based on its tier and her rolled successes, as follows:

Major: Rolling to complete the project costs (10 – successes) silver craft points, minimum one.

Superior: Rolling an interval costs (10 – [successes/2, round down]) gold craft points, minimum one.

Legendary: Rolling an interval costs (10 – [successes/4, round down]) white craft points, minimum one.

This Charm can only be used once per story, unless reset by upholding a Defining Principle by either completing a crafting project or giving or selling an object the Exalt has crafted to another character.

Eternal Omphalos Forge

Cost: 15m, 1wp, 15xp; **Mins:** Craft 5, Essence 3

Type: Simple

Keywords: Signature (Earth)

Duration: One project

Prerequisite Charms: None

The Dragon-Blood feels the world turn on its axis as she labors over the forge, affirming her will and genius with every fall of her hammer as she shapes a world-shaking treasure. She begins a superior or legendary project, adding one to the project's terminus. If the Exalt completes the project before its terminus has elapsed, she gains one point of Willpower for each unused interval, in addition to her normal craft point reward. This can raise her above her permanent Willpower.

This Charm can only be used once per story. The Exalt may reset it by spending five white points.

Blazing Dragon-Smith Arete

Cost: 15m, 1wp; **Mins:** Craft 5, Essence 3

Type: Simple

Keywords: Signature (Fire)

Duration: One project

Prerequisite Charms: None

The Dragon-Blood's genius is explosive, as powerful and dangerous as an erupting volcano. She undertakes a superior or legendary project, enhancing all of her rolls with (Essence) non-Charm bonus dice, but at the cost of lowering the project's terminus by one. If she completes the project successfully, she gains one white point in addition to the normal crafting reward.

Fortune-from-Flotsam Ingenuity

Cost: 15m, 1wp, 5xp; **Mins:** Craft 5, Essence 3

Type: Reflexive

Keywords: Signature (Water)

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood's fluid ingenuity adapts to her circumstances, turning whatever materials she can find into exactly what she needs. This Charm is a (Wits + Craft) roll to undertake a major project in a matter of seconds, jury-rigging it together. It can even be used in combat on the Dragon-Blood's turn. The Charm's cost replaces the normal craft point cost of the project. The Dragon-Blood can accomplish projects that would normally be impossible in the brief instant she uses this Charm, whether it's fletching enough arrows to supply an army in a whirling maelstrom of craftsmanship, or lashing together a raft from palm trees in a single flowing motion.

This Charm can only be used once per story, unless reset when the Dragon-Blood or one of her Hearthmates achieves a major character or story goal (**Exalted**, p. 170) with the assistance of an object that the Exalt crafted this story.

Imago-Hatching Realization

Cost: 10m, 1wp, 5gxp; **Mins:** Craft 5, Essence 3

Type: Reflexive

Keywords: Signature (Wood)

Duration: Instant

Prerequisite Charms: None

Cultivating the Essence of her work as though it were a living thing, the Dragon-Blood guides its growth from raw materials into a fully realized whole, letting the project flourish in accordance with its own strengths. After making a Craft roll, she may use this Charm to reroll all dice that show non-1 failures, once. If this Charm turns what would have been a failed roll into a successful one, then the project manifests a single unexpected but useful feature determined by the Storyteller. A longbow might have the perfect composition to also function as an exceptional flute; a river-spanning bridge might attract local honeybees to build hives underneath it. The Storyteller might choose to hold off on determining this quality, instead revealing it later at a dramatically appropriate future time.

On an artifact, this introduces a new but related theme from which Evocations can be drawn — the Exalt might discover that a white jade daiklave she forged to slay raksha also has an unexpected proclivity for controlling cold iron through magnetic force.

This Charm can only be used once per story. The Exalt may reset it by spending one white craft point.

Forge-Hand Prana

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

Type: Simple

Keywords: Fire

Duration: One project *or* One scene

Prerequisite Charms: Shaping Hand Style, Touch of Unmaking

The Dragon-Blood takes the destructive power of fire into her own hands, tempering it so that it will burn only what she wishes it to. She needs no tools to undertake any basic or major project

for which a forge or similar source of flame would normally be used, such as smithing a sword or fire-hardening a wooden spear, as well as superior projects to create artifacts from jade (but not other magical materials). The rate at which the Exalt completes work on the project is multiplied by (Essence/2, round up).

Alternatively, the Dragon-Blood may use this Charm to channel the blaze through her hands offensively for one scene. Any barehanded attacks she makes using Brawl or Martial Arts set their Overwhelming value to (Essence/2, round up), and double 10s on **decisive** damage rolls.

Stoking Inspiration's Forge

Cost: —; **Mins:** Craft 5, Essence 3

Type: Reflexive

Keywords: Balanced, Fire

Duration: Instant

Prerequisite Charms: Talents-to-Obols Refinement

The Dragon-Blood husbands the flame of her genius, sparking greater heights of creativity. Whenever she'd gain silver craft points as a reward for completing a crafting project or at the end of a story in which she completed a project (**Exalted**, p. 240), she may instead roll that many dice, rolling an additional die for each 10. 10s grant two silver and one gold craft point; 9s grant one silver and one gold craft point; 8s and 7s grant one silver craft point each.

Dodge

Threshold Warding Stance

Cost: 2m per +1 Evasion or success; **Mins:** Dodge 1, Essence 1

Type: Supplemental or Reflexive

Keywords: Balanced, Excellency, Fire, Uniform

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood's body is as light as flames, skimming over the ground as she moves to evade. She may raise her Evasion for two motes per point, or add automatic successes on a Dodge roll for two motes each. She ignores environmental penalties to her Evasion or to the Dodge roll.

