

EXALTED

SECOND EDITION

STORYTELLERS COMPANION™





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THE TRANSFORMATION OF
YOUR ESSENCE NEARS
COMPLETION. SOON, YOU
WILL EMERGE IN CREATION.

BUT THERE, THE EXALTED DWELL.
THE CHOSEN OF THE MAIDENS
AND OF THE MOON SCURRY IN
DARK CORNERS LIKE ROACHES...

...AND THE DRAGON-BLOODED
GRANDCHILDREN OF TRAITOR
GAIA THROG LIKE RATS.



THE VANGUARD OF THE ABYSS
COULD BE YOUR ALLIES,
BUT THEY ARE IGNORANT
AND OBSESSED WITH DEATH.

YET YOUR GREATEST
ENEMIES ARE OUR
TORMENTORS - THE
CHOSEN OF THE SUN.
THEY MUST BE
DESTROYED!



I UNDERSTAND,
MASTER. I AM
READY.



INTRODUCTION

Keep your friends close but your enemies closer.
—Sun Tzu, *The Art of War*

The world of Exalted is full of numerous threats to the returning Solar Exalted, and no threat is more dire than that posed by other Exalts. Each of the four other types of Exalt has its own plans for the world, and the return of the Lawgivers could, in many cases, undo the work of centuries of planning. Both the Dragon-Blooded and their Sidereal patrons wish to preserve the status quo, while the Lunar and Abyssal Exalted both wish to tear down what exists, either to bring about a return to barbaric utopia or an end to all things. And then there are the returning Solars themselves, many of whom subscribe to diametrically opposed philosophies of what is necessary to be done in order to save Creation.

How To Use This Book

This book provides Storytellers with the tools they need to quickly construct Exalted antagonists, or even allies, for their series. The five Exalt types and their motivations are

described within in greater detail than in the corebook. Also, a large number of their Charms are provided in order to allow Storytellers to construct characters with greater depth than with what was supplied in the Antagonist chapter of Exalted. In addition, the rules for playing out the affairs of state in Exalted are also provided, so that players' Exalts might guide their various holdings against the machinations of the world's great powers.

Chapter One: The Dragon-Blooded

This chapter presents the Terrestrial Exalted to be played as enemies or occasionally friends of the returned Solars. The Terrestrials' Charms are presented in abbreviated form, and a number of character templates are provided so that standard character types may be generated quickly and with little effort by Storytellers. In addition, the Immaculate Order is expounded upon, and the Immaculate martial arts are detailed.



Chapter Two: The Lunar Exalted

This chapter presents the Lunar Exalted in all their savage glory. Their Charms are presented in abbreviated form, and a number of character templates are provided so that standard character types may be generated quickly and with little effort by Storytellers. The secrets of shapechanging and the goals of the Silver Pact, a loose organization made up of all Lunars (well, except for the insane chimera), are also explained.

Chapter Three: The Sidereal Exalted

This section presents the Sidereal Exalted as well as explains their duties both in Creation and in Heaven. Their Charms are presented in abbreviated form, and a number of character templates are provided so that standard character types may be generated quickly and with little effort by Storytellers. In addition, the secrets of Sidereal astrology are revealed — everything from resplendent destinies to pattern bite.

Chapter Four: The Abyssal Exalted

This chapter outlines the Abyssal Exalted and their dark masters, the Deathlords. The deathknights' Charms

are presented in abbreviated form, and a number of character templates are provided so that standard character types may be generated quickly and with little effort by Storytellers. In addition, the identities of a number of the 13 Deathlords are revealed, as well as their goals, resources and general powers.

Chapter Five: The Solar Exalted

Finally, this last chapter presents a number of character templates so that standard character types may be generated quickly and with little effort by Storytellers using this and the Exalted corebook. Also, the chapter presents a number of Solar artifacts of varying power dating to the First Age of man that Solars of this time may seek to reacquire.

Appendix: The Mandate of Heaven

The rules of the Mandate of Heaven allow for Storytellers and players alike to run political units of varying power and size, referred to as dominions, as characters in the larger political structure of Creation. Dominions may gain or lose power or even absorb other dominions in an abstraction representing the fluid nature of politics and warfare in the world of Exalted.



MAKAR,
PLEASE LISTEN!
CAPTAIN DACE
IS A HERO. HE--

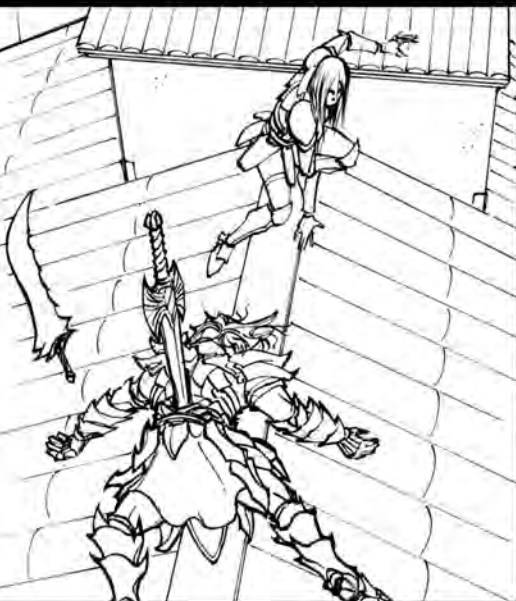


NO MORE LIES,
TRAITOR!

OUR ANCESTORS
WERE THE TRAITORS.
OUR TRUE PLACE
IS BY THE SOLARS'
SIDE!



NO ANATHEMA
WILL OWN MY -
AARGH!!!



I'M SORRY RISA.
I HAD NO CHOICE.



CAPTAIN...



THERE'S ALWAYS
A CHOICE...



CHAPTER ONE

THE DRAGON-BLOODED

The Dragon-Blooded Host is the most implacable of the enemies facing the returning Solars. For each Solar in Creation, there are over 100 Terrestrials, and more Dragon-Blooded Exalt every year. The whole of Dynastic society rests on the bedrock belief that the Anathema are an evil that must be fought to the last breath. Among those who subscribe to the Immaculate Philosophy, death in combat against an Anathema guarantees reincarnation as a Dragon-Blooded of good breeding, but even the nonbelievers among the Dynasty realize that a Solar Exalted can only succeed at his ultimate goals, whatever they are, over the dead body of the Scarlet Empire.

CHARACTERISTICS OF THE DRAGON-BLOODED

Individually, the Terrestrial Exalted are inferior to their Celestial peers. The Terrestrial Exalted's Charms are less powerful, their power to channel Essence is weaker and they cannot

employ Celestial or Solar Circle Sorcery. Their strength comes instead from vast numbers, augmented by special Charms that let them better function as a group, and by their enormous resources of men, materiel and magical artifacts.

As noted in the **Exalted** corebook, the Personal Essence pool of a Dragon-Blooded is equal to (Essence + Willpower). A Dragon-Blooded's Peripheral Essence pool is equal to ([Essence x 4] + Willpower + [the sum of the two highest Virtues]). A Dragon-Blood may also take a special Background called Breeding. Each dot of Breeding adds roughly 1 mote to her Personal Essence pool and 2 motes to her Peripheral Essence pool. To reflect the enormous quantity of artifacts held by the Great Houses, the benefit of any dots a Terrestrial Exalt takes in the Artifact Background are doubled.

As with Solar Exalted, Dragon-Blooded Charms are keyed to Abilities. However, the Solars are divided into five castes and receive appropriate Caste Abilities to help them fulfill their appointed duties. The Dragon-Blooded, on the other hand, are not divided into castes, but are merely aspected



to one of the Five Elemental Dragons. Consequently, instead of gaining preternatural skill with a set of Abilities appropriate to a particular societal role, a Dragon-Blood gains skill in Abilities associated with the personality of her Elemental Dragon patron. This leads to odd results. For example, one might easily guess that a Water Aspect would naturally excel at sailing. Why the same Water Aspect would also excel at business relations and criminal activities is less obvious unless one has studied the Immaculate Texts for insights into the personality of Danaa'd, Exemplar of the Elemental Dragon of Water. A Dragon-Blood's connection with her aspect is also much stronger than a Solar's connection to his caste. Anytime a Dragon-Blooded uses a Charm associated with a non-Aspect Ability, she must pay a 1 mote surcharge. Only 1 mote is paid per Charm, no matter how many times she uses the Charm in a action, but 1 mote must be paid for each out-of-aspect Charm used in a Combo. However, Immaculate monks who have mastered a Glorious Dragon Style other than the one to which they are normally attuned (see below) no longer pay a surcharge on Charms associated with either the element to which they are aspected or the element whose martial-arts style they have mastered.

THE SCARLET DYNASTY



The majority of Terrestrial Exalted in Creation are citizens of the Scarlet Empire, a society intentionally designed by the Empress to be as dysfunctional as possible without actually falling apart. Or, at least, that was the plan. Unfortunately, without her actually being around to keep the various conflicting factions relatively balanced, the civilization she created teeters on the verge of collapse.

THE IMMACULATE ORDER

The Immaculate Order was one of the few social constructs in Creation to predate the rise of the Empress and remain in existence today. Perhaps because of this, the Immaculate Order is the faction over which she had the least direct control during her reign. The Immaculate Order came into being shortly after the Usurpation, as the old Shogunate sought a religion that would justify both the murder of the Solars and the Dragon-Blooded's rise as the dominant social group in Creation. The Immaculate Philosophy itself may possibly have predated the Usurpation in the form of heretical beliefs among Dragon-Blooded opposed to Solar excesses. After the Usurpation, adoption of the Philosophy as a state religion served two important purposes: first, to permanently malign the memory of the Solar Exalted so that any who did escape the Purge would be unable to draw upon the support of the masses and, second, to establish the Terrestrial Exalted as morally unassailable, thereby undermining any political or social movements amongst the commoners that threatened Dragon-Blooded hegemony.

In essence, the Immaculate Philosophy is a reincarnationist doctrine that holds that the quality of one's current life is the result of moral choices in one's past life and that one's moral choices in the current life dictate the quality of one's next life. The Philosophy is quite legalistic in what constitutes a "moral choice," and, given the origins of the faith, that the failure of a commoner to obey or simply show deference to a Dragon-Blood might irrevocably ruin his chances for spiritual advancement is unsurprising. Beyond that, the Immaculate Philosophy venerates the Five Elemental Dragons above all other spirits, and the authority of the Immaculate monks to dictate when and how a spirit can be worshiped by commoners (along with the monks' power to actually destroy truculent





spirits) gives the Order considerable power over Terrestrial spirit hierarchies.

The Immaculate Order is the official sponsor of the Cloister of Wisdom, one of only four secondary schools on the Blessed Isle that cater exclusively to Dragon-Blooded children. Although the training there is intensely religious, only a small percentage of those who graduate actually become Immaculate monks. Most of the children who attend go on to other professions, having attended the Cloister solely to take advantage of its comprehensive education, advanced martial-arts training and meditative approach to living. Regardless of a graduate's eventual occupation, she will almost certainly be a devout support of the Immaculate Order, both philosophically and financially. Graduates of the Cloister who do seek a religious vocation receive advanced training at the Palace Sublime. A significant percentage of such students are actually outcaste Dragon-Blooded who choose religious lives over military careers (assuming the choice is not made for them). Such outcastes often rise to positions of great importance in the Order, although many others are discreetly slain by their teachers for failure to adhere to one dogma or another.

Most monks are itinerant and spend their lives wandering. Creation is vast, and the Realm and its tributaries are so large that only the largest cities have Immaculate monks in permanent residence. Therefore, the monks ride circuit from town to town, staying just long enough to officiate over weddings, christenings and other religious rites before moving on to the next village. While on their routes, the monks are also charged with searching out any signs of blasphemy or heresy. Such signs may not be obvious, even to those responsible for them. For example, the Immaculate Philosophy condemns as heresy the use of any iconic art other than those depicting the Elemental Dragons. Thus, the peasant innkeeper of the

Black Stallion Inn might find himself accused of heresy for hanging a picture of a black horse over his door to identify his establishment to illiterate customers. If he's lucky, he'll get away with a busted sign and a stern lecture from the monk. If not, he might find his establishment burned to the ground, possibly with him in it.

In addition to the Order's clerical role, the Immaculate Order is also in de facto control over the Wyld Hunt, a role previously shared with the Empress. While the Order no longer has any competition for its control over the Hunt, the Hunt itself is now a much weaker tool. Prior to the Empress' disappearance, any Dragon-Blood of sufficient skill and experience could have her name placed on the Rolls of the Hunt. Having one's name put on the Rolls was a voluntary act, but, for those who did so, participation in the Hunt became mandatory, and a refusal to ride or a request to remove one's name from the Rolls carried great social stigma. When the Wyld Hunt learned of a suitable quarry (through sorcery or Sidereal astrology), the Rolls were consulted to determine which Dragon-Blooded were nearest. Those Dragon-Blooded were then contacted by the Infallible Messenger spell or by other means and sent into the fray. The Hunt's target was typically an Anathema, but, occasionally, the Hunt was sent after rebellious Terrestrials or particularly outrageous gods. Participation in a successful Wyld Hunt was considered one of the highest honors a Dynast could achieve. After the Empress disappeared, however, as the Great Houses began their maneuvering for power, the Hunt lost its luster among the Dynasts, and most of the elder Dragon-Blooded had their names removed from the Rolls. Now, the Immaculate monks soldier on, aided only by younger Dragon-Blooded with mere decades of experience and mortal cannon fodder, even as the numbers of Anathema have swelled beyond reckoning.





One of the few advantages the Order has in prosecuting the Wyld Hunt is the Order's command of the Fivefold Dragon Methods, the five martial arts styles unique to the Order. While all who graduate from the Cloister of Wisdom have some understanding of one of the five styles, Immaculate monks, particularly older ones, often master multiple paths and, with preparation and a little luck, can be a threat to even the Solar Exalted. Each of the five styles is associated with one of the Elemental Dragons. Although following a path other than the one to which the Dragon-Blooded is aspected is possible, doing so requires the Exalt to pay a 1 mote surcharge on *all* Charms, including those of her own normal element, until she has mastered the foreign path. At that point, the monk does not have pay the surcharge for either her Aspect Charms or for any Charms associated with the element of the mastered Dragon Path. While neither the Five Glorious Dragon Styles nor the more common Five-Dragon-Style (a non-Immaculate style taught to those outside the Order) are generally as powerful as the styles practiced by the Solar and Sidereal Exalted, those styles do have one significant advantage: all of the styles commonly practiced by the Dragon-Blooded are fully compatible with armor.

All sensible Solars fear the Wyld Hunt. While a shadow of its former might, the Hunt remains a collection of potent Dragon-Blooded who are specially trained for the sole purpose of slaying Anathema. Any Solar who seeks to fulfill his destiny as Chosen of the Unconquered Sun — whatever that destiny might be — knows that conflict with the Wyld Hunt is inevitable. Other than as seconds for the Hunt, Solars are most likely to encounter Immaculate monks as missionaries. Such conflicts might or might not immediately explode into violence, depending on the personalities involved, and some monks might be open to talking with an Anathema, especially if clearly outmatched or outnumbered. Such situations are rare, however, and the more typical response for a monk who encounters a Solar Exalt includes an immediate request for the Wyld Hunt (or at least support from the nearest legion outpost) and, possibly, executions for any mortals known to have associated with the Anathema.

OTHER ROLES FOR THE DRAGON-BLOODED

Outside the strictures of the Immaculate Philosophy, the more secular of the Dragon-Blooded find fulfillment in whatever pursuits interest them. In addition to the Cloister of Wisdom, Dragon-Blooded children of good breeding and wealthy families can attend one of three other secondary schools. The House of Bells is the Realm's premier military training school, while the Spiral Academy is a grueling business school that spawns most of the Realm's bureaucrats and successful businessmen. Both of these schools were sponsored by the Empress and are now supported by Regent Fokuf. Finally, the Heptagram is a privately funded academy for the study of sorcery.

Roughly half the Dragon-Blooded of the Blessed Isle have "jobs" in the traditional sense. The rest are, for lack of a better

description, "professional nobles," whose societal role is to throw parties, purchase art, direct charitable ventures and go on lavish vacations, thereby stimulating the economy simply through their extravagant lifestyles. Those Dragon-Blooded with more traditional jobs either work for their Houses as managers of their business ventures or else work in the Imperial Service. The Service, known unofficially as the Thousand Scales, consists of the Imperial Army, the magistrates and the secret police force called the All-Seeing Eye. The Thousand Scales also includes innumerable bureaucratic agencies that originally worked under the auspices of the magistrates. Since the Empress's disappearance, the rival branches of the Imperial Service have moved from dysfunctional cooperation to guarded truce to shadow warfare.

THE LEGIONS OF THE IMPERIAL ARMY

Dynastic society has always been profoundly militaristic, and has only become more so in recent years. Previously, the legions were independent of any external control other than the Scarlet Empress' whims. Furthermore, the legions were the chief mode of advancement for outcaste Dragon-Blooded who wished to enter public society; such soldiers owed exclusive loyalty to their legion and their Empress rather than to any House. During her reign, the Imperial Army was lavishly supported by taxes raised from the Great Houses and their satrapies. After the Empress disappeared, however, the Great Houses conspired with the ministers of the Thousand Scales to break the legions by slashing their funding so deeply that the legions could only continue to function by accepting patronage from the Great Houses. Naturally, this entitled each Great House to appoint persons of its choosing to high-level commands in order to oversee the House's "investment." Those commanders who objected to this de facto privatization were forced into early retirement or early graves. Thus was the greatest fighting force in all of Creation reduced to an army of lackeys for dilettantes and socialites.

Solar Exalted may run afoul of the legions anywhere in the Threshold. The Realm's reach is long, and while much of its military resources have been withdrawn to the Blessed Isle, most of the satrapies and client states still have some kind of legion presence. Discreet Solars may easily avoid conflict with the legions, which, in the current political climate, are mainly reactive rather than proactive. On the other hand, Solars who draw attention to themselves, whether by raising up peasant armies or simply by gratuitous Essence displays in areas patrolled by the Dragon-Blooded military, may expect a quick response. Solars might also encounter Dragon-Blooded soldiers in smaller numbers in any medium or large community that has a tavern. Dragon-Blooded soldiers are just as prone to drinking and whoring as their mortal subordinates, if not more so. A drunken brawl between a brash Dragon-Blooded junior officer and a Solar Exalt trying not to blow his cover can make for an interesting encounter.





THE BUREAUCRACY

Almost immediately after her ascension, the Scarlet Empress began the practice of appointing magistrates, roaming plenipotentiaries who traveled the Realm serving as judges, investigators and tax collectors on the Empress's behalf. Traditionally, magistrates had virtually unfettered power to act in the Empress's name, and, technically, now that she is gone, they answer to no one at all. In practice, however, their authority has been severely curtailed since their patron's disappearance. Most magistrates have accumulated powerful enemies during the course of their careers, and are also challenged by ministers of the Thousand Scales jealous of the magistrates' unfettered power.

The overwhelming majority of magistrates, ministers and secret police in the Realm are graduates of the Spiral Academy. While the Academy lacks the mystique of the other three major secondary schools, the school's curriculum is arguably even more intense, since everyone knows that the school is riddled with agents of the magistrates, the ministers, the All-Seeing Eye and virtually everyone else who wants to recruit intelligence personnel. Although the Spiral Academy naturally focuses on practical bureaucratic training, the Academy also gives a well-rounded education, including self-defense training comparable to that of the average student at the House of Bells.

For the Solar Exalted, the chief danger of the Imperial Bureaucracy comes from the All-Seeing Eye, which, among its other duties, helps to track Anathema through augury, astrology and divination, as well as conventional intelligence techniques. Agents of the Eye rarely confront Anathema directly, but a Solar can never be certain whether or not any Dragon-Blooded ministerial toady she encounters is secretly an advance spy for the Wyld Hunt. Solars must also proceed with caution when dealing with magistrates, most of whom have considerable personal power and all of whom have the authority to assert control over an entire legion and force-march it to a suspected Anathema's location.

DRAGON-BLOODED SORCERERS

While the Dragon-Blooded are limited to spells of the Terrestrial Circle, a diligent student may have access to far more spells than a Solar of the same age, due to the benefits of superior training. The first year of study at the Heptagram is primarily theory with almost no actual spellcasting other than Emerald Countermagic. In fact, for most Heptagram graduates, Emerald Countermagic is the only spell they will ever learn, a fact not widely known outside the Dragon-Blooded sorcerous community. The second year focuses on demonology, which explains why most Dragon-Blooded generally distrust sorcerers. Students learn the art of demon summoning in reverse, learning how to banish a demon first and then learning how to bind one before ever learning any actual summoning rituals. The rationale of the instructors in focusing on this highly dangerous aspect of sorcery is that, eventually, every sorcerer will at least consider the idea of

summoning a demon, so it is in the public interest for all sorcerers to learn to do so properly. Despite the Heptagram's safety precautions, more students are slain every year by failed attempts to summon and bind demons than in any other area of study.

A typical recent graduate of the Heptagram will only know two to three spells, at the cost of being less proficient with conventional Charms. Prodigies may know as many as five. Graduates of the Heptagram may find work as sorcerers for hire (either for their Houses or independently), as combat sorcerers for the legions or as mystical advisors for the Wyld Hunt. Solars may encounter Dragon-Blooded sorcerers in any of these capacities. In particular, Solar Exalted often cross paths with Dragon-Blooded sorcerers pursuing the same goals, such as a lost manse, a rare magical item or an abandoned First Age city. The typical Dragon-Blooded sorcerer, acutely aware of his deficiencies in terms of combat or expertise, will routinely keep a retinue of demonic servitors. Erymanthoi are the most common.

CONFLICT WITH THE DRAGON-BLOODED

The Blessed Isle is the island fortress of the Dragon-Blooded. The overwhelming majority of Creation's Terrestrial Exalts live on the Isle, in numbers so vast that only the most subtle, desperate or foolhardy of the Anathema go there. Of course, the Blessed Isle is also a small continent, with a population in the tens of millions, and some Solars are inevitably found there, if only because that is where they Exalt. Many Dynasts have heard tales of the Anathema called Lyta, a former Immaculate student who Exalted as a Solar of the Dawn Caste on the very grounds of the Palace Sublime, slaying several Immaculate monks before somehow escaping. Other similar events have received less publicity, but none among the Dragon-Blooded can even guess how many returning Solars might have Exalted more quietly and are hiding under the Scarlet Empire's very nose.

Open conflicts between Solars and Terrestrials are more common in the Threshold. While the Realm officially claims dominion over the lands bordering the Great Inland Sea, in practice the Realm's control fluctuates from satrapy to satrapy, depending on both local conditions and how much effort the ruling House puts into maintaining order. Also, the vast size of the territories that comprise the Threshold make it almost impossible for local Dragon-Blooded rulers to actively police the surrounding areas for Solars — at least until a Solar does something to draw Imperial attention. In other words, a Solar in the Threshold can usually avoid conflict with the Dragon-Blooded simply by exercising discretion. Of course, Solar Exalted are seldom known for their discretion, and there are few places in the coastal regions of the Threshold where a Solar's iconic banner would not be reported to the authorities. If a Solar Circle is too obvious with its power in such territories, the Circle can expect an Imperial response as soon as a force can be mounted and force-marched to their

location. Such a response would include as many Dragon-Blooded military personnel and mortal soldiers as could be spared, as well a swift messenger carrying a report to the Blessed Isle. Any Circle capable of withstanding the initial Dragon-Blooded assault would be wise to leave immediately before the Wyld Hunt comes in earnest.

As the Solars move away from the inner Threshold, their activities are less likely to draw attention directly from the Realm, although the Realm's many allies will not balk at harrying Anathema active in the region. Instead, actual conflicts with Terrestrial Exalts tend to happen when Solars and Terrestrials coincidentally cross paths. Perhaps the Solar Circle seeks to travel with a Guild caravan for safety (or some less savory purpose) only to discover that a group of Cynis businessmen are already a part of the train,

along with their retinue and an entire talon of troops. Or perhaps the Circle seeks to penetrate a long-lost tomb or an abandoned First Age city, only to find an Imperial military force encamped nearby under the command of a sworn brotherhood of Dragon-Blooded who wish to claim any relics within for themselves. The chart below outlines a number of archetypal Dragon-Blooded who might make suitable antagonists (either short term or long term) for a group of Solar Exalted. Each entry lists "Charm Packages" that a particular archetype might have, and the packages themselves are listed on the chart on pages 39-40. In addition to those Charms, assume that each archetype has an Excellency in each Ability in which he has three or more dots. The mechanical effects of Dragon-Blooded Excellencies are detailed on pages 183-185 of the **Exalted** corebook.



SAMPLE DRAGON-BLOODED

THE YOUNG SOLDIER

Attributes (Physical/Mental/Social): 7/6/4

Essence (Personal/Peripheral): 2 (8/20)

Willpower: 6

Artifacts: 5



Abilities: Archery 3, Athletics 2, Awareness 1, Bureaucracy 2, Dodge 3 (Skirmishes +1), Integrity 1, Linguistics 1, Lore 2, Martial Arts 3, Medicine 1, Melee 4, Performance 1, Presence 2, Resistance 3, Ride 1, Sail 4 (*Naval Officers only*), Socialize 2, Stealth 1,

Survival 1, Thrown 2, War 3 (Small Unit Tactics +1)

Charm Packages: Generic Charm Package, Archer I, Melee Specialist I, Sailor (*Naval Officers only*), Soldier I, Unarmed Fighter I

Combos: *Dragon's Bite* (Charms: Dragon-Graced Weapon, Falling Star Maneuver, First Melee Excellency). *Crushing Rain of Stones* (Charms: First Martial Arts Excellency, Pounding Avalanche Style).

THE EXPERIENCED SOLDIER

Attributes (Physical/Mental/Social): 8/7/5

Essence (Personal/Peripheral): 3 (10/26)

Willpower: 7

Artifacts: 7

Abilities: Archery 5, Athletics 3, Awareness 1, Bureaucracy 3, Dodge 4, Integrity 2, Linguistics 3, Lore 3 (Military History +1), Martial Arts 4, Medicine 1 (or Medicine 4 — *Combat*



Surgeons Only), Melee 5 (Daiklaves +1), Performance 1, Presence 3 (Giving Orders +1), Resistance 4, Ride 3, Sail 4 (*Naval Officers only*), Socialize 2, Stealth 2, Survival 2, Thrown 3, War 4 (Large Unit Tactics +2)

Charm Packages: Generic Charm Pack-

age, Archer I, Healer (*Combat Surgeons Only*), Horseman I, Martial Artist I, Melee Specialist I & II, Officer, Sailor (*Naval Officers only*), Soldier I & II, Unarmed Fighter I

Combos: *Arrow Swarm Defender Technique* (Charms: Dragonfly Finds Mate, First Archery Excellency, Swallow Defends Nest). *Flurry of Hammer Blows* (Charms: First Melee Excellency, Portentous Comet Deflecting Mode, Ringing Anvil Onslaught). *Wrath of the Fivefold Dragons* (Charms: Five-Dragon-Force Blow, Five Dragon Fortitude, Pounding Avalanche Style, Second Martial Arts Excellency).

THE VETERAN SOLDIER

Attributes (Physical/Mental/Social): 8/8/7

Essence (Personal/Peripheral): 4 (14/36*)

Willpower: 8

Artifacts: 9

Abilities: Archery 5, Athletics 3, Awareness 3, Bureaucracy 4, Dodge 4, Integrity 4 (Grace Under Fire +1), Investigation 2, Linguistics 5, Lore 4 (Military Tactics +2), Martial Arts 5, Medicine 3, Melee 5, Occult 1, Performance 1, Presence 5 (Morale Building Speeches), Resistance 4, Ride 5, Sail 5 (*Naval Officers only*), Socialize 4, Stealth 2, Survival 4, Thrown 5, War 5 (Large Theater Tactics +3)

Charm Packages: Generic Charm Package, Archer I &



II, Horseman I & II, Hunter, Immaculate Training I (Air Dragon Style), Marksman, Melee Specialist I & II, Officer, Sailor (Naval Officers only), Soldier I & II, Unarmed Fighter I

Combos: Arrow Swarm Defender Technique (See under "The Experienced Soldier," p. 13).

Righteous Swordsman Attacks and Evades (Charms: Dragon-Graced Weapon, Portentous Comet Deflecting Mode, Ringing Anvil Onslaught). **Wind and Stone Prana** (Charms: First Martial Arts Excellency, Pounding Avalanche Style, Tornado Offense Technique, Wind Dragon Speed).

THE SOCIAL BUTTERFLY

Attributes (Physical/Mental/Social): 4/6/7

Essence (Personal/Peripheral): 3 (13/32*)

Willpower: 7

Artifacts: 7



Abilities: Archery 1, Athletics 2, Awareness 2 (Eavesdropping +1), Bureaucracy 3 (Bribery +2), Craft 2 (Art +1), Dodge 2, Integrity 3 (Emotional Detachment +1), Investigation 4, Larceny 2, Linguistics 3, Lore 3, Martial Arts 2, Melee 3, Occult 1, Performance 4

(Dancing +1), Presence 3 (Grand Entrances +1), Resistance 2, Ride 1, Socialize 4 (Seduction +3), Stealth 4, Thrown 3

Charm Packages: Generic Charm Package, Performer, Socialite, Spy I

Combos: None

THE SHREWD BUREAUCRAT

Attributes (Physical/Mental/Social): 5/7/7

Essence (Personal/Peripheral): 3 (11/28)

Willpower: 8

Artifacts: 5

Abilities: Athletics 2, Awareness 3, Bureaucracy 4 (Cutting Red Tape +2), Dodge 1, Integrity 3, Investigation 4, Larceny 3 (Cooking the Books +2), Linguistics 3, Lore 3, Martial Arts 3, Melee 4, Performance 1, Presence 3 (Salesmanship +2), Resistance 3, Ride 1, Sail 1, Socialize 3, Stealth 4, Thrown 3



Charm Packages: Generic Charm Package, Bureaucrat, Melee Specialist I, Socialite, Spy, Unarmed Fighter

Combos: None

THE ROVING MAGISTRATE

Attributes (Physical/Mental/Social): 8/9/8

Essence (Personal/Peripheral): 5 (17/44*)

Willpower: 9

Artifacts: 15



Abilities: Athletics 3, Awareness 5, Bureaucracy 5 (Spotting Corruption +2), Craft 3, Dodge 4, Integrity 5, Investigation 5, Larceny 4, Linguistics 5, Lore 4, Martial Arts 5, Melee 5, Occult 4, Performance 2, Presence 4 (Intimidation +3), Resistance 4, Ride 3, Sail 2, Socialize 4

(Politics +2), Stealth 4, Thrown 3, War 4

Charm Packages: Generic Charm Package, Bureaucrat, Horseman I, Investigator, Melee Specialist I & II, Immaculate Training (Fire Dragon Style) I & II, Savant, Spy I; Terrestrial Circle Sorcery + 2 spells (Emerald Countermagic, Invulnerable Skin of Bronze)

Combos: Arrow Swarm Defender Technique (See under "The Experienced Soldier," p. 13). **Righteous Swordsman Attacks and Evades** (See under "The Veteran Soldier," above). **Anathema-Burning Touch** (Charms: Essence-Igniting Nerve Strike, Fiery Hand Attack, First Martial Arts Excellency, Smoldering Wound Attack).

THE HEPTAGRAM GRADUATE

Attributes (Physical/Mental/Social): 4/8/6

Essence (Personal/Peripheral): 4 (12/32)

Willpower: 8

Artifacts: 6

Abilities: Archery 1, Athletics 2, Awareness 3, Bureaucracy 2, Craft 3 (Summoning Circles +1), Dodge 2, Integrity 3 (Resisting Demonic Seduction +1), Investigation 4, Larceny 2, Linguistics 3, Lore 4 (First Age Lore +1), Martial Arts 1, Medicine 4, Melee 3, Occult 3 (Sorcery +1), Presence 3 (Intimidation +1), Resistance 2, Ride 1, Socialize 1, Stealth 1



Charm Packages: General Charm Package, Healer, Savant; Terrestrial Circle Sorcery + 4 spells (Death of Obsidian Butterflies, Demon of the First Circle, Stormwind Rider, Invulnerable Skin of Bronze)
Combos: None

THE VENERABLE SORCERER

Attributes (Physical/Mental/Social): 5/8/7
Essence (Personal/Peripheral): 5 (17/44*)
Willpower: 9
Artifacts: 9



Abilities: Archery 2, Athletics 2, Awareness 3, Bureaucracy 4 (Getting Illegal Sorcerous Items +2), Craft 3 (Summoning Circles +3), Dodge 2, Integrity (Resisting Demonic Seduction +3), Investigation 4, Larceny 2, Linguistics 5, Lore 5 (First Age Lore +3), Martial Arts

3, Medicine 4, Melee 4, Occult 5 (Anathema +1, Demonology +1), Performance 1, Presence 4 (Intimidation +3), Resistance 4, Ride 1, Socialize 3, Stealth 4, Thrown 3

Charm Packages: Generic Charm Package, Bureaucrat, Healer, Melee Specialist I, Savant, Socialite, Spy I; Terrestrial Circle Sorcery + 8 spells (Death of Obsidian Butterflies, Demon of the First Circle, Incantation of Effective Restoration, Invulnerable Skin of Bronze, Lesser Golem, Sprouting Shackles of Doom, Stormwind Rider, Summon Elemental)
Combos: *Dragon's Claw* (Charms: Dragon-Graced Weapon, First Melee Excellency).

THE UNDERCOVER OPERATIVE

Attributes (Physical/Mental/Social): 4/6/7
Essence (Personal/Peripheral): 3 (10/27)
Willpower: 7
Artifacts: 4

Abilities: Archery 1, Athletics 2, Awareness 3, Bureaucracy 4 (Fake Identities +2), Craft 2, Dodge 3, Integrity 3 (Resisting Interrogation +1), Investigation 5, Larceny 4 (Forgery +1, Lockpicking +1), Linguistics 3 (Forgery +2), Lore 2, Martial Arts 3, Medicine 1, Melee 4 (Sneak Attacks +2), Performance 3, Presence 3 (Lying +3), Resistance 4, Ride 2, Socialize 3 (Getting Secrets +1), Stealth 4, Thrown 3 (Sneak



Attacks +2)
Charm Packages: Generic Charm Package, Bureaucrat, Investigator, Melee Specialist I, Socialite, Spy I
Combos: *Dragon's Claw* (See "The Venerable Sorcerer")

THE ASSASSIN OF THE EYE

Attributes (Physical/Mental/Social): 7/7/7
Essence (Personal/Peripheral): 3 (13/32*)
Willpower: 8
Artifacts: 8



Abilities: Archery 4, Athletics 3, Awareness 3, Bureaucracy 1, Craft 3 (Crafting Weapons +2), Dodge 4, Integrity 4 (Resisting Bribes +1, Resisting Interrogations +2), Investigation 4, Larceny 4 (Lockpicking +1), Linguistics 4, Lore 2 (Assassin Au-

tomata +1), Martial Arts 4, Medicine 3 (Poisons +3), Melee 5, Performance 4, Presence 4 (Intimidation +3), Resistance 4, Ride 3, Socialize 3, Stealth 5, Survival 4, Thrown 5, War 3 (Spotting Holes in Defenses +2)

Charm Packages: Generic Charm Package, Archer, Assassin, Horseman I, Hunter, Marksman, Martial Artist I, Melee Specialist I & II, Socialite, Spy I & II

Combos: *Graceful Silent Death Technique* (Charms: Falling Star Maneuver, First Thrown Excellency, First Dodge Excellency, Loyal Weapon, Threshold Warding Stance).

THE HOUSE SPYMASTER

Attributes (Physical/Mental/Social): 6/9/9
Essence (Personal/Peripheral): 5 (19/48*)
Willpower: 10
Artifacts: 12

Abilities: Archery 3, Athletics 3, Awareness 5, Bureaucracy 5, Craft 4, Dodge 4, Integrity 5 (House Loyalty +3), Investigation 5 (Interrogation +3), Larceny 5 (Underworld Contacts +3), Linguistics 5, Lore 4 (First Age Lore +1), Martial Arts 5, Medicine 4, Melee 5, Occult 4 (Astrology +2, Demonology +1), Performance 4, Presence 4 (Intimidation +3), Resistance 4, Ride 2, Socialize 3, Stealth 5, Thrown 3, War 3 (Stealth Tactics +1)



Charm Packages: Generic Charm Package, Bureaucrat, Martial Artist I & II, Melee Specialist I & II, Officer, Savant, Socialite, Soldier I & II, Spy I & II
Combos: *Dragon's Bite* (See "The Young Soldier," p. 13). *Five-Dragon Hurricane Attack* (Charms: Fall-

ing Star Maneuver, First Dodge Excellency, Five-Dragon Invulnerability, Five-Dragon Wrath).

THE YOUNG IMMACULATE

Attributes (Physical/Mental/Social): 7/6/4

Essence (Personal/Peripheral): 3 (10/26)

Willpower: 7

Artifacts: 4



Abilities: Archery 1, Athletics 2, Awareness 2, Dodge 2, Integrity 3 (Resisting Temptation +1), Investigation 1, Linguistics 2, Lore 2 (Immaculate Philosophy +1), Martial Arts 4, Medicine 2, Melee 1, Occult 2 (Anathema +1), Presence 1 (Calming Presence

+1, Prayer +1), Resistance 2, Ride 1, Stealth 1, Socialize 1, Survival 1, Thrown 1

Charm Packages: Generic Charm Package, Immaculate Training I (Wood Dragon Style)

Combos: *Iron Wood's Bark Defense* (Charms: Second Martial Arts Excellency, Wood Dragon Vitality).

THE EXPERIENCED IMMACULATE

Attributes (Physical/Mental/Social): 9/7/5

Essence (Personal/Peripheral): 4 (12/32)

Willpower: 8

Artifacts: 6

Abilities: Archery 2, Athletics 3, Awareness 3, Bureaucracy 1, Dodge 3, Integrity 4 (Resisting Temptation +2), Investigation 1, Linguistics 2, Lore 3 (Dragon-Blooded History +1, Immaculate Philosophy +1), Martial Arts 5, Medicine 4, Melee 5, Occult 3 (Anathema +2), Presence 3 (Prayer +3), Resistance 3, Ride 2, Socialize 2, Stealth 2, Survival 4, Thrown 2, War 1 (Immaculate Mass Combat +1)



Charm Packages: Generic Charm Package, Healer, Hunter, Immaculate Training I (Fire Dragon Style), Melee Specialist I & II

Combos: *Dancing Flame Defense* (Charms: Dragon-Graced Weapon, First Melee Excellency, Flame-Flicker

Stance). *Raging Inferno Destruction* (Charms: Fiery Hand Attack, Flame-Flicker Stance, Third Martial Arts Excellency).

THE LEADER OF THE WYLD HUNT

Attributes (Physical/Mental/Social): 11/9/9

Essence (Personal/Peripheral): 5 (20/50*)

Willpower: 9

Artifacts: 8



Abilities: Archery 5, Athletics 4, Awareness 3, Bureaucracy 3, Dodge 3, Integrity 5 (Resisting Anathema Mind Control +2), Investigation 4, Larceny 4, Linguistics 4, Lore 5 (First Age Technology +1, Immaculate Philosophy +2), Martial Arts 5 (Sneak Attacks +1), Medicine 4, Melee

5 (Daiklaves +2), Occult 4 (Anathema +2), Presence 4 (Intimidation +2), Resistance 4, Ride 5, Sail 1, Socialize 3, Stealth 5 (Ambushes +2), Survival 4, Thrown 5, War 4 (Wyld Hunt Tactics +2)

Charm Packages: Generic Charm Package, Archer I & II, Assassin, Healer, Horseman I & II, Hunter, Immaculate Training I & II (Earth and Water Dragon Paths), Marksman, Melee Specialist I & II, Spy I & II

Combos: *Arrow Swarm Defender Technique* (See under "The Experienced Soldier," p. 14.) *Righteous Swordsman Attacks and Evades* (See under "The Veteran Soldier," p. 14.) *Unassailable Mountain Technique* (Charms: Force of the Mountain, Second Martial Arts Excellency, Stillness of Stone, Stone Dragon's Skin). *Jabbing Lamprey Strike* (Charms: Drowning-in-Blood Technique, Second Martial Arts Excellency, Theft-of-Essence Method).

* Denotes templates with varying points in the Breeding Background.

DRAGON-BLOODED CHARMS

This chart presents Dragon-Blooded Charms suitable for use by antagonists to Solar player characters. The Charm list is not all inclusive, and some of the Charms listed have prerequisites that have been omitted because they have no particular use against Solars (principally Charms that can only be used against spirits or mortals). In addition, Excellencies are not included, as their general structure is outlined in the **Exalted** corebook.

ARCHERY CHARMS

DRAGON-GRACED ARROW

Cost: 1m

Type: Supplemental

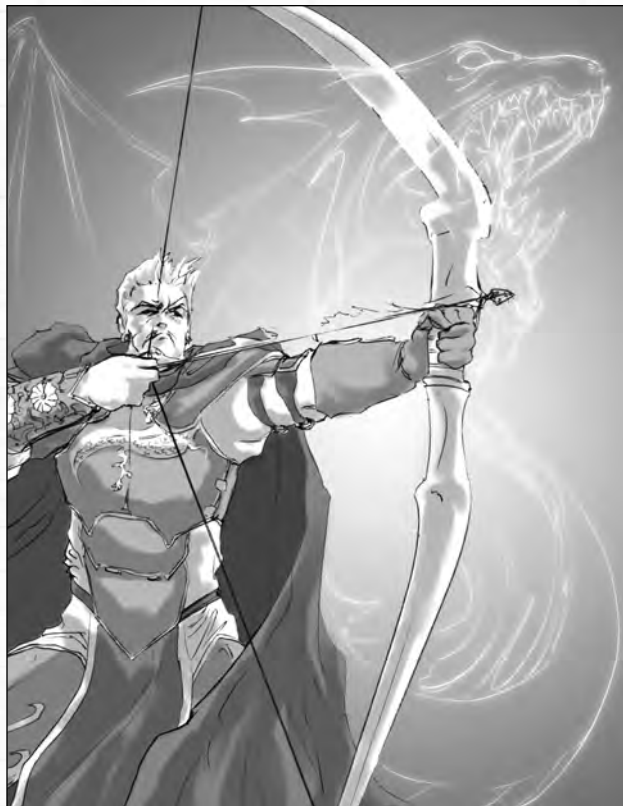
Duration: Instant

Combo: Yes

Minimum Ability: Archery 3

Minimum Essence: 2

Effect: On a successful Archery attack, the Dragon-Blooded may also inflict an elemental effect appropriate to his aspect on the target. **Air** will buffet the target, subtracting two dice from her next action. **Earth** triggers a tremor beneath the target's feet, forcing her player to roll (Dexterity + Athletics), difficulty 2, to avoid falling. **Fire** will set the target on fire for an action, dealing 4L damage. **Water** will fill the target's lungs with seawater, adding another three ticks before his next action due to violent coughing. **Wood** will increase the damage of the Dragon-Blooded's arrow by 2L due the thorns covering it.



DRAGONFLY FINDS MATE

Cost: 1m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Archery 3

Minimum Essence: 2

Effect: The Dragon-Blooded may try to deflect an incoming missile with an arrow of his own. The Exalt's player rolls (Dexterity + Archery) and compares the results to the attacker's player's roll. The attack is parried *only* if the Dragon-Blooded's successes equal or exceed the attacker's.

HARVEST OF THE HUNTER

Cost: 2m

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Archery 3

Minimum Essence: 2

Effect: When this Charm is used, a plant of any kind near the Dragon-Blooded will instantly sprout a number of arrows equal to his Essence. The Dragon-Blooded can specify what kind of arrows he wants.

SEVEN-YEAR SWARM VOLLEY

Cost: Varies

Type: Simple

Duration: One action

Combo: Yes

Minimum Ability: Archery 4

Minimum Essence: 2

Effect: The Dragon-Blood must spend a base cost of 3 motes and 1 Willpower plus 1 mote per person to be protected, including himself. He must also have 2 arrows per person handy. The Dragon-Blood's player rolls (Dexterity + Archery), and until his next action, his successes are subtracted from any ranged attacks made against the Dragon-Blood or his allies. The Dragon-Blood cannot take multiple actions when using this Charm.

SPARROW DIVES AT HAWK

Cost: 5m, 1wp

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Archery 4

Minimum Essence: 3

Effect: This Charm functions exactly like the Dragonfly Finds Mate Charm (see above), except that if the Dragon-Blood's player's successes on her (Dexterity + Archery) roll exceed those of her enemy, the remaining successes are applied as an Archery attack against that enemy. This is treated as a counterattack.



SWALLOWS DEFEND THE NEST

Cost: 1m/arrow

Type: Extra Action

Duration: Instant

Combo: Yes

Minimum Ability: Archery 3

Minimum Essence: 2

Effect: The Dragon-Blood can fire additional arrows in an attack, adding one arrow per mote spent up to the maximum of his Essence. Each arrow is fired with the Dragon-Blood's full dice pool.

ATHLETICS CHARMS

BELLOWS-PUMPING STRIDE

Cost: 1m

Type: Reflexive

Duration: One scene

Combo: Yes

Minimum Ability: Athletics 3

Minimum Essence: 2

Effect: For a scene, the Dragon-Blooded can double his movement rate on all Move and Dash actions.

EFFORTLESSLY RISING FLAME

Cost: 1m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Athletics 2

Minimum Essence: 1

Effect: The Dragon-Blooded may instantly rise from a prone position or add two dice to his Athletics rating for the purposes of calculating jumping distance.

FALLING STAR MANEUVER

Cost: 1m per 2 dice

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Athletics 2

Minimum Essence: 1

Effect: The Dragon-Blooded can move more gracefully in combat. Each mote spent (up to the maximum of her permanent Essence) adds two dice of damage to a successful hand-to-hand attack.

AWARENESS CHARMS

ALL-ENCOMPASSING EARTH SENSE

Cost: 2m

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Awareness 2

Minimum Essence: 2

Effect: While the Charm is in effect, the Dragon-Blood cannot be surprised by any means. The Dragon-Blood may extend this benefit to companions at a cost of 2 extra motes per person.

FEELING THE DRAGON'S BONES

Cost: 2m

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Awareness 3

Minimum Essence: 2

Effect: So long as the Dragon-Blooded is touching the ground (or in a building doing so), she can sense anything else resting on the ground in a radius of (Awareness x 25) feet. The Dragon-Blood's player must successfully roll (Intelligence + Awareness) to do so, gaining more information with more successes.

BUREAUCRACY CHARMS

BENEVOLENT MASTER'S BLESSING

Cost: Varies

Type: Simple

Duration: One scene

Combo: No

Minimum Ability: Bureaucracy 2

Minimum Essence: 1

Effect: For 1 mote per two dice, the Dragon-Blood can increase the Bureaucracy Ability of a trusted underling or for 1 mote, he can divide his own Bureaucracy Ability dots among a group of underlings with no Bureaucracy Ability dots. The Dragon-Blooded cannot give out more dice than he has or more than double an underling's Bureaucracy Ability.

CONFLUENCE OF SAVANT THOUGHT

Cost: 2m

Type: Simple

Duration: One scene

Combo: No

Minimum Ability: Bureaucracy 3

Minimum Essence: 2

Effect: The Dragon-Blood may instantly understand the inner workings of the bureaucracy with which she is confronted, knowing such details as who is in charge and where things are kept. She may also substitute her Bureaucracy for her Socialize Ability for Bureaucracy-related purposes.

THOUGHTFUL GIFT TECHNIQUE

Cost: 2m

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Bureaucracy 4

Minimum Essence: 2

Effect: With a successful (Perception + Bureaucracy) roll, the Dragon-Blood can intuit what would be the perfect gift

—or the perfect bribe. However, the Charm does not provide the gift, or even easy access to it, but simply the knowledge of what sort of gift would secure a favorable response.

THRASHING CARP SERENADE

Cost: 3m

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Bureaucracy 3

Minimum Essence: 1

Effect: The Dragon-Blood may bring any bureaucratic or administrative tasks going on within the sound of his voice to a standstill. The player of anyone attempting to succeed on a Bureaucracy roll must overcome the Dragon-Blood in an opposed (Stamina + Bureaucracy) roll.

CRAFT CHARMS

FLAW-FINDING EXAMINATION

Cost: Varies

Type: Simple

Duration: One minute

Combo: Yes

Minimum Ability: Craft 3

Minimum Essence: 1

Effect: The Dragon-Blood may attempt to find the weak spot in some object, spending 1 mote for items she can touch or 3 motes for items she can only observe. While the Dragon-Blood may then attempt to cure the flaw, she will more often use the Charm to exploit it. Any damage inflicted on her next successful physical attack against the object will be doubled. If used against armor or a weapon, treat this as a disarming attempt, with a success destroying the item.

SHAPING HAND STYLE

Cost: 2m

Type: Simple

Duration: One hour

Combo: Yes

Minimum Ability: Craft 2

Minimum Essence: 1

Effect: The Dragon-Blooded can enchant one of his hands so that it will perform the tasks of a tool — a pick axe, a hatchet, a hammer, etc. — while still functioning normally as a hand.

DODGE CHARMS

HOPPING FIRECRACKER EVASION

Cost: 2m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Dodge 3

Minimum Essence: 2

Effect: If the Dragon-Blood's player succeeds on a (Dexterity + Dodge) roll, she can dash up to ([Dexterity + 6 – wound penalties – mobility penalty] yards as a free action. This will usually take her out of hand-to-hand combat range, and allow her to evade most multiple attack Charms after the first attack.

SMOKE OBSCURING EFFECT

Cost: Varies

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Dodge 4

Minimum Essence: 2

Effect: The Dragon-Blood can create an elemental effect — usually smoke, but possibly fog, dust or even swirling leaves — that distracts his enemies and gives his allies a greater opportunity to dodge attacks. Regardless of the nature of the distraction, the mechanical effect is the same: the Dragon-Blood must spend 1 mote per ally (up to a maximum of his Essence) and an additional 1 mote for every point by which each ally increases his DDV (up to the maximum of the Dragon-Blood's own Dodge rating or double any particular ally's Dodge rating, whichever is less).

THRESHOLD WARDING STANCE

Cost: 1m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Dodge 2

Minimum Essence: 1

Effect: For the duration of one action, the Dragon-Blood can ignore all environmental penalties to her DDV, even in places where dodging would seemingly be impossible, such as on tree limbs or up to her knees in quicksand.

VIRTUOUS NEGATION DEFENSE

Cost: 2m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Dodge 4

Minimum Essence: 2

Effect: If an ally within normal leaping distance (about five yards) is subject to an attack, the Dragon-Blood can attempt to move her out of the way. The Dragon-Blood's player must first roll (Dexterity + Dodge). If he scores no successes, the attack proceeds normally. If he scores any successes, the Exalt can make himself the target of the attack instead of the ally. If his successes exceed half the attack dice pool, both the Dragon-Blooded and the ally automatically dodge without a roll.



INTEGRITY CHARMS

INVIOULATE DRAGON SPIRIT

Cost: 10m, 1wp, 1hl

Type: Simple

Duration: Instant

Combo: No

Minimum Ability: Integrity 3

Minimum Essence: 2

Effect: The Dragon-Blood can instantly overcome the effects of any natural or unnatural compulsion. Most commonly used to instantly break the hold of narcotic or similar addictions without going through a lengthy withdrawal, the Charm can also act as a perfect parry against any Social attack, including those that incorporate unnatural Mental influence. The Willpower point spent on this Charm does not count toward the two-point maximum on Willpower points that must be spent within a scene (see **Exalted**, p. 180).

OATH OF THE TEN-THOUSAND DRAGONS

Cost: —

Type: Permanent

Duration: Permanent

Combo: No

Minimum Ability: Integrity 2

Minimum Essence: 2

Effect: The Dragon-Blood holds a heightened sense of loyalty to a particular group of people (just as Righteous Lion Defense grants a Solar a heightened sense of loyalty to an ideal). The group may be the Dragon-Blood's Great House, her unit or ministry, her sworn brotherhood or even the Dragon-Blooded as a whole, although there is obvious danger in becoming preternaturally loyal to very large populations. When the Dragon-Blood is confronted by Social attacks that go against her loyalty to her chosen group, she automatically adds her Integrity to her Mental Defense Value.

TEN-THOUSAND DRAGONS FIGHT AS ONE

Cost: 3m

Type: Reflexive

Duration: One scene

Combo: Yes

Minimum Ability: Integrity 3

Minimum Essence: 2

Effect: For the duration of a scene, a Dragon-Blood can instantly dedicate himself to a new Intimacy — loyalty to another Dragon-Blood in his immediate vicinity. By doing so, the Dragon-Blood using this Charm may treat the loyalty as an additional Intimacy, with all the benefits and drawbacks thereof. There need be no particular form of connection between the Dragon-Blood and his new Intimacy — indeed, he may not even know her name — but the fact that she is a fellow Terrestrial Exalt is a source of comfort and strength to him. A Dragon-Blood may only forge a number of new Intimacies equal to his Conviction during a given scene.

INVESTIGATION CHARMS

BLOODHOUND'S NOSE TECHNIQUE

Cost: 6m/1wp

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Investigation 4

Minimum Essence: 2

Effect: After spending 10 minutes walking around a crime scene and then finding any evidence with a successful (Intelligence + Investigation) roll, the Dragon-Blooded can trace the evidence back to who left it.

HOMEWARD TRAIL DISCOVERY METHOD

Cost: 4m/1wp

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Investigation 4

Minimum Essence: 3

Effect: By simply meeting someone and coming within a few yards of him, the Dragon-Blooded can instantly know where the person's home is.

REVELATION OF ASSOCIATES HUNCH

Cost: 4m/1wp

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Investigation 4

Minimum Essence: 2

Effect: Upon meeting someone, the Dragon-Blood can gain an intuitive knowledge of the person's closest associates. Each success on a (Perception + Investigation) roll gives the Dragon-Blood the name and a one-sentence description of one of the target's allies, contacts or employers, beginning with those most important to the target.

SCENT-OF-CRIME METHOD

Cost: 2m

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Investigation 3

Minimum Essence: 1

Effect: By spending Essence and rolling (Manipulation + Investigation), the Dragon-Blood can tell which of the people currently before him is the most guilty. This is purely subjective; the guilty party the Dragon-Blood seeks might feel no guilt over her actions, while someone else might feel intensely guilty for some unrelated crime.

LARCENY CHARMS

EARS OF THE SNOWY OWL

Cost: 1m

Type: Simple

Duration: One minute

Combo: Yes

Minimum Ability: Larceny 4

Minimum Essence: 2

Effect: While this Charm is in effect, the Dragon-Blooded can hear conversations going on in adjacent rooms as if there were no walls in place, ignoring any penalties associated with obstacles between her and the objects of her attention.

OBSERVER AWARENESS METHOD

Cost: 1m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Larceny 2

Minimum Essence: 1

Effect: With just one success on a (Perception + Larceny) roll, the Dragon-Blooded will instantly know if he is being watched. Additional successes will pinpoint the specific location of observers.

TRACKLESS WALK STYLE

Cost: 2m

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Larceny 3

Minimum Essence: 2

Effect: While this Charm is in effect, the Dragon-Blooded will leave no clues to her identity at a location, such as a crime scene or the like. The Charm does not prevent supernatural tracking attempts.

LINGUISTICS CHARMS

LANGUAGE-LEARNING RITUAL

Cost: 5m/1wp

Type: Simple

Duration: One week

Combo: Yes

Minimum Ability: Linguistics 2

Minimum Essence: 1

Effect: The Dragon-Blood can become completely fluent in a foreign language after listening to it for an hour, mastering conversation and literacy.

POISONED TONGUE TECHNIQUE

Cost: 2m/1wp

Type: Simple

Duration: Concentration

Combo: Yes

Minimum Ability: Linguistics 3

Minimum Essence: 3

Effect: The Dragon-Blood can manipulate a conversation she overhears, causing other listeners to hear what she desires instead of what was actually said. The Exalt's player must roll (Manipulation + Linguistics), with the successes determining the level of control. Participants in the conversation may notice the effect with a reflexive (Wits + Perception) roll made by their players against a difficulty equal to the Dragon-Blood's Essence.

THOUSAND TONGUES MEDITATION

Cost: 4m

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Linguistics 3

Minimum Essence: 2

Effect: For the duration, the Dragon-Blood can speak and understand any spoken foreign language. However, communication is limited; the Dragon-Blood's social and communicative actions are at a -4 penalty, reduced by 1 for each point of permanent Essence by which she exceeds the minimum.

LORE CHARMS

ELEMENTAL BOLT ATTACK

Cost: 1m per 2L

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Lore 2

Minimum Essence: 2

Effect: The Dragon-Blood can fire a bolt of elemental energy appropriate to her aspect from her hand toward a target. The bolt is targeted with (Dexterity + Athletics) or (Dexterity + Archery), whichever is preferred, with an accuracy bonus equal to the Dragon-Blood's Essence and a range of (Essence x 20) yards. The bolt inflicts 2L damage per mote spent, up to a maximum number of motes equal to the Dragon-Blood's Stamina. At the Storyteller's discretion, depending on the elemental type, the attack might also have "special effects," such as a water bolt extinguishing a small fire or a fire bolt igniting flammable material.

ELEMENTAL BURST TECHNIQUE

Cost: 1m per 1L

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Lore 3

Minimum Essence: 2

Effect: As per Elemental Bolt Attack (see above) except that the Charm produces an elemental burst with a radius equal to the Dragon-Blood's Essence in yards and the damage is only 1L per mote spent.

ELEMENTAL EMPOWERMENT MEDITATION

Cost: 1+ wp

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Lore 2

Minimum Essence: 1

Effect: The Dragon-Blood can draw Essence directly from his element, regaining a number of motes equal to his Lore Ability for every Willpower point spent. If the Dragon-Blooded spends more Willpower points in a day than his Essence, each additional use of Willpower for this Charm will also inflict one level of unsoakable bashing damage.

MARTIAL ARTS CHARMS

The following Martial Arts Charms belong to the Air Dragon Style. Similar to all of the Fivefold Dragon Methods, this style is a Celestial style. The style's form weapon is the chakram, and the style may be practiced while in armor.

AIR DRAGON FORM*

Cost: 5m

Type: Simple

Duration: One scene

Combo: No

Minimum Ability: Martial Arts 4

Minimum Essence: 2

Effect: After a successful (Dexterity + Martial Arts) roll to activate the form, the Immaculate can add her Martial Arts to any ranged attack, up to the maximum of doubling her normal Archery or Thrown Ability. Also, her DDV is increased by half of her Martial Arts rating for the scene.

AIR DRAGON'S SIGHT*

Cost: 3m

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Martial Arts 2

Minimum Essence: 1

Effect: The Immaculate cannot be surprised or ambushed, and when this Charm is used outside of combat, his player may add the Dragon-Blood's Essence to any Awareness roll.

AVENGING WIND STRIKE*

Cost: 3m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 3

Effect: In a successful attack, in addition to taking damage as normal, the target's player must make a reflexive (Strength + Athletics) roll for the target. The target will be knocked back 10 yards for every dot the Immaculate has in

Martial Arts minus five yards per success on the (Strength + Athletics) roll.

BREATH-SEIZING TECHNIQUE*

Cost: 4m

Type: Simple

Duration: (Martial Arts) actions

Combo: Yes

Minimum Ability: Martial Arts 3

Minimum Essence: 1

Effect: On a successful strike, instead of rolling damage, roll the Immaculate's (Strength + Martial Arts), opposed by the target's (Stamina + Resistance). Each net success inflicts a cumulative -1 internal penalty on the target; if penalties ever double the target's Stamina, she is rendered unconscious.

CLOUD TREADING METHOD*

Cost: 3m

Type: Reflexive

Duration: (Martial Arts) actions

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 3

Effect: While the Charm is in effect, the Immaculate's movement rate and leaping distance are doubled, and he no longer needs to touch solid ground (allowing him to run up smoke trails, for example). He must remain moving or gravity takes over, but he is otherwise free to act.

HURRICANE COMBAT METHOD*

Cost: 10m, 1wp + 1hl per action

Type: Reflexive

Duration: (Martial Arts) actions

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 4

Effect: For up to (Martial Arts) actions, the Immaculate can increase her DDV by half her Martial Arts and half the speed of any Martial Arts attacks she makes. She can also triple her movement and double her jumping height, and, additionally, she can make a number of extra attacks (Martial Arts or ranged) per action equal to her Essence. Willpower and motes are paid up front, and at the end of the Charm's duration, the Immaculate takes one level of unsoakable bashing damage for *each action* the Charm lasted.

LIGHTNING STRIKE STYLE*

Cost: 4m, 1hl

Type: Simple

Duration: (Martial Arts) actions

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 3

Effect: The Immaculate can make martial arts attacks at a distance of (Essence x 10) feet, inflicting (Strength + Essence) in lethal electrical damage. Martial arts weapons add to ac-

curacy and damage as normal, but the Immaculate must pay 1 extra mote for using any weapon other than a chakram.

SHROUDING THE BODY AND MIND*

Cost: 4m

Type: Simple

Duration: (Martial Arts) actions

Combo: Yes

Minimum Ability: Martial Arts 3

Minimum Essence: 2

Effect: The Immaculate can render himself virtually invisible for a number of actions equal to his Martial Arts rating. Onlookers attempting to spot the Immaculate must roll (Perception + Awareness), at a difficulty ranging from 1 for onlookers who saw him disappear to 5 for people with no reason to suspect his presence. Additionally, for every action the Immaculate evades detection, the difficulty to spot him increases, up to a maximum of 5.

THUNDERCLAP KATA*

Cost: 5m

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 3

Effect: The Immaculate can clap her hands together to create a thunderclap. The player of anyone within (Essence x 10) yards of the Immaculate must make a reflexive (Stamina + Resistance) roll for his character with a difficulty equal to the Immaculate's Essence. If successful, the target will lose his next action but suffer no further penalty. Otherwise, the attack inflicts (Strength + Martial Arts) bashing damage, which cannot be soaked with armor. The attack also deafens the target for a number of actions equal to the Immaculate's



Essence, and the target loses (Essence) dice from all dice pools due to disorientation. The Immaculate can render select persons immune to the Charm's effects at a cost of 1 mote per person.

TORNADO OFFENSE TECHNIQUE*

Cost: 3m per attack

Type: Extra Action

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 4

Minimum Essence: 2

Effect: While performing a flurry, for every 3 motes spent, the Immaculate may make one additional ranged or Martial Arts attack with his full dice pool. The total number of attacks cannot exceed his Martial Arts Ability.

WIND DRAGON SPEED*

Cost: 2m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 2

Minimum Essence: 2

Effect: On the Immaculate's next Martial Arts attack, her attack's speed is reduced by her Martial Arts rating (to a minimum of 1), and its DV penalty is only -1.

WRATHFUL WINDS MANEUVER*

Cost: 4m

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 3

Effect: The Immaculate utters a shout, unleashing a gale-force blast from his mouth in a 90-degree arc, out to a distance of (Essence x 10) feet. The player of anyone in the area of effect must make a (Strength + Athletics) roll to avoid her character being knocked down (difficulty is equal to the Immaculate's Martial Arts) and a (Wits + Resistance) roll to avoid her character being stunned for her next action. The Immaculate may also spend a point of Willpower to focus the shout on a single target (who cannot avoid the attack without an impenetrable defense), inflicting (Strength + Essence) lethal damage, which bypasses armor. In addition, the difficulty to avoid knockdown for a single target is equal to (the Immaculate's Strength + Essence).

The following Martial Arts Charms belong to the Earth Dragon Style. Similar to all of the Fivefold Dragon Methods, this style is a Celestial style. The style's form weapons are the sledge and tetsubo, and the style may be practiced while in armor.



avalanche Method*

Cost: 5m

Type: Supplemental

Duration: Special

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 3

Effect: On a successful bare-handed attack by the Immaculate, his player can make a (Strength + Martial Arts) roll resisted by the target's (Stamina + Athletics). If the Immaculate wins or ties, then, in addition to the normal damage inflicted, each success subtracts one die from all dice pools for physical actions so long as the Immaculate can see the target. If the successes exceed the target's Stamina, the target is completely immobilized, but only so long the Immaculate maintains physical contact with her. As long as the Immaculate can maintain the proper contact, the Charm can last indefinitely.

Earth Dragon Form*

Cost: 4m

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Martial Arts 4

Minimum Essence: 2

Effect: The Immaculate's player must first succeed in a (Dexterity + Martial Arts) roll for the Dragon-Blood to assume the Earth Dragon Form. Thereafter, she can add her Martial Arts to her bashing and lethal soak and can soak aggravated damage with her Martial Arts.

Earthshaker Attack*

Cost: 5m

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 3

Effect: While standing on an earthen surface, the Immaculate stamps her foot, and the players of everyone within (Essence x 10) feet must make (Dexterity + Resistance) rolls with a difficulty of the Immaculate's Essence to avoid their characters being knocked down. Anyone knocked down will take bashing damage equal to the Immaculate's Martial Arts, soaked as normal.

Force of the Mountain*

Cost: 2m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 3

Minimum Essence: 1

Effect: The Immaculate can add his Essence to the damage of the next Melee or Martial Arts attack he lands. If using a

melee weapon other than one of the Earth Dragon's signature weapons — the sledge or tetsubo — he must spend an additional mote of Essence.

Hungry Earth Strike*

Cost: 5+m, 1wp

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 3

Effect: The Immaculate must strike the earth with an open palm. Immediately thereafter, the ground beneath her target will open up beneath her feet and then slam shut, immobilizing her. The Immaculate's player must roll (Strength + Martial Arts) in a reflexive opposed roll against the target's (Wits + Athletics). Each net success for the Immaculate adds 1 to the difficulty of all rolls for physical actions made for the target. The target cannot move until her player succeeds in a (Strength + Athletics) roll with a difficulty equal to the Immaculate's net successes, which requires a full action. If the Immaculate's net successes exceed the target's Strength, the target is sucked all the way into the ground, and the net successes are considered to be doubled when the target attempts escape. The Immaculate can target multiple enemies for 1 mote per extra target up to a maximum of double her Essence.

Perfection of Earth Body*

Cost: 10m, 1wp

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 5

Effect: After a moment's concentration, the Immaculate transforms his body into living stone. His Strength is doubled, and his hand-to-hand attacks cause lethal damage. Also, he adds his Essence to his accuracy, damage and defense values, and he soaks lethal damage with his entire Stamina and adds his Essence score to his bashing soak. Finally, the Immaculate can ignore all wound penalties for the Charm's duration. This Charm is incompatible with armor.

Shattering Fist Strike*

Cost: 3m

Type: Simple

Duration: (Martial Arts) actions

Combo: Yes

Minimum Ability: Martial Arts 4

Minimum Essence: 2

Effect: For the duration of the Charm, any damage the Immaculate inflicts on objects (but not living things) is doubled.

STILLNESS OF STONE*

Cost: 3m

Type: Supplemental

Duration: Special

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 3

Effect: If the Immaculate successfully harms a target with a bare-handed attack, the target will be paralyzed and rendered Inactive for five ticks per level of damage inflicted. If the target is slain, her body will turn to stone.

STONE DRAGON'S SKIN*

Cost: 2m

Type: Reflexive

Duration: One action

Combo: Yes

Minimum Ability: Martial Arts 4

Minimum Essence: 2

Effect: The Immaculate can add his Martial Arts Ability as armor against lethal and bashing damage until his next action and can also parry weapons with his bare hands.

UNMOVING MOUNTAIN STANCE*

Cost: 3m

Type: Simple

Duration: (Martial Arts) minutes

Combo: Yes

Minimum Ability: Martial Arts 3

Minimum Essence: 1

Effect: The Immaculate can add her Essence in automatic successes to any attempt to resist being moved or knocked down and to any attempt to avoid being discovered or located while she is not moving.

WEAPON-BREAKING DEFENSE TECHNIQUE*

Cost: Special

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 3

Minimum Essence: 3

Effect: The Immaculate may parry either bare-handed or with a weapon. If successful, his player can make a reflexive (Strength + Martial Arts) roll for the Dragon-Blood to destroy the weapon. The difficulty is 1 for normal weapons, 3 for exceptional weapons and 5 for weapons forged of magical materials. Even if the Immaculate fails to destroy the weapon, its bearer's player must succeed in a reflexive opposed (Strength + Athletics) roll against the Immaculate's player or her character is disarmed. The Essence cost of the Charm is equal to the difficulty to destroy the weapon and is paid before the attempt.

The following Martial Arts Charms belong to the Fire Dragon Style. Similar to all of the Fivefold Dragon Methods, this style is a Celestial style. The style's form weapons

are the paired short swords, and the style may be practiced while in armor.

BREATH OF THE FIRE DRAGON*

Cost: Varies

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 3

Effect: The Immaculate can spit a gout of flame up to (Essence) yards. The attack roll is her (Perception + Martial Arts), adding her Essence as automatic successes. For every mote spent (up to the maximum of her Martial Arts), the attack inflicts Essence in lethal damage dice.

CONSUMING MIGHT OF THE FIRE DRAGON*

Cost: 6m, 1wp

Type: Simple

Duration: One scene

Combo: No

Minimum Ability: Martial Arts 5

Minimum Essence: 4

Effect: For an Aspect of Fire using this Charm, the effects of his anima power are tripled. For non-Fire Aspects, the Charm allows the Immaculate to use the Fire Aspect anima power at its normal level. Also, anyone viewing the Immaculate, regardless of his aspect, is affected as if by the Overwhelming Fire Majesty Stance (see below) except that the effects last for an entire scene and the Immaculate is free to attack and/or use Charms.

ESSENCE-IGNITING NERVE STRIKE*

Cost: 5m, 1wp

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 3

Effect: On a successful strike, the target does not take normal damage, but instead takes one level of lethal damage for every mote of Essence in her Personal Essence pool, up to the maximum of twice the Immaculate's permanent Essence. The damage ignores armor but can otherwise be soaked normally. This Charm does not affect the Essence motes in the target but simply uses them as a catalyst for damage.

FIERY HAND ATTACK *

Cost: 4m

Type: Supplemental


Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 3

Effect: On a successful Martial Arts strike, the Immaculate adds his Ability rating in damage, and all damage inflicted



is lethal. Additionally, the Immaculate's player reflexively rolls (Strength + Martial Arts), resisted by the target's (Stamina + Resistance). If the Immaculate's player succeeds, the target will also burst into flame that can only be doused by magic and that will inflict 6L per action for (Martial Arts) actions. Targets can reduce damage to 2L each action with a successful (Stamina + Resistance) roll at difficulty 3.

FIRE DRAGON FORM*

Cost: 5m

Type: Simple

Duration: One scene

Combo: No

Minimum Ability: Martial Arts 4

Minimum Essence: 2

Effect: The Immaculate's player must successfully roll (Dexterity + Martial Arts) for the Dragon-Blood to invoke the form. For the remainder of the scene, the Immaculate increases her DDV by half of her Martial Arts Ability. Also, the Immaculate's bashing attacks inflict lethal damage instead due to tremendous heat.

FLAME-FLICKER STANCE*

Cost: Varies

Type: Reflexive

Duration: One action

Combo: Yes

Minimum Ability: Martial Arts 3

Minimum Essence: 2

Effect: For each mote the Immaculate spends (up to the maximum of her permanent Essence), her active DV increases by 1.

FLASH-FIRE TECHNIQUE*

Cost: 3m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 3

Minimum Essence: 1

Effect: The Immaculate may reroll his Join Battle roll and take the best of the two results.

OVERWHELMING FIRE MAJESTY STANCE*

Cost: 4m

Type: Supplemental

Duration: Varies

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 3

Effect: While the Immaculate maintains the stance, anyone trying to attack her must subtract her Martial Arts from his dice pool when doing so. Anyone trying to attack one clearly allied with the Immaculate must subtract half that number, up to a range of the Immaculate's Essence in

yards. The Immaculate can defend herself and take normal actions but cannot make attacks or use other Charms while maintaining the stance; the effect lingers for three ticks after the stance is dropped.

SEARING FIST ATTACK*

Cost: 3m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 3

Minimum Essence: 2

Effect: When the Dragon-Blooded inflicts damage on his target with a Martial Arts blow and activates this Charm, the Dragon-Blooded causes a searing pain in his target that inflicts a -1 penalty to the target's dice pools for the remainder of the scene. This penalty is in addition to any other wound penalties, and additional uses of this Charm have a cumulative effect.

SMOLDERING WOUND ATTACK*

Cost: 4m

Type: Supplemental

Duration: Varies

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 3

Effect: If the Immaculate successfully damages her opponent, then, on her following action, the post-soak damage is rolled again. No soak is applied to the second action.

The following Martial Arts Charms belong to the Five-Dragon Style. The Five-Dragon Style is a Terrestrial style. The style's form weapons are the sword and the spear, and the style may be practiced while in armor.

FIVE-DRAGON BLOCKING TECHNIQUE

Cost: 4m, 1wp

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Martial Arts 3

Minimum Essence: 2

Effect: The Dragon-Blood increases his PDV by half of his permanent Essence. If unarmed, he can parry lethal attacks without a stunt.

FIVE-DRAGON CLAW

Cost: 1m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 3

Minimum Essence: 1

Effect: The Dragon-Blood inflicts lethal damage instead of bashing on an unarmed attack.

FIVE-DRAGON FIST

Cost: 6m, 1wp, 1hl

Type: Simple

Duration: Instant

Combo: No

Minimum Ability: Martial Arts 5

Minimum Essence: 4

Effect: The Dragon-Blood can make a single punch or kick that inflicts aggravated damage. This Charm cannot be channeled through a weapon.

FIVE-DRAGON-FORCE BLOW

Cost: 2m

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 3

Minimum Essence: 2

Effect: The Dragon-Blood may double the normal *base* damage from an attack (but not extra successes) before subtracting soak. Also, the attack may knock her opponent down and stun him for one action with a successful (Strength + Martial Arts) roll made by the Dragon-Blood's player, resisted by the target's (Strength + Resistance).

FIVE-DRAGON FORM

Cost: 5m

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Martial Arts 4

Minimum Essence: 3

Effect: The Dragon-Blood inflicts lethal damage with her Martial Arts attacks instead of bashing and soaks lethal damage with her full bashing soak. Also, she can add her Essence to her Dexterity or Strength for determining running speed, jumping distance or feats of strength.

FIVE-DRAGON FORTITUDE

Cost: 1m per 2B or 1L

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 3

Minimum Essence: 2

Effect: The Dragon-Blood may augment his soak against a specific attack, at a cost of 1 mote per two bashing or 1 mote per one lethal. This soak is compatible with the use of armor.

FIVE-DRAGON INVULNERABILITY

Cost: 5m, 1wp

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 4

Effect: When the Charm is used, the Dragon-Blood can ignore *all* damage from a single non-magical attack. Against magical attacks (including weapons made of the five magical materials), the Dragon-Blood receives a soak bonus equal to (Essence).

FIVE-DRAGON WRATH

Cost: 1m per attack + 1hl

Type: Extra Action

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 4

Effect: The Dragon-Blood can make one extra attack per mote spent at his full attack dice pool. The maximum number of attacks is equal to (Essence), and the defender's player may make only one dodge and/or parry roll, which is compared to all attacks. Using this Charm inflicts one level of unsoakable bashing damage on the Dragon-Blood.

The following Martial Arts Charms belong to the Terrestrial Hero Style. Terrestrial Hero Style is a Terrestrial style. It is an unarmed style, but the style may be practiced while wearing armor.

BECOME THE HAMMER

Cost: 1m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 3

Minimum Essence: 2

Effect: The Dragon-Blooded's unarmed attack inflicts lethal damage.

BLADE-DEFLECTING PALM

Cost: 1m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 3

Minimum Essence: 1

Effect: Even if unarmed, the Dragon-Blooded can apply his PDV to any Martial Arts or Melee attacks that inflict lethal damage.

FLOW PAST DEFENSES

Cost: 2m + 2m per action

Type: Supplemental


Duration: One action

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 2

Effect: If the Dragon-Blooded successfully puts her opponent into a clinch, her net successes on the initial attack roll are



subtracted from the target's soak for the next action. She can continue to use this Charm, paying 2 motes per action until the target breaks free or is released.

POUNDING SURF STYLE

Cost: 1m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 2

Minimum Essence: 1

Effect: On a successful hand-to-hand attack, the Dragon-Blooded ignores one point of the target's soak. Each successive time this Charm is used in a scene, the Dragon-Blooded ignores one *additional* point of soak. No other attacker gains the benefit of this cumulative soak reduction.

The following Martial Arts Charms belong to the Water Dragon Style. Similar to all of the Fivefold Dragon Methods, this style is a Celestial style. The style's form weapons are the tiger claws, and the style may be practiced while in armor.

BOTTOMLESS DEPTHS DEFENSE*

Cost: 5m, 1hl

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 3

Effect: When this Charm is activated, the Immaculate immediately takes one level of aggravated damage, but ignores *all other* damage inflicted on him from a single attack.

CRASHING WAVE STYLE*

Cost: 4m

Type: Extra Action

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 3

Effect: On a successful Martial Arts attack, the Immaculate who invokes this Charm may make a second attack at -1 die to his pool. If the second attack succeeds, he can make a third attack at -2 and a fourth at -4. The die penalty doubles on each subsequent attack, and the Charm ends when the Immaculate fails an attack, his dice pool is reduced to zero or the number of attacks equals his Martial Arts.

DROWNING-IN-BLOOD TECHNIQUE*

Cost: 4m

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 3

Minimum Essence: 2

Effect: The Immaculate must make a successful Martial Arts attack that does not inflict damage on the target. Instead, the Immaculate's player rolls (Strength + Martial Arts), opposed by the target's (Stamina + Resistance). If the Immaculate wins, the target suffers internal bleeding and loses one dot of Stamina for a number of actions equal to the Immaculate's extra successes. Subsequent uses of the Charm are cumulative, and a target reduced to zero Stamina is dead.

ESSENCE-DOUSING WAVE ATTACK*

Cost: 8m, 1wp

Type: Supplemental

Duration: Varies

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 4

Effect: The Immaculate makes a normal Martial Arts attack. If she inflicts damage, the Immaculate's player makes an immediate reflexive (Essence + Martial Arts) roll with a difficulty of half the target's Essence. For three ticks per success, any Charms or spells affecting the target are neutralized. If the number of successes exceeds the Essence of whoever invoked the Charm or cast the spell, the magic is completely dispelled. Charms and spells can be reactivated during this Charm's duration, however.

FLOW REVERSAL STRIKE*

Cost: 4m

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 3

Effect: The Immaculate makes an unarmed Martial Arts attack that does normal damage. In addition, the target's player must roll (Stamina + Resistance), as all the blood in the target's veins reverses direction for an instant. The difficulty of the roll is equal to the Immaculate's successes on the initial attack roll, unreduced by any dodge or parry successes. If an Exalted target fails to exceed those successes, he takes one level of unsoakable lethal damage. Even if he succeeds, his player must subtract two dice from all rolls for a number of actions equal to the Immaculate's Martial Arts. Mortals are slain outright if the (Stamina + Resistance) roll fails.

FLOWING WATER DEFENSE*

Cost: 1m

Type: Reflexive

Duration: (Essence) actions

Combo: Yes

Minimum Ability: Martial Arts 2

Minimum Essence: 1

Effect: While the Charm is in effect, the Immaculate subtracts one die from all attack pools, while anyone trying to attack her will subtract three dice from all attack pools.

RIPPLING WATER STRIKE*

Cost: 2m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 3

Minimum Essence: 2

Effect: The Immaculate attacks a target as normal. In addition to the normal damage inflicted on the primary target, the Immaculate also inflicts a number of dice of bashing damage on everyone else within 10 feet of the target equal to the number of damage successes inflicted on the primary target.

SHRUGGING WATER DRAGON ESCAPE*

Cost: 3m

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 3

Minimum Essence: 2

Effect: The Immaculate with this Charm cannot be restrained. Mundane chains shatter, ropes snap and handcuffs drop away. The effects of supernatural restraints are nullified for (the Immaculate's Martial Arts x 3) ticks.

THEFT-OF-ESSENCE METHOD*

Cost: 4m, 1wp

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 3

Effect: After a successful attack, the Immaculate's player rolls (Essence + Martial Arts), stealing 3 motes of Essence for each success from his target and adding to his own reserve. The Essence gained from this Charm fades at a rate of 1 mote per minute.

TSUNAMI FORCE SHOUT*

Cost: 10m, 1wp, 1hl

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 4

Effect: The Tsunami Force Shout radiates out from the Immaculate in a 45-degree arc extending out (Essence) yards, inflicting $(\text{Essence} + \text{Martial Arts}) \times 2$ damage. The player of anyone within the area of effect must make a reflexive Essence roll. On a botch, the damage for that target is aggravated, and any damage not soaked is an automatic success. If the Essence roll fails, the damage is aggravated but soaked and rolled normally. If the roll succeeds, the damage is lethal and rolled normally. With three or more successes on the Essence roll, the damage is bashing.

WATER DRAGON FORM*

Cost: 5m

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Martial Arts 4

Minimum Essence: 3

Effect: The Immaculate's player must succeed on a (Dexterity + Martial Arts) roll for the Exalt to activate the Water Dragon Form. Thereafter, she receives a bashing and lethal soak bonus equal to her Martial Arts and can soak lethal damage with her full Stamina. Also, when successfully attacked, she can further augment her soak reflexively by spending 1 mote per two points of soak. This only applies to a single attack, and the Essence must be spent *before* the attacker rolls damage. Finally, the Charm adds the Immaculate's Essence to her Martial Arts Ability for the Charm's duration.

The following Martial Arts Charms belong to the Wood Dragon Style. Similar to all of the Fivefold Dragon Methods, this style is a Celestial style. The style's form weapon is the bow, and the style may be practiced while in armor.

DEATH-PATTERN SENSING ATTITUDE*

Cost: Varies

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 4

Effect: To activate this Charm, the Immaculate must spend a base cost of 5 motes and 1 Willpower. Thereafter, she can apply her full DDV to any attacks launched against her at a cost of 1 mote, up to a maximum number of dodges between action ticks equal to her Essence. However, she can only dodge attacks by beings with a spirit (including undead). She cannot dodge traps, falling rocks or attacks by automata. Finally, she cannot dodge ranged attacks made from beyond a radius of her Essence in yards.

ENTHRALLING BLOW ATTACK*

Cost: 8m, 1wp

Type: Simple


Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 3

Effect: The Immaculate must make a successful Martial Arts attack on her target. Instead of rolling damage, her player must reflexively roll the Exalt's (Essence + Martial Arts) opposed by the target's (Essence + Integrity). If the Immaculate wins, the target is enthralled, losing his next action. In subsequent actions, the target's player can attempt to have the target shake off the effects by rolling (Essence + Integrity) at a difficulty of $(1 + \text{the successes rolled by the})$



Immaculate's player on the opposed roll). This Charm only works on living creatures.

EYES OF THE WOOD DRAGON*

Cost: 2m

Type: Simple

Duration: Special

Combo: Yes

Minimum Ability: Martial Arts 2

Minimum Essence: 2

Effect: After invoking this Charm, the Immaculate must successfully attack his target within five actions or the Essence is wasted. On a successful attack, the Immaculate's player rolls his character's Essence as extra damage dice. These extra damage dice bypass the target's armor.

MIND-OVER-BODY MEDITATION*

Cost: 2m per hl

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 3

Minimum Essence: 2

Effect: For every 2 motes spent, the Immaculate can heal one level of bashing damage inflicted upon him.

SOUL-MARKING STRIKE*

Cost: 3m

Type: Supplemental

Duration: One scene

Combo: Yes

Minimum Ability: Martial Arts 4

Minimum Essence: 3

Effect: To enact this Charm, the Immaculate must successfully touch his opponent and spend the Essence. The target feels a sharp pain in her head but nothing more. For the remainder of the scene, however, the Immaculate gains an automatic success on any attack rolls made against a target who has been branded. Multiple soul mark effects are cumulative. For 24 hours after branding a target, the Immaculate can sense when a branded being is within (Essence) yards and which being it is.

SOUL MASTERY*

Cost: 10m, 1hl

Type: Simple

Duration: (Essence) actions

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 4

Effect: After activating this Charm, a black aura will linger on the Immaculate's hands for (Essence) actions. During that time, the Immaculate must successfully touch his target, either casually or as part of a hand-to-hand attack inflicting normal damage. Upon touching a target, the Immaculate's player makes a reflexive (Essence + Martial Arts) roll against

the opponent's (Stamina + Integrity). If the target loses, she is instantly slain. Even if she wins, the attack still inflicts aggravated damage dice equal to the Immaculate's Essence. If the Immaculate fails to touch another target within the time allotted by the Charm, the Immaculate will suffer the effects of the Charm himself.

UNBREAKABLE FASCINATION KATA*

Cost: 4m

Type: Simple

Duration: Varies

Combo: Yes

Minimum Ability: Martial Arts 4

Minimum Essence: 3

Effect: As long as the Immaculate continues to exercise the kata, the player of anyone attempting to do anything other than stare at him with rapt fascination must successfully roll her character's (Wits + Integrity), opposed by the Immaculate's (Charisma + Martial Arts). While executing the kata, the Immaculate may speak, move at half pace or dodge. Any other action ends the Charm.

WOOD DRAGON FORM*

Cost: 5m

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Martial Arts 4

Minimum Essence: 3

Effect: The Immaculate's player must successfully roll (Dexterity + Martial Arts) for his character to invoke the Wood Dragon Form. Thereafter, he regenerates one health level of bashing damage every action and one health level of lethal damage every other action. If slain, he does not continue regenerating.

WOOD DRAGON SUCCOR*

Cost: 3m per hl

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 3

Effect: The Immaculate can heal others by drawing their wounds into her own body. By touching the injured target and spending the required Essence, the Dragon-Blooded can heal any type of injury but immediately suffers those injuries herself. She can, of course, heal those injuries herself with Wood Dragon Form, unless they are aggravated.

WOOD DRAGON VITALITY*

Cost: 2m

Type: Simple

Duration: One action

Combo: Yes

Minimum Ability: Martial Arts 3

Minimum Essence: 2

Effect: Until his next action, the Immaculate's bashing soak is boosted by his Martial Arts rating, and he can soak lethal damage with his full Stamina.

MEDICINE CHARMS

DISEASE-BANISHING TECHNIQUE

Cost: 4m, 1wp

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Medicine 4

Minimum Essence: 2

Effect: The Dragon-Blood can cure any non-magical disease she has successfully diagnosed (see **Exalted**, p. 137) with a touch.

DREAD INFECTION STRIKE

Cost: 2m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Medicine 3

Minimum Essence: 2

Effect: The Dragon-Blood can enchant her weapon so that any wounds it causes are much more likely to become infected. After this Charm is invoked, the difficulty to resist infection from one of the Dragon-Blood's hits increases by 2. The Essence must be spent before the attack roll, and the attack must inflict at least one health level of lethal damage.

INFECTION-BANISHING PRANA

Cost: 1m

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Medicine 2

Minimum Essence: 2

Effect: The Dragon-Blood can instantly cure any infection (although not the wounds that actually became infected). Furthermore, wounded persons treated with this Charm will not become infected under any circumstances, at least in any wounds they had when the Charm was used.

WOUND-CLOSING TOUCH

Cost: Varies

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Medicine 4

Minimum Essence: 3

Effect: For 1 mote, the Dragon-Blood can instantly staunch the bleeding of herself or another. The Dragon-Blood can also convert lethal wounds into bashing wounds for herself or others at a cost of 2 motes per damage level.

MELEE CHARMS

DEADLY WILDFIRE LEGION

Cost: Varies

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Melee 4

Minimum Essence: 2

Effect: The Dragon-Blood can increase the Melee Ability ratings of his allies, at a cost of 1 mote per two dice (to a maximum of the Dragon-Blood's Melee rating or double each ally's individual rating) plus 1 mote per ally affected.