Flickering Candle Meditation

Cost: 1m, 1i; **Mins:** Dodge 3, Essence 1

Type: Reflexive

Keywords: Fire, Perilous, Uniform

Duration: Instant

Prerequisite Charms: Threshold Warding Stance

The Dragon-Blood dances like a flame around the flaws in her enemy's attack. (Essence) 1s on her enemy's attack roll allow her to ignore that many points of penalty to her Evasion.

Heat-of-Battle Advance

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

Type: Supplemental

Keywords: Fire, Perilous

Duration: Instant

Prerequisite Charms: Threshold-Warding Stance

When the Dragon-Blood recedes from her enemies, she doesn't retreat, but rather burns a new course. She waives the Initiative cost of disengaging as long as it moves her into close range with another, non-trivial opponent, and rolls an additional non-Charm die for each 10 she rolls.

Hopping Firecracker Evasion

Cost: 3m, 2i; **Mins:** Dodge 3, Essence 2

Type: Reflexive

Keywords: Fire, Perilous, Uniform

Duration: Instant

Prerequisite Charms: Flickering Candle Meditation

The Dragon-Blood's feet strike sparks from the ground, finally igniting in an explosive leap. When she dodges an attack that misses her Evasion by at least two successes, she may move one range band in any direction.

Virtuous Negation Defense

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

Type: Reflexive

Keywords: Uniform, Wood

Duration: Instant

Prerequisite Charms: Hopping Firecracker Evasion

The Dragon-Blood twists to interpose herself between an ally and an incoming attack to guide it off course. When an ally within close range of her is attacked, she may interpose her Evasion against that single attack as though with a defend other action (**Exalted**, p. 196). When used to protect one of the Dragon-Blood's Sworn Kin, this Charm costs only two motes.

In Wood Aura, the Dragon-Blood may protect an ally within short range once per round, reflexively moving one range band to cover him. This doesn't count as her movement action for the round.

Ember-Amid-Smoke Misdirection

Cost: 3m, 2i; **Mins:** Dodge 5, Essence 2

Type: Reflexive

Keywords: Aura, Fire, Perilous, Uniform

Duration: Instant

Prerequisite Charms: Flickering Candle Meditation

Striking at smoke only leads one closer to the flame. The Dragon-Blood gains +1 Evasion. On a successful dodge, her attacker overextends, suffering (Essence) dice of unsoakable **withering** damage. She doesn't gain Initiative from this.

With an Essence 4 repurchase, the Dragon-Blood may expend her Fire Aura after successfully dodging to gain all Initiative lost by her attacker.

Safety Among Enemies

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

Type: Reflexive

Keywords: Aura, Decisive-only, Perilous, Signature (Air)

Duration: Instant

Prerequisite Charms: None

As the Dragon-Blood spins or swoops around an attack, she twists the wind around the blow to redirect it. Successfully dodging a **decisive** attack allows her to redirect it to another character within range of the original attack. To do so, her Initiative must exceed (attacker's Initiative + new target's Initiative). The attack and all effects enhancing it are then resolved against its new target, comparing the original attack roll to his Defense.

Unmoving Center Enlightenment

Cost: 5m, 1wp, expend Earth Aura; **Mins:** Dodge 5, Essence 3

Type: Simple

Keywords: Aura, Signature (Earth)

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood settles into a rooted stance of evasion through non-evasion, unleashing a seismic wave of spiritual force. It's not she who recedes, but her foes. She rolls her (Stamina + Dodge) against the Resolve of all enemies within close range as she unleashes incredible spiritual pressure. Each enemy whose Resolve is beaten must immediately make a disengage roll opposing her at a -3 penalty. On a success, an enemy must immediately use his reflexive movement to move away from the Dragon-Blood. On a failure, the only action he can take on subsequent turns is to continue disengaging from the Dragon-Blood until he succeeds.

This Charm can only be used once per scene, unless the Dragon-Blood resets it by beginning her turn at medium range or further from all enemies while in Earth Aura.

Unassailable Body of Fire

Cost: 7m; **Mins:** Dodge 5, Essence 3

Type: Reflexive

Keywords: Aura, Counterattack, Decisive-only, Signature (Fire)

Duration: Instant

Prerequisite Charms: Hopping Firecracker Evasion

The Dragon-Blood's body dissolves into an untouchable blaze, incinerating those who dare strike her. When she uses Hopping Firecracker Evasion to leap away from an enemy at close range, she makes an unblockable **decisive** counterattack with the flames of her leap, rolling (Wits + Dodge). The counterattack deals damage equal to (Evasion/2, rounded up)L, ignoring Hardness. This doesn't include her Initiative or reset her to base Initiative. An enemy that takes 3+ levels of damage from the counterattack is set ablaze, suffering (Essence) dice of lethal damage each turn until he extinguishes himself.

Flow With Strife

Cost: 3i per level of damage, expend Water Aura; **Mins:** Dodge 5, Essence 3

Type: Reflexive

Keywords: Aura, Decisive-only, Perilous, Signature (Water)

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood's movements are fluid and shapeless, adapting to whatever force is directed against her. Even when struck she may be unscathed, flowing with her enemy's attack rather than against it. After the damage roll of a **decisive** attack that the Dragon-Blood attempted to dodge, she can use this Charm to negate damage successes at a cost of three Initiative per level of non-aggravated damage. If she completely negates the damage of an attack, it seems that she was struck, but she flows away from the attack at the last second; this counts as dodging the attack.

The mote cost of this Charm is discounted to two Initiative per level of damage while the Dragon-Blood is at least ankle-deep in water or fighting in driving rain.

Swaying Grass Elusion

Cost: 2i per +1 Evasion; **Mins:** Dodge 5, Essence 3

Type: Reflexive

Keywords: Aura, Perilous, Signature (Wood), Uniform

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood bends and sways under an enemy's attack, letting the force of his strike blow past her like the wind. She may raise her Evasion for two Initiative per point, and adds two to the maximum amount she may raise her Evasion with Charm bonuses (p. XX).