DRAGON-GRACED WEAPON

Cost: 1m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Melee 2

Minimum Essence: 2

Effect: Per Dragon-Graced Arrow (see p. 17), except that the Charm supplements Melee attacks instead of Archery attacks.

PORTENTOUS COMET DEFLECTING MODE

Cost: 3m, 1wp

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Melee 5

Minimum Essence: 3

Effect: After an opponent's hand-to-hand attack, roll (Dexterity + Melee). Regardless of the attacker's successes, if the Dragon-Blood achieves even one success, the attack is totally blocked. *However*, this Charm will not block sorcerous attacks or attacks enhanced by Charms.

REFINING THE INNER BLADE

Cost: 3m, 1wp

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Melee 4

Minimum Essence: 3

Effect: With a moment's concentration, the Dragon-Blood can conjure a sword fashioned entirely from the element to which she is aspected. The weapon has the stats of a normal weapon of its type, as well as the benefits conferred by the Dragon-Graced Weapon Charm (see above).

RINGING ANVIL ONSLAUGHT

Cost: 8m

Type: Extra Action

Duration: Instant

Combo: Yes

Minimum Ability: Melee 5

Minimum Essence: 3

Effect: The Dragon-Blooded can focus his attention on a single target and roll his unmodified Melee Ability. Each success allows the Dragon-Blooded to make one extra Melee attack against that target as part of a flurry, up to the maximum of his Melee Ability.

THRESHING FLOOR TECHNIQUE

Cost: Varies

Type: Simple

Duration: One attack

Combo: Yes

Minimum Ability: Melee 4

Minimum Essence: 2

Effect: The Dragon-Blooded can overcome the normal limit on the number of people who can attack particular target. The Dragon-Blooded must pay 2 motes plus 1 mote per targeted ally, and each ally will thereafter be able to make an attack on the target, regardless of how defensible the target's position, provided that the ally is within normal move distance of the target.

OCCULT CHARMS

TERRESTRIAL CIRCLE SORCERY

Cost: 1wp

Type: Permanent

Duration: Instant

Combo: No

Minimum Ability: Occult 3

Minimum Essence: 3

Effect: The Dragon-Blooded can cast spells of the Terrestrial Circle.

PERFORMANCE CHARMS

MASTERFUL ENSEMBLE TECHNIQUE

Cost: Varies

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Performance 2

Minimum Essence: 1

Effect: The Dragon-Blood can divide up a number of dice equal to his Intelligence + Performance dice pool among a number of other, less talented performers. The cost is 1 mote per performer plus 1 mote per die given to each performer. The Dragon-Blood cannot give out more dice to a single person than his own Performance rating or more than double any one performer's Performance rating.

SOUL-STIRRING PERFORMANCE METHOD

Cost: 5m, 1wp

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Performance 4

Minimum Essence: 2

Effect: A Dragon-Blooded performer can invoke a powerful emotional response in her audience. The Dragon-Blood's player must roll (Charisma + Performance) and achieve one success for every 10 people in the audience. If successful (and the roll is all-or-nothing), the Dragon-Blooded can inspire a deep-seated emotion in the audience. Mere mortals are powerless to resist the effect, but persons with Essence ratings higher than 1 may attempt to resist it with an appropriate Virtue roll: Compassion for attempts to provoke anger, Conviction for attempts to inspire sadness, Temperance for attempts to provoke love and Valor for attempts to inspire fear. Successes on the Virtue roll subtract from the Dragon-

Blooded's net successes as to that person only. However, if the emotion to be triggered resonates with a Solar's primary Virtue, the normal Limit Break rules apply.

TALENTED IMPROVISATION

Cost: 3m

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Performance 2

Minimum Essence: 1

Effect: There are a vast number of musical instruments in creation, more than any single Exalt could ever completely master. With this Charm, however, the Dragon-Blooded can instantly become proficient (if not more) with any single musical instrument. For the duration of the scene, the Dragon-Blooded can apply his Performance Ability without penalty to any instrument he doesn't know. He can also intuitively understand forms of musical notation that are alien to him, such as First Age compositions.

PRESENCE CHARMS

AUSPICIOUS FIRST MEETING ATTITUDE

Cost: 2m

Type: Reflexive

Duration: One scene

Combo: No

Minimum Ability: Presence 2

Minimum Essence: 2

Effect: In any non-combat, social situation, the Dragon-Blood can intuitively adjust his behavior so as to make the best possible first impression with a particular individual who the Exalt is meeting for the first time. Mechanically, the Dragon-Blooded gains two extra dice to roll on every Bureaucracy, Presence or Socialize roll during this first encounter. If the Dragon-Blood deliberately antagonizes the subject in anyway, the effect ends.

GLOWING COAL RADIANCE

Cost: 2m

Type: Simple

Duration: One action

Combo: Yes

Minimum Ability: Presence 3

Minimum Essence: 1

Effect: Until the Dragon-Blooded's next action, anyone attempting to attack or even look at him must score at least one success on a Willpower roll.

PASSION TRANSMUTING NUANCE

Cost: 3m

Type: Simple

Duration: One scene

Combo: No

Minimum Ability: Presence 2

Minimum Essence: 2

Effect: The Dragon-Blood can transmute one strong passion — lust, rage or terror — into one of the other two. She must first engage her target in conversation for a number of (10 – her Essence) long ticks, and then, her player rolls (Manipulation + Presence) against a difficulty equal to the target's Essence, minus 1 for every point by which the Dragon-Blood's Essence exceeds the target's. If successful, the Dragon-Blood gains two dice on all subsequent social combat rolls against the target designed to play off the target's new emotional state.

RESISTANCE CHARMS

IMPERVIOUS SKIN OF STONE MEDITATION

Cost: Varies

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Resistance 2

Minimum Essence: 2

Effect: Each mote spent (up to the maximum of her Essence) will increase the Dragon-Blooded's bashing and lethal soak by 2.

MOUNTAIN TOPPLING METHOD

Cost: 4m

Type: Supplemental

Duration: One action

Combo: Yes

Minimum Ability: Resistance 2

Minimum Essence: 2

Effect: For one action, the Dragon-Blooded's Strength increases by 5, but only for the purpose of lifting or handling stone or earthen objects, such as toppling pillars, hurling boulders or stomping on the top of a hill to start a landslide. Also, for the purposes of this Charm, jade-alloyed weapons such as daiklaves are considered to be stone, and the Strength bonus will apply to attacks made with such weapons.

OX-BODY TECHNIQUE

Cost: N/A

Type: Special

Duration: Permanent

Combo: N/A

Minimum Ability: Resistance 1

Minimum Essence: 1

Effect: Each time this Charm is taken (up to the maximum of the Dragon-Blooded's Resistance Ability), she gains one -1 health level and one -2 health level.

STRENGTH OF STONE TECHNIQUE

Cost: 2m per person


Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Resistance 2

Minimum Essence: 1



Effect: After a moment's meditation, the Dragon-Blooded adds one dot to his Strength and Stamina for the remainder of the scene. He can also add one dot in Strength and Stamina to any number of additional people for 2 motes per person. An individual can only benefit from this Charm once per scene.

UNEATING EARTH MEDITATION

Cost: 2m

Type: Simple

Duration: One day

Combo: Yes

Minimum Ability: Resistance 3

Minimum Essence: 2

Effect: While this Charm is active, the Dragon-Blooded does not require food or water. However, after (Essence + Resistance) days, each additional day inflicts one level of bashing damage on the Dragon-Blood, which cannot be healed while the Charm is in use.

UNSLEEPING EARTH MEDITATION

Cost: 1m

Type: Simple

Duration: One day

Combo: Yes

Minimum Ability: Resistance 2

Minimum Essence: 2

Effect: While this Charm is in effect, the Dragon-Blooded does not require sleep. However, after (Essence + Resistance) days, each additional day costs the Dragon-Blood 1 temporary Willpower, which cannot be regained while this Charm is in use.

RIDE CHARMS

CHARGE OF ONE HUNDRED GENERALS

Cost: Varies

Type: Supplemental

Duration: One charge

Combo: Yes

Minimum Abilities: Ride 3, War 3

Minimum Essence: 2

Effect: The Dragon-Blood must pay 1 Willpower plus 1 mote per horse and rider affected, including the Dragon-Blood herself. For the duration of a single charge, all of the riders attack on the Dragon-Blood's tick, and all of their attacks are resolved before any delayed attack actions on the part of the defenders. Furthermore, the player of any defender who suffers damage must make any immediate Ride or Athletics roll to avoid his character being dismounted or knocked down. The Dragon-Blood must ride with the charging allies, who cannot number more than (Essence x 5).

DANCE OF THE JADE BRIDLE

Cost: 10m + 1wp

Type: Supplemental

Duration: Special

Combo: Yes

Minimum Ability: Ride 5

Minimum Essence: 3

Effect: The Dragon-Blood can tame virtually any animal big enough to carry him and use it as a mount. The Dragon-Blood's player must roll (Charisma + Ride), opposed by the beast's (Stamina + Willpower). The Dragon-Blood must also roleplay "breaking" the mount, which, in the case of very dangerous animals or flying creatures, can be quite dangerous if the attempt fails. If the attempt succeeds, the Dragon-Blood (and only the Dragon-Blood) can command the creature and use it as a mount.

EBONY SPUR TECHNIQUE

Cost: Varies

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Ride 3

Minimum Essence: 2

Effect: With this Charm, the Dragon-Blooded becomes more efficient at employing the advantages of mounted combat. After reflexively rolling Dexterity + Ride, the Dragon-Blooded can add his Ride Ability to his damage dice in hand-to-hand attacks made while mounted.

ELEMENTAL HALO'S MERCY

Cost: 3m

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Ride 4

Minimum Essence: 3

Effect: The baleful effects of the Dragon-Blooded anima banners usually preclude the use of horses in combat situations. This Charm can alleviate those effects temporarily. The Dragon-Blooded spends 3 motes while mounted, and for one scene, the steed will suffer no wound effects from his anima banner.

ELEMENTAL HEART COMPANION

Cost: 5m (committed)

Type: Simple

Duration: Varies

Combo: Yes

Minimum Ability: Ride 5

Minimum Essence: 3

Effect: While Elemental Halo's Mercy will permit a mount to resist the baleful effects of a Dragon-Blooded's anima banner for at least the duration of a combat, eventually, the mount will die. Some Dragon-Blooded, however, have such close



relations with faithful steeds that the riders are unwilling to see their mounts perish. With this Charm, a Dragon-Blood can permanently attune herself to a particular mount (which must also be a familiar) so that it is effectively a part of her. While this Essence is committed, the mount is immune to the animaflux of its Dragon-Blooded master (and only its master), just as the Dragon-Blood's personal possessions are.

DRAGON-GRACED MOUNT

Cost: 10m, 1wp

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Ride 5

Minimum Essence: 4

Effect: For the duration of the scene, the Dragon-Blood's horse gains the benefits of Elemental Heart Companion; this Charm only costs 5 motes and a Willpower if the Dragon-Blood has already committed 5 motes to the steed for the Elemental Heart Companion Charm. More importantly, for the Charm's duration, the steed itself gains an elemental anima appropriate to the Dragon-Blood's aspect, giving the animal special abilities. The mounts of **Air** Aspects are immune to cold and multiply their jumping distances by the rider's Essence. The mounts of **Earth** Aspects gain a bonus to bashing and lethal soak equal to the rider's Essence, and a mount can also soak lethal damage with its full Stamina. The mounts of **Fire** Aspects multiply their movement rate by the rider's Essence. The mounts of **Water** Aspects gain the ability to breathe and complete freedom of movement while underwater, exactly like the Water Aspect anima power. Finally, the mounts of **Wood** can move through wooded areas without suffering any penalty or decrease in movement rate, and a mount's tracks will be untraceable absent the use of Charms.

HEAVEN-GRACED RIDING TECHNIQUE

Cost: 3m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Ride 2

Minimum Essence: 1

Effect: For one action, the Dragon-Blooded may either add his Ride Ability in yards to his mount's movement rate, or he can add that amount to the distance the mount can safely jump.

SAIL CHARMS

FINE PASSAGE NEGOTIATING STYLE

Cost: 3m

Type: Reflexive

Duration: One scene

Combo: Yes

Minimum Ability: Sail 4

Minimum Essence: 2

Effect: For the duration of a scene, the Dragon-Blooded intuitively knows of any submerged hazards within five miles of her current location (assuming she is at sea, of course), effectively adding three dice to any Sail rolls that involve navigating through such hazards.

HURRICANE PREDICTING GLANCE

Cost: 1m

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Sail 2

Minimum Essence: 1

Effect: The Dragon-Blood can predict the weather for the next 24-hour period, although she cannot predict supernatural changes to the weather made after her prediction.

STORM-OUTRUNNING TECHNIQUE

Cost: 3m

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Sail 3

Minimum Essence: 2

Effect: For the duration of a scene, the Dragon-Blooded can double his ship's rate of movement. While not a long-term aid to travel, this Charm can ensure that one ship will beat another into port or that the ship can outrun bad weather or pirates.

SOCIALIZE CHARMS

FRIEND-TO-ALL-NATIONS ATTITUDE

Cost: 2m

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Socialize 3

Minimum Essence: 2

Effect: If the Dragon-Blooded can speak the local language, she can ignore any Social penalties caused by being a foreigner. Even if she cannot speak the local language, any Social penalties caused by being a foreigner are reduced by her Essence.

SWEETEN THE TAP METHOD

Cost: 2m

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Socialize 3

Minimum Essence: 1

Effect: The Dragon-Blood can increase the effects of alcohol consumed in the area, reducing the difficulty of all Socialize rolls by 1 for the scene.



WARM-FACED SEDUCTION STYLE

Cost: 1m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Socialize 3

Minimum Essence: 2

Effect: During a seduction attempt only, the Dragon-Blood can use this Charm to add five dice to his Socialize Ability or to double its normal rating, whichever is less.

STEALTH CHARMS

DRAGON SHROUD TECHNIQUE

Cost: 3+m, 1wp

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Stealth 5

Minimum Essence: 4

Effect: The Dragon-Blood can bend light around himself, conferring virtual invisibility. His identity is completely concealed, and every 3 motes spent adds one automatic success to Stealth-related rolls.

FEELING-THE-AIR TECHNIQUE

Cost: 3m

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Stealth 2

Minimum Essence: 2

Effect: The Dragon-Blood retains total spatial awareness even in total darkness. He cannot read or observe color, but he can move freely and the Charm reduces blind-fighting penalties by half.

SOUNDLESS ACTION PRANA

Cost: 1m per minute

Type: Simple

Duration: Varies

Combo: Yes

Minimum Ability: Stealth 3

Minimum Essence: 3

Effect: For one minute per mote spent, the Dragon-Blooded can eliminate any noise she directly produces, but not sounds she causes that are not connected to her person. That is, she could force open a door in complete silence, but if she threw a rock through a window, the sound would be heard clearly.

WIND-WALKING TECHNIQUE

Cost: 2m

Type: Simple

Duration: Until broken

Combo: Yes

Minimum Ability: Stealth 3

Minimum Essence: 3

Effect: Once activated, the Dragon-Blood gains perfect balance and can move across any horizontal surface (including water and quicksand) without difficulty. If the Dragon-Blooded ever stops moving for even a single tick, the Charm ends. The Dragon-Blooded can carry her normal gear but no more.

ZONE OF SILENCE STANCE

Cost: 4+m, 1wp

Type: Simple

Duration: (Essence) minutes

Combo: Yes

Minimum Ability: Stealth 4

Minimum Essence: 3

Effect: The Charm totally suppresses all sound within (Essence x 2) yards. Each extra mote spent increases the range by one yard, up to the maximum of the Dragon-Blood's permanent Essence.

SURVIVAL CHARMS

HOSTILE ENVIRONMENT PREPARATION

Cost: 3+m

Type: Simple

Duration: One day

Combo: Yes

Minimum Ability: Survival 4

Minimum Essence: 2

Effect: For one day, the Dragon-Blood and her companions get three automatic successes on Survival rolls to resist adverse environmental conditions. The cost of the Charm is 3 motes, plus 1 additional mote per companion.

QUARRY REVELATION TECHNIQUE

Cost: 2m

Type: Simple

Duration: One day

Combo: Yes

Minimum Ability: Survival 3

Minimum Essence: 2

Effect: The Dragon-Blood can track any quarry whose trail is less than a week old with a single success on a (Perception + Survival) roll, regardless of terrain or weather conditions. Supernatural effects that hide a quarry's tracks are canceled by this Charm, allowing the Dragon-Blood's player to make normal tracking rolls for the Exalt to find his prey.

RATION-ENHANCING METHOD

Cost: 2m

Type: Simple

Duration: One hunt

Combo: Yes

Minimum Ability: Survival 3

Minimum Essence: 2

Effect: For the duration of a single hunt in which the Dragon-

Blood takes part, he (and his companions, if applicable) will find twice as much food as the results on any Survival roll would otherwise dictate.

TRAIL CONCEALING MEASUREMENT

Cost: 3m

Type: Simple

Duration: One day

Combo: Yes

Minimum Ability: Survival 3

Minimum Essence: 2

Effect: While this Charm is active, persons attempting to track the Dragon-Blood without supernatural aid are completely unable to do so. If the tracker is using supernatural aid, such as Quarry Revelation Technique (see above), the two effects cancel each other out, and normal tracking rules apply.

THROWN CHARMS

INVISIBLY HIDDEN CHAKRAM METHOD

Cost: Varies

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Thrown 4

Minimum Essence: 3

Effect: The Dragon-Blood may hide a number of weapons elsewhere to be summoned back later. Each weapon costs 10 Essence and 1 Willpower. When the Dragon-Blood is ready to attack, she can summon any or all of them and attack on the same tick with her full (Dexterity + Thrown) pool. The Dragon-Blood can hide as many as (Essence x 2) weapons.

LOYAL WEAPON

Cost: 1m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Thrown 3

Minimum Essence: 2

Effect: Any weapon thrown by the Dragon-Blooded (including thrown melee weapons) will return to her hand by the beginning of his next action.

PERSISTENT HORNET ATTACK

Cost: 3m

Type: Simple

Duration: (Essence) actions

Combo: Yes

Minimum Ability: Thrown 3

Minimum Essence: 2

Effect: After the Dragon-Blood throws a weapon at a target, the weapon will continue to attack for (Essence) actions. The weapon attacks on the Dragon-Blood's tick, and the Dragon-Blood's player rolls (Perception + Thrown) for the weapon to hit.

VENGEFUL GUST COUNTERATTACK

Cost: 2m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Thrown 4

Minimum Essence: 2

Effect: If the Dragon-Blooded is the target of a ranged attack, his player can opt to roll (Dexterity + Thrown) in place of relying on the Exalt's normal DV. Each success on this roll subtracts from the attacker's successes, *and* if his successes exceed the attacker's, the projectile reverses course, attacking his opponent with a number of attack dice equal to his net successes.

WHIRLWIND SHIELD FORM

Cost: Varies

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Thrown 3

Minimum Essence: 2

Effect: The Dragon-Blood can deflect ranged attacks aimed at him or at allies at a cost of 3 motes plus 1 mote per each ally protected. While the Charm is in effect, the Dragon-Blood's Essence is automatically subtracted from any ranged attack dice pools rolled against him or his allies, in addition to the normal effects of DV.

WIND ARMOR TECHNIQUE

Cost: 1m per 1L/1B

Type: Simple

Duration: Committed

Combo: Yes

Minimum Ability: Thrown 5

Minimum Essence: 3

Effect: The Dragon-Blood can fashion armor for herself out of swirling air, adding 1L and 1B soak per mote spent. The armor will last as long as the Essence is committed or until the Dragon-Blood sleeps, whichever comes first, and it is fully compatible with normal armor.

WIND WEAPONS

Cost: 3m per weapon

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Thrown 5

Minimum Essence: 3

Effect: The Dragon-Blood can fashion throwing weapons from the very air itself. Each weapon has a base damage and accuracy equal to the Dragon-Blood's Essence and a range of (Essence x 10) yards, and the Dragon-Blooded can create up to (Essence) weapons in a tick. Once created, each weapon is thrown reflexively with the Dragon-Blood's full dice pool.



WAR CHARMS

BLAZING COURAGEOUS SWORDSMEN INSPIRATION

Cost: Varies

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: War 3

Minimum Essence: 2

Effect: The Dragon-Blood spends 1 mote per warrior that she commands, and each soldier will gain one additional -0 health level for the duration of the scene.

ELEMENTAL BATTLEFIELD

Cost: 10m

Type: Simple

Duration: One scene

Combo: No

Minimum Ability: War 3

Minimum Essence: 3

Effect: The Dragon-Blood can impose his elemental anima on a large area equal to his (Essence x 100) yards in radius and centered on any outdoor location within his line of sight. Anyone who comes within this area (which is most commonly a battlefield of some sort) will suffer an environmental penalty on all actions equal to the Dragon-Blood's War Ability rating, as earth tremors, rainstorms, snow flurries, clouds of acrid smoke or simply fast-growing briar patches spring into existence to harry those caught within. The exact effect depends on the Dragon-Blood's aspect, but the environmental penalty is the same, regardless of aspect. Dragon-Blooded of the same aspect as the one who invoked the Charm are immune to the environmental penalty, as are any individuals attuned to him through the Charm Enfolded in the Dragon's Wings. Dragon-Blooded of other aspects are immune if their animas are at the 8+ motes level.

ENFOLDED IN THE DRAGON'S WINGS

Cost: 1m per soldier

Type: Reflexive

Duration: One day

Combo: No

Minimum Ability: War 1

Minimum Essence: 2

Effect: For each mote committed, the Dragon-Blooded may temporarily render one soldier partially immune to the damaging effects of her anima. Any damage inflicted on a protected soldier by the Dragon-Blooded's anima or by other elemental effects attributable to her aspect is reduced by the Dragon-Blood's Essence. The nature of this Charm is such that a Dragon-Blood can only protect a mortal soldier who is considered "under her command." Thus, neither bystanders nor fellow Exalts can be protected by this Charm.

CONJUNCTIONAL CHARMS

While Elemental Battlefield cannot be placed into a Combo, multiple Terrestrials who know this Charm can activate it in tandem. When the Charm is used in this manner, the Essences of all participating Dragon-Blooded are added together to determine the range, and the environmental penalty is equal to the highest War Ability rating of any of the participants, plus 1 for each additional participant. In addition to this basic effect, participants can craft special elemental effects to take advantage of how differing animas may interact. *The Thousand Correct Actions of the Upright Soldier* identifies dozens of possible ways in which Dragon-Blooded of different aspects may combine their powers through this Charm, such as the Fire-grass-and-Earthquake Defense and the Phoenix and Whirlwind. As an additional beneficial side effect, if a Dragon-Blood who participates in a conjunctural use of this Charm has also used the Charm Enfolded in the Dragon's Wings on soldiers under her command, those soldiers may also apply that protection while on the battlefield regardless of how many Dragon-Blooded aided in its creation. There are also other, higher-level Charms that can be used simultaneously by multiple Dragon-Blooded to take advantage of the effects of combining different elements.

PHANTOM-WARRIOR HORDE

Cost: 2m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: War 2

Minimum Essence: 2

Effect: The area around the Dragon-Blooded appears to be filled with warriors fashioned out of the element to which he is aspected. While the phantoms are illusory, they are also quite intimidating, and any enemy of the Dragon-Blooded in the area must roll his Valor or be at -1 on all dice pools for the next action. Mortals must score as many successes on the Valor roll as the Dragon-Blood's Presence, while beings with an Essence higher than 1 need only one success.

* Charms denoted with an asterisk may only be used by Dragon-Blooded with Immaculate training in the appropriate style.



CHARM PACKAGES

Generic Charm Package (Requirements: Athletics 2, Awareness 2, Integrity 3, Linguistics 2, Lore 2, Presence 2, Resistance 1; Essence 2)

Package: All-Encompassing Earth Sense, Auspicious First Meeting Attitude, Effortlessly Rising Flame, Elemental Bolt Attack, Inviolable Dragon Spirit, Language-Learning Ritual, Oath of the Ten-Thousand Dragons, Ox-Body Technique (can be taken multiple times), Ten-Thousand Dragons Fight As One

Archer I (Requirements: Archery 3; Essence 2)

Package: Dragonfly Finds Mate, Harvest of the Hunter, Swallows Defend the Nest

Archer II (Requirements: Archery 5; Essence 3; Archer I)

Package: Dragon-Graced Shaft, Seven-Year Swarm Volley, Sparrow Dives At Hawk

Assassin (Requirements: Athletics 2, Awareness 3, Dodge 2, Thrown 5; Essence 3; Marksman, Spy I & II)

Package: Falling Star Maneuver, Feeling the Dragon's Bones, Invisibly Hidden Chakram Method, Threshold Warding Stance

Bureaucrat (Requirements: Bureaucracy 4; Essence 2)

Package: Benevolent Master's Blessing, Confluence of Savant Thought, Thoughtful Gift Technique, Thrashing Carp Serenade

Healer (Requirements: Medicine 4; Essence 3)

Package: Disease-Banishing Technique, Dread Infection Strike, Infection-Banishing Prana, Wound-Closing Touch

Horseman I (Requirements: Ride 3; Essence 2)

Package: Ebony Spur Technique, Heaven-Graced Riding Technique

Horseman II (Requirements: Ride 5, War 3; Essence 4)

Package: Charge of One Hundred Generals, Dance of the Jade Bridle, Dragon-Graced Mount, Elemental Halo's Mercy, Elemental Heart Companion

Hunter (Requirements: Resistance 3, Survival 4; Essence 2)

Package: Hostile Environment Preparation Method, Quarry Revelation Technique, Ration-Enhancing Technique, Trail Concealing Measurement, Uneating Earth Meditation, Unsleeping Earth Meditation

Immaculate Training I (Air Dragon Style) (Requirements: Martial Arts 4; Essence 2)

Package: Air Dragon Form, Air Dragon's Sight, Breath-Seizing Technique, Shrouding the Body and Mind, Tornado Offense Technique, Wind Dragon Speed

Immaculate Training II (Air Dragon Style) (Requirements: Martial Arts 5; Essence 4; Immaculate Training I in this Style)

Package: Avenging Wind Strike, Cloud Treading Method, Hurricane Combat Method, Lightning Strike Style, Thunderclap Kata, Wrathful Winds Maneuver

Immaculate Training I (Earth Dragon Style) (Requirements: Martial Arts 5; Essence 3)

Package: Earth Dragon Form, Force of the Mountain, Shattering Fist Strike, Stillness of Stone, Stone Dragon's Skin, Unmoving Mountain Stance

Immaculate Training II (Earth Dragon Style) (Requirements: Martial Arts 5; Essence 5; Immaculate Training I in this Style)

Package: Avalanche Method, Earthshaker Attack, Hungry Earth Strike, Perfection of Earth Body, Weapon-Breaking Defense Technique

Immaculate Training I (Fire Dragon Style) (Requirements: Martial Arts 5; Essence 3)

Package: Fiery Hand Attack, Fire Dragon Form, Flame-Flicker Stance, Flash-Fire Technique, Searing Fist Attack

Immaculate Training II (Fire Dragon Style) (Requirements: Martial Arts 5; Essence 4; Immaculate Training I in this Style)

Package: Breath of the Fire Dragon, Consuming Might of the Fire Dragon, Essence-Igniting Nerve Strike, Overwhelming Fire Majesty Stance, Smoldering Wound Attack


Immaculate Training I (Water Dragon Style) (Requirements: Martial Arts 4; Essence 3)

Package: Drowning-in-Blood Technique, Flowing Water Defense, Rippling Water Strike, Shrugging Water Dragon Escape, Theft-of-Essence Method, Water Dragon Form

Immaculate Training II (Water Dragon Style) (Requirements: Martial Arts 5; Essence 4; Immaculate Training I in this Style)

Package: Bottomless Depths Defense, Crashing Wave Style, Essence-Dousing Wave Attack, Flow Reversal Strike, Tsunami Force Shout

Immaculate Training I (Wood Dragon Style) (Requirements: Martial Arts 4; Essence 3)



Package: Eyes of the Wood Dragon, Mind-Over-Body Meditation, Soul-Marking Strike, Wood Dragon Form, Wood Dragon Vitality

Immaculate Training II (Wood Dragon Style) (Requirements: Martial Arts 5; Essence 4; Immaculate Training I in this Style)

Package: Death-Pattern Sensing Attitude, Enthralling Blow Attack, Soul Mastery, Unbreakable Fascination Kata, Wood Dragon Succor

Investigator (Requirements: Investigation 5, Larceny 4; Essence 3)

Package: Bloodhound's Nose Technique, Ears of the Snowy Owl, Homeward Trail Discovery Method, Observer Awareness Method, Revelation of Associates Hunch, Scent-of-Crime Method

Marksman (Requirements: Thrown 5; Essence 3)

Package: Loyal Weapon, Persistent Hornet Attack, Vengeful Gust Counterattack, Virtuous Negation Defense, Whirlwind Shield Form, Wind Armor Technique, Wind Weapons

Martial Artist I (Requirements: Martial Arts 3; Essence 2)

Package: Five-Dragon Blocking Technique, Five-Dragon Claw, Five-Dragon-Force Blow, Five-Dragon Fortitude

Martial Artist II (Requirements: Martial Arts 5; Essence 4; Martial Artist I)

Package: Five-Dragon Fist, Five-Dragon Form, Five-Dragon Invulnerability, Five-Dragon Wrath

Melee Specialist I (Requirements: Melee 4; Essence 2)

Package: Deadly Wildfire Legion, Dragon-Graced Weapon, Threshing Floor Technique

Melee Specialist II (Requirements: Melee 5; Essence 3; Melee Specialist I)

Package: Portentous Comet Deflecting Mode, Refining the Inner Blade, Ringing Anvil Onslaught

Officer (Requirements: Presence 3, War 3; Essence 3; Soldier I & II)

Package: Blazing Courageous Swordsmen Inspiration, Glowing Coal Radiance, Phantom Warrior Horde

Performer (Requirements: Performance 4; Essence 2)

Package: Masterful Ensemble Technique, Soul-Stirring Performance Method, Talented Improvisation

Sailor (Requirements: Sail 4; Essence 2)

Package: Fine Passage Negotiating Style, Hurricane-Predicting Glance, Storm-Outrunning Technique

Savant (Requirements: Craft 3, Linguistics 3, Lore 4; Essence 3)

Package: Elemental Empowerment Meditation, Flaw-Finding Examination, Shaping Hand Style, Thousand Tongues Meditation

Socialite (Requirements: Presence 3, Socialize 3; Essence 2)

Package: Friend-to-All-Nations Attitude, Passion Transmuting Nuance, Sweeten-the-Tap Method, Warm-Faced Seduction Style

Soldier I (Requirements: Athletics 2, Dodge 3, Presence 2, Thrown 2, War 1; Essence 2)

Package: Enfolded in the Dragon's Wings, Falling Star Maneuver, Hopping Firecracker Evasion, Loyal Weapon, Threshold Warding Stance

Soldier II (Requirements: Athletics 3, Dodge 4, Lore 3, Presence 3, Thrown 3, War 3; Essence 3; Soldier I)

Package: Bellows-Pumping Stride, Elemental Battlefield, Elemental Burst Technique, Smoke Obscuring Effect, Whirlwind Shield Form

Spy I (Requirements: Investigation 4, Larceny 2, Linguistics 3, Stealth 4, Thrown 3; Essence 3)

Package: Feeling the Air Technique, Observer Awareness Method, Revelation of Associates Hunch, Soundless Action Prana, Thousand Tongues Meditation, Whirlwind Shield Form, Zone of Silence Stance

Spy II (Requirements: Larceny 4, Linguistics 3, Stealth 5; Essence 3; Spy I)

Package: Dragon-Shroud Technique, Ears of the Snowy Owl, Poisoned Tongue Technique, Trackless Walk Style, Wind-Walking Technique

Unarmed Fighter I (Requirements: Martial Arts 3, Resistance 2; Essence 2)

Package: Blade-Deflecting Palm, Impervious Skin of Stone Meditation, Pounding Avalanche Style, Strength of Stone Technique

Unarmed Fighter II (Requirements: Martial Arts 5, Resistance 2; Essence 2; Unarmed Fighter I)

Package: Become the Hammer, Flow Past Defenses, Mountain Toppling Method

THE LEGIONS AND MASS COMBAT

The Scarlet Dynasty currently supports 31 legions (although for the Vermilion Legion, “support” is not how the soldiers typically describe the quality of their backing). When at full strength, a legion consists of 5,000 troops under the command of a single general. Each legion is subdivided into 10 dragons each under the command of a dragonlord and consisting of 500 soldiers. The most common tactical formulation for a legion consists of four dragons of heavy infantry and two dragons of medium infantry, with the rest consisting of skirmishers and missile troops. Beneath each dragonlord are two wings of 250 personnel each under the command of a winglord. Each wing is further divided into two talons of 125 personnel under the command of a talonlord. Each talon is broken up into five scales, each with 25 soldiers under the command of a scalelord. Finally, each scale consists of five fangs, each with five soldiers under the command of a non-commissioned sergeant.

Each legion has both male and female troops. The legions rarely employ cavalry, due to the logistical problems in transporting mounts, but a legion will often “borrow” the cavalry of the local satrap or simply recruit (read: draft) irregulars from the local population. The legions do not travel with siege equipment, but each legion will typically contain 150 or so combat engineers, and the Dragon-Blooded have little difficulty in putting such equipment together on the fly. The legions also travel with support staff — combat sorcerers, medical personnel, cooks, fletchers, slaves who attend to the supply train, etc. — who are not considered part of a legion’s military structure, although of course, they do fit into a clearly defined chain of command.

For mass combat purposes (see **Exalted**, pp. 158-169), there is some fluctuation in the quality of a legion unit depending on the level of support the unit receives from its sponsoring House. Among career military loyalists, the declining morale among those legions who receive only token support from their patrons is perhaps the greatest danger facing the Empire. In a legion that is well-supported by its patron House, an individual unit, regardless of size will have the following Traits:

Imperial Legionnaires (Drill 4, Magnitude Varies [see below])

Close Combat Attack: 3 Close Combat Damage: 2

Ranged Attack: 3 Ranged Damage: 2

Endurance: Armor: 2 Might: 2 Morale: 3

In legions that are understaffed and underfunded by their patron Houses, subtract 1 from each of the above Traits. The only Mass Combat Trait that does not fluctuate according to the unit’s political backing is Magnitude, which is consistent across the entire Dynastic military and is based on the chart below. As a practical matter, no Dragon-Blooded unit will enter the field with a Magnitude greater than 5, and unit tactics employing a Magnitude greater than 4 are uncommon.

Magnitude	Unit
0	Solo Unit (one soldier)
1	Fang (5 soldiers)
2	Scale (25 soldiers)
3	Talon (125 soldiers)
4	Wing (250 soldiers)
5	Dragon (500 soldiers)





I KNOW YOU'RE THERE, FRIEND OWL. YOU'VE BEEN FOLLOWING ME FOR WEEKS.

COME JOIN ME BY THE FIRE. I WOULD RELISH ANY COMPANY TONIGHT.



SWAN, WE NEED TO TALK.

FORGIVE MY ASTONISHMENT, FAIR LADY. YOU HAVE ME AT A DISADVANTAGE...



YOU'VE FORGOTTEN SO MUCH... I AM LIUTH, CHOSEN OF LUNA.

3,000 YEARS AGO, ON THIS VERY NIGHT, YOU AND I WERE WED.



CHAPTER TWO

THE LUNAR EXALTED

When the Lunars stepped aside and allowed the Solars to be murdered, the Lunars knew whose heads would be next on the chopping blocks. Rather than stay, fight and die, the Lunar Exalted retreated to the edges of Creation. They hid from the Dragon-Blooded hunting parties and fought to protect themselves from the mental and physical ravages of the Wyld, all for duty. Their duty to Creation, which they recognized was being brought to ruin by the reigning Solars. Their duty to Luna, who had gifted them with the powers to survive and made them the fiercest warriors in the Realm. And their duty to the future Lunar Exalted, whom the older Lunars knew would be slaughtered soon after they Exalted unless their elders were there to protect and teach them.

These three duties drive the Lunars still, a millennium after the Old Realm fell and the Lunars banished themselves to the changing lands for their own safety. The Lunars like the current Realm no more than the end of the first, and the eldest and most influential Lunars see the inevitable

alternative. Today, changed irrevocably by the Wyld, they see their sacrifices as coin used to buy a better tomorrow. The Realm is sinking, and it will drag much of the Threshold with it as the Realm drowns. When it breathes its last, the Lunars will be there to teach those who remain a new way to live — the Lunar ideal is survival through endurance and flexibility, and the Lunars' ideal society is that writ large.

The eldest Lunars have been patiently watching the Realm and the Threshold for a millennium, prodding gently if possible, hard if they must, to help the decay of the state of affairs. The return of the Solars and the appearance of the Abyssals come as unpleasant surprises, because either can throw dozens of kinks into plans that have been in place for centuries. The Lunars, however, have been poised to pounce like cats since the rise of the Scarlet Empress. They aren't going to let themselves be chased away from the burrow now that the mouse is finally ready to come out of its hole.

APPEARANCE

Though a master of disguise, the Lunar Exalt is instantly distinguishable from mortals or from any other manner of Exalt — although the uneducated may confuse them for spirits. Nearly every Lunar can be recognized by the gleaming silver tattoos running in mystic patterns over their faces and bodies. The tattoos are what prevent the energies of the Wyld, which infected the Lunar Essences almost a millennium ago, from overcoming a Lunar's body and mind, turning him into a ravening beast of quicksilver form and thought, known as a chimera. Still, this apparent disadvantage is one that only pains the Lunar when he lets it. Many Lunars possess the ability to conceal their tattoos through a combination of shapechanging and mental tricks.

The other clue to a Lunar's identity is the unique, often animalistic characteristic known as the Tell. A Lunar may walk on cloven hooves, have a layer of fur covering his body or wave a tail behind him as he walks. The Tell would betray the Lunar as surely the tattoos do, were it not the Tell's nature to magically conceal itself. People not strong enough to shake off a Lunar's subtle mental coercion pay no attention to the Tell; their minds ignore the remarkable animal characteristics of the person before them.

Beyond supernatural traits, the Lunars can sometimes be recognized by their clothes. Living far from the mercantile circles that deal in textiles and the tailors who make civilized styles, the Children of Luna are forced to make their

own clothing from the vegetable fabrics and animal hides available to them. Largely, their style of dress resembles that of the Wyld barbarians who live near the Lunars and occasionally worship them. Most Lunar Exalted are aware of this difference and are canny enough to don civilized apparel before it becomes a concern.

EXALTATION AND EXTRACTION

The most common opportunity to meet a Lunar Exalt — without traveling toward one of the Elemental Poles — is when one braves the dangers of the Threshold to retrieve a newly Exalting Lunar and take her back to the edge of Creation. The eldest Lunars use their formidable powers to predict and locate coming Exaltations. When the elders detect one, response varies with location. When the Exaltation is in the outer Threshold, it is safe enough to send a single, reasonably experienced Changing Moon. His skill at disguise and deception is usually enough for him to claim the confused Exalt and return with her to the safety of the Wyld. Deeper in the Threshold, the Wyld Hunt is significantly closer and the risk greater. A pack of experienced warriors brave the dangers of the civilized lands to extricate the young Lunar before the Hunt catches up with her. No self-respecting pack would decline to perform such a task. To refuse is seen as a statement of cowardice or overbearing pride — refusing the mission dooms an innocent Lunar to almost certain death at the Dynasts' cruel hands.





An Exaltation in the deepest Threshold (from the Lunars' perspective), near Lookshy, Whitewall, Chiaroscuro or a dozen other cities that pay service to the Realm and harbor Imperial garrisons and Immaculate temples, causes Lunars aware of the event to burst into a frenzy. A team of several old, combat-ready Lunar Exalted gather, combining stealth with deadliness in an effort to retrieve the unfortunate Lunar who Exalted so close to the Realm. An Exaltation within the Realm itself causes only mourning among the Lunars, as any rescue attempt made to the Dragon-Blooded stronghold would not be brave, but suicidal. The very few Lunars who have managed to escape the Blessed Isle intact have become living legends within the Pact. A newly extracted Lunar is taken to the edge of the Threshold to meet with a council of elders. There, he is endowed with the tattoos that contain the taint of the Wyld within him and introduced to the Silver Pact.

THE SILVER PACT

The Silver Pact is not a deliberate organization. It is little more than a name that stuck when the eldest surviving Lunars looked upon the results of the Usurpation and realized that they would have to work together to stay alive. Though the Silver Pact's first prerogative was, and still is, to see that the Children of Luna survive, the Pact has evolved. Today, the Pact is a culture wherein Lunar Exalted can be honored by their peers and contested by their rivals. Through the fellowship provided by the Silver Pact, old No Moons coordinate the retrieval of young Lunars, alerting nearby Lunar packs and ensuring that those involved are properly honored. The elders of the Pact are also responsible for the moonsilver tattoos that protect each Lunar. When Luna's Children find someone newly Exalted into their ranks, they adorn her with the runes and ritual scarification that protect her from the chaos deep inside her.

After a Lunar has been tattooed, an elder member of the Pact becomes his mentor. During this period, the elder passes on to the young Lunar the oral history of Luna's Children, from the collapse of the Old Realm to the current day. She teaches him the culture of the Silver Pact and its philosophies, alongside lessons of survival in the Wyld and practical guerrilla warfare. The mentor and student hunt together, increasing the young Lunar's catalogue of animal and, sometimes, human forms. The mentor also teaches the youth any Charms he desires and, if desired, sorcery. Because of this practice, a mentor is usually of the same caste as the student. There is only one criterion that must be met before the mentorship can end: the mentor must be thoroughly convinced that the young Lunar understands the tenets of the Silver Pact and, at the very least, will not endanger it. He is not a brainwashed convert — his opinions regarding the network of tenuous alliances and agreements are his own — but he recognizes that separating himself from the other Lunars entirely would be disastrous to the group as a whole. When the mentor, who is inevitably a Lunar

honored for her keen judgment of others, believes this, the mentorship can end at the student's will.


The Silver Pact, though including all Children of Luna, is not and does not have a unified governing body. Lunars meet irregularly at the thing, a council of sorts that any Lunar may attend and there address the issues at hand. Members of the Pact deciding to call the thing use Charms at their disposal to communicate the time and place for the event. The eldest of the Lunar Exalted dominate such meetings, fiercely debating politics and the proper courses of action, but all Lunars have the opportunity to forge alliances, make violent disagreements, renew lasting friendships and hash out decade-old angers and century-old feuds. Slowly, over the week- to month-long thing, hundreds of small decisions and plans are made. Occasionally, even something important gets done.

The thing is more than a secret planning session. The thing is a party and a competition. Each Lunar brings his own tales of triumph for all the Silver Pact to hear. Some Lunars brag of the elite warriors they have trained within their pet tribes, while others list their most notable prisoners and slaves. A Lunar may drop the names of his spirit allies, or a sorceress may demonstrate a new spell. Once the greetings and acknowledgements are dispensed with, the thing turns into a collection of private parties. Some groups discuss the politics that will soon be discussed, and make alliances. At least as many settle in with hashish, qat or other, more exotic drugs. Fights break out often but are never to the death. Instead, the constant fighting at a thing settles debts of honor and decides a loose sort of martial rank among Lunars until the next such opportunity.

No one outside the Lunar community is ever invited to a thing, and the Silver Pact is never discussed in mixed company. The eldest Lunars during the Shogunate took great pains to ensure that the masterminds of the Realm and the Immaculate Order did not suspect any sort of collaboration among the "savage Anathema in the Wyld," and the Pact today is just as careful, if not more so. If the wrong people became aware of the Pact, they would start wondering what the Lunars are planning — and wondering is too small a step from trying to find out.