Upon successfully dodging an attack made by a non-trivial enemy with lower Initiative, the Dragon-Blood may expend her Wood Aura to regain half the Initiative spent on this Charm, rounded up.

Ebbing Tide Recedes

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

Type: Supplemental

Keywords: Water

Duration: Instant

Prerequisite Charms: Heat-of-Battle Advance

Like water trickling away through a drain, the Dragon-Blood extricates herself from melee. When she disengages, (Essence) 1s on her enemies' opposing rolls add that many non-Charm bonus dice to her roll.

In Water Aura, the Dragon-Blood also doubles 9s on her disengage roll.

Elusive Crosswind Defense

Cost: 4m, 1i; **Mins:** Dodge 4, Essence 3

Type: Reflexive

Keywords: Air, Aura, Perilous, Uniform

Duration: Instant

Prerequisite Charms: Hopping Firecracker Evasion

The Dragon-Blood's dodge unleashes a swirling vortex of air, turning aside her enemies' arrows. She gains +1 Evasion against a ranged attack from medium range, or +2 against an attack from long or extreme range. This doesn't count as a bonus from Charms.

Bonfire Shadow Evasion

Cost: 6m, 1a; **Mins:** Dodge 5, Essence 3

Type: Reflexive

Keywords: Fire, Perilous, Uniform

Duration: Until next turn

Prerequisite Charms: Ember-Amid-Smoke Misdirection

The Dragon-Blood's evasive instincts urge her towards impossible motion, dodging her own anima banner to disperse it in a blinding flare. She must be at bonfire anima to use this Charm. When enemies with lower Initiative attack her, (Essence) 1s on their attack roll subtract successes. If this removes all of an attacker's successes, then he's blinded (**Exalted**, p. 168) by her anima until the scene ends.

Coiling Dragon Dance

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

Type: Reflexive

Keywords: Aura, Dual, Fire

Duration: Aura

Prerequisite Charms: Bonfire Shadow Evasion

Subliming her presence into shadow and smoke, the Dragon-Blood dares her foes to strike her. She gains one Initiative when she successfully dodges an attack, and adds her Evasion to her soak against **withering** attacks she attempts to dodge. If a **withering** attack hits her but deals no damage, it counts as her having dodged it. Additionally, when using Flickering Candle Meditation or Bonfire Shadow Evasion, she counts her attackers' 2s as well as 1s, although the maximum remains unchanged.

Elusive Dragon-God Dispersion

Cost: —; **Mins:** Dodge 5, Essence 5

Type: Permanent

Keywords: Aura, Decisive-only

Duration: Permanent

Prerequisite Charm: Unassailable Body of Fire

The Dragon-Blood unleashes a seething furor of elemental Essence in her wake, forcing her enemies to plunge through flames, brambles, storms, and all Creation's fury in pursuit of her. She may use Unassailable Body of Fire while in any Elemental Aura, changing that Charm's aspect to match her Aura's and enhancing her counterattack based on its element.

Air: The Dragon-Blood dissolves into gusting wind. As long as she deals any damage, she may force the enemy to move one range band in any direction.

Earth: The Dragon-Blood counterattacks with a blast of sand, sediment, or dust, adding one bonus success to the damage roll. This either knocks her enemy prone on a successful attack or blinds him (**Exalted**, p. 168) until he spends his whole turn clearing his eyes.

Fire: The Dragon-Blood doubles 10s on the **decisive** damage roll.

Water: The Dragon-Blood becomes a torrent of water in motion, knocking her enemy off balance. The counterattack deals bashing damage, and if it hits, her attacker takes a -3 penalty on all physical rolls for his next three turns.

Wood: The Dragon-Blood counterattacks with tangling brambles that deal no damage, but instead grapple her attacker on a hit without need for an Initiative roll. The brambles use the Dragon-Blood's (Stamina + Dodge) to establish control of the grapple, and can only take restrain actions. The Dragon-Blood can act normally while the brambles maintain the clinch.

Integrity

Granite Curtain of Serenity

Cost: 2m per +1 Resolve or success; **Mins:** Integrity 1, Essence 1

Type: Supplemental or Reflexive

Keywords: Balanced, Earth, Excellency

Duration: Instant

Prerequisite Charms: None

Taking on the stoicism of stone, the Dragon-Blood stands unmoved by honeyed words or

ferocious threats. She may raise her Resolve or add automatic successes to an Integrity roll for two motes each. In addition, she ignores a single point of penalty from wounds, deprivation, or poison.

Frozen Heart Prana

Cost: 4m; **Mins:** Integrity 3, Essence 1

Type: Reflexive

Keywords: Air, Balanced

Duration: Instant

Prerequisite Charms: Granite Curtain of Serenity

Icy reason prevails over specious arguments or seductive wiles. The Dragon-Blood may use Intelligence in place of Wits to calculate her Resolve against a single influence roll. In addition, the opposing character must compare his Appearance to the highest of her Intelligence, Lore, or Resolve to determine how many bonus dice it adds to his influence roll (**Exalted**, p. 218).

Slippery Thoughts Technique

Cost: 4m; **Mins:** Integrity 3, Essence 1

Type: Reflexive

Keywords: Balanced, Water

Duration: Instant

Prerequisite Charms: Granite Curtain of Serenity

A consummate liar, the Dragon-Blood deftly negotiates intrigues and galas. She may use Manipulation in place of Wits to calculate her Resolve against a single influence roll. Alternatively, she may substitute her Manipulation-based Resolve for her Guile against a single roll.

Oath of the Ten Thousand Dragons

Cost: 1wp; **Mins:** Integrity 2, Essence 1

Type: Simple

Keywords: Earth

Duration: Indefinite

Prerequisite Charms: None

The Dragon-Blood swears a vow of personal fealty to a character she holds a Tie of loyalty towards, or swears to complete a task at the request of such a character. She gains +2 Resolve against any influence that would weaken or alter that Tie (if she promised personal loyalty), or that would dissuade her from completing the task.