LOPING TO WAR

The Lunars have not, over the millennium of their exile, brought war to the Realm or its Threshold tributaries. There are many Lunars who dream of such conflicts and many who address the thing, exhorting all who would listen to march on the civilized lands and raze them to the ground. Luckily, for the Threshold, and for the Lunars, wiser heads prevail. Materializing as a real threat to the Realm before the time is right could unify and solidify the Scarlet Dynasty for centuries to come. But none of this prevents Lunars from raiding the borderlands of the Threshold. When Lunars have spare time, the more warlike ones lead barbarian tribesmen into the nearby civilized lands in search of wealth, honor,



strengthened holds on the tribes or just entertainment. Using raids on various kingdoms and principalities as evidence, Lunars often boast of their prowess, cleverness and skill at the art of war when the Silver Pact gathers for the thing. Still, the time is coming when the eldest Full Moons of the Pact will speak to the younger Exalted, and all the barbarian tribes under the Lunars' influences will pick up weapons of stolen steel and carved bone, wrap their hides around them and march into the Threshold.

PACKS

When a group of Lunar Exalted possesses common ideals or a strong bond of friendship, they may decide to form a pack. Swearing an oath of blood to each other, they become as siblings, bound by the parenthood of Luna. Members of a pack keep in close contact with each other, help each other when assistance is needed and often travel or adventure together. Packs are rarely made up of fewer than three Lunars, and when one pack member agrees to quest, it is a matter of honor for the others to also go.

Packs are most often formed by young Lunars who take the opportunity offered by their strength of numbers to go abroad, exploring and testing themselves. Many of them, inspired by the philosophies and vast wisdom of elder Lunars, willingly act as their elders' tools in Creation — toppling a kingdom here, fathering a new race there or killing key Dragon-Blooded across the land. A decade ago, the safety of numbers prevented these Lunars from being caught and slain by the Wyld Hunt in the borderlands. With the Empress missing, packs now have the power to penetrate sometimes as far as the Realm's tributaries before being driven back out into the Wyld.

One occasion that brings Lunars who are not of a pack together is the retrieval of an Exalting Lunar from the deep Threshold. Such events can rarely be predicted far in advance, and if there is no pack in ready distance to save the young Lunar, a group of more available Exalted is rapidly formed for the purpose. Despite the confidence of some elder Lunars, few are so prideful or disdainful that they would risk the life of a new Child of Luna by traveling alone — those who are might argue if they were not aware that the Wyld Hunt would already be on the move.

As Lunars grow older, they often begin to feel the urge to claim more territory for themselves. They settle in to make their own plans, raise their own armies and use the younger Lunars for various purposes as the older Lunars were once used. But they never truly forget their packmates, and a Lunar sometimes gathers together her old, more mature pack for a short foray into Creation or a fallen Lunar's blood siblings join together for vengeance. Even outside these extreme circumstances, Lunars who share a pack tend to work together to achieve their various ends, whether in the politics of the thing or in crafting artifacts or military cooperation.

LUNAR ENCOUNTERS

On the edge of the Wyld, those in the know can find Lunar territory by following claw marks on the trees and stones. These marks are a loose code developed by the Pact. Though direct translation of the characters is primitive, Lunars read a great deal into the "calligraphy" of the marks. The speed and style with which the message was written communicates a great deal about the emotions behind it. Someone clever enough to discern the marks' rough meaning can learn directions to various Lunar lairs, while someone not so clever can just follow the trail left by the claw marks until he finds the territory he seeks.

An intruder should have a good excuse for meeting a Child of Luna on her own turf. Her territory on the edge of Creation is where the Lunar receives messages from the Pact, rules and trains her tribe and, possibly, raises beastmen progeny of her own. An interloper who cannot convince her that he is harmless or trustworthy is going to die to preserve secrets he probably hasn't learned. Even if the Lunar mistress is away, her tribe will be quite happy to tear apart an intruder without her command. Should the intruder prove difficult to handle — a well-prepared thaumaturge, a God-Blood or one of the Terrestrial Exalted, for example — aid can be called upon from the Lunar Exalted who reside nearby. As if the proximity of several angry Lunars weren't enough, any artifact weapons and armor that the Lunars possess will be kept in their lairs, and quite accessible.

When traveling into the Threshold, a Lunar never forgets to arm herself as well as possible. To take anything but the finest weapons and armor available is foolish. The only exception is the Scavenger Lands, perhaps as deep as Nexus. Although Lunars are careful not to be so noticeable that the Immaculate Order ignores centuries of resistance in favor of destroying the Anathema menace, the Scavenger Lands is one of the few parts of the Threshold disorganized and opposed to the Realm enough for a Lunar to travel relatively safely. Lunars vying for honor and recognition make a contest out of who can get out of the Scavenger Lands most easily after going in with the least equipment.

Regardless, when a Lunar enters any other part of the Threshold, he invariably bears his most potent and useful artifacts. Moonsilver weapons move with a fluid grace, almost ripping through the air. In the hands of a Lunar, they often *do* ripple, flowing around weapons and through armor to strike an opponent. Moonsilver armor shapes itself to the person who attunes it. Worn by a Lunar, the armor allows him to possess a grace that should be impossible wearing that much metal. And that is only basic gear. Only the least-honored Lunar would not be lent — or given — powerful artifacts and hearthstones to aid his mission. Lunars gear up in full for an extraction, even one in the Scavenger Lands. The consequences of failure are too terrible not to.

CREATING A LUNAR

The first two steps to creating a Lunar antagonist for your series are to choose the antagonist's caste and approximate age. A young Lunar is approximately the age or experience of a starting character and has an Essence of 2 or 3, eight to 10 Charms and maybe a Combo. He has a Willpower of 6 and up to five dots in Artifacts. He also distributes 30 points among his Abilities and has 9/7/5 dots to distribute among his primary, secondary and tertiary Attributes. Lunars of medium age are between 50 and 150 years old and have been Exalted for much of that time. They have Essences of 4 or 5, 15 to 20 Charms and several Combos. Their Willpowers are 7 or 8, they have between 3 and 10 dots in Artifacts, 50 points for Abilities and 11/9/7 dots to distribute over their Attributes. An elder Lunar can be up to two or three thousand years old, although few survive to that venerable age. Such a Lunar has an Essence between 5 and 8, 30 to 45 Charms and many powerful Combos. She has Willpower 9 or 10, more than 10 dots of Artifacts, 100 points for her Abilities and 15/13/11 dots to distribute among her primary, secondary and tertiary Attributes. For the purposes of calculating Essence pools, the young Lunar's highest Virtue is 3 or 4, the medium Lunar's is 4 or 5 and the old Lunar's is 5.

A Full Moon Caste Lunar prioritizes his Attributes Physical/Mental/Social and uses one-third of his Ability points for combat. His artifacts, if any, are weapons and armor, possibly a warstrider. One-third of his Charms are Excellencies based upon the Physical Attributes (when these nine Excellencies run out, apply them to combat Charms), and all but a third of the rest are devoted to combat. Even young Full Moons often have at least one devastating Combo for battle.

A No Moon's priorities are Mental/Social/Physical. Although most of her Ability points are used for the "knowledge" Abilities (Occult, Lore, Craft and so on), no less than one-fifth are placed in combat Abilities. The No Moon's artifacts are primarily utilitarian, although older No Moons are unlikely to be without a weapon of some sort. One-third of her Charms are reserved for combat, but the others are given to the studies of lore and the occult — one or two are Excellencies for Perception or Intelligence, and one is often sorcery. No Moon Caste Lunars are more likely than the others to possess higher Essence.

The Changing Moon gives his Social Attributes first priority, usually followed by Physical and then Mental. Most of his points end up in the social or "interactive" Abilities, such as Performance, Presence, Socialize or Stealth and Larceny. Integrity is also favored, for resisting coercion. Similar to No Moons, the Changing Moon places no less than one-fifth of his points in combat Abilities. His artifacts tend toward aiding in stealth, disguise and other subtle uses, though older Changing Moons will have weapons at hand. At least one-third of his Charms are Excellencies based on the Social Attributes (when these nine Excellencies run out, apply them to social Charms). Another third of his Charms are devoted to combat. The rest of his Charm selection falls where it may, as the Changing Moon has the greatest need for a varied skill set.

The secondary and tertiary Attributes for each caste above are subject to change with different character intentions, but changing the primary Attribute to make a Lunar of a certain caste fit a character concept is probably an indication that the character should belong to a different caste. Every Lunar must possess at least one dot in Survival, as it is a priority of Luna and of the Silver Pact.



EXAMPLE LUNARS

FULL MOON WARRIOR

Attributes (Physical/Mental/Social): 9/7/5

Essence (Personal/Peripheral): 2 (14/36)

Willpower: 6



Artifacts: 3

Abilities: Archery 3, Athletics 2, Awareness 1, Craft (Wood) 2, Dodge 4, Integrity 2, Lore 1, Martial Arts 4, Melee 4, Resistance 2, Ride 1, Socialize 1, Stealth 0, Survival 2, War 1

Charm Packages: Crusher I, Soaker I

Combos: *Give and Take* (Charms: Absorb Blow, Improve Soak, Increase Strength).

CHANGING MOON TRICKSTER

Attributes (Physical/Mental/Social): 5/7/9

Essence (Personal/Peripheral): 2 (14/32)

Willpower: 6

Artifacts: 4

Abilities: Athletics 1, Awareness 2, Bureaucracy 1, Dodge 2, Integrity 2, Investigation 1, Larceny 3, Linguistics 2, Lore 1, Melee 1, Performance 1, Presence 1, Resistance 1, Socialize 4, Stealth 3, Survival 1, Thrown 3



Charm Packages: Dodge Artist I, Speed Demon I
Combos: *Back at You* (Charms: Improved Dodge, Reverse Attack).

CHANGING MOON TROUBLEMAKER

Attributes (Physical/Mental/Social): 7/9/11
Essence (Personal/Peripheral): 4 (20/48)
Willpower: 8
Artifacts: 8



Abilities: Archery 1, Athletics 2, Awareness 3, Bureaucracy 2, Craft (Water) 1, Dodge 4, Integrity 3, Investigation 2, Larceny 3, Linguistics 2, Lore 2, Martial Arts 1, Medicine 2, Melee 3, Performance 2, Presence 1, Resistance 1, Stealth 4, Socialize 5, Survival 3, Thrown

2, War 1

Charm Packages: Beastmaster, Disguise Master I & II, Dodge Artist I, Meleeist I

Combos: *The Slip* (Charms: Change Gender, Quick Change). *Long Claw* (Charms: Deadly Blade, Long Attack).

NEW MOON SORCERER

Attributes (Physical/Mental/Social): 9/11/7
Essence (Personal/Peripheral): 5 (21/56)
Willpower: 8
Artifacts: 10



Abilities: Athletics 1, Awareness 3, Bureaucracy 1, Craft (Wood) 3, Dodge 2, Integrity 3, Investigation 3, Larceny 1, Linguistics 2, Lore 3, Martial Arts 4, Medicine 3, Melee 1, Occult 3, Performance 1, Presence 1, Resistance 2, Socialize 3, Stealth 1, Survival 3, Thrown 4, War 2

Charm Packages: Disguise Master I, Soaker I, Sorcerer I & II, Tracker (Supernatural); 10 spells (Burning Eyes of the Offender, Commanding the Beasts, Demon of the First Circle, Demon of the Second Circle, Emerald Circle Banishment, Emerald Countermagic, Flight of Separation, Incomparable Body Arsenal, Stormwind Rider, Summon Elemental)

Combos: *Yeddim- Body Technique* (Charms: Absorb Blow, Improve Soak).

NO MOON FONT OF WISDOM

Attributes (Physical/Mental/Social): 11/15/13
Essence (Personal/Peripheral): 8 (28/72)
Willpower: 10
Artifacts: 20



Abilities: Archery 5, Athletics 3, Awareness 4, Bureaucracy 1, Craft (Fire) 4 (Weapons +2), Dodge 4, Integrity 6, Investigation 4, Larceny 2, Linguistics 6, Lore 6 (First Age +3), Martial Arts 6, Medicine 4, Melee 4, Occult 7 (Spirits +2), Performance 3, Presence 3,

Resistance 3, Ride 1, Sail 1, Stealth 3, Socialize 6, Survival 3, Thrown 2, War 6

Charm Packages: Beastmaster, Crusher I, Disguise Master I & II, Dodge Artist I, Healer, Meleeist I, Soaker I, Sorcerer I & II, Speed Demon I, Survivor, Tracker (Supernatural); myriad spells of both the Terrestrial and Celestial Circles of sorcery

Combos: *Skink's Tail* (Charms: Heal Bashing, Heal Lethal, Improved Dodge). *Speed of the Mongoose* (Charms: Fast Initiative, Improved Dodge, Increased Initiative). (Charms: Improved Dodge, Increase Strength, Increase Dexterity). *Tough as Leather* (Charms: Absorb Blow, Heal Lethal).

FULL MOON WARLORD

Attributes (Physical/Mental/Social): 15/11/13
Essence (Personal/Peripheral): 7 (25/66)
Willpower: 9
Artifacts: 12



Abilities: Archery 8, Athletics 6, Awareness 5, Bureaucracy 1, Craft (Fire) 3 (+2 Weapons), Dodge 6, Integrity 5, Investigation 3, Larceny 3, Linguistics 5, Lore 4 (First Age +3), Martial Arts 7, Medicine 4, Melee 6, Occult 3, Performance 3, Presence 3, Resistance 5,

Socialize 7, Stealth 2, Survival 3, Thrown 2, War 7

Charm Packages: Archer I & II, Crusher I, II & III, Dodge Artist I, Healer, Soaker I & II, Sorcerer I, Speed Demon I & II

Combos: *Ride the Snake* (Charms: Absorb Blow, Improve Dodge, Increase Strength, Increase Dexterity). *Coils of the Python* (Charms: Absorb Blow, Clinch-Breaker, First Strength Excellency, Mighty Clinch). *Constrict the Foe* (Charms: Mighty Clinch, Sapping Clinch). *Fang Strikes the Heart* (Charms: Deadly Shot, Fast Initiative, Increase Initiative, Long Shot, Quick Attack). *Shed the Skin* (Charms: Absorb Blow, Heal Lethal, Improved Dodge).

LUNAR POWERS

SHAPECHANGING

The first power Luna grants one of her Children is the ability to take the form of her spirit animal, her totem. This power comes easily to the Lunar. She is able to change between the form of her totem animal and her human shape at will, as a reflexive action, for 1 mote. This does not count as the Exalt's Charm use for her action. Both of these are true forms, which means that this power cannot be blocked by any force short of the Celestial Incarna. Though the Lunar's Physical Attributes and Appearance take the ratings of the totem animal when she is in her totem form, the Attributes the Lunar has in her human form are the Lunar's "true" Attributes for the purposes of added dice limits and so on.

The Lunar can also purchase a hybrid form (with the "Hybrid Form Charm," see pp. 50-51). The hybrid form is a mix between the Lunar's human form and her totem. The hybrid form is also several feet larger than her human form, is quite frightening to typical humans and has Attributes increased beyond those of her true human form. When in this form, the increased Attributes are treated as natural for calculating dice limits. Similar to her two true forms, no one besides Luna herself can stop the Lunar from taking this form at will. This is also a reflexive change.

It is also the Lunar's innate ability to take the shape of any natural animal or person. But a Child of Luna inherently knows that he must *earn* that right. In order to take any form outside his two true forms (or his hybrid), the Lunar must hunt, kill and drink the blood of that creature. Once that is done, he may at any time take on the creature's form. Taking an animal's form costs 3 motes of Essence. Taking a human's form requires special knowledge (see the Human Shapes Charm, p. 59) and costs 5 motes and 1 Willpower. Changing to either is a simple action and is compatible with Charms. The Quick Change Charm (see p. 60) allows the Lunar to accelerate the shapechanging process or other Charms can enable the Lunar to defend himself while his form bends and twists.

When in another creature's form, the Lunar uses its Physical Attributes and Appearance, but all other Attributes are his own. For the purposes of adding dice from Charms,

use the Attributes of the true human form. When forced to defend himself in the process of changing shape (which can only be accomplished through the use of Charms), the Lunar treats his base Physical Attributes as those of his target form minus 2.

TATTOOS OF SILVER

The process of tattooing a young Lunar is an extended ritual that takes place over the three nights surrounding the proper phase of Luna. For Changing Moons, the ritual is an even longer affair, taking place for one night of no moon, one night of the full moon and one night of the half-moon (though the Lunar is free to do as he wishes between bouts of tattooing). The eldest Lunar available who is familiar with the rites performs the tattooing, drawing from an ink of moonsilver mixed with the Lunar's blood and the proper moonlight. The designs begin at the feet and whorl themselves upward along the Lunar's life-flows, already twisted by the presence of the Wyld. The tattoos for each Child of Luna are unique, for no two Lunars are affected by the Wyld in the same way.


BEATING A TATTOO

However careful the Lunar Exalted are, they cannot save every Lunar. A Lunar who is not found by (or escapes) both the Pact's retrieval efforts and the Wyld Hunt rarely survives the ordeal that follows. Never tattooed, he constantly suffers the pangs of the Wyld taint within him, gnawing at his body and his mind. The unstable nature of the energies bound to his Essence eats away at the control he has over his shape, warping his form every time he changes.

Each time the Lunar changes his form, the Wyld surges forth from its small place within him and wrestles with his soul for control. Taking an animal form gives the taint two dice, rolled as a Mental attack against the Lunar's defense. Changing into another human form is harder, giving the taint three dice, and changing between true forms is easier and only adds one. The Wyld taint gets to roll its attack with every change, and the dice are cumulative. The strength of the taint ebbs away slowly, so that the attack dice pool loses one die per day gone without a shapechange.

When — *not if* — the taint beats the Lunar's Mental Defense Value, the Lunar gains a Wyld mutation of some kind. The taint may change one hand into a wriggling mass of tentacles, give him a beak, turn his eyes completely black, strike him with albinism or change the Lunar's size. Only the Lunar's Tell is inviolate. If the Lunar is overcome by the Wyld when changing into a human form, the taint forces bits and pieces of the memory and mind that that form once had into the Lunar's consciousness. Instead of gaining a Wyld mutation, the Lunar instead gains a derangement.

These changes are permanent. They show up, in one manner or another, in every form that the Lunar takes from that point on. If the number of mutations plus the Lunar's Essence ever grows higher than 10, the Lunar



becomes a chimera. He is unable to control his form, and his Essence is so thoroughly tainted by the Wyld that he cannot exist for long outside of it. Regardless of the number of derangements he may have, the chimera goes insane as the taint forever infects his mind. Up until this point, the Lunar may still protect himself by getting the moonsilver tattoos that hold the taint away from his soul. Even then, the Wyld has a grip on him: regardless of the tattoos, the taint can still take him over. It gains dice from his changes of form as normal, but to a maximum of the number of mutations the Lunar has already suffered.

There is an additional quality to being tattooed that is rarely considered: the magic of the moonsilver tattoos not only protects the Lunars' bodies from the Wyld's corruption, but also protects their bodies from shapechanging of any source outside themselves. Nothing, including sorcery, can alter the flesh or form of a tattooed Lunar but that Lunar's will. Sometimes this is beneficial — in the case of spells that transmute bone to fiery lead, for example — and sometimes this is detrimental. But most Lunars consider this magical protection a secret weapon of sorts, to be wielded against the sorcerers of the Realm when the time is right.

TELLING ALL

The Lunar Tell, clear indication of the Exalted's status though the Tell may be, acts to conceal itself from the eyes of those who do not know the Lunar. The Tell accomplishes this by quietly acting on the minds of anyone who may notice the Tell, causing her to look past the tail or to ignore the smell. Subjects of this treatment don't remember anything out of the ordinary because they didn't notice anything out of the ordinary. Though the mental adjustment is an unconscious effort on the Lunar's part, she can choose to subdue the Tell, revealing herself to specific individuals or entire groups at will.

LUNAR ATTRIBUTES

With most creatures, Attributes determine solely how much raw potential the being has in that area. Strength measures lifting and hitting power, Intelligence measures depth and clarity of thought, and Appearance measures beauty (or ugliness, as the case may be).

Lunars are different. Because they have so much control over the form and function of their bodies, the rating they have in their Attributes also measures *to what degree* they can manipulate those Attributes. A Lunar can only push her body so far — that is why her Attributes are the limits on dice added from Charms. Moreover, Charms that change the shape of the body will be governed by the Attribute that best applies. Most physical effects come under the Physical Attributes, most social effects come under the Social Attributes, and so on, regardless of the shapechanging involved in the Charm.

Mechanically, concealing the Tell is a powerful mental suggestion, acting against the targets' Mental Defense Values. The Tell "attacks" with a set number of successes that depends on the Lunar's Essence and the number of times she has taken the Hybrid Form Charm. The strength of the attack is equal to 12 minus two for each time the Lunar has taken Hybrid Form. The Conceal Tell Charm increases the strength of this attempt by two for a scene. People already familiar with the Lunar and her Tell, whether because they were shown by the Lunar or because they fought off her Tell's deception before, gain a bonus of two to their Mental Defense Value for this purpose.

COMBAT CHARMS

COMMON CHARMS

BIND GOD

Cost: 6m, 1wp

Type: Supplemental

Duration: One scene

Combo: Yes

Minimum Attribute: Wits 4

Minimum Essence: 4

Effect: This Charm binds a god, demon or elemental to within 20 yards of the Lunar, and requires a successful attack and a successful (Wits + Occult) roll at difficulty (target's Essence). The attack supplemented with this Charm can affect dematerialized spirits.

FAST INITIATIVE

Cost: 2m per die converted

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Attribute: Dexterity or Wits 3

Minimum Essence: 2

Effect: This Charm turns Join Battle dice into automatic successes for 2 motes per die converted, to a maximum of Dexterity or Wits (the lower).

HYBRID FORM

Cost: 5m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Attribute: Charisma 2

Minimum Essence: 2



Effect: This Charm must be purchased once for a Lunar to have a hybrid form. The Charm may be purchased a number of times equal to the Lunar's Essence, increasing the statistics of the hybrid each time. The first time adds one dot to all Physical Attributes; subsequent purchases give two dots that may not both be placed in Dexterity. Weapons and armor change form to fit the hybrid form. When in hybrid form, a Lunar regains one lethal health level every other action and four bashing health levels each action. The Lunar continues to regenerate even when wounded past Incapacitated, until his Dying health levels are gone. A Lunar may not purchase Hybrid Form more times than his Essence rating.

INCREASE DEXTERITY

Cost: 3m per dot
Type: Simple
Duration: One scene
Combo: Yes
Minimum Attribute: Dexterity 2
Minimum Essence: 1

Effect: This Charm increases the Lunar's Dexterity, adding a maximum of his Essence in dots. Dice gained from this increase count toward dice maximums.

INCREASE INITIATIVE

Cost: 1m per die
Type: Reflexive
Duration: Instant
Combo: Yes
Minimum Attribute: Dexterity or Wits 2
Minimum Essence: 1

Effect: This Charm buys the Lunar additional dice to Join Battle at 1 mote per die, to a maximum of Dexterity or Wits (the lower).

INCREASE STRENGTH

Cost: 3m per dot
Type: Simple
Duration: One scene
Combo: Yes
Minimum Attribute: Strength 2
Minimum Essence: 1
Effect: As Increase Dexterity but for Strength.

INSTANT ACTION

Cost: 2m per tick
Type: Reflexive
Duration: Instant
Combo: Yes
Minimum Attribute: Dexterity 3
Minimum Essence: 2
Effect: This Charm reduces the wait until the Lunar's next action by one tick for every 2 motes spent, maximum reduction of Essence.

INSTANTLY AWARE

Cost: 1m
Type: Reflexive
Duration: Instant
Combo: Yes
Minimum Attribute: Perception 2
Minimum Essence: 2
Effect: The Lunar may spend a mote to become instantly aware of any attack.

OX-BODY TECHNIQUE

Cost: None
Type: Permanent
Duration: Permanent
Combo: No
Minimum Attribute: Stamina X
Minimum Essence: 1
Effect: Gives the Lunar either two -1 health levels or four -2 health levels. X equals the number of times the Lunar will have taken Ox-Body, including the new one.

STRIKE GOD

Cost: 5m
Type: Supplemental
Duration: Instant
Combo: Yes
Minimum Attribute: Wits 4
Minimum Essence: 3
Effect: Attacks supplemented by this Charm can strike spirits and inflict Essence in additional damage.

OFFENSIVE CHARMS — HAND-TO-HAND

CLINCH-BREAKER

Cost: 5m
Type: Supplemental
Duration: Instant
Combo: Yes
Minimum Attribute: Strength 2
Minimum Essence: 2
Effect: The Lunar throws the opponent ($[\text{Strength} + \text{Essence}] \times 2$) yards away in a direction of choice and inflicts Strength damage when the Lunar breaks the clinch.

CRUSHING CLINCH

Cost: 2m
Type: Supplemental
Duration: Instant
Combo: Yes
Minimum Attribute: Strength 3
Minimum Essence: 2
Effect: The Lunar inflicts lethal instead of bashing damage in the clinch, and her player adds Essence automatic successes to the roll for control of the clinch.



DEADLY BLADE

Cost: 1m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Attribute: Strength 2

Minimum Essence: 2

Effect: This Charm makes 10s rolled for damage on Melee attacks count as two successes.

DEADLY BLOW

Cost: 2m per die

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Attribute: Dexterity 2

Minimum Essence: 1

Effect: This Charm turns Dexterity dice into automatic successes for any Martial Arts or Melee attack at 2 motes per die converted.

DEADLY CLINCH

Cost: 5m

Type: Simple

Duration: Until released

Combo: No

Minimum Attribute: Strength 4

Minimum Essence: 3

Effect: The Lunar sprouts spikes. All the Exalt's unarmed attacks inflict lethal damage. Clinches inflict (Essence) lethal damage when the opponent has control and (Strength + Essence) lethal when the Lunar has control.

DELAY TRICK

Cost: 2m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Attribute: Dexterity 3

Minimum Essence: 1

Effect: This Charm delays the target's next action by one tick for each success the attack has beyond the defense. This Charm inflicts no damage.

DESTRUCTION

Cost: 1m per

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Attribute: Strength 3

Minimum Essence: 2

Effect: This Charm multiplies the damage inflicted against an inanimate object by motes spent to a maximum multiplier of (Essence).

DISARM SKILL

Cost: 2m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Attribute: Dexterity 3

Minimum Essence: 2

Effect: This Charm reduces the difficulty of a disarm action to 1.

DRIVING ATTACKS

Cost: 5m, 1wp

Type: Extra Action

Duration: Instant

Combo: Yes

Minimum Attribute: Dexterity 4

Minimum Essence: 3

Effect: The Lunar gains additional attacks with 0 DV loss against a single target as long as his player rolls at least three successes on the attack (he need not hit). A maximum of (Dexterity) attacks may be made in this way.

EVASIVE PARRY

Cost: 1m per DV reduction

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Attribute: Dexterity 3

Minimum Essence: 2

Effect: The Charm reduces target's Parry DV by 1 per mote for this Martial Arts or Melee attack only.

FLEXIBLE STRIKE

Cost: 3m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Attribute: Dexterity 2

Minimum Essence: 2

Effect: Martial Arts or Melee attack does not decrease the Lunar's Defense Values.

FLURRY

Cost: 5m, 1wp

Type: Extra Action

Duration: Instant

Combo: Yes

Minimum Attribute: Dexterity 4

Minimum Essence: 3

Effect: The Lunar makes (Dexterity) attacks against a single target without multiple-action penalties. This increases speed by 2 and subtracts *only* 2 from her DVs.

FURIOUS BLOW

Cost: 3m per

Type: Simple

Duration: Instant

Combo: Yes

Minimum Attribute: Strength 4

Minimum Essence: 3

Effect: This Charm adds one die of damage to the attack *before soak* for 2 motes per additional die. This Charm also reduces the target's Parry DV by the dice purchased. Maximum (Essence) dice may be purchased.

KILLING BLADE

Cost: 3m per

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Attribute: Strength 4

Minimum Essence: 2

Effect: This Charm turns dice of damage to automatic successes for Melee attack *after soak* at 3 motes per die converted. Maximum (Essence) dice.

LETHAL BLOWS

Cost: 1m, 1wp

Type: Simple

Duration: One scene

Combo: Yes

Minimum Attribute: Strength 1

Minimum Essence: 1

Effect: All the Lunar's unarmed attacks inflict either lethal or bashing damage at the Lunar's whim.

LONG ATTACK

Cost: 2m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Attribute: Dexterity 2

Minimum Essence: 1

Effect: The Lunar stretches his limbs out to as far as (Essence x 2) yards distant to make an attack.

LUNAR BLADE I

Cost: 2m per DV decrease

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Attribute: Dexterity 4

Minimum Essence: 3

Effect: When the Lunar is attacking with a moonsilver weapon, this Charm reduces *both* of the target's DVs by 1 point per 2 motes spent.

LUNAR BLADE II

Cost: 1m per

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Attribute: Strength 4

Minimum Essence: 3

Effect: When the Lunar is attacking with a moonsilver weapon, this Charm adds one health level of damage *before soak*, to a maximum of (Strength). This Charm allows the Lunar to choose between inflicting lethal and bashing damage.

MAIMING BLOW

Cost: 6m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Attribute: Strength 4

Minimum Essence: 4

Effect: After determining damage, the Lunar may trade two health levels of damage for one point of temporary damage to a Physical Attribute or to Appearance.

MIGHTY CLINCH

Cost: 1m per die

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Attribute: Dexterity or Strength 3

Minimum Essence: 2

Effect: This Charm turns up to (Dexterity or Strength) dice into automatic successes on a clinch roll.

PARRY-BREAKER

Cost: 4m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Attribute: Strength 3

Minimum Essence: 3

Effect: The target's Parry DV is halved versus this Martial Arts or Melee attack.

PIERCING BLOW

Cost: 4m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Attribute: Strength 3

Minimum Essence: 2

Effect: An attack supplemented with this Charm inflicts piercing damage. This Charm has no effect when the Exalt is using weapons that already inflict piercing damage.



POISON STRIKE

Cost: 6m, 1wp

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Attribute: Stamina 4

Minimum Essence: 3

Effect: The Charm forces an immediate (Stamina + Resistance) roll on a successful Martial Arts attack. Difficulty is (1 + Lunar's Essence). Failure causes Essence unsoakable bashing damage.

REPEATED BLOWS

Cost: 6m

Type: Extra Action

Duration: Instant

Combo: Yes

Minimum Attribute: Dexterity 3

Minimum Essence: 3

Effect: The Lunar makes a number of attacks against a single target equal to the number of ticks until the target's next action at a -1 DV loss.

SAPPING CLINCH

Cost: 4m

Type: Simple

Duration: Until released

Combo: Yes

Minimum Attribute: Stamina 3

Minimum Essence: 3

Effect: Inflicts one point of temporary Stamina damage each action the Lunar has control of the clinch (in addition to normal damage). Dropping to zero Stamina causes the victim to pass out. The Charm ends when Lunar wills it or the clinch is broken. If the subject of this Charm breaks the clinch, he suffers (Strength + 2) lethal damage.

SILVER CLAWS

Cost: 5m, 1wp

Type: Simple

Duration: One scene

Combo: No

Minimum Attribute: Manipulation 3

Minimum Essence: 2

Effect: This Charm transforms the Lunar's nails to claws with Speed 4, Accuracy +3, Damage +7L, Defense +2 and Rate 4.

SUBDUE FOE

Cost: 1m per die

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Attribute: Strength 2

Minimum Essence: 1

Effect: This Charm turns damage dice into automatic successes. The Charm works on unarmed attacks and can only inflict bashing damage. The Charm's use must be declared before soak.

TWO-FIST FURY

Cost: 3m

Type: Extra Action

Duration: Instant

Combo: Yes

Minimum Attribute: Dexterity 3

Minimum Essence: 3

Effect: The Lunar attacks once with each weapon available (in hand) at full pool dice pool with 0 DV loss and regardless of Rate. The Exalt must attack only one target. For 3 additional motes, the Lunar can attack any targets in range.

OFFENSIVE CHARMS — RANGED

DEADLY SHOT

Cost: 2+m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Attribute: Strength 4

Minimum Essence: 3

Effect: This Charm makes 10s on the damage roll incur two successes. For 2 motes per die converted, the Lunar may turn damage dice into automatic successes *after soak*.

LONG SHOT

Cost: 2m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Attribute: Strength 3

Minimum Essence: 2

Effect: This Charm doubles an Archery or Thrown attack's range increments.

NATURE'S ARROWS

Cost: 4m, 1wp

Type: Simple

Duration: One scene

Combo: Yes

Minimum Attribute: Wits 4

Minimum Essence: 3

Effect: For the rest of the scene, the Lunar uses his surroundings as ammunition for Archery or Thrown attacks, transforming grass and stone into effective weapons as he uses them. When creating arrows, the Lunar may choose the arrow type created. Grabbing ammunition in this manner is no more difficult than drawing an arrow from a quiver or a knife from a belt and does not slow the Lunar.



PERFECT AIM

Cost: 2m per

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Attribute: Dexterity 2

Minimum Essence: 1

Effect: This Charm turns up to (Dexterity) dice into automatic successes for Archery or Thrown attacks.

QUICK ATTACK

Cost: 6m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Attribute: Dexterity 5

Minimum Essence: 3

Effect: All DVs are 0 for the purpose of this Archery or Thrown attack.

RAINSTORM

Cost: 3m, 1wp

Type: Extra Action

Duration: Instant

Combo: Yes

Minimum Attribute: Dexterity 4

Minimum Essence: 2

Effect: The Lunar makes one additional Archery or Thrown attack for every 3 motes spent, to a maximum of (Essence) additional attacks. No additional attack reduces the Lunar's DVs.

DEFENSIVE CHARMS

ABSORB BLOW

Cost: 1m, 1wp

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Attribute: Stamina 4

Minimum Essence: 2

Effect: The Lunar cuts the damage from any single attack in half, *after soak*.

EXTRA DODGES

Cost: 1m

Type: Reflexive

Duration: (Essence) actions

Combo: Yes

Minimum Attribute: Dexterity 3

Minimum Essence: 2

Effect: Decrease Dodge DV by only one after each dodge for (Essence) actions.

FORTITUDE

Cost: 10m

Type: Simple

Duration: One day

Combo: No

Minimum Attribute: Stamina 4

Minimum Essence: 3

Effect: The Lunar may ignore all sources of fatigue, including armor.

GOLDEN BLOCK

Cost: 1m per die

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Attribute: Dexterity 3

Minimum Essence: 2

Effect: This Charm transforms up to (Dexterity) dice for a parry into automatic successes.

HARDENED PAWS

Cost: 2m

Type: Reflexive

Duration: One scene

Combo: Yes

Minimum Attribute: Stamina 2

Minimum Essence: 1

Effect: This Charm allows the Lunar to parry lethal attacks barehanded without penalty.



HOPPING DODGE

Cost: 4m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Attribute: Dexterity 4

Minimum Essence: 2

Effect: After dodging an attack (successfully or not), the Lunar hops eight yards in any direction. The Lunar may leap off thin air through the use of this Charm.

HOP-STOPPER

Cost: 2m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Attribute: Dexterity 3

Minimum Essence: 2

Effect: This Charm stops an opponent from moving away normally or via hopping defense Charms. The opponent's player must fail a (Dexterity + Athletics) roll at a difficulty of (Lunar's Dexterity). The target must be within (Essence) yards to use Charm against her.

IMPROVED DODGE

Cost: 2m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Attribute: Dexterity 2

Minimum Essence: 1

Effect: The Lunar adds his Dexterity to his Dodge DV versus one attack.

IMPROVE SOAK

Cost: 1m per 2 soak

Type: Reflexive

Duration: One scene

Combo: Yes

Minimum Attribute: Stamina 2

Minimum Essence: 1

Effect: This Charm increases lethal and bashing soak by two points per mote for the scene to a maximum increase of (Stamina x 2).

INVINCIBILITY

Cost: 4m, 1wp

Type: Reflexive

Duration: (Stamina) actions

Combo: Yes

Minimum Attribute: Stamina 5

Minimum Essence: 3

Effect: The Lunar may ignore all wound penalties. The Lunar is prevented from dying or falling unconscious until the Charm ends. The Charm lasts for (Stamina) actions.

LUNAR ARMOR

Cost: 8m, 1wp

Type: Simple

Duration: One scene

Combo: No

Minimum Attribute: Stamina 5

Minimum Essence: 4

Effect: The Lunar gains a moonsilver armor: 15L/15B soak and Hardness 15. This Charm is incompatible with armor but stacks with a Lunar's natural armor effects.

NUMB PAIN

Cost: 2m

Type: Reflexive

Duration: One scene

Combo: No

Minimum Attribute: Stamina 4

Minimum Essence: 2

Effect: The Lunar under this Charm ignores wound penalties. Penalties inflicted by aggravated damage are not affected. This Charm does not prevent the Lunar from falling unconscious at Incapacitated.

PARRY COUNTER

Cost: 4m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Attribute: Dexterity 4

Minimum Essence: 2

Effect: This Charm adds the Lunar's Essence to her Parry DV versus one attack. If the attack fails, the Lunar may make a Martial Arts or Melee counterattack.

PERFECT EVASION

Cost: 6m, 1wp

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Attribute: Dexterity 5

Minimum Essence: 3

Effect: Make a (Dexterity + Dodge) roll for the Lunar. If successful, the Lunar dodges an effect perfectly and moves up to (Essence x 2) yards away. This Charm may only be used once per action and may not be supplemented by Charms that purchase successes.

REFRESH BLOCK

Cost: 3m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Attribute: Dexterity 4

Minimum Essence: 2

Effect: This Charm adds Dexterity to Parry DV until the Lunar's next action up to the maximum normal pool.

REVERSE ATTACK

Cost: 5m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Attribute: Dexterity 3

Minimum Essence: 2

Effect: The Lunar applies full Dodge DV to a Martial Arts or Melee attack. If the attack fails, it is applied to the attacker with all the original successes. For 2 additional motes, spent after a successful dodge, the Lunar can direct the attack to anyone in range.

WAR CHARMS

DEMORALIZE

Cost: 6m

Type: Supplemental

Duration: (Essence) actions

Combo: Yes

Minimum Attribute: Charisma 4

Minimum Essence: 3

Effect: This Charm reduces the Morale of up to (Essence) enemy units by 1.

TARGET ONE

Cost: 4m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Attributes: Dexterity and Strength 4

Minimum Essence: 3

Effect: This Charm allows the Lunar to target a unit leader or special unit without any penalty to the Lunar's dice pool.

UNIT STEALTH

Cost: 3m per die

Type: Simple

Duration: Until released

Combo: Yes

Minimum Attribute: Perception 4

Minimum Essence: 3

Effect: This Charm turns dice into automatic successes on Stealth rolls made for the Lunar's unit.

NONCOMBAT CHARMS

ACUTE SENSES

Cost: 1m per

Type: Simple

Duration: One scene

Combo: No

Minimum Attribute: Perception 2

Minimum Essence: 1

HE DOES WHAT?

The Lunar Charms presented here are the bare bones — pure mechanics. But, in gameplay, you won't want to describe the Charms in action by saying, "The ferocious man-beast *increases his Perception pool.*" In general, a Lunar increases her capabilities by changing the shape and function of her body. Increasing her Strength makes her arms ripple as new muscles grow. Her eyes become feline or aquiline for different sight advantages. She streamlines the shape of her body for balance and grows claws to climb. Though this works for most Charms, not many shapeshifts can make the Lunar aware of being observed. If no physical change seems to fit the Charm's advantage, chalk it up to animal instincts — that's the other realm in which Lunars really shine.

Effect: This Charm increases all Perception rolls by one die per mote spent for a scene to a maximum increase of (Perception) dice.

ANIMAL MAGNETISM

Cost: 2m per die

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Attribute: Charisma 4

Minimum Essence: 2

Effect: This Charm turns dice into automatic successes on a seduction attempt for 2 motes per die, up to a maximum of (Charisma) successes.

ANIMAL SKIN

Cost: 4m

Type: Simple

Duration: Until released

Combo: No

Minimum Attribute: Stamina 3

Minimum Essence: 2

Effect: This Charm adjusts the Lunar's skin to ignore extreme hot or cold. Protections against hot and cold are mutually exclusive. The effect does not protect against magical extremes of temperature.

BEAST SPEECH

Cost: 2m


Type: Simple

Duration: One scene

Combo: No

Minimum Attribute: Intelligence 2

Minimum Essence: 2



Effect: The Charm allows the Lunar to communicate with animals on basic level.

CAT CLAWS

Cost: 3m

Type: Simple

Duration: One scene

Combo: No

Minimum Attribute: Dexterity 3

Minimum Essence: 2

Effect: This Charm allows the Lunar to climb at her full movement rate without requiring a (Dexterity + Athletics) roll.

CELESTIAL CIRCLE SORCERY

Cost: 2wp

Type: Permanent

Duration: Instant

Combo: No

Minimum Attribute: Intelligence 4

Minimum Essence: 4

Effect: As the Solar Charm.

CHANGE GENDER

Cost: 3m

Type: Simple

Duration: Instant

Combo: No

Minimum Attribute: Charisma 4

Minimum Essence: 2

Effect: This Charm changes the Lunar's gender. The effect is permanent until the Charm is used again.

CLAY FORGE

Cost: Varies

Type: Simple

Duration: One scene

Combo: Yes

Minimum Attribute: Intelligence 3

Minimum Essence: 2

Effect: The Charm costs one lethal health level and three motes, plus one mote per success. It turns dice into automatic successes for an (Intelligence or Dexterity + Craft) roll, to a maximum of (Intelligence) successes.

COMMAND BEAST

Cost: 4m, 1wp

Type: Simple

Duration: One scene

Combo: No

Minimum Attribute: Charisma 4

Minimum Essence: 3

Effect: This Charm allows the Lunar's commands be understood by animals (Intelligence 1) and forces the animals to follow the commands.

CONCEAL TATTOOS

Cost: 1m

Type: Simple

Duration: One day

Combo: No

Minimum Attribute: Appearance 1

Minimum Essence: 1

Effect: This Charm hides a Lunar's tattoos from all sight. Charms that detect Essence use are also fooled.

CONCEAL TELL

Cost: 3m

Type: Simple

Duration: One scene

Combo: No

Minimum Attribute: Appearance 2

Minimum Essence: 1

Effect: This Charm increases the strength of the Tell's mental misdirection by two.

CONCEAL TRACKS

Cost: 4m, 1wp

Type: Simple

Duration: One day

Combo: No

Minimum Attribute: Wits 3

Minimum Essence: 2

Effect: The Lunar using this Charm perfectly defeats mortal tracking. In addition, the Charm adds Essence automatic successes for supernatural tracking contests.

COUNTER DISEASE

Cost: 1m per

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Attribute: Stamina 2

Minimum Essence: 2

Effect: This Charm purchases additional dice for rolls made to resist contracting or to survive an infection.

DETERMINATION

Cost: 3m, 1wp

Type: Reflexive

Duration: (Essence x 2) actions

Combo: Yes

Minimum Attribute: Intelligence 4

Minimum Essence: 3

Effect: The Lunar may resist any mental compulsion perfectly for a limited time.

DISTANT VOICE

Cost: 3m, 1wp

Type: Simple

Duration: Instant

Combo: No

Minimum Attribute: Wits 4

Minimum Essence: 3

Effect: This Charm conveys a spoken message to a number of specific people equal to (Essence), regardless of distance. The Lunar can add (Essence) additional people at the cost of an additional 3 motes.

ESSENCE SENSE

Cost: 6m

Type: Simple

Duration: One scene

Combo: No

Minimum Attribute: Perception 4

Minimum Essence: 3

Effect: This Charm allows a Lunar to sense trails of Essence: Charms, sorcery and so on. This Charm also allows a (Perception + Awareness) roll, difficulty (5 – target's Essence), to determine that a creature is magical (god, demon, Exalt, etc.).