This Charm can only be used once per story. If the Dragon-Blood maintains it through multiple stories, she cannot use it again until she's ended it and a new story begins.

Heart-Hardening Meditation

Cost: 6m; **Mins:** Integrity 2, Essence 2

Type: Reflexive

Keywords: Earth

Duration: One scene

Prerequisite Charms: Granite Curtain of Serenity

The mountain sheds no tears for those who die upon it. The Dragon-Blood gains +2 Resolve against inspire rolls, as well as any influence that leverages either an inspired emotion or a Tie based on strong passions.

In Earth Aura, this doesn't count as a bonus from Charms.

Inviolable Dragon Spirit

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

Type: Reflexive

Keywords: Balanced, Earth

Duration: Instant

Prerequisite Charms: Heart-Hardening Meditation

The Dragon-Blood's mind and soul are an unassailable tower of pure will. In a Decision Point (**Exalted**, p. 219), she may call upon the same Intimacy she used to bolster her Resolve to resist that influence.

Unquenchable Battle-Passion

Cost: 5m; **Mins:** Integrity 4, Essence 2

Type: Reflexive

Keywords: Fire

Duration: Instant

Prerequisite Charms: Inviolable Dragon Spirit

The Dragon-Blood's fierce spirit is undaunted by threats and unmoved by pleas for mercy. Against influence that would cause her to refrain from hostilities or impair her ability to fight, she may use this Charm to automatically inspire herself (**Exalted**, p. 217) with an emotion to bolster her Resolve against the influence for one scene. If the opposing influence beats her Resolve and she spends Willpower to resist, she gains (Essence) Initiative for each Willpower point she spends.

Chaos-Warding Prana

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

Type: Reflexive

Keywords: Earth

Duration: (Essence) hours

Prerequisite Charms: Granite Curtain of Serenity

Centering her mind and spirit, the Dragon-Blood embodies the stability of the omphalos, walking unscathed through the chaos of the Wyld. She and any items she carries are impervious to physical transformation or addiction caused by Wyld exposure, as well as similar environmental effects that warp mind or body. This doesn't protect her from shaping magic used by other characters or from non-transformative perils of the Wyld.

An Integrity 5, Essence 3 repurchase lets the Dragon-Blood pay a five-mote surcharge to extend this Charm's effects to her Hearthmates out to medium range.

Ten Thousand Dragons Fight as One

Cost: 5m; **Mins:** Integrity 4, Essence 2

Type: Reflexive

Keywords: Balanced, Earth

Duration: Instant

Prerequisite Charms: Oath of the Ten Thousand Dragons

The bellicose temperament of the Dragon-Blooded has set them against each other throughout the ages, but in times of crisis, the bonds of shared blood are stronger than any division of house against house or nation against nation. When the Exalt witnesses another Dragon-Blood in risk or danger — physical, social, or otherwise — she may use this Charm to instantly form a Minor Tie of loyalty towards him, or to strengthen such a Tie by one step. For the rest of the scene, that Tie benefits as though she'd used this Charm's prerequisite to swear an oath to assist him. If she Joins Battle or makes an influence roll in this pursuit, she adds (Intimacy) non-Charm bonus dice on the first such roll she makes.

This Charm can only be used once per scene.

Wound-Denying Dragon Faith

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

Type: Reflexive

Keywords: Earth

Duration: One scene

Prerequisite Charms: Ten Thousand Dragons Fight as One

Unwavering in her dedication, the Dragon-Blood won't yield even to mortal injury. As long as she's striving to pursue or uphold an Intimacy to which she's sworn herself with Oath of the Ten Thousand Dragons, Ten Thousand Dragons Fight as One, or Unflagging Vengeance Meditation, she ignores up to (Intimacy/2, round down) points of wound penalties.

In Earth Aura, she ignores (Intimacy) points of wound penalties instead.

Ascendant Ideal Inspiration

Cost: 6m, 1wp; **Mins:** Integrity 5, Essence 3

Type: Simple

Keywords: Signature (Air)

Duration: Indefinite

Prerequisite Charms: None

Rising above the turmoil of the world, the Dragon-Blood dedicates herself to a Defining Principle that represents her ideals. Any character who attempts to either weaken the chosen Principle or cause the Dragon-Blood to act against it must make two separate influence rolls, using the lower result. Additionally, the Dragon-Blood doubles 9s on influence rolls with any Ability to either instill the chosen Principle in others or persuade them to act by appealing to it.

If the Dragon-Blood acts against the chosen Principle or voluntarily weakens it in any session where this Charm was used to empower it, she loses all temporary Willpower, and this Charm ends if still active. Likewise, she cannot use it to empower a Principle she's acted against or weakened earlier in the same session. If influence weakens it below Defining, this Charm ends, but the Dragon-Blood doesn't lose Willpower.

This Charm can only be used once per story, unless reset by upholding a Defining Principle the Exalt wishes to devote herself to in a way that either fulfills a major character or story goal (**Exalted**, p. 170) or makes significant narrative progress towards such a goal. If the Dragon-Blood maintains it through multiple stories, she cannot use it again until she's ended it and either a new story begins or she resets it.

Flawless Diamond Heart

Cost: 7m; **Mins:** Integrity 5, Essence 3

Type: Reflexive

Keywords: Balanced, Signature (Earth)

Duration: Instant

Prerequisite Charms: None

Unflinching in her convictions, the Dragon-Blood embodies the unbreakable strength of earth. When her Resolve is beaten by influence that opposes one of her Major or Defining Intimacies, she lowers the cost to resist by (Essence/2, round up) Willpower, minimum zero. If she enters a Decision Point, she must still call upon a valid Intimacy to use this Charm.

This Charm may only be used once per story, unless reset by upholding the Intimacy this Charm was used to protect.

Immolating Phoenix-Soul Fury

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

Type: Reflexive

Keywords: Balanced, Signature (Fire)

Duration: One scene

Prerequisite Charms: None

The soul-twisting lies of Anathema and the curses of sorcerers cannot hope to tame the boundless fire of the Dragon-Blood's heart. If a Psyche effect (**Exalted**, p. 253) would cause her

to act against one of her Intimacies, she may instead use this Charm to enter a berserk state in which her will cannot be constrained. The Psyche effect is completely suppressed for the duration, but she cannot take any actions except to engage in hostilities. She may fight as best she sees fit, including using disengage actions to tactically reposition herself, but cannot withdraw from combat or accept an enemy's surrender. The only social influence she may attempt is threatening foes. If she's not in combat, then she must either devote herself entirely to seeking out a specific enemy, or provoke other characters into hostilities. She cannot end this Charm voluntarily.

If the Dragon-Blood defeats the character responsible for inflicting the Psyche effect on her while in this rage, the unnatural influence is permanently broken, and she gains two Willpower. This can raise her above her permanent Willpower.

This Charm may only be used once per story, unless reset by subsequently upholding through violence or intimidation the Intimacy it was used to protect.

Waves-Swallow-Mountains Persistence

Cost: 5m; **Mins:** Integrity 5, Essence 3

Type: Reflexive

Keywords: Signature (Water)

Duration: Instant

Prerequisite Charms: None

Against the persistence of the tides, even the mightiest arguments crumble into dust. When the Dragon-Blood asserts her Resolve against an influence roll, up to (Essence/2, round up) 1s on the opposing character's influence roll each subtract a success. If the Dragon-Blood uses this Charm multiple times in the same scene against a single character's influence, each subsequent use increases the maximum penalty by one, to a maximum of (Essence), and counts the next-highest number towards the penalty. On her second use, 1s and 2s would subtract successes; on the third, 1s, 2s, and 3s would.

This Charm can only be used against a single character each scene, although there's no limit on how many times the Dragon-Blood may use it against him.

Roots-of-the-World Meditation

Cost: —; **Mins:** Integrity 5, Essence 3

Type: Simple

Keywords: Signature (Wood)

Duration: Until meditation is completed

Prerequisite Charms: None

Communing with the endless flow of Essence through every living thing, the Dragon-Blood draws up this boundless vitality to sustain herself. She must spend (10 – Essence) hours in meditation, at the end of which she rolls (Essence + current temporary Willpower). She may spend her successes on the following:

1 Success: Heal a level of bashing or lethal damage.

- 1 Success:** Convert a level of aggravated damage to lethal.
- 2 Successes:** Halve the duration (round up) of a poison she suffers from.
- 3 Successes:** Cure herself entirely of a disease or Derangement at Minor intensity.
- 5 Successes:** Reduce a disease or Derangement from Major intensity to Minor.
- 7 Successes:** Reduce a disease or Derangement from Defining intensity to Major.

This Charm can only be used once per story.

What Can I Do While I'm Meditating?

When an Exalt meditates to use Charms like Fivefold Resonance Sense or Mind-Cleansing Prana (**Exalted**, p. 306), the range of actions she can take without ending her meditation is limited.

The only Physical or Social actions (based on Strength, Dexterity, Stamina, Charisma, Manipulation, or Appearance) that can be taken while meditating are those that are completely passive on the Exalt's part, like rolling Resistance to resist poison or asserting Resolve against influence. Otherwise, even reflexive actions will end meditation.

Mental actions (based on Perception, Intelligence, or Wits) are generally unrestricted. However, a meditating character cannot roll to shape sorcery or take other sorcerous actions, or any other non-reflexive action the Storyteller deems incompatible with meditation.

Thicker Than Stone

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

Type: Reflexive

Keywords: Earth

Duration: Instant

Prerequisite Charms: Inviolate Dragon Spirit, Ten Thousand Dragons Fight as One

One could sooner grind a mountain to dust than turn the Dragon-Blood against her allies. Against influence that opposes one of her positive Ties to another Dragon-Blood, a family member, or a subordinate under her command, she add (Intimacy/2, round down) Resolve as a non-Charm bonus. Successfully resisting the influence grants her a point of Willpower.

This Charm can only be used to protect a given Tie once per story.

Unflagging Vengeance Meditation

Cost: 7m, 1wp; **Mins:** Integrity 5, Essence 3

Type: Simple

Keywords: Earth

Duration: Indefinite

Prerequisite Charms: Ten Thousand Dragons Fight as One

The Dragon-Blood swears vengeance on a character that has harmed the subject of one of her Major or Defining Intimacies, instantly forming a Major Tie of hatred towards him, or strengthening such an existing Tie by one step. She gains +2 Resolve against any influence that would weaken this Tie, or that would deter her from her chosen course of revenge. For the duration of her vendetta, she waives the cost of Uneating Earth Meditation, Unsleping Earth Meditation, and Untiring Earth Meditation (p. XX). In battle against the object of her vendetta or his allies or minions, she adds +(Intimacy) natural soak and gains (Intimacy) Hardness.

If the Dragon-Blood goes a day without pursuing her vendetta, she loses two Willpower. If she has no Willpower remaining, she suffers a level of unpreventable aggravated damage. Upon successfully concluding her vendetta to her satisfaction, she sheds the Intimacy formed by this Charm and gains two points of Willpower. This may bring her above her permanent Willpower rating.

This Charm can only be used once per story. If the Dragon-Blood maintains it through multiple stories, she cannot use it again until she's ended it and a new story begins.