GILL BREATH

Cost: 5m

Type: Reflexive

Duration: Until released

Combo: No

Minimum Attribute: Stamina 3

Minimum Essence: 2

Effect: This Charm allows a Lunar to breathe underwater.

GREAT GRACE

Cost: 1m per 2 dice

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Attribute: Dexterity 3

Minimum Essence: 2

Effect: This Charm turns up to (Dexterity) dice in an Athletics roll into automatic successes for 1 mote per two dice.

GREAT SPEED

Cost: 4m

Type: Simple

Duration: One scene

Combo: No

Minimum Attribute: Dexterity or Strength 3

Minimum Essence: 2

Effect: This Charm doubles the Lunar's movement rate and triples her jumping distance.

HEAL BASHING

Cost: 1m per health level healed

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Attribute: Stamina 3

Minimum Essence: 2

Effect: The Charm heals one health level of bashing damage per mote spent, to a maximum of (Stamina) levels.

HEALING BLOOD

Cost: 1hl

Type: Simple

Duration: One scene

Combo: No

Minimum Attribute: Stamina 5

Minimum Essence: 3

Effect: The Lunar splashes one creature with his blood (at a cost of one lethal health level). For one scene thereafter, the Lunar may use Heal Bashing and Heal Lethal on that creature.

HEAL LETHAL

Cost: 2m per health level converted

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Attribute: Stamina 4

Minimum Essence: 3

Effect: The Charm turns one health level of lethal damage into bashing damage per 2 motes spent, to a maximum of (Stamina) levels.

HUMAN SHAPES

Cost: 5m, 1wp

Type: Simple

Duration: Instant

Combo: No

Minimum Attribute: Charisma 4

Minimum Essence: 3

Effect: This Charm allows a Lunar to take the form of a human whose blood the Lunar has tasted. Apart from cost, the process is otherwise similar to taking animal form.

INTIMIDATE

Cost: 2m per die

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Attribute: Charisma 4

Minimum Essence: 2

Effect: The Charm turns dice into automatic successes on an intimidation attempt for 2 motes per die, up to a maximum of (Charisma) successes.



LUNAR LORE

Cost: 5m, 1wp

Type: Simple

Duration: One hour

Combo: No

Minimum Attribute: Intelligence 3

Minimum Essence: 2

Effect: This Charm answers a question of Lore or Occult if any Lunar, *ever*, has known the answer. To find the answer requires a successful (Perception + appropriate Ability) roll at difficulty 3. One hour must be spent in meditation to gain the answer.

LUNAR TRACKING

Cost: 5m

Type: Simple

Duration: One day

Combo: No

Minimum Attribute: Perception 3

Minimum Essence: 2

Effect: The Lunar may perfectly track any mortal. In addition, the Charm adds (Essence) automatic successes for supernatural tracking contests.

MENTAL BLOCK

Cost: 1m, 1wp

Type: Reflexive

Duration: Instant

Combo: No

Minimum Attribute: Wits 3

Minimum Essence: 3

Effect: The Lunar may perfectly resist any mental compulsion that turns her against her pack, her mate or Luna. The Lunar may not be affected by this compulsion again for half an hour.

METHOD ACTOR

Cost: 2m per

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Attribute: Manipulation 4

Minimum Essence: 2

Effect: This Charm turns dice into automatic successes on rolls involving acting and fooling others.

NIGHT SIGHT

Cost: 1m

Type: Reflexive

Duration: One scene

Combo: No

Minimum Attribute: Perception 2

Minimum Essence: 1

Effect: This Charm allows the Lunar see perfectly clearly in darkness.

OBSERVED SENSE

Cost: 2m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Attribute: Perception 3

Minimum Essence: 1

Effect: This Charm alerts the Lunar if he is under observation. A difficulty 3 (Perception + Awareness) roll reveals the direction of the observer.

PREY SPEECH

Cost: 5m

Type: Simple

Duration: One scene

Combo: No

Minimum Attribute: Intelligence 3

Minimum Essence: 2

Effect: This Charm lets the Lunar speak and understand any language native to a human whose form the Lunar knows.

QUICK CHANGE

Cost: +1wp

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Attribute: Wits 4

Minimum Essence: 3

Effect: The Charm changes a Lunar into a non-true animal or human form reflexively for 1 Willpower. This Charm must be Comboed with Human Shapes to accelerate the change to a human form.

SELF CONCEALMENT

Cost: 2m per

Type: Simple

Duration: One scene

Combo: No

Minimum Attribute: Charisma 3

Minimum Essence: 3

Effect: This Charm turns dice of a Stealth attempt to automatic successes for a scene at a cost of 2 motes per die, to a maximum of the relevant Attribute in successes.

SHAPE SELF

Cost: 1m per

Type: Simple

Duration: Until released

Combo: No

Minimum Attribute: Appearance 2

Minimum Essence: 1

Effect: The Lunar changes shape slightly, turning up to (Appearance) dice into successes on disguise rolls.

SPIRIT SIGHT

Cost: 3m

Type: Simple

Duration: One scene

Combo: No

Minimum Attribute: Perception 3

Minimum Essence: 2

Effect: This Charm allows the Lunar to clearly see dematerialized spirits.

STORYTELLER

Cost: 2m per die

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Attribute: Charisma 3

Minimum Essence: 2

Effect: This Charm turns dice into automatic successes on any roll involving an oration.

SUSTENANCE

Cost: 4m

Type: Simple

Duration: One day

Combo: No

Minimum Attribute: Perception 3

Minimum Essence: 1

Effect: This Charm finds the Lunar food without fail. The Charm can support up to (Perception) additional people.

TERRESTRIAL CIRCLE SORCERY

Cost: 1wp

Type: Permanent

Duration: Instant

Combo: No

Minimum Attribute: Intelligence 3

Minimum Essence: 3

Effect: As the Solar Charm.

TRANSMUTE

Cost: 5m, 1wp, 1 hl

Type: Simple

Duration: Instant

Combo: Yes

Minimum Attribute: Manipulation 4

Minimum Essence: 3

Effect: This Charm changes up to two cubic feet of one material into any other material. The Charm cannot create magical materials. The change is permanent. The health level cost is lethal.

WYLD SENSE

Cost: 3m

Type: Reflexive

Duration: Instant

Combo: No

Minimum Attribute: Perception 3

Minimum Essence: 2

Effect: This Charm activates automatically when the local strength of Wyld energies changes, revealing the amount of danger. When used voluntarily in stable areas, this Charm directs the Lunar to the strongest Wyld zone within (Essence x 10) miles.

CHARM PACKAGES

Use these groups of Charms to quickly complete a Lunar antagonist for your game. If, when applying these packages to the Lunar (especially young Lunars), the number of Charms included in the package is too large for the character type, trim one or two Charms from a couple of packages. If you find yourself trimming off more than three Charms, you may be better off dropping an entire package.

Archer I (Requirements: Dexterity 4, Strength 3; Essence 2)

Package: Any Dexterity Excellency, Long Shot, Perfect Aim, Rainstorm

Archer II (Requirements: Dexterity 5, Strength 4, Wits 4; Essence 3; Archer I)

Package: Deadly Shot, Nature's Arrows, Quick Attack

Beastmaster (Requirements: Charisma 4, Intelligence 2; Essence 3)

Package: Animal Magnetism, Beast Speech, Command Beast, Intimidate

Blocker (Requirements: Dexterity 4, Stamina 2; Essence 2)

Package: Golden Block, Hardened Paws, Parry Counter, Refresh Block

Crusher I (Requirements: Charisma 2, Stamina 2, Strength 3; Essence 2)

Package: Any Strength Excellency, Hybrid Form, Increase Strength, Mighty Clinch, Ox-Body Technique (-2x4)

Crusher II (Requirements: Stamina 3; Essence 3; Crusher I)

Package: Clinch-Breaker, Crushing Clinch, Destruction, Sapping Clinch

Crusher III (Requirements: Strength 4; Crusher I & II)

Package: Deadly Clinch, Furious Blow, Hybrid Form, Parry-Breaker

Disguise Master I (Appearance 2; Essence 1)

Package: Any Manipulation Excellency, Conceal Tattoos, Conceal Tell, Shape Self

Disguise Master II (Shapechange) (Appearance 4, Wits 4; Essence 3; Disguise Master I)

Package: Change Gender, Human Shapes, Quick Change

Dodge Artist I (Requirements: Dexterity 3; Essence 2)

Package: Any Dexterity Excellency, Extra Dodges, Improved Dodge, Reverse Attack

Dodge Artist II (Requirements: Dexterity 5; Essence 3; Dodge Artist I)

Package: Hopping Dodge, Hop-Stopper, Perfect Evasion

Healer (Requirements: Stamina 2; Essence 2)

Package: Counter Disease, Heal Bashing, Heal Lethal

Meleeist I (Requirements: Dexterity 2, Strength 2; Essence 2)

Package: Any Dexterity Excellency, Deadly Blade, Deadly Blow, Hybrid Form, Long Attack

Meleeist II (Requirements: Dexterity 4, Strength 4; Essence 3; Meleeist I)

Package: Killing Blade, Lunar Blade I, Lunar Blade II, Two-Fist Fury

Soaker I (Requirements: Stamina 4; Essence 2)

Package: Absorb Blow, Any Stamina Excellency, Improve Soak, Numb Pain

Soaker II (Requirements: Stamina 5; Essence 4; Soaker I)

Package: Fortitude, Invincibility, Lunar Armor

Sorcerer I (Requirements: Intelligence 3; Essence 3)

Package: Terrestrial Circle Sorcery

Sorcerer II (Requirements: Intelligence 4; Essence 4; Sorcerer I)

Package: Celestial Circle Sorcery

Speed Demon I (Requirements: Dexterity 3; Essence 2)

Package: Any Dexterity Excellency, Fast Initiative, Great Speed, Increase Dexterity, Increase Initiative

Speed Demon II (Requirements: Speed Demon I)

Package: Delay Trick, Disarm Skill, Evade Parry, Instant Action

Survivor (Requirements: Intelligence 3, Perception 3, Stamina 3, Essence 2)

Package: Animal Skin, Gill Breath, Sustenance

Tracker (Sharp) (Requirements: Perception 3; Essence 1)

Package: Acute Senses, Night Sight, Observed Sense

Tracker (Supernatural) (Requirements: Perception 4; Essence 3)

Package: Essence Sense, Spirit Sight, Wyld Sense

THE HORDES OF WAR

When the Lunars go to war, they take with them thousands of barbarian warriors, ferocious beastmen, half-mad Wyld mutants and monstrous spawn of the Wyld itself. In a war effort coordinated by the Silver Pact, many units may go to battle armed with potent talismans and thaumaturgic training. Some beastmen and mortals tainted by the Wyld have the ability to channel Essence and act as sorcerers for other units. One advantage a Lunar horde has over more civilized troops is the lack of a supply train — the horde supports itself from the land, often to the land's detriment.

LUNAR HORDE

Warriors, 20 per Lunar horde (Drill 0, Magnitude 4)

Close Combat Attack: 3 **Close Combat Damage:** 3

Ranged Attack: — **Ranged Damage:** —

Endurance: 3 **Might:** 0 **Armor:** 2 **Morale:** 3

Elite Warriors, 6 per Lunar horde (Drill 2, Magnitude 4)

Close Combat Attack: 4 **Close Combat Damage:** 3

Ranged Attack: 3 **Ranged Damage:** 3

Endurance: 6 **Might:** 0 **Armor:** 2 **Morale:** 4

Berserkers, 5 per Lunar horde (Drill 0, Magnitude 4)

Close Combat Attack: 4 **Close Combat Damage:** 4

Ranged Attack: — **Ranged Damage:** —

Endurance: 4 **Might:** 0 **Armor:** 1 **Morale:** 5

Beastmen, 10 per Lunar horde (Drill 2, Magnitude 3)

Close Combat Attack: 4 **Close Combat Damage:** 4

Ranged Attack: — **Ranged Damage:** —

Endurance: 6 **Might:** 1 **Armor:** 3 **Morale:** 3

Elite Beastmen, 5 per Lunar horde (Drill 3, Magnitude 4)

Close Combat Attack: 4 **Close Combat Damage:** 4

Ranged Attack: 3 **Ranged Damage:** 3

Endurance: 7 **Might:** 2 **Armor:** 3 **Morale:** 4

Wyld Mutants, 8 per Lunar horde (Drill 0, Magnitude 4)

Close Combat Attack: 3 **Close Combat Damage:** 3

Ranged Attack: — **Ranged Damage:** —

Endurance: 3 **Might:** 1 **Armor:** 1 **Morale:** 3



Essence Channelers, 1 per Lunar horde (Drill 3, Magnitude 3)

Close Combat Attack: 3 Close Combat Damage: 2

Ranged Attack: — Ranged Damage: —

Endurance: 7 Might: 2 Armor: 2 Morale: 4

Buck Ogres, 5 per Lunar horde (Drill 0, Magnitude 4)

Close Combat Attack: 4 Close Combat Damage: 5

Ranged Attack: — Ranged Damage: —

Endurance: 6 Might: 2 Armor: 3 Morale: 4

RAIDING PARTY

Warriors, 8 per raiding party (Drill 0, Magnitude 4)

Close Combat Attack: 3 Close Combat Damage: 3

Ranged Attack: — Ranged Damage: —

Endurance: 3 Might: 0 Armor: 2 Morale: 3

Elite Warriors, 2 per raiding party (Drill 2, Magnitude 4)

Close Combat Attack: 4 Close Combat Damage: 3

Ranged Attack: 3 Ranged Damage: 3

Endurance: 6 Might: 0 Armor: 2 Morale: 4

Berserkers, 3 per raiding party (Drill 0, Magnitude 4)

Close Combat Attack: 4 Close Combat Damage: 4

Ranged Attack: — Ranged Damage: —

Endurance: 4 Might: 0 Armor: 1 Morale: 5

Beastmen, 3 per raiding party (Drill 2, Magnitude 3)

Close Combat Attack: 4 Close Combat Damage: 4

Ranged Attack: — Ranged Damage: —

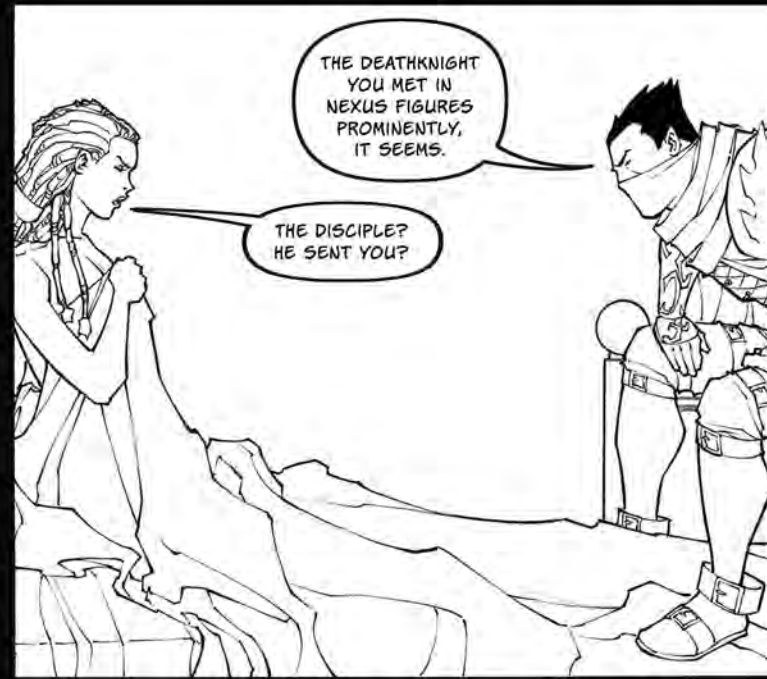
Endurance: 6 Might: 1 Armor: 3 Morale: 3

Elite Beastmen, 1 per raiding party (Drill 3, Magnitude 4)

Close Combat Attack: 4 Close Combat Damage: 4

Ranged Attack: 3 Ranged Damage: 3

Endurance: 7 Might: 2 Armor: 3 Morale: 4





CHAPTER THREE

THE SIDEREAL EXALTED

The Sidereal Exalted are the Chosen of the Five Maidens, those stars in the heavens which rule over all other stars. As the overseers of the stars, these Maidens are also responsible for the forward movement of fate, as embodied in the Loom of Fate, and it is the duty of their Chosen to facilitate this process in Creation as well as in Heaven.

In a very real way, the Sidereals are deputized by the Maidens by virtue of the Sidereals' Exaltation to act as the Maidens' agents. Unlike most other Exalts, Sidereals rarely have any doubts as to the reason for their being Exalted. In fact, each of them is explained the precise reason for their Exaltation when it happens and what their duties in the Celestial Bureaucracy and the Bureau of Destiny will be.


DUTIES OF THE SIDEREAL EXALTED

The Sidereals' duties to Heaven and Creation involve a number of small works, depending on the individual Sidereal's position within his or her division. Some jobs

are temporary and are sometimes reserved as punishment (such as the Sublime Accountant of the Shoreline post in the Division of Secrets, which taxes the punished Chosen of Jupiter awarded its offices with tallying the grains of sand on all the beaches in all of Creation).

Sidereals are required to undertake three primary duties: the planning of fate, the unknotting of fate and the defending of fate. Most of a Sidereal's regular duties involve the planning of fate, so that a Chosen of Battles is often helping to plan conflicts necessary for the advancement of destiny, and a Chosen of Endings is often seeing to the removal of things from the Tapestry to make room for further weavings.

The second duty, that of unknotting fate, is perhaps considered the most onerous, for unknotting fate means that someone messed up somewhere. Whether through oversight, incompetent planning or active mischief or maliciousness, a snarl has developed in the Tapestry of Creation, and the Sidereals' duty is to repair these snarls, eliminating such difficulties.



The final duty, however, is the most sacred one that Sidereals have — that of defending Creation and destiny. Even those Chosen who maintain rivalries across division, convention or faction lines will band together without hesitation when denizens of the Wyld, the Underworld or Malfeas threaten.

DIVISION, CONVENTION AND FACTION

The duties of a Sidereal in Creation are based on a couple of things. First and foremost is the Sidereal's division, or what caste the Sidereal was Exalted into. The division a Sidereal belongs to effectively tells what he is expected to do in his area of duty: Chosen of Battles oversee the progress of war and conflict, while the Chosen of Endings see that things come to an end at their appropriate time.

Second is the Sidereal's convention, the area of Creation in which she is supposed to perform her duties. Normally, this is simply based on physical locale, with the Capital Convention overseeing the Realm and the Blessed Isle and the Conventions of Air, Wood, Fire and Water overseeing the northern, eastern, southern and western parts of Creation, respectively. There are also special conventions, dealing with larger topics that go beyond simple geographical areas, such as the Deathlords, Essence-wielders, natural disasters, plague and war.

Finally, there is the Sidereal's faction. The factions include the Bronze Faction, which engineered the Usurpation and has helped keep the various eras of Dragon-Blooded rule propped up, and the Gold Faction, which was against the overthrow of the Solar regime and seeks to restore the Solars to their former glory, usually through the faction members' efforts in supporting the Cult of the Illuminated (with themselves as advisors and bureaucrats, much the role that the Bronze Faction plays in the modern Realm). Though faction is supposed to be merely a personal preference, Chejop Kejak has set the precedent for allowing it to color the way a Sidereal's duties are performed.

A combination of these three factors determines the role and duties of a Sidereal in Creation. Thus, a Bronze Faction Chosen of Endings in the Convention of Wood may very well work to assassinate Solars who turn up in the East, while a Gold Faction Chosen of Serenity who works with the Convention of Water may seek to assist a Solar in taking over a chain of island nations in order to bring peace and prosperity to the starving, warlike inhabitants.

THE LOOM OF FATE

In the vast and incomprehensible Most Perfect Lotus of Heavenly Designs, near the center of the Celestial City



of Yu-Shan, is the domed building that houses the first and mightiest of all artifacts: the Loom of Fate. The workings of this immense mechanism are beyond the understanding of all but the most puissant of gods, and even their knowledge is insufficient to recreate the Loom itself.

Here, the Five Maidens snatch up the flows of raw Essence spun, measured and cut from the Wyld itself and weave them into Creation. Over the surface of this weaving run the pattern spiders, tiny weaver-gods responsible for the tiny details that make up the Tapestry of Creation. From these pattern spiders, Sidereal Exalted request the changes in the Tapestry when they utilize their Sidereal astrology, and these pattern spiders punish the most demanding of Sidereals with pattern bites when the changes they demand are too taxing on them.

HUBRIS AND PRIDE

The Great Curse affected all of the Exalted who took part in the overthrow of the Primordials, and the Sidereals are no exception. Unlike the Solars, Sidereal Exalts are not

given to the burning passions that come of being driven by their Virtues. Instead, the Sidereals are possessed of a monumental hubris.

This hubris manifests only rarely. Generally speaking, a Sidereal is simply a confident being, sure of his path in life as only one who interacts regularly with the Loom of Fate might be. However, when they gather in groups, the Great Curse of the Sidereals looms largest, for their individual hubris is magnified. They become supremely sure of their own decisions, so much so that they fall into bitter infighting and bickering, splitting into factions. When some of these factions do reach decisions, they steadfastly hold to them without seeking out wisdom outside of those who already agree with them.

This failing is more pronounced in elder Sidereals, who tend to become absolutely prideful and arrogant, smugly secure in their own decisions. They often paint their decisions as the obvious path of destiny and fate, and woe betide those who gainsay them.

SAMPLE SIDEREALS

CHOSEN OF ENDINGS BRONZE FACTION ASSASSIN

Attributes (Physical/Mental/Social): (8/4/6)

Essence (Personal/Peripheral): 3 (12/33)

Willpower: 6

Artifacts: 4



Abilities: Athletics 3, Awareness 2, Bureaucracy 2, Craft (Fate) 2, Dodge 2, Integrity 2, Investigation 2, Larceny 3, Linguistics 2, Lore 3, Martial Arts 5 (Kicks +1), Medicine 1, Occult 2, Resistance 3, Stealth 4, Socialize 1, Survival 1 (Tracking +2), Thrown 2, War 1

Charm Packages: Martial Artist I & II, Stealer-In I

Combos: None

CHOSEN OF SERENITY GOLD FACTION COVERT

AGENT

Attributes (Physical/Mental/Social): (4/8/6)

Essence (Personal/Peripheral): 3 (12/33)

Willpower: 6

Artifacts: 3

Abilities: Awareness 2, Bureaucracy 2, Dodge 3, Integrity 3, Investigation 2, Larceny 3, Linguistics 3, Lore 3, Martial Arts 2, Medicine 2, Occult 2, Performance 3, Presence 2, Socialize



4, Stealth 1, Thrown 4 (Shuriken +2)

Charm Packages: Socialite I, Stealer-In I, Thrown Specialist I
Combos: None

CHOSEN OF JOURNEYS BRONZE FACTION

HUNTSMAN

Attributes (Physical/Mental/Social): (8/6/7)

Essence (Personal/Peripheral): 4 (16/44)

Willpower: 8

Artifacts: 8



Abilities: Archery 5 (Short Bow +2), Athletics 2, Awareness 2, Bureaucracy 2, Craft (Fate) 3, Dodge 4, Integrity 2, Linguistics 2, Lore 3, Martial Arts 4, Occult 2, Presence 3, Resistance 2, Ride 3, Socialize 1, Stealth 1, Survival 3, War 5 (Wyld Hunt +2)

Charm Packages: Archer I & II, Fate-Crafter I, Martial Artist I, War-Master I & II

Combos: *Chance Bull's Eye* (Charms: Fateful Archery Excellency, First Archery Excellency, Opportune Shot).

Quail-in-the-Brush Shot (Charms: Fateful Archery Excellency, Every Direction Arrow).

CHOSEN OF BATTLES GOLD FACTION TRAINER-OF-SOLARS

Attributes (Physical/Mental/Social): (7/8/6)

Essence (Personal/Peripheral): 4 (16/44)

Willpower: 8

Artifacts: 5



Abilities: Archery 2, Athletics 3, Awareness 2, Bureaucracy 2, Craft (Fate) 5 (Solars +3), Dodge 3, Integrity 3, Linguistics 2, Lore 3, Martial Arts 3, Medicine 2, Melee 4 (Swords +2), Occult 4, Presence 2, Resistance 3, Ride 2, Socialize 1, Stealth 1, War 4

Charm Packages:

Fate-Crafter I & II, Sorcerer I & II, War-Master I; 5 spells (Emerald Countermagic, Infallible Messenger, Invulnerable Skin of Bronze, Open the Spirit Door, Summon Elemental)

Combos: *Creation-Bolstering Method* (Charms: Fateful Craft Excellency, Mending Warped Designs).

CHOSEN OF SECRETS ELDER CELESTIAL

FUNCTIONARY

Attributes (Physical/Mental/Social): (9/10/9)

Essence (Personal/Peripheral): 6 (21/57)

Willpower: 9

Artifacts: 8



Abilities: Athletics 3, Awareness 4, Bureaucracy 6 (Celestial +3), Craft (Fate) 5, Integrity 5, Investigation 3, Larceny 3, Linguistics 4, Lore 5, Martial Arts 5 (Daiklaive +2), Occult 6, Performance 5 (Dance +1), Presence 5 (Gods +2), Resistance 4, Socialize 5 (Gods +2), Stealth 3,

Thrown 1, War 3

Charm Packages: Bureaucrat I, II & III, Fate-Crafter I & II, Martial Artist I, II & III, Socialite I & II, Sorcerer I, II & III; 15 spells (Between the Minute and the Hour, Corrupted Words, Dolorous Reflection, Emerald Circle Banishment, Emerald Countermagic, Gift of Knowledge, Infallible Messenger, Open the Spirit Door, Peacock Shadow Eyes, The Sacred Tongue, Sapphire Countermagic, Spirit Sword, Summon Elemental, Summoning the Heavenly Portal, Travel Without Distance)

Combos: *Uncompromising Sixth Sense* (Charms: Fateful Awareness Excellency, Prior Warning). *Work Yet To Be Done* (Charms: Duck Fate, Third Dodge Excellency). *Shifting the Burden Stance* (Charms: Fateful Resistance Excellency, Shield of Mars). *Lost in the Symphony* (Charms: Fateful Occult Excellency, Tell-Tale Symphony).

SIDEREAL CHARMS

ARCHERY CHARMS

EVERY DIRECTION ARROW

Cost: 3m per arrow

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Archery 4

Minimum Essence: 2

Effect: Speed 5, DV -2. The Sidereal may make up to (Essence) Archery attacks. All use one attack roll, and all are applied to the same target. Apply damage from each arrow separately. This Charm ignores penalties from up to 50 percent cover.

MANY MISSILES BOW TECHNIQUE

Cost: 10m, 1wp, 1hl

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Archery 5

Minimum Essence: 4

Effect: Prayer strip Charm: Speed 5, DV -1. Arrows gain triple range. The Sidereal may transform arrows as follows for the Charm's duration: *Rain of fire* (applies normal damage as fire damage to everything in five yards of the target, ignoring armor), *Snow* (snows for one minute), *Life* (target is healed for one level of lethal or bashing damage per dot in Archery), *Grain* (patch of enough wheat to feed a person for a day sprouts), *Boulder* (unblockable attack, inflicts double raw damage against inanimate objects), *Glass* (target's player

PRAYER STRIP CHARMS

The most potent of the Sidereal Charms are activated with the use of a prayer strip, a strip of paper inked with a sutra that corresponds to the secrets of that Charm tree. When the ultimate Charm of a tree is used, the use is always accompanied by the use of a prayer strip. Some Charms require the wearing of a prayer strip around a wrist, weapon or head, while other Charms cause the prayer strips to float above the heads of those present or to flit among those in the scene.

Prayer strips are simple paper and ink until they are used to activate Charms, whereupon the prayer strips are infused with Essence, gaining a soak of 10L (and becoming immune to bashing damage) and 25 health levels. Prayer strips reflexively block or dodge attacks (even those that are normally unblockable) with a DV equal to the Sidereal's own Dodge DV. Destroying a prayer strip ends its Charm immediately.

must make a successful [Perception + Awareness] roll, difficulty 2 or the character's DVs are rendered inapplicable to the attack).

OPPORTUNE SHOT

Cost: 3m

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Archery 3

Minimum Essence: 2

Effect: Make a single Archery attack roll at Speed 4, DV -1. The Sidereal may not flurry.

ATHLETICS CHARMS

BURN LIFE

Cost: 3m per dot

Type: Simple

Duration: One scene

Combo: No

Minimum Ability: Athletics 2

Minimum Essence: 2

Effect: Speed 5, DV -2. Roll (Essence + Athletics). Each success may add to Strength, Dexterity or Stamina (maximum addition of [Essence] to any one Attribute) if paid for. Increases are considered bonus dice. The Sidereal may always use Conviction with this Charm.

FORGOTTEN EARTH

Cost: 1m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Athletics 2

Minimum Essence: 1

Effect: This Charm triples leaping distance.

INEXORABLE ADVANCE

Cost: 1m

Type: Simple

Duration: Five actions

Combo: No

Minimum Ability: Athletics 3

Minimum Essence: 2

Effect: Speed 6, DV -2. The Sidereal ignores wound or armor penalties or any penalties to running speed.

INVISIBLE MOTION

Cost: 10m, 1 wp, 1 hl

Type: Simple

Duration: One day

Combo: No

Minimum Ability: Athletics 4

Minimum Essence: 3

Effect: Prayer strip Charm: Speed 6, DV -2. The Sidereal gains all the benefits of Inexorable Advance for the Charm's duration. In addition, the Sidereal's movement rate is double, and he gains (Athletics) automatic successes per action to divide among his physical actions.

UNSWERVING JUGGERNAUT PRINCIPLE

Cost: 5m

Type: Simple

Duration: Indefinite

Combo: No

Minimum Ability: Athletics 2

Minimum Essence: 2

Effect: Speed 6, DV -1. The Sidereal begins running in a straight line to a predetermined destination. The Exalt may only walk, sprint, run, jump, ride, use a mobility-enhancing effect or the Lesser Sign of Mercury or the Charm effect ends. While the Charm is active, the Sidereal gains +5L/5B soak, needs no sleep, suffers no fatigue (including from armor) and adds Essence to all Athletics dice pools involving running and movement. The Charm's benefits apply to a ridden mount as well. If something changes to render journey irrelevant or unnecessary, make a (Perception + Awareness) check for the Exalt to notice.



AWARENESS CHARMS

INEVITABLE PURSUIT

Cost: 8m, 1wp

Type: Simple

Duration: One day

Combo: No

Minimum Ability: Awareness 5

Minimum Essence: 2

Effect: The Sidereal tracks her target with supernatural skill, so long as the trail is no older than (Essence) hours old ([Essence] days old in out-of-the-way areas).

PRIOR WARNING

Cost: 6m

Type: Simple

Duration: Five hours

Combo: No

Minimum Ability: Awareness 2

Minimum Essence: 1

Effect: Speed 4, DV -0. When the character is in danger, roll (Wits + Awareness). For every success, the Sidereal is aware of the danger two minutes ahead of the occurrence.

WISE CHOICE

Cost: 6m

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Awareness 2

Minimum Essence: 1

Effect: Speed 5, DV -0. The Sidereal gains immediate insight into the consequences of all choices in a situation.

BUREAUCRACY CHARMS

END DEBATE

Cost: 10m, 1wp, 1hl

Type: Simple

Duration: Instant

Combo: No

Minimum Ability: Bureaucracy 5

Minimum Essence: 3

Effect: Prayer strip Charm. This Charm instantly ends any debate process, forcing a vote or the dropping of the subject, as appropriate. Alternately, the Sidereal may cause any bureaucratic process to be stopped cold (requires a successful [Intelligence + Bureaucracy] roll, difficulty [Sidereal's Essence x 2] to restart it). Finally, the Sidereal's player may instead roll (Strength + Bureaucracy), difficulty (target's Essence), to use this Charm to impose the effects of Icy Hand permanently. The Sidereal may always use Temperance with this Charm.

ICY HAND

Cost: 1m

Type: Reflexive

Duration: Five days

Combo: No

Minimum Ability: Bureaucracy 2

Minimum Essence: 2

Effect: Roll (Charisma + Bureaucracy), difficulty (target's Essence). If the roll is successful, the target must fulfill his duties honestly and without corruption for the Charm's duration.

SLICK ESSENCE REPLENISHMENT

Cost: None

Type: Permanent

Duration: Instant

Combo: No

Minimum Ability: Bureaucracy 1

Minimum Essence: 2

Effect: The Sidereal regains (Temperance x 2) motes of Essence after any successful roll made for the character involving Temperance or Bureaucracy.

CRAFT CHARMS

IMPLICIT CONSTRUCTION METHODOLOGY

Cost: 20m, 1wp, 1hl

Type: Simple

Duration: Varies

Combo: No

Minimum Ability: Craft 4

Minimum Essence: 4

Effect: Prayer strip Charm: Speed 7, DV -2. The Sidereal suffers a +2 difficulty to actions using hands, due to prayer strip binding her hands. The components of a Craft project assemble themselves into the desired object over time: a scene for mundane project, a day for project involving the five magical materials (except moonsilver, which is unaffected by this Charm) or a month for massive projects such as the raising of a Manse or the construction of an artifact ship. Craft pool comes up as auspicious successes, plus any successes left from planning phase carry over as Craft successes as well. The Exalt must procure her materials normally, and this cannot be used as an extended action. The Sidereal must have Craft (Fate) 4 as well as Craft (relevant type) 4 to employ the Charm. The Sidereal may always use Compassion with this Charm.

MENDING WARPED DESIGNS

Cost: 5m

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Craft 3

Minimum Essence: 2

Effect: Speed 5, DV -2. The Sidereal may patch damage to a pattern of fate, his player rolling (Dexterity + Craft [Fate]).

Each success heals one health level of damage taken from a creature of Malfeas, the Underworld or the Wyld, or heals debilitating effects caused by those creatures' powers, needing one success per mote spent on the effect. The Charm can also cleanse Wyld taint: five successes for a pox, 20 successes for a more powerful mutation or taint or 50 successes to cleanse a small region of Creation of Wyld influence. This may not be done as an extended roll, but multiple Sidereals may apply the Charm in the same tick and combine successes. The Sidereal may always use Valor with this Charm.

WORLD-SHAPING ARTISTIC VISION

Cost: None

Type: Permanent

Duration: Instant

Combo: No

Minimum Ability: Craft 2

Minimum Essence: 2

Effect: Choose a circumstance, such as "In Cities" or "Against Demons." Each time a roll falls within that circumstance, reduce the roll's target number by 1. This Charm may be purchased up to three times, applying to the same or a new circumstance.

DODGE CHARMS

DUCK FATE

Cost: 10m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Dodge 3

Minimum Essence: 2

Effect: Roll (Dexterity + Dodge), difficulty (opponent's Essence or 1 for environmental hazards such as landslides). Failure adds successes (if any) to Dodge DV against that attack, if the attack is physical. Success grants Perfect Defense (even against attacks the character is unaware of, area-of-effect effects, attacks with no physical component such as mental or spiritual attacks and continuous deleterious effects). The Sidereal must activate this Charm before the attack roll is made or as soon as the player knows about the effect.

NEIGHBORHOOD RELOCATION SCHEME

Cost: 15m, 1 wp, 1 hl

Type: Simple

Duration: Indefinite

Combo: No

Minimum Ability: Dodge 5

Minimum Essence: 4

Effect: Prayer strip Charm: Speed 6, DV -2. This Charm allows the character to move all the habitations and terrain within (Essence) miles to a new location, though that location must be reached by walking or running. The Charm inflicts two unsoakable levels of bashing damage per hour the Charm is maintained.

INTEGRITY CHARMS

AGENT OF FATE IMMUNITY

Cost: —

Type: Permanent

Duration: Instant

Combo: No

Minimum Ability: Integrity 3

Minimum Essence: 2

Effect: The Sidereal becomes immune to supernatural effects that give control of his actions to creatures considered outside of fate.

SPIDERS PUNISH THE TRAITOR METHOD

Cost: 10m, 1 wp

Type: Simple

Duration: Indefinite

Combo: No

Minimum Ability: Integrity 5

Minimum Essence: 4

Effect: Prayer strip Charm. If subject to a supernatural effect that would cause the Sidereal to betray the Bureau of Destiny, the Loom of Fate or Creation itself while this Charm is active, the Sidereal is rendered immune to the effect. Additionally, the originator of the supernatural effect receives a number of Paradox equal to the successes he rolled over the Sidereal's MDV. The defender may reflexively spend a number of motes equal to that necessary to bring the Paradox total to 10 (at 1 mote per Paradox), in order to cause an immediate pattern bite. Paradox disappears immediately if the aggressor is not a Sidereal.

STABLE HOROSCOPE DEFENSE

Cost: 4m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Integrity 2

Minimum Essence: 2

Effect: The Sidereal may add the rating of her highest college to her MDV against a single attack. If activated while she's being targeted by a resplendent destiny power, the aggressor must make a (Manipulation + appropriate college) check, difficulty (the Sidereal's MDV) to affect her or she becomes immune to that power for the rest of the scene.

INVESTIGATION CHARMS

EFFICIENT SECRETARY TECHNIQUE

Cost: 2m


Type: Simple

Duration: Three ticks

Combo: No

Minimum Ability: Investigation 1

Minimum Essence: 2



Effect: Speed 6, DV -1. The Sidereal spits out a small emerald pattern spider to seek a single piece of information along the Loom of Fate. The pattern spider returns within three ticks with an answer.

EMBRACING LIFE METHOD

Cost: 10m, 1wp, 1hl

Type: Simple

Duration: Five days

Combo: No

Minimum Ability: Investigation 4

Minimum Essence: 3

Effect: Prayer strip Charm. A prayer strip is buried, and it grows into a small mulberry tree, which draws local spirits of wood to it, who leave small gifts. In five days, the Sidereal may return, and his player makes a (Charisma + Investigation) roll. Each success indicates one clue to a problem he is facing, and one small gift. Returning sooner may anger the spirits and subtracts one success from the roll per day he failed to wait. The Sidereal may always use Compassion with this Charm.

MARVELOUS INCLUSION OF DETAILS

Cost: 3m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Investigation 1

Minimum Essence: 1

Effect: The Sidereal may choose what kind of evidence to find when using Investigation.

LARCENY CHARMS

CONNING CHAOS TECHNIQUE

Cost: 10m, 1wp

Type: Simple

Duration: Varies

Combo: No

Minimum Ability: Larceny 5

Minimum Essence: 4

Effect: Prayer strip Charm: Speed 7, DV -2. The Charm's prayer strip becomes affixed to a single location, and the Sidereal names a target within 10 miles. Roll the Sidereal's (Manipulation + Larceny). Each success equals one month of a curse that causes the forces of the Wyld to seek out the target, with their attacks growing in intensity each month the Charm is in effect. The target receives a derangement or Wyld taint for the Charm's duration, which may be overcome for a scene with a successful Temperance check. The target gets a monthly extended (Intelligence + Lore) check to figure out the source of this curse. With six successes, the target understands the prayer strip was within 10 miles of him when the curse fell, while with 12 successes, the target knows the prayer strip's precise location. The Sidereal's name is marked

by the forces of the Wyld every time he uses this Charm, and the more often he uses it, the more likely he is to be hunted by the very Wyld forces this Charm invokes.

SIDEREAL SHELL GAMES

Cost: 1m + 2m per die or level stolen, 1wp

Type: Simple

Duration: One scene

Combo: No

Minimum Ability: Larceny 3

Minimum Essence: 1

Effect: Speed 7, DV -2. Roll (Wits + Larceny). Success indicates the Sidereal may borrow up to (Essence) bashing and lethal soak, damage dice or dice in a specific pool from the target. Multiple applications apply, but not to the same pool/Trait. The Exalt may not borrow more than the target possesses, and borrowed dice are considered a dice-pool bonus when determining the maximum effect of other dice-pool bonus Charms.

LINGUISTICS CHARMS

BLUE VERVAIN BINDING

Cost: 5m, 1xp

Type: Permanent

Duration: One minute

Combo: No

Minimum Ability: Linguistics 3

Minimum Essence: 1

Effect: Roll (Intelligence + Linguistics), difficulty 5. Success indicates two targets (one of whom may be the Sidereal) understand one another perfectly forever.

LORE CHARMS

AVOIDING THE TRUTH TECHNIQUE

Cost: 3m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Lore 3

Minimum Essence: 2

Effect: Add the Sidereal's Essence to a Socialize, Presence or Bureaucracy roll to convince target the Sidereal is lying.

THE METHODOLOGY OF SECRETS

Cost: 5m

Type: Reflexive

Duration: Until the Sidereal sleeps

Combo: No

Minimum Ability: Lore 2

Minimum Essence: 2

Effect: The Sidereal gains a single specialty that grants a +3 bonus to a single Ability and a +1 bonus to potentially relevant Ability.

MARTIAL ARTS CHARMS

The following Martial Arts Charms are not considered to be associated with any Martial Arts style, but may be used with any Martial Art.

CRIMSON PALM COUNTERSTRIKE

Cost: 5m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 4

Minimum Essence: 2

Effect: Before an opponent's hand-to-hand attack, the Sidereal makes a Martial Arts attack. Successes negate successes on the incoming attack, with any remainder acting as successes on a Martial Arts attack. This Charm cannot be used in response to counterattack Charms.

HORRIFIC WREATH

Cost: 2m

Type: Simple

Duration: Five actions

Combo: No

Minimum Ability: Martial Arts 2

Minimum Essence: 2

Effect: Speed 4, DV -1. Martial Arts attacks made barehanded or with starmetal weapons while this Charm is active do lethal damage against normal foes and aggravated damage against creatures of Malfeas or the Underworld. This effect may be applied to clinch attacks.

UNOBSTRUCTED BLOW

Cost: 5m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 4

Minimum Essence: 2

Effect: One Martial Arts attack is made unblockable and ignores armor if the attack hits.

The following Martial Art style is the Violet Bier of Sorrows Style, a Celestial martial art that permits the use of knives, swords, staves and seven-section staves as unarmed attacks (including daiklaves and serpent-sting staves) and forbids the use of armor for any of these Charms.

BLADE OF THE BATTLE MAIDEN

Cost: 2m per die, 2 wp

Type: Reflexive

Duration: One scene

Combo: No

Minimum Ability: Martial Arts 3

Minimum Essence: 2

Effect: The Sidereal gains one die per 2 motes spent (to a maximum of [Dexterity + Martial Arts] dice). These dice are

added to all Martial Arts attack rolls for the scene. Half the successes are also added to the Sidereal's Parry DV as well. The Exalt may parry lethal damage barehanded as long as the Charm is in effect.

CONCLUSION-PURSuing APPROACH

Cost: 10m, 1 wp, 1 hl

Type: Simple

Duration: One scene

Combo: No

Minimum Ability: Martial Arts 5

Minimum Essence: 4

Effect: Speed 7, DV -2. The Sidereal gains 1 temporary Willpower when inflicting Martial Arts damage. Her opponent's wound penalties are tripled when attacking or defending against the character. As a prayer strip Charm, the Sidereal's weapon cannot be destroyed and successful Martial Arts attacks subtract 1 temporary Willpower from the target. Creatures from outside of fate or with Willpower 0 instead lose 10 motes (convert all damage dice to automatic successes if target has 0 motes).

DEATH-PARRYING STROKE

Cost: 2m per hl

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 2

Effect: This Charm may be activated only after an attack has overcome Parry DV. This Charm reduces damage by one level per 2 motes.

FLIGHT OF MERCURY

Cost: 1m per action

Type: Reflexive

Duration: One action per mote

Combo: No

Minimum Ability: Martial Arts 2

Minimum Essence: 1

Effect: The Sidereal may spend motes to reduce the Speed of Martial Arts attacks by 1 for one action per mote spent (to a maximum of [Martial Arts] actions).

JOY IN ADVERSITY STANCE

Cost: 5m

Type: Reflexive

Duration: One scene

Combo: No

Minimum Ability: Martial Arts 2

Minimum Essence: 1

Effect: Roll (Essence) each time an attack is negated by Dodge or Parry DV. Each success grants the Sidereal 2 motes of Essence.