The Mountain Still Stands

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

Type: Reflexive

Keywords: Earth

Duration: Instant

Prerequisite Charms: Thicker Than Stone

When the Dragon-Blood successfully asserts her Resolve against influence that opposes one of her Defining Intimacies, or successfully instills a non-trivial character with one of her Defining Intimacies using any social Ability, she gains a single point of Willpower.

This Charm can only be used once per day.

Investigation

Indisputable Physical Analysis Technique

Cost: 2m per success; **Mins:** Investigation 1, Essence 1

Type: Supplemental

Keywords: Balanced, Excellency, Water

Duration: Instant

Prerequisite Charms: None

The Dragon-Blood refines her attention to the pristine clarity of water, washing away false leads and red herrings. She may add automatic successes on an Investigation roll for two motes each. She rerolls 6s until they cease to appear.

Tampering-Detection Technique

Cost: 1m; **Mins:** Investigation 2, Essence 1

Type: Supplemental

Keywords: Balanced, Water

Duration: Instant

Prerequisite Charms: Indisputable Physical Analysis Technique

Even the slightest disturbance at the scene of a crime can have consequences that ripple throughout an entire investigation. Success on a case scene roll reveals whether any attempt has been made to conceal evidence (**Exalted**, p. 224), although not the identity of the character responsible.

Alternatively, this Charm can be used when the Dragon-Blood examines an item for signs of tampering. She can automatically tell if any character has used Larceny to interfere with that object in the last (Essence + Investigation) hours — picking a lock, forging credentials, hiding contraband inside a barrel, and so on. This reveals the nature of the tampering, but not the perpetrator's identity or the time it occurred.

With Investigation 4, Essence 3, the Dragon-Blooded can detect tampering that has occurred in the last (Essence + Investigation) days.

Permeating Insight

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

Type: Supplemental

Keywords: Water

Duration: Instant

Prerequisite Charms: Indisputable Physical Analysis Technique

Deceit, lies, and obfuscation won't avail fugitives from the Dragon-Blood's justice. Their sins are pellucid as crystal in her eyes. She adds (Essence) non-Charm dice on a roll to profile a character (**Exalted**, p. 225). If she succeeds, she gains a temporary Investigation specialty in the profiled character. She retains the specialty indefinitely, but may only have one specialty granted by this Charm at a time.

Scent-of-Crime Method

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

Type: Supplemental

Keywords: Water

Duration: Instant

Prerequisite Charms: Permeating Insight

Even if a murderer washes the blood from his hands, the smell of iniquity that clings to his heart draws the magistrate to him. The Dragon-Blood doubles 9s on an Awareness, Investigation, or Survival roll to detect the presence of a character that has made a Larceny roll in the last (Essence) hours. She can determine whether or not a given individual is the source of the guilt by successfully profiling him.

Heart-Maze Navigation

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

Type: Supplemental

Keywords: Water

Duration: Instant

Prerequisite Charms: Scent-of-Crime Method

The Dragon-Blood can test the composure of even the most practiced liar, discovering the path that leads to the truth. When she makes a profile character roll, her target's Guile can be penalized by any of his Intimacies that would support revealing information to the Dragon-Blood, lowering it as though it were his Resolve.

While the Dragon-Blood is in Water Aura, she can use this Charm to profile a character instantly.

Revelation-of-Associates Hunch

Cost: 5m; **Mins:** Investigation 3, Essence 2

Type: Supplemental

Keywords: Balanced, Fire

Duration: Instant

Prerequisite Charms: Scent-of-Crime Method

Criminals surround themselves with cronies, accomplices, and hirelings like a bonfire wreathes itself in cast-off embers, leaving behind a trail for an intrepid Dragon-Blood to follow. She rolls an additional non-Charm die for each 10 on an Investigation roll. If she successfully uncovers evidence of crime, she experiences a sensation of flashing heat. Based on the intensity of this heat, she can gauge roughly how many individuals were involved — a lone offender's crime barely registers as heat at all, while a conspiracy of hundreds roars like a bonfire.

With an Investigation 5, Essence 3 repurchase of this Charm, the Dragon-Blood can detect that a character is connected to the crime with a successful profile character roll enhanced by Revelation-of-Associates Hunch, recognizing an all-too-familiar heat rising off of the suspect. This doesn't reveal the role he played in the crime.

Bloodhound's Nose Technique

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

Type: Simple

Keywords: Water/Wood

Duration: (Essence) days

Prerequisite Charms: Scent-of-Crime Method

The Dragon-Blood smells the sin on a criminal's back, pursuing him through city and wilderness alike by the scent of his iniquity. She makes a case scene roll with double 9s to investigate a piece of evidence. The base difficulty of this roll is 3, although the Storyteller may increase the difficulty based on the length of time since the object was left, any exposure to the elements, or supernatural concealment. On a success, the Dragon-Blood is able to pick up the scent of the character who left the evidence. If she's already familiar with that individual, she identifies them immediately.

The Dragon-Blood doubles 9s on rolls to track that character by smell, and can recognize his scent without needing an Awareness roll upon coming within medium range of him. In addition, the Storyteller may inform her player, through the Exalt's keen sense of smell, whenever a case scene or profile character roll would turn up information relevant to that character.

Tenacious Flowing Truths

Cost: 5m; **Mins:** Investigation 3, Essence 2

Type: Simple

Keywords: Water

Duration: One scene

Prerequisite Charms: Tampering-Detection Technique

Attuning her senses to the ebb and flow of truth and lies, the Dragon-Blood can solve even the most challenging cases. She ignores (Essence) points of penalties on rolls to case a scene, as well as on Awareness rolls opposing Larceny.

In Water Aura, the Exalt also adds an automatic success on all rolls that benefit from this Charm.

Warrant of Divine Safety

Cost: 5m; **Mins:** Investigation 5, Essence 3

Type: Reflexive

Keywords: Signature (Air)

Duration: (Essence) hours

Prerequisite Charms: None

Dragon-Blooded magistrates may bind the wicked to their words, capturing a carelessly offered oath or negotiated concession from the air into which it's spoken and sealing it with Essence. She can use this Charm to sanctify any spoken offer made to her of hospitality or of invitation into a building. The invitation must be made by a character with customary authority to do so, even if informal — a guest at a noble's court could extend hospitality to a stranger, and even a palace servant might welcome them in discreetly, but a thief or trespasser cannot give a valid invitation.

As long as the Dragon-Blood and her companions take no hostile actions, other characters cannot violate the guarantee of hospitality without incurring Heaven's wrath. An attacker's knife might be blown from his hand by a sudden gust of wind, elemental spirits might appear to restrain an oath-breaker from violence, or a bolt of lightning might strike a poisoner dead before he can make his way to the kitchen. Whatever consequences the Storyteller introduces should be sufficiently dire to thoroughly negate most oathbreakers' attempts at harming those under this Charm's protection. Characters with an Essence higher than the Dragon-Blood's can attempt to fight despite these consequences, but still face significant obstacles — large penalties, environmental hazards, or similar.

This protection is limited to the premises on which she was offered hospitality. It doesn't extend beyond the bounds of that location — offering no protection for those outside — and ends if the Dragon-Blood leaves the premises.

Echoes Caught in Stone

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

Type: Simple

Keywords: Signature (Earth)

Duration: Instant

Prerequisite Charms: Bloodhound's Nose Technique

Taking a piece of evidence in hand and meditating on it, the Dragon-Blood rolls (Perception + Investigation) against a difficulty equal to the number of days since that evidence was placed. On a successful roll, she hears a relevant conversation that occurred near that object sometime in the last (Essence) months. A murder weapon might reveal the last words between killer and victim, a carelessly abandoned sandal could uncover good-humored banter between thieves, while a hidden switch in a manse might repeat the words of the last person to operate it.

To use this Charm, the Dragon-Blood must first have identified an object as evidence with a case scene roll. She may listen through the conversation once, and may need to make hearing-based Awareness rolls to discern very faint or obscured sounds. She doesn't control what period in time she listens to, but the Storyteller should select the conversation most relevant to her current investigations.

Echoes Caught on Stone can only be used once per story, unless reset by upholding a Defining Intimacy in the pursuit of investigating a crime or bringing a criminal to justice.

Shadow-Immolating Talon

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

Type: Supplemental

Keywords: Decisive-only, Signature (Fire)

Duration: Instant

Prerequisite Charms: Heart-Maze Navigation

Her claws unsheathed, the Dragon-Blood brings fire down into the shadows and returns with truth. She can use this Charm to enhance a **decisive** attack made with any Ability, confronting her enemy with a question or accusation as she attacks. She adds (Essence) bonus dice on the attack roll and doubles 10s on the damage roll.

If the Dragon-Blood's successes on her attack roll exceeds her target's Resolve, he's compelled to answer her question or accusation honestly, without deception or half-truths. Even an enemy incapacitated by the attack has time to answer in his final moments. If this would oppose one of his Defining Intimacies, he may pay a point of Willpower to give an answer that is cryptic, half-true, or incomplete. If a character doesn't know enough to give the Dragon-Blood an answer, the attack gains no benefits and the cost of this Charm is refunded.

Shadow-Immolating Talon can only be used once per scene, unless reset by incapacitating a significant enemy that the Dragon-Blood knows has committed a crime that offends one of her Major or Defining Intimacies. It doesn't need to be reset if its target is unable to answer.

Clear Water Prana

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

Type: Simple

Keywords: Signature (Water)

Duration: Instant

Prerequisite Charms: Tenacious Flowing Truths

As flowing water erodes dirt and stone to reveal what hides beneath, so too does the Dragon-Blood's Essence wash away attempts at concealment. The Dragon-Blood focuses her attention on a small area, out to close range from a single point. She rolls to case the scene with double 7s; this requires only one minute of concentration to complete. In addition to any clues she finds, she also detects any items that have been hidden in the area as long as she rolls a single success. This doesn't reveal items that are concealed on a character's person, or that have been lost rather than purposefully hidden. The Dragon-Blood's case scene roll is capable of contesting magical concealment such as Eye-Deceiving Camouflage (**Exalted**, p. 412).

Clear Water Prana can only be used once per story, unless reset by accomplishing a major character or story goal (**Exalted**, p. 170) by successfully concluding an investigation or using the information gained from one.

Death-Unraveling Eye

Cost: 5m; **Mins:** Investigation 5, Essence 3

Type: Simple

Keywords: Signature (Wood)

Duration: Instant

Prerequisite Charms: None

The ravages of decay and deterioration fall away from the Dragon-Blood's perspective as she looks on the dead through eyes lit with Wood Essence. She can examine a corpse that has been dead for no more than (Essence + Perception) years with a case scene roll, ignoring penalties from the decomposition of the corpse or any dismemberment inflicted on it.

In addition to any information turned up by the case scene roll, the Dragon-Blood is capable of mentally rewinding the corpse's decomposition, allowing her to view it as it was at the time of death and potentially identify them. She can analyze the state of the corpse's injuries or diagnose any conditions present at the time of death with a (Perception + Medicine) roll, doubling 9s.

Additionally, by viewing the entire process of the corpse's decomposition in reverse, she automatically notices any conflicts with information she's already turned up. For example, if a criminal hid a corpse in an ice chest to slow its rate of decay, the Dragon-Blood would be able to notice the slowed progress of deterioration and infer that the victim has been dead longer than they appear.