LIFE-SEVERING BLOW

Cost: 2m per hl

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 3

Effect: The Sidereal may increase her Martial Arts damage by one health level per 2 motes (to a maximum of [Essence]).

METAL STORM

Cost: 3m per attack

Type: Extra Action

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 3

Effect: The Sidereal may perform a flurry with a total number of Martial Arts attacks equal to (Martial Arts), without regard to rate, without multiple-action penalties and with a DV penalty equal to the highest penalty for one attack.

SECRETS OF FUTURE STRIFE

Cost: None

Type: Special

Duration: Permanent

Combo: No

Minimum Ability: Martial Arts 1

Minimum Essence: 1

Effect: The Sidereal's Join Battle dice pool is doubled.

VIOLET BIER OF SORROWS FORM

Cost: 6m

Type: Simple

Duration: One scene

Combo: No

Minimum Ability: Martial Arts 4

Minimum Essence: 2

Effect: Speed 6, DV -1. A successful Martial Arts attack made while this Charm is active also subtracts one Virtue dot from any Virtue the Sidereal chooses (though it cannot reduce Virtues tied to the Great Curse below 3). Virtue damage heals at a rate of one dot per day. The minimum damage for Martial Arts attacks made while this Charm is in effect is dots in Martial Arts, rather than Essence. This is a Form-type Charm.

MEDICINE CHARMS

SMOOTH TRANSITION

Cost: 2m

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Medicine 2

Minimum Essence: 1

Effect: Speed 5, DV -2. The Sidereal may instantly and painlessly kill an Incapacitated or dying target. The target cannot be raised as undead, and, if this Charm is used on body of a ghost, that ghost is banished to the Underworld. The Sidereal may always use Valor with this Charm.

TERMINATE ILLNESS

Cost: 10m

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Medicine 3

Minimum Essence: 2

Effect: Roll (Intelligence + Medicine + Essence), difficulty equal to the disease's treatment difficulty. If successful, the target begins to recover as the disease is killed.

MELEE CHARMS

HARMONY OF BLOWS

Cost: 8m

Type: Extra Action

Duration: Instant

Combo: Yes

Minimum Ability: Melee 2

Minimum Essence: 2

Effect: The Sidereal may perform a flurry of two extra attacks, without regard to rate, without multiple action penalties and with a DV penalty equal to the highest penalty for one attack. This Charm may be used to make Archery, Melee, Martial Arts or Thrown attacks. The Sidereal may always use Temperance with this Charm.

IMPEDING THE FLOW

Cost: 3m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Melee 2

Minimum Essence: 1

Effect: The Sidereal may parry any single blockable attack of which he is aware. This is not a Perfect Defense.

PERFECTION OF THE VISIONARY WARRIOR

Cost: 10m, 1 wp, 1 hl

Type: Simple

Duration: One scene

Combo: No

Minimum Ability: Melee 5

Minimum Essence: 3

Effect: Prayer strip Charm. The Sidereal suffer no visibility penalties, and all opponents become visible (though Charms can force Sidereal to ignore foes). The Charm removes on-slaught penalty to DV and reduces attack DV penalties by 1. Once per action, the Exalt may reflexively make an Archery, Melee, Martial Arts or Thrown attack at his full dice pool, so long as the Exalt didn't flurry in that action.



SERENITY IN BLOOD

Cost: 5m, 1 wp

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Melee 4

Minimum Essence: 2

Effect: The Sidereal may parry any single attack, even if unblockable. The Exalt's player must make a successful (Perception + Melee) roll, difficulty 3, to block if the character is unaware of the attack. This is a Perfect Defense otherwise.

SMILING AT THE DAMNED

Cost: 5m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Melee 4

Minimum Essence: 3

Effect: Reduce the raw damage of the Sidereal's attack by half, but the remaining damage is rendered aggravated. The Sidereal may always use Conviction with this Charm.

OCCULT CHARMS

CELESTIAL CIRCLE SORCERY

Cost: —

Type: Permanent

Duration: Instant

Combo: No

Minimum Ability: Occult 4

Minimum Essence: 4

Effect: The Sidereal is able to cast Celestial Circle spells. The Sidereal must also possess a prayer strip Charm of any Ability to master this Charm.

MARK OF EXALTATION

Cost: 2m

Type: Simple

Duration: One scene

Combo: No

Minimum Ability: Occult 1

Minimum Essence: 1

Effect: This Charm creates a light visible to spirits and Chosen of the character's caste that reveals unmanifested spirits. The Sidereal gain one automatic success on all Presence, Performance, Occult, Bureaucracy and Socialize rolls, which may exceed normal Excellency limits, when dealing with spirits or when in Yu-Shan. The Sidereal may always use Compassion with this Charm.

TELL-TALE SYMPHONY

Cost: 5m

Type: Simple

Duration: One scene

Combo: No

Minimum Ability: Occult 3

Minimum Essence: 2

Effect: Speed 5, DV -0. This Charm allows the Sidereal to detect the use or presence of any Charms, spells, Essence or spirits. This requires a successful (Intelligence + Occult) check, difficulty 3, for the Exalt to identify the details thereof.

TERRESTRIAL CIRCLE SORCERY

Cost: —

Type: Permanent

Duration: Instant

Combo: No

Minimum Ability: Occult 3

Minimum Essence: 3

Effect: The Sidereal is able to cast Terrestrial Circle spells.

UNWEAVING METHOD

Cost: 5m, 1 wp, 1 hl


Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Occult 4

Minimum Essence: 3



Effect: The Sidereal inflicts (Essence) dice of unsoakable aggravated damage on a single target. This damage cannot be blocked or dodged. This Charm cannot harm the dead or creatures shielded from Wyld effects.

PERFORMANCE CHARMS

COMPASSIONATE ESSENCE REPLENISHMENT

Cost: None

Type: Permanent

Duration: Instant

Combo: No

Minimum Ability: Performance 1

Minimum Essence: 2

Effect: The Sidereal regains (Compassion x 2) motes after any successful roll is made for the Exalt involving Compassion or Performance.

DEFENSE OF SHINING JOY

Cost: 5m, 1 wp

Type: Simple

Duration: One scene

Combo: No

Minimum Ability: Performance 4

Minimum Essence: 3

Effect: Speed 5, DV -1. While this Charm is in effect, the character's Dodge DV is based on Performance, rather than Dodge. This DV ignores onslaught penalties and reduces the DV penalty for each attack made by 1 (to a minimum of 0).

SONG OF SPIRIT PERSUASION

Cost: 5m, 1 wp

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Performance 3

Minimum Essence: 2

Effect: Roll (Manipulation + Performance), with a difficulty equal to the Essence of the targeted god or elemental (+2 if the spirit is one of earth, water or air). Success indicates the spirit is rendered an ally for one story (the Exalt may spend [spirit's Essence] experience points to gain this ally permanently).

PRESENCE CHARMS

FORCE DECISION

Cost: 5m, 1 wp

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Presence 3

Minimum Essence: 2

Effect: Speed 4, DV -1. Roll (Manipulation + Presence), difficulty (target's Essence). Success indicates the target makes the decision the Sidereal wishes him to make.

HEROIC ESSENCE REPLENISHMENT

Cost: None

Type: Permanent

Duration: Instant

Combo: No

Minimum Ability: Presence 1

Minimum Essence: 2

Effect: The Sidereal regains (Valor x 2) motes of Essence after any successful roll made for the character involving Valor or Presence.

IMPOSE MOTIVATION

Cost: 3m

Type: Simple

Duration: Indefinite

Combo: Yes

Minimum Ability: Presence 4

Minimum Essence: 2

Effect: The target gains the Sidereal's Motivation in addition to the target's own.

RESISTANCE CHARMS

OPTIMISTIC SECURITY PRACTICE

Cost: 5m

Type: Simple

Duration: One scene

Combo: No

Minimum Ability: Resistance 2

Minimum Essence: 1

Effect: Speed 5, DV -1. Add the Sidereal's Essence to his bashing, lethal and aggravated soak while this Charm is in effect. Attackers with Compassion lower than the Sidereal's Essence must spend a Willpower point to attack, or the attack fails. This Charm may not be used with armor.

SHIELD OF MARS

Cost: 5m, 1 wp

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Resistance 3

Minimum Essence: 2

Effect: The Sidereal may transfer damage inflicted on her to another target present. Roll (Dexterity + Resistance), transferring one health level damage per two successes garnered. This Charm may transfer unblockable, undodgeable and unsoakable damage. Aggravated damage is transferred as lethal damage. If the target uses a Perfect Defense, neither the Sidereal nor the target takes damage.

STORM'S EYE STANCE

Cost: 10m, 1 wp, 1 hl

Type: Simple

Duration: One scene

Combo: No

Minimum Ability: Resistance 4

Minimum Essence: 3

Effect: Prayer strip Charm. The Sidereal may cause targets to receive the same damage as he does by reflexively spending 3 motes per target. Only Perfect Defenses protect from this damage.

WATER AND FIRE LEGION

Cost: 5m, 1 wp, 1 hl

Type: Reflexive

Duration: Until Calibration

Combo: No

Minimum Ability: Resistance 3

Minimum Essence: 2

Effect: If touching fire when this Charm is activated, the Sidereal cannot be burned or suffocated by flame for the Charm's duration. If touching water, the Sidereal cannot be frozen, boiled, sickened or drowned by water for the Charm's duration. If touching a spirit or elemental of water or fire, roll (Charisma + Resistance), difficulty (spirit's Essence), to coerce the spirit to protect something without retaliation for the Charm's duration. This Charm may not be used during Calibration. The Sidereal may always use Compassion with this roll.

RIDE CHARMS

ORDAINED BRIDLE OF MERCURY

Cost: 10m, 1wp, 1xp

Type: Simple

Duration: Until bridle is applied

Combo: No

Minimum Ability: Ride 2

Minimum Essence: 2

Effect: Speed 6, DV -2. The Sidereal may use this Charm to increase her Familiar Background by one dot or to gain Familiar •, the familiar being chosen by the Maiden of Journeys. For an extra experience point, the Sidereal may turn an animal of her choosing into a familiar. This Charm also costs an additional experience point to turn an animal unsuitable for riding into a familiar. A Sidereal may possess a maximum number of familiars and acquaintances equal to (Essence).

RIDING THE DRAGON

Cost: 20m, 1wp, 1hl

Type: Simple

Duration: One scene

Combo: No

Minimum Ability: Ride 5

Minimum Essence: 4

Effect: Prayer strip Charm: Speed 8, DV -3. The Sidereal affixes a prayer strip to a familiar or acquaintance, who will struggle to remove the strip for five actions (must be restrained to prevent). Afterward, the being transforms into a lesser elemental dragon, either an air or water dragon, which may be ridden by the Sidereal. The dragon flies at 500 miles per hour with unlimited tactical movement, has DV 5 (ignores onslaught penalties and reduces DV penalty of attacks by 1)), a soak of 20B/20L/20A, possesses 10 -0 health levels and fights with its claws (Speed 5, Accuracy 18, Rate 2, Damage 19L). For each success on a (Charisma + Ride) roll made for the rider, the dragon gains one extra action at its full dice pool. The dragon may use any spirit Charm or elemental power, except for extra action Charms or those that grant permanent bonuses or penalties, but the rider must pay for use of those Charms with her own motes, Willpower and/or health levels. The Sidereal may always use Conviction with this Charm.

YELLOW PATH

Cost: 2m

Type: Simple

Duration: One journey

Combo: No

Minimum Ability: Ride 3

Minimum Essence: 2

Effect: Speed 6, DV -2. This Charm illuminates the path that is the fastest route to the Sidereal's destination. The path is not necessarily a safe one, but its difficulties will be overcome. Roll (Essence): one success provides a substantial improvement over normal travel time, three successes allows the Exalt to arrive in time if any chance of making a deadline exists and five successes allows the Sidereal to make any appointment not already missed.

SAIL CHARMS

MIRROR-SHATTERING METHOD

Cost: 5m

Type: Simple


Duration: Five days

Combo: No

Minimum Ability: Sail 3

Minimum Essence: 2

Effect: Activating this Charm shifts the character's perspective to a field of white water, flower petals or butterflies as he separates himself from the normal processes of fate. The Sidereal may then travel for the duration of the Charm at twice his normal speed, ignoring obstacles. Though he remains in Creation, his passage is obscured (+2 difficulty to spot and track). He cannot sense the world around him, but arrives in an auspicious spot. The Sidereal may use this Charm when on foot (but he must be in or above water) or when sailing in a ship, whereupon the entire ship and crew are taken along. This Charm may be used to travel to Yu-Shan, which takes one day by ship or five days on foot, and



may allow travel to other unusual locales, such as Malfeas, at the Storyteller's discretion.

STONE-SKIPPING SPIRIT

Cost: 5m

Type: Simple

Duration: One scene

Combo: No

Minimum Ability: Sail 2

Minimum Essence: 1

Effect: This Charm causes a ship to sail smoothly, ignoring environmental penalties, as though with a good wind on a placid sea, despite local weather. The ship still suffers from any damage penalties, but it doesn't take further penalties and stops taking on water.

SOCIALIZE CHARMS

STERN ESSENCE REPLENISHMENT

Cost: None

Type: Permanent

Duration: Instant

Combo: No

Minimum Ability: Socialize 1

Minimum Essence: 2

Effect: The Sidereal regains (Conviction x 2) motes after her player makes any successful roll involving Conviction or Socialize.

WANTING AND FEARING PRAYER

Cost: 10m, 1wp, 1hl

Type: Simple

Duration: Indefinite

Combo: No

Minimum Ability: Socialize 5

Minimum Essence: 4

Effect: Prayer strip Charm. The Sidereal may cause two prayer strips to appear around the bones of any two named targets within 10 miles (requires 12 successes on an extended [Dexterity + Medicine] roll to remove a strip). Roll (Manipulation + Socialize), difficulty (target's Essence), once for each target. Success indicates the Sidereal may dictate a new social dynamic between the two targets, creating genuine emotion. The Sidereal may always use Conviction with this roll.

YOU AND YOURS STANCE

Cost: 10m, 1wp

Type: Simple

Duration: One scene

Combo: No

Minimum Ability: Socialize 3

Minimum Essence: 3

Effect: The Sidereal becomes the embodiment of lust and desirability, making others consider him a valued possession. Players of those actively hostile to the Exalt must make suc-

cessful Conviction rolls in order for their characters to attack him. The players of all others must make Temperance rolls to avoid having their characters do all they can to please him. The Sidereal's player adds the Exalt's Essence to all seduction rolls made for the character.

STEALTH CHARMS

SUBORDINATE INSPIRATION TECHNIQUE

Cost: 1m

Type: Simple

Duration: One minute

Combo: No

Minimum Ability: Stealth 5

Minimum Essence: 3

Effect: While Walking Outside Fate is active, the Sidereal may cause the target to hear her words as his own thoughts, so long as the target cannot perceive the Sidereal. The target's player may make a (Perception + Awareness) check, difficulty (Sidereal's Essence), for the target to realize the thoughts are not his own.

WALKING OUTSIDE FATE

Cost: 5m, 1wp

Type: Simple

Duration: Indefinite

Combo: No

Minimum Ability: Stealth 5

Minimum Essence: 3

Effect: The Sidereal steps outside of fate and is rendered undetectable to those with an Essence trait equal to or lower than her own, though others may get a (Perception + Awareness) check to feel that someone is nearby. Even if the check succeeds, her position inflicts an additional +2 difficulty to attempts made to affect her with Charms and other effects. Only supernatural trackers may follow the Exalt.

SURVIVAL CHARMS

ADOPTING THE UNTAMED FACE

Cost: 4m

Type: Simple

Duration: One scene

Combo: No

Minimum Ability: Survival 2

Minimum Essence: 2

Effect: The Sidereal's player gains (Essence) automatic successes in any roll made against a natural beast. The Exalt's player also gains (Essence) bonus dice to social rolls when dealing with Lunars. The Sidereal may always use Compassion with this Charm.

SKY AND RAIN MANTRA

Cost: 10m

Type: Simple

Duration: One day

Combo: No

Minimum Ability: Survival 3

Minimum Essence: 2

Effect: Roll (Stamina + Survival) for the Sidereal to worsen or to calm weather in either minutes or hours (depending on severity of the change). Successes rolled equal the difficulty for Survival rolls while traveling in harsh weather. It is only difficulty 1 for the Sidereal to calm the weather.

WILDERNESS-COMMANDING PRACTICE

Cost: 10m, 1wp

Type: Simple

Duration: Five days

Combo: No

Minimum Ability: Survival 5

Minimum Essence: 4

Effect: Prayer strip Charm. With this Charm, the Sidereal takes control of a region of wilderness. The Exalt notices anyone of interest within (Essence) miles, even if that being is considered untrackable. The Sidereal may spend 2 motes per person to grant targets three bonus successes to Survival checks or to reduce a person's Survival dice pool to 0. In addition, by spending 5 motes and his player successfully rolling (Manipulation + Survival), difficulty (Essence of beast or spirit), the Exalt may convey the location of someone to a local spirit or beast, causing it to see the target as a hated enemy. The Sidereal may always use Valor with this Charm.

THROWN CHARMS

LIFE GETS WORSE APPROACH

Cost: 3m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Thrown 3

Minimum Essence: 2

Effect: Add the Sidereal's Essence to the raw damage of a Thrown attack. If attack hits, the weapon remains in the target and attracts airborne objects. Once per action, if an Archery or Thrown attack within range of the target misses, the Exalt may spend 2 motes to draw the attack to the target with the weapon in her, also subjecting her to the effects of any Charms used on those attacks. A successful (Strength + Athletics) test is required to remove the Sidereal's weapon, which instantly ends the Charm's effect.

UNRELENTING TORMENT TECHNIQUE

Cost: 10m, 1wp, 1hl

Type: Simple

Duration: Indefinite

Combo: No

Minimum Ability: Thrown 5

Minimum Essence: 4

Effect: Prayer strip Charm: Speed 5, DV -2. The Sidereal throws the prayer strip at an opponent or object: range 100 yards, accuracy +0 to attach to the target. Anytime the Sidereal takes damage and has one hand free, he may reflexively throw a hatchet of Essence at that target up to a quarter of a mile distant through any obstacles, which can be averted only by Perfect dodges and Perfect parries that specifically block any attack. The effect ignores non-Perfect soaks as well and inflicts (Essence)L dice of damage. Each success removes one health level of damage from the Sidereal. The Sidereal may only have one prayer strip active at a time. While the Charm is in effect, the target wishes to kill the Sidereal so long as she can see him, requiring a successful Willpower roll to resist the urge to attack. The Sidereal may always use Conviction with this Charm.

WILLFUL WEAPON METHOD

Cost: 4m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Thrown 2

Minimum Essence: 1

Effect: Make a Thrown attack roll for the Sidereal as he casts the shadow of a weapon out up to the maximum range of that weapon, ignoring penalties for range and weather. Success inflicts normal damage as the weapon appears in the target's chest, plus inflicts the loss of 2 Willpower points. If the weapon misses, the shadow remains until an attack is successful. The Sidereal may always use Temperance with this Charm.

WAR CHARMS

DEMON-BLOCKING BATTLE PATTERN

Cost: 8m

Type: Simple


Duration: Until battle ends

Combo: No

Minimum Ability: War 5

Minimum Essence: 3

Effect: To use this Charm, the Sidereal must first apply Predestined Triumph Practice. He then arrays his troops into formations that are detrimental to creatures of Malfeas and the Underworld. Roll the Sidereal's (Intelligence + War) as he plans and then executes the Battle Pattern (maximum successes of [Essence]). Successes on this roll equal the Pattern's Perfection rating. One Exalt/god or 20 mortals may take an action to inflict a dice-pool penalty equal to Perfection on a



creature of Malfeas or the Underworld. A Sidereal may only use one Battle Pattern at a time. The Sidereal may always use Compassion with this Charm.

ESSENCE-DRAINING BATTLE PATTERN

Cost: 8m

Type: Simple

Duration: Until battle ends

Combo: No

Minimum Ability: War 5

Minimum Essence: 3

Effect: To use this Charm, the Sidereal must first apply Predestined Triumph Practice. Then, the Sidereal arrays her troops in formations to inhibit Essence. Roll the Sidereal's (Intelligence + War) as she plans and then executes the Battle Pattern (maximum successes of [Essence]). Successes on this roll equal the Pattern's Perfection rating. One Exalt/god or 20 mortals may take an action to change the Essence flows of the battlefield, gaining them 1 mote of Essence, plus adding Perfection to Essence costs of Charms and spells employed by their opponents. Any number of characters may join the pattern during the battle (though the Pattern can never more than double any Charm's or spell's cost). A Sidereal may only use one Battle Pattern at a time. The Sidereal may always use Compassion with this Charm.

PREDESTINED TRIUMPH PRACTICE

Cost: 8m, 1wp

Type: Simple

Duration: One battle

Combo: No

Minimum Ability: War 4

Minimum Essence: 2

Effect: This Charm grants insight to a side in battle, giving its enemies a one-die penalty to attacks and DV. The Charm is automatically successful if the Sidereal is leading the side she favors, but requires a successful (Charisma + War) roll if she's merely advising the leader (difficulty 1 for a cooperative leader, difficulty 3 for untrusting leader or difficulty 5 for leader opposed to heeding her advice).

SPIRIT-BINDING BATTLE PATTERN

Cost: 10m, 1wp, 1hl

Type: Simple

Duration: Until battle ends

Combo: No

Minimum Ability: War 5

Minimum Essence: 3

Effect: Prayer strip Charm. To use this Charm, the Sidereal must first apply Predestined Triumph Practice. The Sidereal names a god or elemental to be summoned and bound (maximum Essence of spirit is [5 + 1 for each additional Sidereal involved]). The Sidereal gains one die to a summoning pool per death of one god/Exalt or 20 mortals in battle, and the

Sidereal may choose to summon the spirit at any point. The difficulty of the summoning equals the spirit's Essence. Success binds the spirit to grant whatever favor the summoner asks without retribution or to serve for a full year and a day, taking whatever revenge it will later. A Sidereal may only use one Battle Pattern at a time. The Sidereal may always use Compassion with this Charm.

TRAINING MANDATE OF AUSPICIOUS BATTLE

Cost: 10m, 1wp

Type: Simple

Duration: One week

Combo: No

Minimum Ability: War 2

Minimum Essence: 2

Effect: This Charm is used to train troops. Choose one of the Battles Abilities (Archery, Melee, Presence, Resistance, War) per dot of Sidereal's Essence. Rolls involving these Abilities have their target numbers reduced by 1. Each soldier upon whom this Charm is active counts as two for purposes of enacting Battle Patterns.

TRAINING MANDATE OF CELESTIAL EMPOWERMENT

Cost: 12m, 1 wp

Type: Simple

Duration: Two weeks

Combo: No

Minimum Ability: War 3

Minimum Essence: 2

Effect: The Sidereal may group up to (Essence) gods or Exalts into a single unit, which is treated as a single being with the average Essence of the group for the purpose of Sidereal astrology effects in the House of Battles. When using Sidereal astrology on units of mortals, every 20 mortals is considered one being when determining Scope. These troops must have received the Training Mandate of Auspicious Battle.

TRAINING MANDATE OF WAR-GOD PUISSANCE

Cost: 15m, 1 wp

Type: Simple

Duration: One week

Combo: No

Minimum Ability: War 5

Minimum Essence: 3

Effect: The Sidereal may train groups of gods, temporarily field-promoting them to positions under the five regional war gods. So long as the gods are under the direct command of the Sidereal, they gain +1 Essence, +10 motes and any two Valor Charms they do not already possess (chosen by the Sidereal). Additionally, the cost for Materialize is reduced by ([Sidereal's Essence] x 5) motes, (to a minimum of 1 mote). These troops must have received the Training Mandate of Auspicious Battle. This Charm may be used on up to (Essence x 5) gods at any one time.

CHARM PACKAGES

Archer I (Requirements: Archery 3, Dodge 2; Essence 2)

Package: Fateful Archery Excellency, First Archery Excellency, Opportune Shot, Third Dodge Excellency

Archer II (Requirements: Archery 4, Dodge 3; Essence 3; Archer I)

Package: Duck Fate, Every Direction Arrow, Second Dodge Excellency

Archer III (Requirements: Archery 5; Essence 4; Archer I & II)

Package: Many Missiles Bow Technique

Bureaucrat I (Requirements: Bureaucracy 3, Lore 1; Essence 2)

Package: Fateful Bureaucracy Excellency, Fateful Lore Excellency, Icy Hand, Slick Essence Replenishment

Bureaucrat II (Requirements: Bureaucracy 5, Lore 2, Socialize 1; Essence 3; Bureaucrat I)

Package: End Debate, Fateful Socialize Excellency, The Methodology of Secrets, Stern Essence Replenishment

Bureaucrat III (Requirements: Lore 3; Bureaucrat I & II)

Package: Avoiding the Truth Technique, Third Bureaucracy Excellency

Fate-Crafter I (Requirements: Craft 3, Dodge 2; Essence 2)

Package: Fateful Craft Excellency, Mending Warped Designs, Third Dodge Excellency, World-Shaping Artistic Vision

Fate-Crafter II (Requirements: Awareness 2, Dodge 3; Essence 3; Fate-Crafter I)

Package: Duck Fate, Fateful Awareness Excellency, Prior Warning, Wise Choice

Fate-Crafter III (Requirements: Craft 5, Dodge 5; Essence 4; Fate-Crafter I & II)

Package: Implicit Construction Methodology, Neighborhood Relocation Scheme

Investigator I (Requirements: Investigation 3; Essence 2)

Package: Efficient Secretary Technique, Fateful Investigation Excellency, Marvelous Inclusion of Details

Investigator II (Requirements: Awareness 2, Investigation 4; Essence 3; Investigator I)

Package: Fateful Awareness Excellency, Prior Warning, Third Investigation Excellency, Wise Choice

Investigator III (Requirements: Awareness 5; Investigator I & II)

Package: Embracing Life Method, Inevitable Pursuit

Martial Artist I (Requirements: Martial Arts 3; Essence 2)

Package: Blade of the Battle Maiden, Fateful Martial Arts Excellency, Flight of Mercury, Joy in Adversity Stance, Secrets of Future Strife

Martial Artist II (Requirements: Martial Arts 5, Resistance 2; Essence 3; Martial Artist I)

Package: Death-Parrying Stroke, Fateful Resistance Excellency, Life-Severing Blow, Optimistic Security Practice, Violet Bier of Sorrows Form

Martial Artist III (Requirements: Martial Arts 5, Resistance 3; Essence 4; Martial Artist I & II)

Package: Conclusion-Pursuing Approach, Shield of Mars

Melee Specialist I (Requirements: Melee 3; Essence 2)

Package: Fateful Melee Excellency, First Melee Excellency, Harmony of Blows, Impeding the Flow

Melee Specialist II (Requirements: Melee 4; Essence 3; Melee Specialist I)

Package: Serenity in Blood, Smiling at the Damned, Third Melee Excellency

Melee Specialist III (Requirements: Melee 5; Melee Specialist I & II)

Package: Perfection of the Visionary Warrior

Socialite I (Requirements: Performance 3, Socialize 3; Essence 2)

Package: Compassionate Essence Replenishment, Fateful Performance Excellency, Fateful Socialize Excellency, Song of Spirit Persuasion, Stern Essence Replenishment

Socialite II (Requirements: Integrity 3, Performance 4, Socialize 5; Essence 3; Socialite I)

Package: Agent of Fate Immunity, Defense of Shining Joy, Fateful Integrity Excellency, Stable Horoscope Defense, You and Yours Stance

Socialite III (Requirements: Integrity 5; Essence 4; Socialite I & II)

Package: First Performance Excellency, Spiders Punish the Traitor Method, Wanting and Fearing Prayer

Sorcerer I (Requirements: Occult 3; Essence 2)

Package: Mark of Exaltation, Fateful Occult Excellency, First Occult Excellency, Tell-Tale Symphony

Sorcerer II (Requirements: Occult 4; Essence 3; Sorcerer I)

Package: Terrestrial Circle Sorcery, Unweaving Method

Sorcerer III (Requirements: Occult 5; Essence 4; Sorcerer I & II)

Package: Celestial Circle Sorcery

Stealer-In I (Requirements: Larceny 3, Stealth 1; Essence 2)

Package: Fateful Larceny Excellency, Fateful Stealth Excellency, Sidereal Shell Games

Stealer-In II (Requirements: Stealth 5; Essence 3; Stealer-In I)

Package: First Larceny Excellency, Subordinate Inspiration Technique, Walking Outside Fate

Stealer-In III (Requirements: Larceny 5; Essence 4; Stealer-In I & II)

Package: Conning Chaos Technique, Third Stealth Excellency

Thrown Specialist I (Requirements: Dodge 1, Thrown 3; Essence 2)

Package: Fateful Dodge Excellency, Fateful Thrown Excellency, Life Gets Worse Approach, Willful Weapon Method

Thrown Specialist II (Requirements: Dodge 3; Essence 3; Thrown Specialist I)

Package: Duck Fate, First Dodge Excellency, First Thrown Excellency

Thrown Specialist III (Requirements: Thrown 5; Essence 4; Thrown Specialist I & II)

Package: Unrelenting Torment Technique

War-Master I (Requirements: Presence 1, War 4; Essence 2)

Package: Fateful Presence Excellency, Fateful War Excellency, Predestined Triumph Practice, Training Mandate of Auspicious Battle, Training Mandate of Celestial Empowerment

War-Master II (Requirements: Craft 2, War 5; Essence 3; War-Master I)

Package: Demon-Blocking Battle Pattern, Essence-Draining Battle Pattern, Fateful Craft Excellency, Heroic Essence Replenishment, World-Shaping Artistic Vision

War-Master III (Requirements: Essence 4; War-Master I & II)

Package: Spirit-Binding Battle Pattern, Third War Excellency, Training Mandate of War-God Puissance

FANG OF CELESTIAL LIONS

Celestial lions are only ever truly deployed in fang-sized units of five celestial lions. Nonetheless, they are capable of unleashing a great deal of damage to enemies. When actually going to war, they are outfitted with very basic artifacts, but fight with their natural weaponry.

Fang of Celestial Lions (Drill 4, Magnitude 1)

Close Combat Attack: 6 **Close Combat Damage:** 8

Ranged Attack: — **Ranged Damage:** —

Endurance: 14 **Might:** 5 **Armor:** 10

Morale: 4

MARTIAL GOD SCALE

Usually organized into scales of soldiers, martial gods are either the direct servants of the gods of war (such as the aurochs of Ahlat) or gods under the influence of the Sidereal War Charm Training Mandate of War-God Puissance. They are invariably armed with the finest of divine weapons and armor.

Fang of Martial Gods, 5 per martial god scale (Drill 5, Magnitude 1)

Close Combat Attack: 5 **Close Combat Damage:** 4

Ranged Attack: 6 **Ranged Damage:** 4

Endurance: 11 **Might:** 8 **Armor:** 5

Morale: 4

Martial God Scale (Drill 5, Magnitude 2)

Close Combat Attack: 5 **Close Combat Damage:** 4

Ranged Attack: 6 **Ranged Damage:** 4

Endurance: 11 **Might:** 8 **Armor:** 5

Morale: 4

TALON OF ELEMENTALS

In times when marshaling large numbers of defenders for Heaven is absolutely necessary, elementals are the favored soldiers thereof. Able to be marshaled quickly by elemental dragons and led into battle by Sidereals or gods of war, full



war-talons of elementals are composed of five scales of elementals, one for each of the elements.

Elemental Scale, 5 per talon of elementals (Drill 3, Magnitude 2)

Close Combat Attack: 6 **Close Combat Damage:** 4

Ranged Attack: 3 **Ranged Damage:** 4

Endurance: 7 **Might:** 3 **Armor:** 3

Morale: 4

Talon of Elementals (Drill 3, Magnitude 3)

Close Combat Attack: 6 **Close Combat Damage:** 4

Ranged Attack: 3 **Ranged Damage:** 4

Endurance: 7 **Might:** 3 **Armor:** 3

Morale: 4

SPECIAL EFFECTS

SIDEREAL ASTROLOGY

Sidereal astrology is not the astrology of mortals. Though the effects of Sidereal astrology are expressed within the understanding of the movements of the stars, Sidereal astrology does not seek to interpret the events of the future — rather, this style of astrology creates them. It is a wide-reaching and powerful form of magic.

The night sky is divided into five houses, in which shines the bright light of one of the Maidens. Each of these houses contains five constellations, which are representative of some aspect of Creation. Sidereals receive initiation into the secrets for manipulating the parts of Creation that are associated with that constellation. These bodies of secret lore are known as “colleges.”

Though the process for doing so can take many days, the expression thereof is simple: a Sidereal simply petitions Heaven to move the star of his chosen target or targets into a position relative to the constellation the Sidereal is using. If the constellation ends up in an ascending position relative to the star of the target, what is called an ascending destiny is created, a blessing of some kind. If the constellation ends up in a descending position relative to the star of the target, what is called a descending destiny is created.

Effectively, this grants any number of minor magical effects that are absolutely subtle in their expression. When undertaking a certain task, ascending destinies can reduce target numbers, lower difficulties (or grant bonuses on opposed rolls), renew Willpower or offer a bonus to a Virtue. Likewise, descending destinies can increase target numbers, increase difficulties (or levy penalties on opposed rolls), reduce Willpower or grant a penalty to a Virtue.

In addition to ascending and descending destinies, Sidereals can petition that their own stars be taken and placed directly within the centers of constellations, subsuming their

own (admittedly vague) identities within Creation with one that typifies the themes and powers of that constellation — a veritable archetype of a person whose life is influenced by that constellation.

Sidereals can create whole personalities and emplace them within the appropriate constellations, creating a person out of whole cloth, so long as they bear trappings such as clothing, accoutrements, equipment and even emotional attitudes appropriate to that personality. This isn't simply a disguise, as the Sidereal doesn't actually change appearance without the aid of other magics. Rather, this is simply the creation of a wholly new destiny in the Tapestry, one that fits seamlessly into the knowledge and experience of others in Creation. Those who meet a Sidereal's resplendent destiny do not see the Sidereal — they see the person whose fate the Sidereal has assumed.

Sidereals may even create resplendent destinies and set them aside, holding them in reserve until the Sidereals have need of those identities. Resplendent destinies are considered astrological effects, however, and, therefore, count against the maximum number of effects the Sidereal may have active at any given time.

A creature may have a maximum number of astrological effects in effect on it equal to its Essence at any given time. This includes Sidereals who have resplendent destinies, as well.

Paradox: When creating certain astrological effects that are wide and powerful in scope, a Sidereal brings the ire of Heaven down upon himself, in the form of Paradox. Paradox always results from the use of astrology, whether trying to affect areas that are too large, or by allowing one's anima manifestation to rip away a resplendent destiny. When too much Paradox accumulates, terrible things happen, from the Sidereal losing all of his Essence for up to 10 days to his body being wracked with pain or wounds to his being horribly disfigured for a time or even his loved ones dying.



I KNOW YOU'RE
HERE, SECOND
SHARK. SHOW
YOURSELF.



YOU'RE A
FOOL TO
CHALLENGE
ME IN MY
OWN ARENA
AFTER DARK!



!!!

I'M NOT HERE
TO CHALLENGE YOU,
DEAD MAN, BUT
TO SECURE YOUR
ALLEGIANCE.



AGAINST
WHOM,
EXACTLY?

THE MAN
WHO KILLED YOU
IN THIS PIT,
STEALING YOUR
LIVING GLORY.



PANTHER.

YES, THOSE HE
MURDERED ARE
LEGION, AND
THEY THIRST
FOR HIS BLOOD.



I NOT
THE LEAST
AMONG THEM.



CHAPTER FOUR

THE ABYSSAL EXALTED

Wicked creatures of terrible might, the Abyssal Exalted are perhaps, in all of Creation, the creatures that adhere closest to the Immaculate concept of Anathema. Wielders of powers inimical to life and Creation itself, these deathknights (so called for their service to the Deathlords of the Underworld) may be beauteous or hideous by turns, but they are never forgettable.

The first deathknights appeared but recently, their emergence coinciding with the return of the Solar Exalted. Some who know of both claim that for each newly emerged Solar Exalted there is a wicked twin of the Abyssal Exalted. Others believe that the Solar Exalted and the Abyssal Exalted are the same beings in different guises or serving different spiritual imperatives at different times.

Though none of those theories are correct, the truth is perhaps a little too close to all of them. The Abyssal Exalted certainly do seem to be Solar Exalted, reflected through a

mirror, darkly. They wield similar powers, and even the signs of their Exaltation are similar in shape, if not manifestation — where the caste marks of the Lawgivers manifest as terrible beacons of solar light, the caste marks of the deathknights bruise the foreheads of the Abyssals and then crack open to bleed dark blood down the face of those Chosen by the Deathlords.

In actuality, there is a reason for the similarity. The Abyssal Exalted themselves are not warped or twisted, but rather those Essences. In recent years, the Deathlords found the means to secure a vast treasure trove of Solar Essences originally locked away beneath the ocean by the ancient Sidereals of the Bronze Faction during the twilight days of the Usurpation. While many of those Essences escaped — precipitating the return of the mighty Solar Exalted into the world — the Deathlords seized a number of the Essences and have since twisted them irrevocably into Abyssal Essences.

THE DEATHLORDS

The Deathlords are wicked tyrants of the Underworld, ruling with every method from slick political manipulation to absolute military dictatorship. These titans of the lands of the dead are unmatched in power by any creature in the Underworld and by very few in Creation and Heaven. The worst potential enemy of a Deathlord is another Deathlord, but the Gray Tyrants (as some denizens in the Underworld refer to them) have thus far managed to maintain a peaceful accord with one another. This peace is balanced and held in place by the threat of terrible violence: one Deathlord who makes overt maneuvers against another is likely to draw the ire of all the others.

In the days following the Usurpation, the Exaltations of the Solar Exalted were locked away in the Jade Prison. Their animal souls were locked away in elaborate manse-tombs, while their higher souls could only haunt the area of the Inland Sea, gazing in anger and frustration upon the Jade Prison. In time, certain Neverborn approached these ghosts and offered them great and terrible power in return for their names and their service. At first, only 10 accepted; in the centuries since, however, that number has grown to 13.

These newly made Deathlords were recognized as creatures of power by the denizens of Stygia and the Underworld, but these Deathlords seemingly had no interest in domination. They simply faded into the workings of the Underworld, seeking out sages and ghostly libraries, and they soon earned reputations as academicians and knowledge-seekers.

In time, though, the Deathlords made their power known and laid siege to Stygia. No power in the Underworld could stop them, and they quickly realized that their only true rivals for power were one another. They came to an accord, considering Stygia their joint domain, but only after an extended war with the First and Forsaken Lion, who had been the first to invade the great city of the dead. In the end, the Deathlords agreed to rule Stygia as a great congress, with its traditional Dual Monarchs kept as figureheads. Each of the Deathlords now maintains an impressive citadel there.

We have only detailed nine Deathlords here. The intention is to give the Storyteller a body of useful villains, allies and other forms of wickedness in the form of nine Deathlords, while leaving their ranks incomplete to allow the Storyteller to create his or her own.



DEATHLORD POWERS

All Deathlords are capable of strange and curious abilities, many of which are manifestations of forgotten Charms from the First Age, incredible potent ghostly powers or some combinations thereof. All of the Deathlords have the following powers in common, however:

- **Mutable Form:** All Deathlords can change their appearance, ranging in size between a large dog and a large man. They can become larger or smaller creatures, but doing so requires the expenditure of more Essence. *Cost:* 10 motes, 1 Willpower

- **Eyes of Oblivion:** With but a glance, a Deathlord can kill a mortal. The ghost that results from that terrible death is beholden to the Deathlord for one thousand days. *Cost:* 2 motes

- **Command of the Dead:** All zombies, skeletons and other mindless walking dead must obey the will of a Deathlord. With but a thought, a Deathlord may seize control of all the walking dead within his sight. This power costs nothing in a shadowland or in the Underworld. *Cost:* 5 motes (in Creation)

- **Feed on the Dead:** As a dice action, a Deathlord may feed upon the vitality of ghosts and other denizens of the Underworld, draining 1 permanent Essence to replenish 3 motes to his Essence pool. This may only be used on one ghost per action. *Cost:* None

- **Necromancy:** Deathlords wield all the powers of Necromancy, and the powers of up to Celestial Circle sorcery besides (though the effects they summon are deathly, so they could simply be necromantic mimicries of sorcery spells). Deathlords are known to be able to summon demons of the Third Circle, though they do not do so with any frequency. *Cost:* Per the use of Necromancy or sorcery

- **Artifacts:** Deathlords have at their command any number of artifacts, rated 1 through 3, and several rated 4 and 5. *Cost:* None





THE FIRST AND FORSAKEN LION

A magnificent warlord clad in mighty armor that is his prison as punishment for daring to think to rise up against his Neverborn master, the First and Forsaken Lion is a figure of terror in the Underworld. His Legion Sanguinary is the largest army in the lands of the dead, and his tactics are those of the mightiest generals from the glories of the First Age. Though Creation looks to the Mask of Winters as the most terrible danger posed by the lands of the dead, its denizens have yet to experience the danger posed by the First and Forsaken Lion. This suits him well. In the meantime, he builds greater and greater necromantic weapons of war, and his pressgangs sweep the Underworld, adding more troops to his armies. Those ghosts that will not swear allegiance to the Deathlord are forged into equipment for those that will. All ghosts have a use for the tyrant Deathlord in his plans to subjugate and then murder all of Creation.

Known Servants: The Legion Sanguinary, the massive army of the First and Forsaken Lion; Walking on Laughter, a Dusk Caste who acts as the Lion's lieutenant, known for piloting the Insidious Ebon Xoanon, the First and Forsaken Lion's own necromantic warstrider; Meticulous Owl, a sickly seeming Day Caste Abyssal utterly loyal to his lord and Princess Magnificent with Lips of Coral and Robes of Black Feathers, the First and Forsaken Lion's fellow Deathlord.

PRINCESS MAGNIFICENT WITH LIPS OF CORAL AND ROBES OF BLACK FEATHERS

A dark, green-clad beauty adorned in a mantle of black feathers, the Princess Magnificent once ruled the shadowland now known as the Walker's Realm. But she underestimated a trio of gods that sought to shepherd and protect their mortal worshipers in the wake of the Great Contagion and rejected the three gods' entreaties of alliance. They outmaneuvered her, and she was forced to flee. In punishment, her Neverborn lord made her the slave of the First and Forsaken Lion, who has used her as a diplomat and emissary. She is all but forgotten in Creation, though she fervently plans to regain her freedom.

Known Servants: Though she is not permitted Abyssal Exalts by the First and Forsaken Lion, she has nonetheless appropriated a Monstrance of Celestial Portion and created the Moonshadow Caste Abyssal Son of Crows. His training is incomplete, and he has not been presented to the Labyrinth. Because of this, his sanity slowly slips from him as he hides, a refugee, in a village of ghosts.

THE BISHOP OF THE CHALCEDONY THURIBLE

A being of strange countenance, the Bishop — who is also called the Shining One and the Great Diaconate of Silent Vespers — usually appears as a beardless old man with empty eye sockets. When he is enraged, however, his form warps into that of a corpse-thin, oily, black-skinned creature with fanged maw whose eye-pits stream gray bile

down the trenches in his face. Horrific sexual organs and strangely shaped bones emerge and retreat from within his flesh, as though something moves around beneath the skin, pushing things aside in the something's travels. The Bishop penned *The Tome of Endless Night*, a necro-theological treatise that has served as the beginnings of uncountable death cults throughout Creation. His initial work has been interpreted and expanded upon by innumerable sages and savants through the years, and the Bishop is interested to see where others have taken his concepts — his library in the Hidden Tabernacle is filled with the scriptures, poetry, journals and mad ramblings his testament has engendered, and he spends many an hour pouring through them. The sects that have their genesis in this mad godlike being invariably fall to squabbling and internecine warfare over points of theology on which he refuses to comment. After the slaughter, he merely welcomes them into his fold in death.

Known Servants: Two servants, the Celebrant of Blood and Ten Thousand Virtues, are known to dwell at the Hidden Tabernacle. The Celebrant is the foremost of the Bishop's many deathknights, a disciple who sought out her death at the Hidden Tabernacle, but was instead Exalted. Precisely who or what Ten Thousand Virtues is remains a mystery, however. In addition, there are those who say that the Abyssal known as the White Walker is a servant of the Bishop's.

THE BODHISATTVA ANOINTED BY DARK WATER

Also called the Silver Prince, the Bodhisattva Anointed by Dark Water is the utter master of the Skullstone Archipelago, a sizeable shadowland in the West. His domain is not the haunted wasteland that so many shadowlands in Creation are. Indeed, the Skullstone Archipelago is a highly populated civilization obsessed with death, with strong bureaucracies in place that are run by the living at its lowest levels, but in which the death and transition into a ghost of a bureaucrat is tantamount to a promotion. Likewise, the Deathlord himself is not the ravaging deathly thing that so many of his brethren are — the Silver Prince is an incredibly skilled ruler, capable of wielding military force, political machinations and mercantile pressure with equal adroitness. Indeed, there are those among the other Deathlords who believe that he has abandoned the cause of bringing Creation to Oblivion, but the Silver Prince maintains that his view is simply longer than that of others.

Known Servants: The majority of the Silver Prince's servants are mortals, scattered throughout the West and parts of the North, the South and the Realm, all working to subvert the rulers there and bring them into the Bodhisattva Anointed by Dark Water's rule. He is known to have a Sidereal in his employ known as the Unfolding Corpse-White Lotus and even a Dawn Caste Solar Exalted, Moray Darktide. The Silver Prince's two best known Abyssals are Ebon Siaka, the Dusk Caste admiral of the Skullstone Archipelago's navy, and the Knight of Ghost and Shadow, formerly one of the Lover Clad in the Raiment of Tears' deathknights.



THE LOVER CLAD IN THE RAIMENT OF TEARS

The seductress-queen known as the Lover Clad in the Raiment of Tears dwells in a shadowland called Gradafes in the North, in a grand Fortress of Crimson Ice, around which howl the souls of those who sought her bed, but never gained her favor. Outwardly, the Lover seems to be a dilettante ruler, a hedonist who makes pleasure the highest ideal of her dominion, and, for this reason, she bears the disdain of most of the other Deathlords, who laughingly refer to the Fortress of Crimson Ice as “the Red Whorehouse.” The truth is, however, that the Lover is far, far subtler than anyone save perhaps the Silver Prince suspects — she is as dedicated to the goals of the Neverborn as any of the Deathlords. For the moment, though, she musters a massive army to defend Gradafes and keeps her deathknights near.

Known Servants: The Lover Clad in the Raiment of Tears has many devoted servants and lovers, counting both Abyssal and Solar Exalted among them. Noteworthy servants include the Melkin Fool in Red, the Day Caste mistress of the Circus Moribund, and the Emissary of Blood and Jade, who carries out the Lover’s diplomatic envoys to the rest of the North, including the conversion of several influential figures in Cherak and its environs.

EYE AND SEVEN DESPAIRS

Eye and Seven Despairs appears as a desiccated horror of a corpse whose useless skeletal right arm is normally sheathed in a powerful artifact called the Fatal Arbalest of Quietus and Eclipses. The Deathlord has not been seen in public for some time. His deathknights believe that they managed to slay him and seize his power for their own, while, in truth, Eye and Seven Despairs remains a covert puppetmaster behind the scenes, playing the Abyssals against one another. Now, wearing the guise of his concubine Star of Dirt and Doubt, the Deathlord dallies with his deathknights, who have spent the last year in celebratory abandon and licentiousness. The Eye and Seven Despairs waits in his citadel, Cold House, in the shadowland known as Bonetree, to see what their plans for freedom are before unleashing the most terrible vengeance he undoubtedly has planned.

Known Servants: The three deathknights who betrayed the Eye and Seven Despairs were his primary Abyssal servants. Two continue to dwell at Cold House: the Dusk Caste Scar of Uproar, a tall and powerfully built man who wields lightning torment hatchets, and the manipulative Day Caste known as Chorus at Midnight, a woman of incredible social skills who eventually hopes to slay her fellow deathknight and take Star of Dirt and Doubt for herself. The third Abyssal, Blood Scavenger, was recently discovered at the gates of Cold House, his body impaled a dozen times on sharp spears, his eyes burst and his entrails erupting from his mouth.

THE DOWAGER OF THE IRREVERENT VULGATE IN UNRENT VEILS

The Dowager, who also bears the sobriquet of Untamed Kethet of the Swarm, dwells deep in the East, in the Noss Fens shadowland, a savage, rotting swamp filled with barbarians and vicious, venomous predators. Those who have seen her leading her hunt on villages just outside of the Noss Fens cannot forget her: a bristly black-furred woman with feline traits and eerie yellow eyes, her head crowned in ram’s horns and her back-bending legs ending in cloven hooves. The center of the Dowager’s domain is the Well of Udr, a terrible, circular stone chamber with a massive pit in its center that is the womb of the Great Contagion. Her citadel is filled with soulsteel practically to bursting, and is revered by the children who dwell in her nurseries, children generally snatched by her hunts, who watched the children’s parents slain and their ghosts forged into the accoutrements in which the children dress, the implements upon which they eat and the toys with which they play.

Known Servants: At any one time, the Dowager has only a single deathknight, called the Shoat of the Mire. Always one of the children from her nursery, the Shoat is Exalted as a pre-pubescent child and clad in soulsteel to bear soulsteel arms on behalf of her adoring mother and mistress.

WALKER IN DARKNESS


The master of a cursed land, the Walker in Darkness has also been called the Black Psychopomp and the Promulgate of the Cromlech Cinerary. A tall warrior-priest of the Neverborn with the countenance of an attractive man in his prime, the Walker in Darkness has white-blue flesh with long, ashen hair and burning amber eyes. He does not hold his deathknights at arm’s length as do so many of his brethren and, clad in a light soulsteel cuirass over crimson robes, can often be found accompanying them on various undertakings. Having discovered among his entourage the Mask of Winters’ spies, the Walker in Darkness considers the Mask of Winters an upstart too dangerous to the cause of the Neverborn to be allowed to continue his endeavors and so works against him.

Known Servants: The Walker in Darkness is almost always accompanied by Duke Lu, a great six-headed spectral mastiff the size of a small horse, and is advised by a Sidereal known only as the Green Lady. The Walker in Darkness’ foremost deathknight is called Shards of Basalt to Her Army; this Dusk Caste Abyssal leads the armies of the Deathlord. In an antlered helmet, astride a terrible black horse, the Stalker of Regret and Despair, with packs of spectral hounds at his beck and call, hunts the borders of the Walker’s Realm.

THE MASK OF WINTERS

The Mask of Winters is who most in Creation think of when they imagine the Deathlords — resplendent in the finery of the dead, quite aware of his own magnificence,





polite and cruel by turns. His smiling mask hides the black soul of a liar and madman, and his goals are simple: to stand astride Creation and the Underworld as its utter master after humiliating his fellow Deathlords and casting them screaming into the Void. These are, perhaps, not so different from his goals as the Solar Larquen Quen during the First Age, save that his brethren then were the mighty Solar heroes of that Age. Now, he perhaps stands a better chance of success. To this end, the Mask of Winters has already begun to infiltrate the power bases of the other Deathlords: he already has myriad agents in the byzantine bureaucracies of the Bodhisattva Anointed by Dark Water, and the Mask of Winters' foremost agent, the Green Lady, has already insinuated herself into the good graces and entourage of the Walker in Darkness. Even now, the Mask of Winters plots to bring the Walker in Darkness and the Three of Great Forks into conflict, which the Mask of Winters has no doubt will end in the same way as the old rivalry between the Princess Magnificent and the patron gods of Great Forks — in humiliation and even perhaps the destruction of the Deathlord.

Known Servants: The Mask of Winters is willing to play to the egos of his servants, remembering as he does his own pride as an Exalt, so long as they play to his. Therefore, he tends to treat his deathknights as boon companions and confidants, while they utterly submit themselves to his every whim, exalting him as their master. His foremost lieutenant is the Seven Seasons Widow, a clever Day Caste as likely to kill her foes with a poisoned kiss as she is to slaughter them with her daiklave Heretical Communion.

SERVANTS OF THE VOID

The Black Exaltation changes the mortals upon whom it is bestowed. They gain all of the power of any other Celestial Exalted, though they are not beholden to Heaven, Creation or any other destiny save that which their masters choose for them. The Abyssals are remade in the image of death itself, and they must embrace it, knowing that everything they do will be touched, in some way, by the power that Exalted them.

THE FATE OF THE ABYSSALS

Abyssal Exalted, ultimately, receive the Black Exaltation that they might render service to the Neverborn and those Deathlords who are their servants. Though a few of the Abyssals may strive valiantly against this fate, struggling to maintain free will and self-direction, in the end, they all serve the Void, even if they are active rebels against their Deathlords.

Simply put, by virtue of the Abyssals' Exaltation, Abyssal Exalted are destined to participate in the destruction of Creation. Again, not all may have a direct hand in this destruction; indeed, some may participate in its destruction by fighting against it. Nonetheless, they all have a role to play.

The Abyssal Exaltation is not like other Exaltations. Many times, the great destiny of mortals who will one day

Exalt can be read in the Loom of Fate, and when they undergo the Exaltation, it is a culmination of what was always meant to be for them. Not so the Abyssal Exaltation — the powers of the Underworld rot the destiny of the one Exalted, decaying it to nothingness and replacing it with a fate tainted and chosen by the Neverborn.

CANDIDATES FOR THE BLACK EXALTATION

There are two kinds of candidates for Exaltation by the Deathlords. The first of these are mortals who stand on the brink of life and death. Indeed, when a chosen mortal is offered the chance at Exaltation, the one chosen is almost always on the verge of death anyway. A mortal who spurns the offer of the Deathlords invariably dies as soon as the Deathlords' power releases the stasis in which the mortal exists. The Deathlords have Exalted those about to die from exposure, from wounds on a battlefield, from old age, from poison or from any of a number of other fates.

A rare few mortals are approached while still alive and in good health, but these individuals are usually already heavily steeped in death. Occultists specializing in dealing with the powers of necromantic thaumaturgy, ghost-hunters and the funereal-savants of Sijan all fulfill these requirements.

Lastly and rarest of all of those who are potential candidates for the Black Exaltation are Solar Exalts. Rare is the Solar who chooses to give over his Sun-given gifts for the powers of the Underworld. The process for doing so is harrowing, involving locking the Solar into a Monstrance of Celestial Portion. Merely being in the presence of a Monstrance is harrowing for a Solar. Being locked within one is sheerest psychological and spiritual torture.

Ultimately, a captured Solar is locked within a Monstrance and treated to a variety of tortures designed to cause despair and madness. Most Solars — particularly those of the Zenith Caste — hear the whisperings of the Neverborn in the same parts of their souls where the Unconquered Sun's voice was heard at Exaltation. These whisperings urge the Solars to abandon the light and embrace the darkness, cajoling them and convincing them of the hopelessness of life and urging them to find respite in death.

A Solar locked within a Monstrance quickly finds her Willpower drained away, at a rate of 1 point per minute. After that, the Solar's Essence is likewise drained away, leaving the Solar weakened and spiritually bereft.

Each day that the Solar is trapped within a Monstrance, he gains a point of Limit, and most Solars who relent and give in to Abyssal Exaltation do so in the throes of a Limit Break: compassionate Solars weep for the misery of the world and are given the opportunity to rectify the misery through death, Temperate Solars despair of the lusts of the living, Valorous Solars lose all fear of death and Solars of great Conviction find that the powers of the Underworld are their best chance to accomplish what they wish in life. This conversion in Limit Break isn't guaranteed, however — superbly willful Solars can fight it nigh unto even death.



When a deathknight perishes, her Exaltation hides within the nearest corpse, giving it a strange semblance of animation. The Exaltation may even actually move the corpse, as though it were a zombie, though most of the Essences prefer to simply reside within the corpses until nightfall. The touch of the sun burns the Abyssal Exaltation, so it waits until dark to flee toward the nearest shadowland, entering the Underworld and traversing the distance to its Monstrance.

THE MONSTRANCE OF CELESTIAL PORTION

Terrible cell-like artifacts built by the Deathlords based on infernal lore given them by the Yozis, the Monstrances of Celestial Portion have one purpose—to divert Solar Exaltations from their normal journeys back to Heaven. Each Monstrance is attuned to a single Solar spark. These devices twist and warp those Exaltations through negative geomancy, channeling them through the soulsteel and bone that makes up their design, forcing them through black jade channels of inauspicious design, until those Exaltations are trapped in the Monstrances and made into things of wickedness and death.

Solar Exalted cannot bear the sight of the blasphemous things and unconsciously avert their gazes from them. Solars receive a -1 penalty to all Willpower and Valor rolls when around a Monstrance, and they must spend a Willpower point to force themselves to touch a Monstrance.

An unaligned Monstrance cannot simply claim a Solar Exaltation—it must be given over to the Monstrance by the Solar who bears it. A Solar Exalt who dies within a Monstrance dies with the satisfaction of feeling his Exaltation flee the terrible thing and wend its way toward Heaven, where the Exaltation belongs.

Monstrances of Celestial Portion are immune to escape-permitting Charms, as well as Terrestrial and Celestial Sorcery. Monstrances are also very strong and difficult to destroy through force alone.

VOID-WROUGHT CHANGES

The Exaltation dramatically changes the Abyssal on a fundamental level. Abyssal Essence is a thing of deathly extremes, and those who are Exalted to the Abyss find themselves remade in its nature. Some deathknights become terrible creatures of haunting beauty, with the palest of white skin, accented by black or white hair, long, delicate hands and beautiful features. Others find all nuances of living ravaged from their bodies by the entropic Essence of the Abyss. Such unfortunates become like the living dead, rotting as the years

pass before them but never becoming weaker, while others find themselves becoming mummified, their dry, flaking flesh growing tight and taut over their accentuated bones.

Many Abyssals also unconsciously attract scavengers and carrion-eaters, or other creatures associated with the dead and death. Though a few rare Abyssals find themselves gifted with familiars by this aura, many other Abyssals are simply betrayed by the presence of raitons, worms, hyenas, spiders or corpse-beetles. Other Abyssals may find that their aura chills those who get too close to them or causes plants over which their shadows pass to emerge wilted and pale, though not entirely dead. Many of these manifestations are made worse through the release of Resonance by the Abyssal.

ABYSSAL TRAINING

The process by which an Abyssal is trained varies, depending on the Deathlord in question. Simply put, the training that an Abyssal receives will reflect his intended role in the service of that Deathlord: a general receives instruction in combat, troop management and training and philosophies in strategy, a necromancer is taught funerary and Underworld lore and occult practices and an assassin learns techniques of stealth and murder.

There are a few things that all deathknights learn. Firstly, deathknights are taught of their obligation to both the Deathlords and the Neverborn. Part of this includes the deathknights' own intrinsic weaknesses and limitations as creatures of the Underworld, for it is natural that they come to understand the concept of Resonance and Essence replenishment as they comprehend their own natures and how the powers of their lords affect them.

All Abyssal training includes pilgrimages through the Underworld and Labyrinth, and most Deathlords include a visit to their Neverborn patrons, forcing their newly Exalted servants to stare into the Void to hear the whispers of the beyond. Some Deathlords—particularly those who don't strongly work toward the immediate dissolution of Creation, such as the Bodhisattva Anointed by Dark Water—avoid introducing their deathknights to the Neverborn, however, seeking to avoid any early exposure to powers other than themselves, for fear of swaying the newly developing loyalty of those Abyssal Exalts. Other Deathlords are quick to introduce their new servants to the Neverborn, explaining themselves as extensions of the will of the fallen Primordials in the same way that the Abyssals themselves are extensions of the will of the Deathlords. Those Abyssals with a particularly domineering view of the denizens of the Underworld justify their tyranny with a similar view: the dead should be extensions of the will of the Abyssal, as the Abyssal reflects those above him, creating a twisted mockery of the Celestial Bureaucracy.

THE PHILOSOPHY OF THE VOID

The Deathlords teach their Abyssal servants according to a fairly unified philosophy, as follows. Though not all Abyssals pursue these precepts equally, all of them embody and seek to propagate at least one of them.

- It is better to die than to live, better to be free of flesh than saddled with its imperfections.
- The dead do not forget he who libates for them.
- Mortals are the fuel that propels the downfall of Creation.
- It is written in the stars of the dead that the living shall never triumph over the Neverborn.

ANATHEMA TO CREATION

Deathknights are utterly infused with the power of the Underworld and find themselves uncomfortable in Creation. Their very Essence wars with the nature of Creation. Indeed, while in Creation, the following limits are in place for deathknights:

- Deathknights in Creation who do not protect themselves with the trappings of the dead receive a two-die penalty to all Athletics dice pools and to their level of success in feats of strength. A deathknight may fend off this penalty by spending 5 motes per day at sunrise. This Essence remains committed for the entire day.

- Deathknights in Creation may only regain Essence by feeding from the Essence of the living or by drawing Essence from the hearthstones of Manses located in Creation or a shadowland.

REDEMPTION

Since the Abyssal Exalted have only recently appeared, none are known to have turned away from their masters. However, a deathknight may possibly turn away from service to the Void and embrace the ways of the Unconquered Sun. This isn't simply a theory or wild concept, however — every Abyssal who is Exalted understands this fact intrinsically in himself. Indeed, embracing the way of the Unconquered Sun is the only way that the origins of the Abyssal's Exalting sparks make themselves felt. Regardless of the level of indoctrination and exposure to the powers of the Abyss, a deathknight is always aware of the possibility of redemption, should he choose, though there is no promise that the way is easy.

Some Abyssals believe this possibility of redemption exists as a means of constantly testing their loyalties. Others maintain that this is part of their intrinsic nature as damned creatures — for to truly understand one's damnation, one must know that salvation exists.

Should the Storyteller's series embrace such an occurrence, it should be an epic and moving plot arc, if not the climax of the entire series. The road to redemption is both long and hard.

SAMPLE DEATHKNIGHTS

THE DUSK CASTE CHAMPION

Attributes (Physical/Mental/Social): 8/4/6

Essence (Personal/Peripheral): 2 (12/30)

Willpower: 6

Artifacts: 7



Abilities: Archery 4 (Long Bows +1), Awareness 3 (Combat +1), Dodge 1, Integrity 2, Lore 2, Melee 4 (Sword +2), Occult 1, Performance 4, Resistance 4, Ride 4, War 1

Charm Packages: Archer I, Melee Specialist I & II, Speaker of the Dead I

Combos: *Terrible Biting Dart* (Charms: Bloodthirsty Arrow, First Archery Excellency, Hundred Paces Bite). *Assuaging the Eternal Hunger* (Charms: First Melee Excellency, Five Shadow Feint, Savage Shade Style, Slashing Ghost Talon).

THE MIDNIGHT CASTE ANCESTOR-CULTIST

Attributes (Physical/Mental/Social): 4/8/6

Essence (Personal/Peripheral): 3 (16/39)

Willpower: 8

Artifact: 5



Abilities: Awareness 3, Bureaucracy 2, Dodge 3, Integrity 2, Linguistics 2, Lore 4, Occult 4 (Necromancy +1), Performance 5 (Ancestor-Cult Rituals +3), Presence 2, Resistance 1, Survival 2

Charm Packages: Ancestor-Cult Priest I & II, Speaker of the Dead

I & II; 3 spells (Iron Countermagic, Rune of Sweet Passing, Shade Prison Amulet)

Combos: *Rebuke the Blasphemous Wraith* (Charms: Corpus-Rending Blow, Crypt Bolt). *Celebration of the Ancestors Oration* (Charms: Elegy for the Fallen, Heart-Sculpting Oration, Second Performance Excellency).

THE MOONSHADOW CASTE AMBASSADOR

Attributes (Physical/Mental/Social): 7/6/8

Essence (Personal/Peripheral): 3 (16/38)

Willpower: 8

Artifact: 7



Abilities: Archery 4, Athletics 1, Awareness 2, Bureaucracy 5 (Bribes +1), Dodge 3 (Thrown +2), Integrity 5, Investigation 2, Linguistics 5 (Calligraphy +2), Lore 2, Presence 5, Resistance 1, Socialize 5 (Ferretting out Secrets +3)

Charm Packages: Archer I & II, Bureaucrat

I, II & III, Emissary of the Deathlords I, II & III

Combos: *Answer to Raksha Hospitality* (Charms: Bloodthirsty Arrow, First Archery Excellency, Flitting Shadow Form, Splinter of the Void). *Conviction-Eroding Counsel* (Charms: Heart-Hardening Method, Socialize Essence Overwhelming). *Counsel of Melancholy* (Charms: Intimations of Mortality, Socialize Essence Overwhelming).

THE DAY CASTE ASSASSIN

Attributes (Physical/Mental/Social): 8/6/7

Essence (Personal/Peripheral): 4 (19/44)

Willpower: 7

Artifact: 10



Abilities: Athletics 4 (Buildings +2), Awareness 3, Dodge 5, Integrity 2, Investigation 4, Larceny 4 (Locks +1), Linguistics 1, Lore 2, Medicine 1, Melee 2, Resistance 2, Stealth 5 (Indoors +2), Survival 5, Thrown 5 (Needles +3)

Charm Packages: Assassin I, II, & III,

Stalker I & II, Thrown Specialist I, II & III

Combos: *Traversement of All Obstacles Stance* (Charms: Autumn Leaf's Descent, Crouching Gargoyle Stance, Nimble Raiton's Perch). *Unholy Assassin's Dart* (Charms: First Thrown Excellency, Hungry Missile Technique, Ivory Spine Attack, Lightning Clutch of the Raptor). *Flailing at Shadows Technique* (Charms: Fivefold Shadow Form, Flickering Wisp Technique, Second Dodge Excellency).

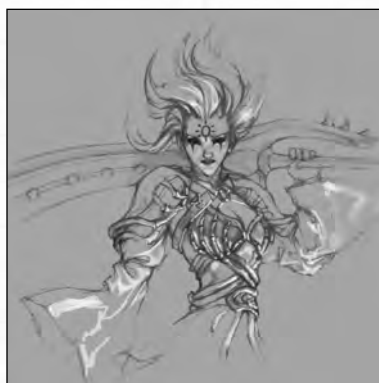
THE DUSK CASTE GENERAL

Attributes (Physical/Mental/Social): 10/9/9

Essence (Personal/Peripheral): 4 (20/45)

Willpower: 8

Artifact: 13



Abilities: Archery 5 (Sniping +2), Athletics 3, Awareness 4, Bureaucracy 3, Dodge 5, Integrity 3, Linguistics 2, Lore 2, Martial Arts 5 (Razor Claws +2), Melee 5 (Dai-klaives +1, Against Multiple Foes +2), Occult 5, Presence 5, Resistance 5, Ride 5, Socialize 3, War 5 (Undead +3)

Charm Packages: Archer I, II & III, Bureaucrat I & II, General I, II & III, Martial Artist I, II & III, Melee Specialist I, II & III, Necromancer I (+5 spells)

Combos: *Death Finds the Rival* (Charms: Bloodthirsty Arrow, First Archery Excellency, Withering Feathered Maelstrom, Fivefold Shadow Form). *Spirit Overcomes Steel* (Charms: Bloodthirsty Arrow, First Archery Excellency, Fivefold Shadow Form, Piercing Ghost Barb). *Snatching the Foe's Soul* (Charms: First Martial Arts Excellency, Fivefold Shadow Form, Lunging Phantom Method, Soul-Flaying Strike). *Unholy Circle of Oblivion's Blade* (Charms: Corrosive Parry, First Melee Excellency, Five Shadow Feint, Hundred Razor Circle, Savage Shade Style).

THE DAYBREAK CASTE NECROMANCER

Attributes (Physical/Mental/Social): 9/9/10

Essence (Personal/Peripheral): 5 (25/58)

Willpower: 10


Artifact: 10



Abilities: Athletics 2, Awareness 4, Craft (Necrosurgery) 5 (Spine Chains +2), Craft (Fire) 4 (Soul-steel +2, Armor +1), Dodge 5 (In Long Flowing Robes +3), Integrity 4, Linguistics 1, Lore 5, Medicine 5, Occult 5, Presence 5 (Intimidation +3), Resistance 3, Socialize 2, Survival 3, Thrown

5 (Chakram +2)

Charm Packages: Ancestor-Cult Priest I, II & III, Emissary of the Deathlords I & II, Necromancer I, II & III,



Necrosurgeon I & II, Thrown Specialist I, II & III; 15 spells (Arisen Legion, Baneful Sun, Blood Monsoon, Field of Fell Dreams, Flesh-Sloughing Wave, Iron Countermagic, Ivory Razor Forest, Lord of the Dead, Obsidian Countermagic, Onyx Countermagic, Piercing the Shroud, Raise the Skel-

etal Horde, Rattled Bones of War, Reaping the Fallen, Soul Brand, Spiteful Passing)

Combos: *Ghost-Slaughtering Chakram* (Charms: Corpus-Rending Blow, First Thrown Excellency, Fivefold Shadow Form, Soul-Eating Strike).

ABYSSAL CHARMS

This chart presents Abyssal Exalted Charms suitable for use by antagonists to Solar player characters. The Charm list is not all inclusive, and some of the Charms listed have prerequisites that have been omitted because they have no particular use against Solars. In addition, Excellencies are not included, as their general structure is outlined in the *Exalted* corebook. Note that Abyssals have many of the same combat Charms as Solars, though expressed as dark reflections.

THE NECROTIC EXCELLENCY, ESSENCE ENTROPIC?

Many Abyssal Charms share a similar trait, referred to as “entropic” effects. Entropic effects strip dice of certain dice pools from the Abyssal’s foes — woe to those who fight the agents of the very powers of decay and rot in the world. Though it would seem that such an effect might warrant an Excellency, that is not the case. Excellencies are so named because they are manifestations of an Exalt’s spiritual power, channeled through the knowledge and abilities of the mortal she once was. Excellencies affect only the Exalt.

ARCHERY CHARMS

BLOODTHIRSTY ARROW

Cost: 1m per die or 2m per -1 DV

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Archery 2

Minimum Essence: 2

Effect: Add one die to post-soak damage (to a maximum of Essence) or inflict a -1 DV penalty (may reduce DV down to target’s Essence). The Abyssal may use both.

HUNDRED PACES BITE

Cost: 1m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Archery 3

Minimum Essence: 2

Effect: Regain 1 mote per health level inflicted on opponent with arrow (costs 3 motes when used with Charms that inflict damage over time).

IRON SLEET ATTACK

Cost: 4m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Archery 3

Minimum Essence: 2

Effect: Add Essence to Archery damage, and reduce Dexterity of target by one dot if damage is inflicted due to cold (no effect on undead or creatures immune to cold). Dexterity heals at a rate of one dot per hour. This is a crippling effect.

PIERCING GHOST BARB

Cost: 6m, 1wp

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Archery 5

Minimum Essence: 3

Effect: Speed 4, DV -2. The Abyssal fires a ghostly arrow that ignores unmoving solid matter, ignores armor and may hit dematerialized spirits.

SPLINTER OF THE VOID

Cost: 1m per 2L

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Archery 4

Minimum Essence: 2

Effect: Speed 5, DV -2. The Abyssal fires a bolt of black energy, inflicting aggravated damage to Wyld creatures. The bolt is immune to environmental penalties and has a maximum range of (Essence x 100) yards. The Abyssal may not spend more motes on this Charm than he possesses in Archery.

WITHERING FEATHERED MAELSTROM

Cost: 8m, 1wp

Type: Extra Action

Duration: Instant

Combo: Yes

Minimum Ability: Archery 5

Minimum Essence: 2

Effect: The Abyssal may make a number of attacks equal to her Archery score against one target. This is a magical flurry with a DV penalty equal to the DV penalty of any one attack.

ATHLETICS CHARMS

AUTUMN LEAF'S DESCENT

Cost: 3m

Type: Reflexive

Duration: One scene

Combo: Yes

Minimum Ability: Athletics 1

Minimum Essence: 2

Effect: As the Solar Charm Monkey Leap Technique.

CROUCHING GARGOYLE STANCE

Cost: 4m

Type: Reflexive

Duration: One scene

Combo: Yes

Minimum Ability: Athletics 3

Minimum Essence: 2

Effect: As the Solar Charm Spider-Foot Style.

ENHANCED (ATTRIBUTE) DISCIPLINE

Cost: 3m or 5m per dot

Type: Simple

Duration: One scene

Combo: No

Minimum Ability: Athletics 3

Minimum Essence: 2

Effect: As the Solar Charm Increasing Strength Exercise, but may be purchased for Dexterity instead (which costs 5 motes per dot).

FALLING SCYTHE ATTACK

Cost: 3m, 1wp

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Athletics 3

Minimum Essence: 2

Effect: As the Solar Charm Thunderbolt Attack Prana.

INFIRMITY-INFLECTING GESTURE

Cost: 3m per dot, 1wp

Type: Simple

Duration: One scene

Combo: No

Minimum Ability: Athletics 4

Minimum Essence: 2

Effect: Roll Willpower, difficulty (victim's Essence). If successful, the victim loses one dot of Strength per 3 motes spent. Targets may spend 5 motes per dot to negate the Strength loss; this Charm cannot cause an Exalt's Strength to drop below (his Essence).

MIST OVER ICE

Cost: 4m

Type: Reflexive

Duration: One scene

Combo: Yes

Minimum Ability: Athletics 4

Minimum Essence: 2

Effect: As the Solar Charm Feather-Foot Style.

RAITON'S NIMBLE PERCH

Cost: 3m

Type: Reflexive

Duration: One scene

Combo: Yes

Minimum Ability: Athletics 1

Minimum Essence: 2

Effect: As the Solar Charm Graceful Crane Stance.

SOARING RAPTOR PRANA

Cost: 4m, 1wp

Type: Reflexive

Duration: One scene

Combo: Yes

Minimum Ability: Athletics 5

Minimum Essence: 4

Effect: As the Solar Charm Eagle-Wing Style.

AWARENESS CHARMS

INCOMPARABLE (SENSE) TECHNIQUE

Cost: 2m

Type: Reflexive

Duration: One scene

Combo: Yes

Minimum Ability: Awareness 5

Minimum Essence: 2

Effect: As the Solar Charm Unsurpassed (Sense) Discipline.

OMINOUS PORTENT EXERCISE

Cost: 1m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Awareness 5

Minimum Essence: 2

Effect: As the Solar Charm Surprise Anticipation Method.

SENSE-ERODING GESTURE

Cost: 1m per tick

Type: Simple


Duration: Varies

Combo: Yes

Minimum Ability: Awareness 4

Minimum Essence: 2

Effect: Roll (Manipulation + Awareness), difficulty (target's Essence). Each success reduces the target's Awareness dice



pools by one die and may apply to other pools requiring precise senses, such as Archery attacks. The Abyssal pays for the duration when the Charm is activated.

SUPERIOR (SENSE) FOCUS

Cost: 3m

Type: Reflexive

Duration: One scene

Combo: Yes

Minimum Ability: Awareness 3

Minimum Essence: 2

Effect: As the Solar Charm Keen (Sense) Technique.

OWL EYES TREATMENT

Cost: —

Type: Permanent

Duration: One scene

Combo: —

Minimum Ability: Awareness 3

Minimum Essence: 2

Effect: The Abyssal gains the ability to see in any level of darkness but is blinded in bright light conditions. The deathknight may spend a mote to acclimate to light for a scene as a reflexive action, but blindness remains until DV next refreshes.

BUREAUCRACY CHARMS

ARGUMENT-SLAYING REMARK

Cost: 3m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Bureaucracy 2

Minimum Essence: 2

Effect: This Charm brings conversation or argument to its final result immediately. This Charm does not give the Abyssal the last word, but does take all factors into account when delivering an immediate answer.

AUTHORITY-ERODING TECHNIQUE

Cost: 1m per die

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Bureaucracy 1

Minimum Essence: 2

Effect: Subtract one die per mote spent from a target's Bureaucracy dice pool. This Charm may not reduce the dice pool below the target's Essence.

CORRUPTION-SENSING SCRUTINY

Cost: 2m

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Bureaucracy 2

Minimum Essence: 2

Effect: This Charm detects a target's level of corruption or susceptibility to corruption. Roll (Perception + Bureaucracy), difficulty (target's Essence). One success reveals knowledge of whether the target has engaged in corruption in the past. Three successes measure the target's depth of or susceptibility to corruption. Five or more successes give the deathknight vague details of the target's past corruption or hints of how best to corrupt her.

CUNNING SUBVERSION STYLE

Cost: 4m

Type: Simple

Duration: Indefinite

Combo: Yes

Minimum Ability: Bureaucracy 3

Minimum Essence: 2

Effect: As the Solar Charm Indolent Official Charm. This slowing manifests as discord and infighting in the organization.

IRON TYRANT MIEN

Cost: 12m, 1wp

Type: Simple

Duration: Indefinite

Combo: No

Minimum Ability: Bureaucracy 5

Minimum Essence: 4

Effect: The Abyssal sows fear and discourages rebellion. No one over whom the Abyssal has power may encourage rebellion or discord. Those with an Essence of 2+ or a Willpower higher than the Abyssal's are immune, as are those who do not look to the Abyssal for leadership (foreign citizens, etc.).

REGIME-TOPPLING INSINUATION

Cost: 10m, 1wp

Type: Permanent

Duration: Instant

Combo: No

Minimum Ability: Bureaucracy 5

Minimum Essence: 3

Effect: When Cunning Subversion Style is used, the Abyssal may choose to have discord be directed at the leader of that organization, with most members of the organization firmly placing the blame on that leader, whether a guild-master or ruler.

CRAFT CHARMS

BONE GRAFT TECHNIQUE

Cost: 10m

Type: Simple

Duration: Instant

Combo: Yes

Minimum Abilities: Craft 4, Medicine 2

Minimum Essence: 2

Effect: This Charm allows an Abyssal to create prosthetic devices of iron and bone, using the normal Craft rules. Creating a hand requires five successes, an arm 15 successes and a leg 25 successes. Successful implantation of the prosthesis requires a successful (Intelligence + Medicine) roll at the following difficulty: hand (difficulty 1), arm (difficulty 3), leg (difficulty 5). The prosthesis fully replaces a limb and requires a commitment cost be paid by the patient. Magical beings may use motes at the following cost: hand (3 motes), arm (5 motes), leg (8 motes). Mortals must spend Willpower each day to animate the limb: hand (1 Willpower), arm (2 Willpower), leg (3 Willpower).

DECAY RESISTANCE PREPARATION

Cost: 10m, 1wp

Type: Simple

Duration: Instant

Combo: No

Minimum Ability: Craft 4

Minimum Essence: 2

Effect: The Abyssal may treat an item with this Charm, making the item immune to corrosion, decay and rot. Double the object's soak against magical corrosive/rotting attacks. The Charm does not work on living beings.

FAULT-FINDING SCRUTINY

Cost: 4m

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Craft 3

Minimum Essence: 2

Effect: Reduces the time to repair an object by half. The Abyssal may also double attack successes after soak for the purpose of inflicting damage on inanimate objects.

FORM-RESTORING TOUCH

Cost: 10m, 1wp

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Craft 5

Minimum Essence: 3

Effect: As the Solar Charm Crack-Mending Technique.

(MATERIAL)-WITHERING METHOD

Cost: 5m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Craft 3

Minimum Essence: 2

Effect: When purchasing this Charm, the Abyssal must choose one material: wood, metal or stone. (The Charm may be purchased once for each.) This Charm instantly disintegrates one object composed of that material within (Essence x 10) yards that is no larger than a large weapon or a suit of armor.

DODGE CHARMS

FIVEFOLD SHADOW FORM

Cost: 2m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Dodge 4

Minimum Essence: 2

Effect: Reduces the dice pool of an attack by (Dodge + Essence).

FLICKERING WISP TECHNIQUE

Cost: 4m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Dodge 5

Minimum Essence: 2

Effect: Perfect dodge against one attack. The effect teleports the Abyssal up to (Essence) yards away.

FLITTING SHADOW FORM

Cost: 1m per 2 dice

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Dodge 2

Minimum Essence: 2

Effect: Reduces the dice pool of an attack by two dice per mote spent. This Charm may reduce the dice pool to zero.

FLOWING EVASION ASSAULT

Cost: —

Type: Permanent


Duration: —

Combo: —

Minimum Ability: Dodge 5

Minimum Essence: 3

Effect: When Flickering Wisp Technique is used, the Abyssal may teleport up to (Dodge) yards away and may appear



behind her opponent, allowing an attack from behind if the Abyssal acts within the next four ticks.

INCOMPARABLE PHANTOM FORM

Cost: 5m, 1wp

Type: Simple

Duration: One scene

Combo: No

Minimum Ability: Dodge 5

Minimum Essence: 3

Effect: As the Solar Charm Flow Like Blood, save that the Abyssal becomes slightly translucent and ghostly.

UNCANNY IMPULSE EVASION

Cost: 1m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Dodge 3

Minimum Essence: 1

Effect: As the Solar Charm Reflex Sidestep Technique.

INTEGRITY CHARMS

CLOAKED IN OBLIVION

Cost: 5m, 1wp

Type: Reflexive

Duration: One day

Combo: Yes

Minimum Ability: Integrity 1

Minimum Essence: 1

Effect: As the Solar Charm Integrity-Protecting Prana.

DISTRACTION BANISHING MEDITATION

Cost: 5m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Integrity 4

Minimum Essence: 2

Effect: As the Solar Charm Elusive Dream Defense.

INVOKING THE FANATICAL SERVANT

Cost: 6m

Type: Reflexive

Duration: One scene

Combo: Yes

Minimum Ability: Integrity 2

Minimum Essence: 1

Effect: As the Solar Charm Temptation-Resisting Stance, save that it is based on Conviction.

SCATHING CYNIC ATTITUDE

Cost: 6m, 1wp

Type: Reflexive

Duration: One scene

Combo: No

Minimum Ability: Integrity 5

Minimum Essence: 2

Effect: The Abyssal becomes scathingly cynical, making himself resistant to mental influence. The Abyssal adds his Essence to his MDV, but receives a +1 difficulty to Charisma-based rolls.

STUBBORN PENITENT DEFENSE

Cost: —

Type: Permanent

Duration: —

Combo: No

Minimum Ability: Integrity 2

Minimum Essence: 2

Effect: Rather than spending Willpower to resist mental influence, the Abyssal may take unsoakable bashing damage equal to the Willpower needed to resist the influence.

SHRIEK FROM THE LABYRINTH COUNTER

Cost: —

Type: Permanent

Duration: —

Combo: No

Minimum Ability: Integrity 5

Minimum Essence: 3

Effect: When Distraction-Banishing Meditation is invoked, any attempt at unnatural mental influence causes the attacker to lose a number of temporary Willpower equal to the Abyssal's Whispers Background.

WYLD SHIELD MEDITATION

Cost: 10m, 1wp

Type: Simple

Duration: Indefinite

Combo: No

Minimum Ability: Integrity 3

Minimum Essence: 2

Effect: The Abyssal gains immunity to Wyld-based shaping attacks and adds Essence in dice to attempts to resist Fair Folk sorcery.

INVESTIGATION CHARMS

CUNNING SCRUTINY STYLE

Cost: 5m

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Investigation 3

Minimum Essence: 2

Effect: As the Solar Charm Crafty Observation Method.

CORPSE QUESTIONING TECHNIQUE

Cost: 6m, 1wp

Type: Simple

Duration: Instant

Combo: No

Minimum Ability: Investigation 5

Minimum Essence: 3

Effect: Use of this Charm allows an Abyssal to question a corpse. The body retains its Intelligence, minus one dot per week of rot, and understands all languages the corpse knew in life.

DECEPTION-PIERCING STARE

Cost: 3m

Type: Reflexive

Duration: One scene

Combo: Yes

Minimum Ability: Investigation 2

Minimum Essence: 1

Effect: As the Solar Charm Judge's Ear Technique, but this Charm is based on sight.

INCOMPARABLE AGONY TECHNIQUE

Cost: 6m

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Investigation 5

Minimum Essence: 3

Effect: The Charm only works on restrained or willingly motionless targets with an Essence equal to or lower than the Abyssal's. The Abyssal's player rolls (Investigation + Conviction). Each success over the target's MDV inflicts one health level of unsoakable bashing or lethal damage or subtracts 1 temporary Willpower. A target reduced to 0 Willpower is inflicted with a derangement (Storyteller's choice) and falls catatonic for a scene. Once a target has been given a derangement by this Charm, she becomes immune to all future uses of this Charm by that Abyssal.

LINGERING ECHO MEDITATION

Cost: 10m, 1wp

Type: Simple

Duration: Instant

Combo: No

Minimum Ability: Investigation 5

Minimum Essence: 3

Effect: Linger Echo Meditation allows an Abyssal to flash back to witness important, emotionally charged scenes. The Charm's effect may also occur at the Storyteller's choosing, but the Abyssal may choose to spend the motes or not, deciding whether to experience the vision or force it aside.

UNSURPASSED INTERROGATION METHOD

Cost: 5m, 1wp

Type: Simple

Duration: One scene

Combo: No

Minimum Ability: Investigation 4

Minimum Essence: 2

Effect: This Charm only affects one whose (Willpower + Essence) is less than the Abyssal's (Manipulation + Investigation). When the target of this Charm is asked a question, his player rolls Willpower, at a difficulty equal to the Abyssal's Essence. Success indicates the target may remain silent or lie as he pleases. Failure indicates that he must speak the truth or suffer one unsoakable level of bashing damage that does not reach Incapacitated, but, instead, wraps around into lethal damage first. Unsurpassed Interrogation Method may only be used on a given target once per week.

LARCENY CHARMS

ARTFUL CONJURATION TRICK

Cost: 3m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Larceny 2

Minimum Essence: 1

Effect: As the Solar Charm Flawless Pickpocketing Technique.

EVIDENCE-ERASING METHOD

Cost: 1m

Type: Simple

Duration: One scene

Combo: No

Minimum Ability: Larceny 4

Minimum Essence: 2

Effect: The Abyssal using this Charm leaves no naturally discernable evidence of passage or activities. Only supernatural tracking or investigation will reveal such information.

FLAWLESS DOPPLEGANGER DISGUISE

Cost: 15m, 1wp, 1xp

Type: Simple

Duration: Indefinite

Combo: No

Minimum Ability: Larceny 5

Minimum Essence: 3

Effect: The deathknight may completely mimic an individual in both personality and appearance. To do so, the Abyssal must consume all of the victim's blood and spend one hour digesting and meditating upon the stolen Essence. The Abyssal may recall specific memories with a successful (Intelligence + Larceny) check (difficulty determined by the Storyteller). The Exalt may only mimic a being of same gender and does not gain any powers possessed by the victim.



LOCK-WEATHERING TOUCH

Cost: 5m

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Larceny 3

Minimum Essence: 2

Effect: Speed 5, DV -2. The Abyssal's touch erodes and destroys normal locks.

SOLAR IMPERSONATION STYLE

Cost: 15m, 1wp

Type: Simple

Duration: One day

Combo: No

Minimum Ability: Larceny 5

Minimum Essence: 4

Effect: This Charm causes an Abyssal's anima and caste mark manifestations to appear as Solar manifestations, rather than Abyssal ones.

STRIKING SNAKE GRAB

Cost: 5m, 0 or 1wp

Type: Simple

Duration: Until (Essence DV) refreshes

Combo: Yes

Minimum Ability: Larceny 5

Minimum Essence: 2

Effect: As the Solar Charm Stealing From Plain Sight Spirit.

THEFT OF FACE

Cost: 5m

Type: Simple

Duration: One hour

Combo: Yes

Minimum Ability: Larceny 3

Minimum Essence: 2

Effect: The Abyssal may shift his features to appear as someone whose Essence he has consumed. The roll to do so is (Intelligence + Larceny), difficulty (6 - motes consumed either through blood/flesh or by mote-draining magics). The disguise may be pierced with a (Wits + Awareness) check, difficulty of successes rolled for the Abyssal. This Charm only grants appearance, not personality.