A Face in the Fog

Cost: 6m, 1wp; **Mins:** Investigation 4, Essence 3

Type: Reflexive

Keywords: Mute, Water

Duration: Instant

Prerequisite Charms: Revelation-of-Associates Hunch, Tenacious Flowing Truths

The Dragon-Blood draws information from the flow of Essence through a crime scene, calling up a vision of her suspect from the murky depths of the past. When she succeeds on a case scene roll opposed by another character's attempt at concealing evidence, she may activate this Charm. For a moment, her perception of the space around her is filled with a thick, heavy mist. She catches a glimpse of the perpetrator in the mist — not enough to recognize them, but sufficient to convey some combination of height and build, gender, age, or other distinctive features.

If the Dragon-Blood encounters the perpetrator, a successful profile character roll allows her to confirm that he's the one she saw. Upon doing so, she gains a point of Willpower.

Falsehood-Unearthing Attitude

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

Type: Simple

Keywords: Earth

Duration: Instant

Prerequisite Charms: Heart-Maze Navigation

Even an honest man can lie, and the Dragon-Blood knows why. She makes a profile character roll with (Essence/2, rounded up) bonus successes, requiring only a few seconds. Success reveals one of that character's Intimacies that he'd be willing to lie to protect. If the character has multiple such Intimacies, the Storyteller should choose the one most directly relevant to ongoing events. For example, if she profiles a character while investigating embezzlement from the Imperial Treasury, she might discover his Defining Principle of unscrupulous greed. Using it against the same character amidst a murder mystery might reveal a Tie to someone else who could be a potential suspect in the case.

Foul Stench of Lies Discernment

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

Type: Reflexive

Keywords: Air, Mute

Duration: Instant

Prerequisite Charms: Falsehood-Unearthing Attitude

To speak lies before a Dragon-Blood is to foul the air with one's breath. The Dragon-Blood may reflexively roll to profile a character when she hears him make a statement, adding (Essence) non-Charm bonus dice. A successful roll reveals whether that character was attempting to be deceptive or misleading with his statement. It doesn't reveal what parts of the statement are untrue.

Once the Dragon-Blood has caught a character lying, she waives the Willpower cost of any subsequent activations against that character in the same scene.

Scent of the Stranger's Threshold

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

Type: Reflexive

Keywords: Wood

Duration: Instant

Prerequisite Charms: Bloodhound's Nose Technique

The Dragon-Blood can tell outsiders from locals with a glance, picking up on the subtle cues woven into the living web of society. While she's in a city, village, or similar settlement, she can determine whether a character she perceives lives in that location, no matter how humble the place he calls home. Outside of a settlement, she instead discerns if a character is a resident of the largest nearby settlement she's aware of. Fair Folk always appear as strangers, no matter how integrated into society they may be, but this doesn't reveal their true nature.

If the Dragon-Blood uses this Charm against a character in disguise or employing a similar magical deception, and learning his residence would compromise his ruse, she must roll (Perception + Investigation) with double 9s against his Guile. On a failed roll, the Dragon-Blood receives a result that conforms with her target's cover.

If the Dragon-Blood has memorized a character's scent with Bloodhound's Nose Technique, she can use this Charm to see if he calls a place home without needing him to be present.

Homeward Trail Discovery Method

Cost: —; **Mins:** Investigation 5, Essence 3

Type: Reflexive

Keywords: Air

Duration: Instant

Prerequisite Charms: Scent of the Stranger's Threshold

Both dragons and thieves take great interest in tending to their lairs; neither can hide from the vigilant magistrate. Once the Dragon-Blood has used this Charm's prerequisite to determine that a character lives in a location, this Charm activates when she comes in sight of a door or other entryway into his home. In her perspective, the entryway briefly flashes blue with the Essence of air, automatically revealing it to her. If she rolls to pick a lock, force a door, or otherwise secure her entry by physically manipulating an entrance, she doubles 9s on the first such roll.

River-of-Memory Meditation

Cost: 5m; **Mins:** Investigation 5, Essence 4

Type: Simple

Keywords: Mute, Water

Duration: Instant

Prerequisite Charms: A Face in the Fog, Bloodhound's Nose Technique

The Dragon-Blood knows the criminal underworld as an angler knows the sea. After uncovering evidence or a clue that a crime has been committed, she rolls (Perception + Investigation) to correlate the details of the crime with what she knows of any character that she's successfully

profiled during this story, at a difficulty of (higher of his Essence or Larceny). Success reveals whether that character has a Major or Defining Intimacy that would have supported committing the crime. This doesn't reveal what his Intimacy is or whether he's guilty, only that he has a compelling motive.

This Charm can also be used to recognize the signature method or calling card of a criminal, allowing the Dragon-Blood to instantly recognize a crime committed in the style of a character she's profiled, and to distinguish his work from that of a copycat.

Inescapable Wave Insight

Cost: 8m, 1wp; **Mins:** Investigation 5, Essence 5

Type: Simple

Keywords: Water

Duration: One investigation

Prerequisite Charms: River-of-Memory Meditation

The Dragon-Blood builds her case day by day, every piece of evidence or witness questioned adding another drop to the rising tide of her investigation. As she completes her case, these waters overflow their banks in an overwhelming torrent of revelations. After uncovering a number of clues equal to (higher of her target's Essence or Larceny) through case scene rolls, profile character rolls, or roleplaying, the Dragon-Blood gains the following benefits until she's conclusively closed the case:

- She adds (Essence) bonus dice on Investigation rolls against her suspect, Awareness rolls opposing his Stealth or Larceny, and on Join Battle rolls against him.
- When she uses one or more Investigation Charms targeting him, the total Willpower cost is reduced by one point and their mote cost is muted.
- She may treat any social influence that requires her to end the investigation as unacceptable (**Exalted**, p. 220). Once she apprehends the suspect and decides on how best to do justice, any influence to deter her from that course is likewise unacceptable.

Inescapable Wave Insight can only be used once per story, unless reset by witnessing a serious crime that offends against one of her Defining Intimacies.

TO BE CONTINUED...