THEFT OF MIEN

Cost: 6m, 1wp

Type: Simple

Duration: One hour

Combo: Yes

Minimum Ability: Larceny 4

Minimum Essence: 2

Effect: As Theft of Face, but the Abyssal also reflexively assimilates the victim's mannerisms and habits, as well.

LINGUISTICS CHARMS

BLOOD INSCRIPTION TECHNIQUE

Cost: 4m

Type: Simple

Duration: One scene

Combo: No

Minimum Ability: Linguistics 1

Minimum Essence: 1

Effect: The Abyssal's fingers leave deep red, bloody marks, like ink, which may be used to write on surfaces from paper to stone to skin. The stains left may be scrubbed away after the scene in which they are created.

CONFUSION OF TONGUES

Cost: 8m, 1wp

Type: Simple

Duration: One scene

Combo: No

Minimum Ability: Linguistics 5

Minimum Essence: 3

Effect: The Abyssal may disrupt communication within (Essence x 3) yards. Roll (Manipulation + Linguistics), difficulty (highest Essence among targets). If successful, all communication (spoken, written, hand signals, etc.) is rendered useless. Only crude drawings and pantomime function. Those with Essence higher than Abyssal's are immune to this effect, but those who are affected do not understand the immune any better.

GHOST-WARDING GLYPH

Cost: 8m

Type: Simple

Duration: One day

Combo: No

Minimum Abilities: Linguistics 2, Occult 4

Minimum Essence: 2

Effect: The Abyssal marks the forehead of a target (who may be herself). Neither hungry ghosts nor zombies will bother one so marked, and most sentient ghosts will avoid the marked individual, for fear of angering the entity that created the mark. The glyph is burned away by any manifestation of anima or caste mark on the target.

GLYPH-UNVEILING MEDITATION

Cost: 5m, 1wp

Type: Simple

Duration: One scene

Combo: No

Minimum Ability: Linguistics 3

Minimum Essence: 2

Effect: The Abyssal may read a written text with perfect fluency for the scene, retaining knowledge of what is within the text. This Charm does not function against codes and ciphers.



LANGUAGE-ABSORBING METHOD

Cost: 5m, 1wp

Type: Simple

Duration: One week

Combo: No

Minimum Ability: Linguistics 2

Minimum Essence: 2

Effect: The Abyssal may learn languages by feeding on the motes of a fluent speaker. Roll (Wits + Linguistics), difficulty (5 - motes consumed). Success gives perfect knowledge (including literacy) of one language known to the speaker. If more than 5 motes were consumed, the deathknight may immediately spend double the necessary experience points in order to learn the language permanently. Otherwise, the knowledge dissipates when the Charm's duration ends.

THEFT OF WORDS

Cost: 2m + 4m per language

Type: Simple

Duration: One hour

Combo: No

Minimum Ability: Linguistics 4

Minimum Essence: 2

Effect: The deathknight may remove knowledge of one language from a target. Roll (Manipulation + Linguistics), difficulty (target's Essence). Success removes one language (either randomly or one chosen by the Abyssal when the Charm is activated — this only works if the target actually knows that language). Those with Essence higher than the Abyssal's are immune to this effect.

WORDS BENEATH A WHISPER

Cost: 3m, 1wp

Type: Simple

Duration: Indefinite

Combo: No

Minimum Ability: Linguistics 5

Minimum Essence: 3

Effect: This Charm grants two-way telepathic communication with one target. The Charm only sends conscious messages chosen by the Abyssal and the target, so mental probing is impossible. The target need not be willing, but she must be able to be sensed by the Abyssal.

LORE CHARMS

BREATH-DRAINING PRANA

Cost: 1m

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Lore 5

Minimum Essence: 2

Effect: The Abyssal may drain Essence through breath. Roll Willpower. Each success inflicts one die of lethal damage, soakable only with Stamina, and the deathknight gains 1 mote per health level inflicted. The drain remains unnoticed so long as fewer than (target's Stamina) motes are drained. The Exalt may choose to apply the Willpower successes directly to a magical being's Essence pools, inflicting no damage and draining 1 mote per success. Such a drain is made obvious by the glimmering motes traveling between the two beings, however. The Charm may target any being in the Abyssal's line of sight.

CRYPT BOLT

Cost: 1m per 2L

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Lore 2

Minimum Essence: 2

Effect: DV -2. The deathknight fires a bolt of black energy (see sidebar for stats). (Dexterity + Athletics or Thrown) is used to hit. The bolt inflicts aggravated damage to Fair Folk and Wyld creatures. The Abyssal Exalt may not spend more than (Stamina + Lore) motes powering this Charm.



Name	Speed	Accuracy	Damage	Rate	Range
Crypt Bolt	4	+(Essence)	2L/mote spent	1	(Essence x 10)
Essence-Scattering Blast	5	+(Essence)	Special	1	(Essence x 10)

CHAOS-SEARING TREATMENT

Cost: 5m

Type: Simple

Duration: One scene

Combo: No

Minimum Ability: Lore 3

Minimum Essence: 2

Effect: This Charm imbues a weapon to inflict aggravated damage against Fair Folk and Wyld beasts.

ESSENCE-SCATTERING BLAST

Cost: 1+m, 1wp

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Lore 3

Minimum Essence: 2

Effect: DV -2. The deathknight fires a bolt of black energy (see sidebar for stats). (Dexterity + Athletics or Thrown) is used to hit. Those hit lose (the Abyssal's Essence + motes spent on this Charm) motes, draining the Peripheral Essence pool first. The Exalt may not spend more than (Stamina + Lore) motes powering this Charm.

RADIANT BLIGHT TECHNIQUE

Cost: 5m

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Lore 3

Minimum Essence: 2

Effect: The deathknight inflicts rotting damage within a specific area. Roll (Charisma + Lore). The area of effect equals a one-yard radius per success. Plants in the area wither and die, and living beings take (Essence) lethal damage, soakable only with natural soak.

WYLD-SLAYING BURST

Cost: 30m, 1wp, 1hl, 3xp

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Lore 5

Minimum Essence: 3

Effect: Speed 6, DV -2. The Charm rips apart life and the Wyld in a (Essence x 10) yard radius. Roll (Intelligence + Lore + Essence). Wyld creatures in the area suffer aggravated damage equal to the successes rolled. Living creatures suffer (Lore) lethal damage, soakable only with natural soak. Nothing grows in the area for months or years afterward.

MARTIAL ARTS CHARMS

The following Martial Arts style is the Black Messiah Style, an Abyssal natural style, which is a dark reflection of the Solar Hero Style. The form weapons for this style are the cestus, fighting gauntlet, khatar, tiger claws, pankrator's cestus and improvised weapons.

BLOOD-DRINKING PALM

Cost: 2m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 2

Effect: This is a Martial Arts attack that nets the Abyssal 1 mote of Essence per level of raw damage inflicted (to a maximum of Stamina + Essence motes).

BONE-SHATTERING BLOW

Cost: 3m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 4

Minimum Essence: 2

Effect: If damage is inflicted, double the target's wound penalties. Additional uses of the Charm increase wound penalties by 1. This effect persists until the damage is healed. This is a crippling effect.

DARK MESSIAH FORM

Cost: 6m

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Martial Arts 4

Minimum Essence: 2

Effect: Speed 5, DV -1. The Abyssal may inflict lethal damage with bare-handed attacks and clinches. Reduce the soaks of opponents struck with Martial Arts attacks by Martial Arts rating (cannot be reduced below opponent's Essence). The Abyssal gains all motes taken by in-form weapons made of soulsteel. This is a Form-type Charm.

DEAD MAN'S GRASP

Cost: 3m per action

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 3

Minimum Essence: 2

Effect: The deathknight's clinch inflicts lethal damage. This Charm also adds the Abyssal's Essence in dice to the dice pools to inflict, maintain and control a clinch, and adds the character's Essence to the damage of clinch crush attacks. This Charm cannot be placed in a Combo with extra action Charms.

RAPACIOUS LAMPREY TECHNIQUE

Cost: —

Type: Permanent

Duration: —

Combo: —

Minimum Ability: Martial Arts 3

Minimum Essence: 2

Effect: The Abyssal may drain (Essence) motes per action when drinking blood.

SCOURING EROSION METHOD

Cost: 1m per 1 soak

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 2

Minimum Essence: 2

Effect: The Abyssal reduces the soak of the target by 1 per mote spent (cannot be reduced below opponent's Essence). The Charm reduces soak by 2 per mote when attacking inanimate objects.

WRITHING BLOOD CHAIN TECHNIQUE

Cost: 10m, 1wp, 1hl

Type: Simple

Duration: One scene

Combo: No

Minimum Ability: Martial Arts 5

Minimum Essence: 3

Effect: Speed 7, DV -2. The Abyssal extrudes (Essence) chains of hardened blood. The Abyssal wielding the blood chains may incorporate (Essence) actions into a flurry without normal extra action penalties. The Exalt cannot use other extra action magics on an action when the chains are used. The chains have the following stats:

The following Martial Art style is the Hungry Ghost Style, a Celestial martial art that permits the use of tiger claws as in-style weapons (including razor claws).

BLOOD-FREEZING TECHNIQUE

Cost: 6m, 1W

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 3

Effect: The target of a Martial Arts attack loses one dot of Dexterity and adds one tick to his current initiative total. Those reduced to 0 Dexterity are paralyzed. Dexterity returns at the rate of one dot per scene.

CHARM-SMOTHERING TECHNIQUE

Cost: 1+m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 4

Effect: The Abyssal must have Essence-Discerning Glance active and be within 10 yards of his target to use the Charm-Smothering Technique. The Abyssal's player may roll (Intelligence + Occult), difficulty 2, to know what Charm is being activated, though that knowledge is not necessary to use Charm Smothering Technique. The Abyssal may spend up to (Wits + Martial Arts) motes powering this Charm, and the target must then spend the same number of motes above the cost of the Charm in order to avoid having the Charm be stifled and fail to activate.

CONSUMING ENTROPY STRIKE

Cost: 1m per 2L

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 2

Effect: The target of a Martial Arts attack's soak is reduced by 2L per mote spent. Soak may not be reduced below zero.

ESSENCE-DISCERNING GLANCE

Cost: 6m

Type: Simple


Duration: One scene

Combo: Yes

Minimum Ability: Martial Arts 2

Minimum Essence: 2

Name	Speed	Accuracy	Damage	Defense	Rate	Minimums	Tags
Blood Chain	5	+(Essence)	+(Essence)L	+(Essence)	2	Strength ••, Dexterity ••••	M, R
(clinching)	6	+(Essence)	+(Essence)L	—	1	Strength ••, Dexterity ••••	C, M, P, R



Effect: Speed 4, DV -0. The deathknight may use this Charm to see the flow of energy through spirits and living things. The Abyssal spends 1 mote, and her player rolls (Perception + Martial Arts), with each success giving the rating of one Trait: health levels remaining, permanent Essence or current total motes.

HUNGRY GHOST FORM

Cost: 5m

Type: Simple

Duration: One scene

Combo: No

Minimum Ability: Martial Arts 4

Minimum Essence: 2

Effect: Speed 6, DV -1. This Charm allows the Abyssal to inflict lethal damage, and to parry lethal attacks, barehanded. In addition, the Abyssal Exalt regains 1 mote per health level of damage inflicted and may spend 3 motes to strike dematerialized spirits. This is a Form-type Charm.

LUNGING PHANTOM METHOD

Cost: 4m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 2

Effect: The deathknight gains the benefits of attacking from behind (see **Exalted**, p. 155) as she dematerializes through the target and rematerializes behind him.

POWER-REAPING PRANA

Cost: 1W

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 4

Minimum Essence: 3

Effect: The deathknight must have Essence-Discerning Glance active and be within 10 yards of his target to use Power-Reaping Prana. Roll the Abyssal's (Perception + Martial Arts) when a target spends motes to power an effect. Each success equals 2 motes regained by the Abyssal, up to a maximum number of motes equal to those the target spent powering the effect.

SHROUDED CLAW ATTACK

Cost: 3m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 2

Minimum Essence: 2

Effect: Opponent's DV is halved against this Martial Arts attack.

SOUL-FLAYING STRIKE

Cost: 10m, 1wp, 1hl

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 4

Effect: Speed 5, DV -2 Martial Arts attack. In addition to being a normal Martial Arts attack, make opposed Essence rolls. If the deathknight wins, her opponent takes (Martial Arts) aggravated damage (rolled normally). Opponents killed by this Charm rise the next night as hungry ghosts under the martial artist's control.

UNNATURAL SHAMBLING DEFTNESS

Cost: 5m, 1wp

Type: Extra Action

Duration: Instant

Combo: Yes

Minimum Ability: Martial Arts 5

Minimum Essence: 2

Effect: This is a magical flurry made at a Speed equal to the highest Speed of the actions taken in the flurry, DV -2. The Abyssal may make up to (Essence) additional Martial Arts attacks.

MEDICINE CHARMS

BLOODY MASTERY TECHNIQUE

Cost: —

Type: Permanent

Duration: Instant

Combo: No

Minimum Ability: Medicine 1

Minimum Essence: 2

Effect: All wounds received by the Abyssal instantly close, preventing all blood loss automatically.

CRIMSON WATERFALL ATTACK

Cost: 2m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Medicine 3

Minimum Essence: 2

Effect: This Charm causes increased bleeding, increasing the difficulty to staunch a wound by (the Abyssal's Essence - the Essence of the target, minimum 1). Additionally, damage from bleeding is increased to one health level of lethal damage per minute.

FIVEFOLD WOUND-ABSORBING METHOD

Cost: 4m and 1wp per hl

Type: Simple

Duration: Instant

Combo: No

Minimum Ability: Medicine 5

Minimum Essence: 3

Effect: Speed 6, DV -1. The Abyssal may transform aggravated damage to lethal damage. The Exalt may instantly regenerate crippling effects, treating them as one health level per penalty point and may also regenerate lost limbs and body parts, a process requiring one hour per the highest penalty inflicted by the wound.

TOUCH OF GENTLE REPOSE

Cost: 5m

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Medicine 2

Minimum Essence: 2

Effect: Speed 4, DV -1. The deathknight may instantly grant death with a touch to those who desire it. The target spends a point of Willpower and never leaves behind a hungry ghost. This Charm may not be used by the Abyssal to commit suicide.

WINTER STRIKES THE FOREST

Cost: 10m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Medicine 4

Minimum Essence: 2

Effect: Roll (Wits + Medicine). Each success prevents the healing of a single health level of damage through the use of Charms or natural healing. Natural healing must "heal" a number of wounds equal to the successes rolled, at a wound penalty equal to the highest health level lost (so that an Exalt at -2 who is subject to this Charm with four successes must spend the time necessary to heal four -2 health levels) before natural healing actually begins.

WOUND-ABSORBING METHOD

Cost: 2m per hl, 1wp

Type: Simple

Duration: Instant

Combo: No

Minimum Ability: Medicine 3

Minimum Essence: 2

Effect: Speed 6, DV -0 on self, dramatic action for others. The Abyssal may transform lethal damage to bashing damage. At Essence 3, the Charm may be used on others, though the patient must spend 1 Willpower per health level transformed, due to pain.

MELEE CHARMS

CORROSIVE PARRY

Cost: Weapon damage modifier + 1m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Melee 3

Minimum Essence: 2

Effect: This Charm may only be employed as Parry DV is used against an attack. The Abyssal must spend a number of motes equal to the damage modifier of the weapon being defended against plus 1. The attacker's weapon corrodes and is destroyed. This Charm does not work against weapons made of the five magical materials or pure Essence.

CRIMSON BANQUET TECHNIQUE

Cost: 5m, 1W

Type: Simple

Duration: One scene

Combo: No

Minimum Ability: Melee 4

Minimum Essence: 2

Effect: As Slashing Ghost Talon, but for the scene. The deathknight may not gain more than (Essence + Lore) motes per action.

FIVE SHADOW FEINT

Cost: 2m per DV

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Melee 2

Minimum Essence: 1

Effect: Subtract 1 from opponent's DV per 2 motes spent. This is an entropic effect.

HUNDRED RAZOR CIRCLE

Cost: 5m

Type: Reflexive

Duration: Until next action

Combo: Yes

Minimum Ability: Melee 4

Minimum Essence: 2

Effect: Make a Melee attack against everyone (friend or foe) within three yards of the Abyssal until the next action, including those who enter the area. The deathknight may use Parry DV against projectiles, his player rolling (Dexterity + Melee) and adding the successes to the Abyssal's Parry DV against each such attack.



INCOMPARABLE SENTINEL STANCE

Cost: 4m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Melee 4

Minimum Essence: 2

Effect: As the Solar Charm Heavenly Guardian Defense.

SAVAGE SHADE STYLE

Cost: 1m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Melee 2

Minimum Essence: 1

Effect: As the Solar Charm Hungry Tiger Technique.

SLASHING GHOST TALON

Cost: 1m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Melee 2

Minimum Essence: 2

Effect: The Abyssal employing this Charm gains 1 mote per health level inflicted with a Melee attack. He may also gain the motes stolen by a soulsteel weapon, if one is used in the attack.

SOUL-CLEAVING STRIKE

Cost: 10m, 1wp, 1hl

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Melee 5

Minimum Essence: 4

Effect: The player of a target hit by a Melee attack empowered with this Charm must roll Essence. Success indicates he takes the Abyssal's Essence in unsoakable lethal damage. Failure indicates the permanent loss of 1 Essence. This effect cannot be soaked or prevented with magic that solely defends against physical assault.

UNFURLING IRON LOTUS

Cost: 2m per attack

Type: Extra Action

Duration: Instant

Combo: Yes

Minimum Ability: Melee 3

Minimum Essence: 2

Effect: As the Solar Charm Peony Blossom Attack.

VENGEFUL RIPOSTE

Cost: 1m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Melee 2

Minimum Essence: 1

Effect: A counterattack, this Charm can only be activated when an attacker's attack is insufficient to overcome the Abyssal's Parry DV.

OCCULT CHARMS

CELESTIAL CIRCLE SORCERY

Cost: —

Type: Permanent

Duration: Instant

Combo: No

Minimum Ability: Occult 4

Minimum Essence: 4

Effect: As the Solar Charm Celestial Circle Sorcery.

CORPUS-RENDING BLOW

Cost: 1m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Occult 2

Minimum Essence: 2

Effect: As the Solar Charm Spirit-Cutting Attack.

LABYRINTH CIRCLE NECROMANCY

Cost: —

Type: Permanent

Duration: Instant

Combo: No

Minimum Ability: Occult 4

Minimum Essence: 4

Effect: As the Solar Charm Celestial Circle Sorcery, save that the Abyssal may cast necromancy spells of the Labyrinth Circle (see below).

SHADOWLANDS CIRCLE NECROMANCY

Cost: —

Type: Permanent

Duration: Instant

Combo: No

Minimum Ability: Occult 3

Minimum Essence: 3

Effect: As the Solar Charm Terrestrial Circle Sorcery, save that the Abyssal may cast necromancy spells of the Shadowlands Circle (see below).

SOUL-EATING STRIKE

Cost: 2m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Occult 4

Minimum Essence: 3

Effect: As the Solar Charm Ghost-Eating Technique.

SPIRIT-DRAINING WARD

Cost: 10m

Type: Simple

Duration: One Scene

Combo: Yes

Minimum Ability: Occult 5

Minimum Essence: 2

Effect: As the Solar Charm Spirit-Repelling Diagram.

SPIRIT-SENSING TECHNIQUE

Cost: 3m

Type: Reflexive

Duration: One scene

Combo: Yes

Minimum Ability: Occult 2

Minimum Essence: 2

Effect: As the Solar Charm Spirit-Detecting Glance.

TERRESTRIAL CIRCLE SORCERY

Cost: —

Type: Permanent

Duration: Instant

Combo: No

Minimum Ability: Occult 3

Minimum Essence: 3

Effect: As the Solar Charm Terrestrial Circle Sorcery.

THROUGH DEAD EYES

Cost: 6m

Type: Simple

Duration: One scene

Combo: No

Minimum Ability: Occult 5

Minimum Essence: 2

Effect: The Abyssal may detect the flows of entropic and Underworld energy in the world, immediately sensing ghosts and deathknights, as well as nearby shadowlands. The Exalt may detect the flows of magic with a successful (Intelligence + Occult) roll as though using the Solar Charm All-Encompassing Sorcerer's Sight, though the difficulty is +1 unless the magic involves death energy somehow.

VOID CIRCLE NECROMANCY

Cost: —

Type: Permanent

Duration: Instant

Combo: No

Minimum Ability: Occult 5

Minimum Essence: 5

Effect: As the Solar Charm Solar Circle Sorcery, save that the Abyssal may cast necromancy spells of the Void Circle (see below).

PERFORMANCE CHARMS

ELEGY FOR THE FALLEN

Cost: 5m

Type: Simple

Duration: Indefinite

Combo: Yes

Minimum Ability: Performance 4

Minimum Essence: 2

Effect: The Abyssal may lead a living congregation in a worship service for a ghost or the dead in general. After each hour of the service, roll dice equal to the number of participants (maximum double the Abyssal's Charisma + Performance). The ghost (or the dead in general) gains 1 mote of Essence per success.

HEART-SCULPTING ORATION

Cost: 6m

Type: Supplemental

Duration: One scene

Combo: Yes

Minimum Ability: Performance 4

Minimum Essence: 2

Effect: As the Solar Charm Heart-Compelling Method.

LAMENTING GHOST TECHNIQUE

Cost: 1m per 1L

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Performance 5

Minimum Essence: 2

Effect: Speed 6, DV -1. The deathknight attacks with a terrible shriek, her player rolling (Manipulation + Performance) against Dodge DV (Parry DV is inapplicable). The effect's range is (Performance x 10) yards. This Charm may only be soaked with natural soak or soak-enhancing Charms. A maximum of (Stamina + Essence) motes may be spent on this effect.

MORBID FASCINATION STYLE

Cost: 5m

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Performance 3

Minimum Essence: 2

Effect: As the Solar Charm Respect-Commanding Attitude.

WITHERING DIRGE

Cost: 2m per 1L

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Performance 3

Minimum Essence: 2

Effect: The Abyssal may cause damage through song, inflicting 1L damage per 2 motes spent, to a maximum of (Essence) damage, to all who can hear it. The damage is only soaked with natural soak or soak-enhancing Charms.

PRESENCE CHARMS

COMMAND THE DEAD

Cost: Varies

Type: Simple

Duration: One day

Combo: Yes

Minimum Ability: Presence 3

Minimum Essence: 2

Effect: Speed 6, DV -2. The Abyssal may seize control of the undead. Roll (Manipulation + Presence), difficulty (MDV of intelligent undead, Essence of mindless undead or MDV of the controlling necromancer). Intelligent undead may spend Willpower to resist commands that would cause them to destroy themselves but are still subject to the control. (Once they have spent Willpower equal to the successes of the command, they are free.) The Charm costs 5 motes plus 1 mote per additional undead for mindless undead, and 10 motes and 1 Willpower plus 3 motes per additional undead for intelligent undead.

COMPELLING WHISPER TECHNIQUE

Cost: 10m, 1wp

Type: Simple

Duration: (Charisma) days

Combo: Yes

Minimum Ability: Presence 3

Minimum Essence: 2

Effect: As the Solar Charm Hypnotic Tongue Technique.

DREAD LORD'S DEMEANOR

Cost: 7m

Type: Reflexive

Duration: One scene

Combo: No

Minimum Ability: Presence 4

Minimum Essence: 3

Effect: As the Solar Charm Majestic Radiant Presence.

HEART-STOPPING MIEN

Cost: 10m, 1wp

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Presence 5

Minimum Essence: 3

Effect: When Heart-Stopping Mien is activated, mortals who fail a Valor check take (the Abyssal's Essence) unsoakable lethal damage. Those who succeed at the check are still at a -2 to attack the deathknight.

IRRESISTIBLE SUCCUBUS STYLE

Cost: 3m

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Presence 4

Minimum Essence: 3



Effect: As the Solar Charm Authority-Radiating Stance, save that those who are subject to this Charm suffer an unnatural illusion effect, causing them to fall in love with the character.

SKELETON-SUMMONING GESTURE

Cost: 5m, 1wp

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Presence 3

Minimum Essence: 3

Effect: The deathknight may animate all skeletons within (Essence x 10) yards, which obey the Abyssal completely. These undead are treated as zombies and are always extras.

SOUL-FLAYING GAZE

Cost: 3m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Presence 5

Minimum Essence: 3

Effect: As the Solar Charm Terrifying Apparition of Glory.

RESISTANCE CHARMS

AGONY-SAVORING SPIRIT

Cost: 1wp

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Resistance 3

Minimum Essence: 2

Effect: After the Abyssal kills someone, roll the Abyssal's Conviction. Each success on this roll translates to 1 Will-power regained.

FLESH-MENDING DISCIPLINE

Cost: 10m

Type: Supplemental

Duration: One day

Combo: Yes

Minimum Ability: Resistance 1

Minimum Essence: 1

Effect: As the Solar Charm Body-Mending Meditation.

FLOWING WOUND DEFENSE

Cost: 4m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Resistance 5

Minimum Essence: 3

Effect: As the Solar Charm Adamant Skin Technique.

GHOST ARMOR PRANA

Cost: 3m per fatigue/mobility reduction

Type: Simple

Duration: Indefinite

Combo: No

Minimum Ability: Resistance 4

Minimum Essence: 1

Effect: As the Solar Charm Armored Scout's Invigoration.

INAUSPICIOUS SHADOW PLATE

Cost: 10m, 1wp or 13m, 1wp

Type: Simple

Duration: One scene

Combo: No

Minimum Ability: Resistance 4

Minimum Essence: 3

Effect: As the Solar Charm Glorious Solar Plate, save that, instead of creating a shield, this Charm can create a cloak with the same benefits for an additional 3 motes.

INSENSIBLE CORPSE TECHNIQUE

Cost: —

Type: Permanent

Duration: Permanent

Combo: —

Minimum Ability: Resistance 3

Minimum Essence: 2

Effect: Permanently reduces all wound penalties by 2. This Charm may be purchased multiple times. Reaching Incapacitated still renders the Abyssal unconscious.

IVORY BLOSSOM CARAPACE

Cost: 1m per pre-soak damage die removed

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Resistance 2

Minimum Essence: 2

Effect: As the Solar Charm Spirit Strengthens the Skin.

PAIN-EATING FOCUS

Cost: 1m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Resistance 1

Minimum Essence: 1

Effect: As the Solar Charm Essence-Gathering Temper.

PLAGUE KNOWS ITS MASTER

Cost: —


Type: Permanent

Duration: Permanent

Combo: —

Minimum Ability: Resistance 4

Minimum Essence: 2



Effect: Reduces the difficulty of all rolls to resist disease and infection by (Essence). If the difficulty is reduced below 1, the Abyssal is immune.

RELENTLESS REVENANT SPIRIT

Cost: —

Type: Permanent

Duration: —

Minimum Ability: Resistance 4

Minimum Essence: 2

Effect: Upon death, the Abyssal becomes a ghost, retaining Martial Arts Charms up to Form-type and gaining double the normal Arcanoi.

SNAKE BITES ITS TAIL

Cost: —

Type: Permanent

Duration: Permanent

Combo: —

Minimum Ability: Resistance 3

Minimum Essence: 2

Effect: Reduces the difficulty of all rolls to resist poisons by (Essence). If the difficulty is reduced below 1, the Abyssal is immune.

SPIRIT-HARDENED FRAME

Cost: 3m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Resistance 2

Minimum Essence: 1

Effect: As the Solar Charm Durability of Oak Meditation.

TIRELESS SENTINEL TECHNIQUE

Cost: 3m

Type: Simple

Duration: One day

Combo: No

Minimum Ability: Resistance 3

Minimum Essence: 2

Effect: The Abyssal may ignore exhaustion and sleep deprivation. This Charm may only be used for (Stamina + Resistance) days. Each day of use thereafter inflicts one unsoakable level of bashing damage, which must be fully healed by rest before the Charm can be used again.

VOID-BANISHED MAIL

Cost: 1m

Type: Simple

Duration: Indefinite

Combo: Yes

Minimum Ability: Resistance 3

Minimum Essence: 3

Effect: As the Solar Charm Hauberk-Lightening Gesture.

RIDE CHARMS

FOUNDERING FOAL GESTURE

Cost: 4m per animal, 1wp

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Ride 4

Minimum Essence: 2

Effect: This Charm inflicts terrible pain on non-magical mounts, making them unable to run for more than a few minutes at a time.

MOUNT-BREAKING METHOD

Cost: 10m, 1wp

Type: Simple

Duration: Permanent

Combo: Yes

Minimum Ability: Ride 4

Minimum Essence: 2

Effect: Roll (Strength + Ride). Each success permanently reduces the Control Rating of a mount by 1. If the rating is reduced to 0 or lower, the mount is thereafter immune to fear.

MOUNT-SPOOKING SHOUT

Cost: 5m, 1wp

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Ride 4

Minimum Essence: 2

Effect: The Abyssal's scream increases the Control Rating of all mounts within earshot by 1 and forces an immediate (Charisma + Ride) check for riders to take control of their mounts. This Charm may be used more than once per scene, for a cumulative increase in Control Rating.

SOUL REINS

Cost: 1m per point

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Ride 2

Minimum Essence: 1

Effect: This Charm reduces the Control Rating of an animal by 1 per mote spent.

SPECTRAL STEED

Cost: 10m, 1wp

Type: Simple

Duration: One day

Combo: Yes

Minimum Ability: Ride 5

Minimum Essence: 3

Effect: As the Solar Charm Phantom Steed.

UNDYING HORSEMAN SKILLS

Cost: —

Type: Permanent

Duration: Instant

Combo: No

Minimum Ability: Ride 1

Minimum Essence: 1

Effect: As the Solar Charm Master Horseman's Techniques.

SAIL CHARMS

CREW-SUSTAINING TECHNIQUE

Cost: 1m per 4 mortals

Type: Simple

Duration: One day

Combo: Yes

Minimum Ability: Sail 5

Minimum Essence: 3

Effect: Under the influence of this Charm, the crew and passengers of a ship (must be non-supernatural beings) require only one-quarter the normal food and water and do not suffer from dietary deficiencies. A mortal may only be safely kept under the effects of this Charm for one day per dot in Stamina. After that, use of the Charm on that mortal reduces her Stamina by one dot per day. The Charm may not be used safely on that mortal again until her Stamina has recovered.

GHOST ON THE DECK

Cost: 3m

Type: Reflexive

Duration: One scene

Combo: Yes

Minimum Ability: Sail 2

Minimum Essence: 1

Effect: As the Solar Charm Salty Dodge Method.

GHOST WIND PRANA

Cost: 10m

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Sail 5

Minimum Essence: 2

Effect: This Charm summons a wind from the Underworld, filling the sails of a ship and allowing it to move at best speed in the direction chosen by navigator.

HULL-HARDENING TECHNIQUE

Cost: 8m, 1hl

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Sail 5

Minimum Essence: 3

Effect: As the Solar Charm Hull-Preserving Technique.

HULL-RESTORING MEDITATION

Cost: 4m

Type: Reflexive

Duration: Indefinite

Combo: Yes

Minimum Ability: Sail 5

Minimum Essence: 3

Effect: As the Solar Charm Shipwreck-Surviving Stamina.

PHANTOM SAIL TECHNIQUE

Cost: 6m

Type: Reflexive

Duration: One day

Combo: Yes

Minimum Ability: Sail 3

Minimum Essence: 2

Effect: Repairs a sail to full function for the Charm's duration, using shadows.

UNSINKABLE DERELICT PRESERVATION

Cost: 10m, 2wp

Type: Reflexive

Duration: Indefinite

Combo: Yes

Minimum Ability: Sail 5

Minimum Essence: 5

Effect: The Abyssal may cause a ship to ignore damage entirely. The Charm may be used on First Age ships and rotting hulks.

WIND-KILLING STANCE

Cost: 20m, 1wp

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Sail 5

Minimum Essence: 3

Effect: This Charm stops all winds from blowing (unless created by an entity with Essence greater than the Abyssal's) in an area equal to one-half mile per dot of Essence. The Charm does not stop the winds produced by Ghost Wind Prana or other winds from the Underworld.

SOCIALIZE CHARMS

EXQUISITE ETIQUETTE STYLE

Cost: 1m or 3m

Type: Reflexive

Duration: Until next action

Combo: Yes

Minimum Ability: Socialize 2

Minimum Essence: 1

Effect: As the Solar Charm Mastery of Small Manners, save that this Charm may function on ghosts as well by spending 3 motes.



HEART-HARDENING METHOD

Cost: 6m

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Socialize 4

Minimum Essence: 2

Effect: Roll (Manipulation + Socialize), difficulty (target's MDV). Each success reduces a chosen Virtue in the target by one dot for one hour per success. If successes exceed the target's Willpower, one dot of the Virtue loss is permanent. This effect is an unnatural mental influence that the Abyssal may use on himself.

IMPRECATION OF ILL MANNERS

Cost: 1m per die

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Socialize 3

Minimum Essence: 2

Effect: This Charm causes its target to lose one die from a Socialize dice pool per mote spent. This Charm requires a successful (Perception + Awareness) roll, difficulty (Abyssal's Socialize), for the target to notice something strange is going on, but even this does not reveal the source of the effect. This is an entropic effect.

INTIMATIONS OF MORTALITY

Cost: 5m

Type: Simple

Duration: One day

Combo: Yes

Minimum Ability: Socialize 3

Minimum Essence: 2

Effect: Roll (Manipulation + Socialize), difficulty (target's MDV). This Charm exerts an unnatural mental influence that inflicts an emotion (depression) on the target, who receives a +2 difficulty penalty to all social actions for the next day. If this Charm is used on a mortal and a number of successes equal to the mortal's Conviction is achieved, this manifests as an actual permanent derangement (and if the mortal is reduced to 0 Willpower at any point while suffering the derangement, he may attempt suicide).

LOYALTY-WITHERING TECHNIQUE

Cost: 3m

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Socialize 3

Minimum Essence: 2

Effect: When performing an Erode Intimacy social combat action, the Abyssal may reduce an Intimacy by one point per dot of Essence as a dramatic action, rather than a scene.

This effect is an unnatural mental influence that functions only on an individual and does not affect those with a higher Essence than the Abyssal's.

SIN-SENSING MEDITATION

Cost: 10m, 1wp

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Socialize 5

Minimum Essence: 2

Effect: Roll (Perception + Socialize), difficulty (target's MDV). Success gives the Abyssal insight into what desire the target has that would cause her to betray her Intimacies. When offering this temptation as part of a social attack, the Abyssal ignores the target's MDV and gains a number of automatic successes in the roll equal to his Essence.

STEALTH CHARMS

CONCEALING DISTRACTION DISCIPLINE

Cost: 3m

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Stealth 3

Minimum Essence: 1

Effect: As the Solar Charm Easily Overlooked Presence Method.

ENCOUNTER-BANISHING GESTURE

Cost: 5m, 1wp

Type: Simple

Duration: One scene

Combo: Yes

Minimum Ability: Stealth 4

Minimum Essence: 2

Effect: As the Solar Charm Mental Invisibility Technique.

NOISELESS PHANTOM STYLE

Cost: 4m

Type: Reflexive

Duration: (Stealth) minutes

Combo: No

Minimum Ability: Stealth 4

Minimum Essence: 3

Effect: The Abyssal creates no noise for the Charm's duration. The Charm does not negate sound caused by others.

SHADOW CLOAK TECHNIQUE

Cost: —

Type: Permanent

Duration: (Stealth) minutes

Combo: No

Minimum Ability: Stealth 5

Minimum Essence: 3

Effect: Changes the duration of Stealth Excellencies to “(Stealth) minutes” rather than “Instant.”

SPLINTER IN THE MIND’S EYE

Cost: 10m, 1wp

Type: Simple

Duration: Indefinite

Combo: Yes

Minimum Ability: Stealth 5

Minimum Essence: 3

Effect: As the Solar Charm Vanishing From Mind’s Eye Method.

STIFLED CRY EXERCISE

Cost: 1m

Type: Reflexive

Duration: One action

Combo: Yes

Minimum Ability: Stealth 5

Minimum Essence: 3

Effect: The Abyssal may mute any sound from a chosen target, who cannot have a higher Essence than the Abyssal.

UNSEEN WISP METHOD

Cost: 2m per action

Type: Simple

Duration: Varies

Combo: Yes

Minimum Ability: Stealth 5

Minimum Essence: 4

Effect: The Abyssal vanishes from sight for one action per 2 motes spent. The Exalt cannot be hit by ranged attacks while this Charm is in effect. Add Stealth to Parry DV against melee attacks while the Charm persists.

SURVIVAL CHARMS

BLOOD-FEASTING TECHNIQUE

Cost: —

Type: Permanent

Duration: Permanent

Combo: —

Minimum Ability: Survival 2

Minimum Essence: 2

Effect: The Abyssal is capable of permanently gaining nourishment from blood alone, never needing to eat food again.

ENDURING HUNTSMAN METHOD

Cost: 10m

Type: Reflexive

Duration: Indefinite

Combo: Yes

Minimum Ability: Survival 3

Minimum Essence: 1

Effect: As the Solar Charm Hardship-Surviving Mendicant Spirit.

ESSENCE ENGORGEMENT TECHNIQUE

Cost: —

Type: Permanent

Duration: Permanent

Combo: No

Minimum Ability: Survival 1

Minimum Essence: 2

Effect: The Abyssal gains +10 to her Peripheral Essence pool. This pool can only be recharged by consuming blood or flesh or by draining motes through the use of Charms.

FETTER THE BEAST

Cost: 10m, 1wp, 1xp

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: Survival 3

Minimum Essence: 2

Effect: As the Solar Charm Spirit-Tied Pet.

GHOST LEAVES NO TRAIL

Cost: 5m, 1wp

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Survival 5

Minimum Essence: 3

Effect: As the Solar Charm Traceless Passage.

HUNTER BECOMES THE PREY

Cost: —

Type: Permanent

Duration: Instant

Combo: No

Minimum Ability: Survival 3

Minimum Essence: 2

Effect: The Abyssal may gain 2 motes per health level from eating animal flesh.

INFALLIBLE BARGHEST MIEN

Cost: 8m, 1wp

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Survival 5

Minimum Essence: 2

Effect: As the Solar Charm Unshakeable Bloodhound Technique.

SHELTERING INTERMENT PRANA

Cost: 5m, 1wp


Type: Simple

Duration: Indefinite

Combo: No

Minimum Ability: Survival 5

Minimum Essence: 3



Effect: The Abyssal may sink into the earth, entering suspended animation. The Exalt is able to regain motes as though fully resting, though the motes committed to this Charm do not recover. The deathknight leaves no trace of presence while interred.

SUPERIOR PREDATOR STYLE

Cost: 10m

Type: Simple

Duration: One day

Combo: Yes

Minimum Ability: Survival 1

Minimum Essence: 2

Effect: This Charm projects an unnatural mental illusion on animals, causing fear in them. Creatures with an MDV higher than the Abyssal's Essence do not flee, but he does gain +1DV in fighting them.

UNDERWORLD FORAGING TECHNIQUE

Cost: —

Type: Permanent

Duration: Instant

Combo: No

Minimum Ability: Survival 4

Minimum Essence: 2

Effect: The Abyssal may gain nourishment from the food and flesh of animals from the Underworld.

THROWN CHARMS

AID OF ILL WIND

Cost: 3m

Type: Supplemental

Duration: Instant

Combo: Yes

Minimum Ability: Thrown 2

Minimum Essence: 2

Effect: As the Solar Charm Triple-Distance Attack Technique.

BURROWING BONE MAGGOT

Cost: 3m, 1W

Type: Simple

Duration: Indefinite

Combo: No

Minimum Ability: Thrown 5

Minimum Essence: 3

Effect: The Charm creates a bone needle identical to that created by Ivory Spine Attack, save that this needle is not poisonous. If the needle strikes a living enemy, it begins burrowing into his flesh, causing 1L damage (unsoakable) per minute. The Abyssal may command the needle to cease or to continue burrowing at any time so long as the motes remain committed. This Charm requires a successful (Dexterity +

Medicine) roll, difficulty (Essence + 1) to remove the needle, with a base time of 10 minutes to do so. Each success over the difficulty reduces the time by half.

HUNGRY MISSILE TECHNIQUE

Cost: 2m per DV

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Thrown 2

Minimum Essence: 1

Effect: Reduce the DV of the target of a Thrown attack by half the motes spent.

IVORY SPINE ATTACK

Cost: 1m per needle

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Abilities: Medicine 1, Thrown 4

Minimum Essence: 2

Effect: Each mote spent creates a needle (Speed 4, Accuracy +[Essence], Damage +[Essence]L+ poison, Rate 3). The poison requires the player of a character struck by it to make a (Stamina + Resistance) roll, difficulty (the Abyssal's Essence). Failure indicates the victim takes (Essence) lethal damage (unsoakable), if Exalted, or dies within a day, if unExalted.

LIGHTNING CLUTCH OF THE RAPTOR

Cost: 1m or 4m

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: Thrown 4

Minimum Essence: 2

Effect: The Abyssal gains a Parry DV of $([Dexterity + Thrown + Essence] \div 2)$. If an attack misses, the weapon is plucked out of the air. The Abyssal must have Essence 3 to deflect attacks of pure energy, and she may spend 4 motes to protect self against area-of-effect attack.

WAR CHARMS

DECEPTIVE GHOSTLY FORMATION

Cost: 1m/die

Type: Reflexive

Duration: Instant

Combo: Yes

Minimum Ability: War 2

Minimum Essence: 2

Effect: This Charm reduces the War dice pool of opponents attempting to use the Coordinating Attacks action against the Abyssal. This Charm may not reduce pool below opponent's Essence. This is an entropic effect.

HARDENED KILLER TRAINING STYLE

Cost: 10m, 2wp

Type: Simple

Duration: One week

Combo: No

Minimum Ability: War 5

Minimum Essence: 3

Effect: As Tiger Warrior Training Technique, save that this Style can be used to reduce Compassion in those trained as well (though this Charm may not reduce Compassion in a character whose Virtue Flaw is based on Compassion).

MORALE-SHATTERING METHOD

Cost: 7m, 1wp

Type: Simple

Duration: Instant

Combo: Yes

Minimum Ability: War 3

Minimum Essence: 2

Effect: As the Solar Charm Mob-Dispersing Rebuke.

PASSION ROUSING SPEECH

Cost: 5m, 1wp

Type: Simple

Duration: Indefinite

Combo: Yes

Minimum Ability: War 3

Minimum Essence: 2

Effect: Gives ghost troops a new Passion, at a rating equal to the Abyssal's Essence, related to the battle they are about to undertake.

THROUGH CARRION EYES TECHNIQUE

Cost: 1m

Type: Reflexive

Duration: Instant

Combo: No

Minimum Ability: War 5

Minimum Essence: 4

Effect: As the Solar Charm General of the All-Seeing Sun, save that this Charm grants information based on the presence of undead, other deathknights or those trained by Hardened Killer Training Style.

WICKED GENERAL AMONG THE INFANTRY APPROACH

Cost: 5m, 1wp

Type: Simple

Duration: One scene

Combo: No

Minimum Ability: War 5

Minimum Essence: 4

Effect: The Abyssal may possess any of the corporeal dead under his command within (Essence x 10) miles, using his Abilities through the undead. The deathknight may spend 1 mote to reflexively "hop" to another undead within range. Once the Abyssal leaves a corpse, it is destroyed by his passage. Use of this Charm on a corpse possessed by a nemissary ejects the nemissary if the Abyssal wins an opposed (Willpower + Essence) contest.

CHARM PACKAGES

Ancestor-Cult Priest I (Requirements: Lore 3, Occult 2; Essence 2)

Package: Crypt Bolt, Essence-Scattering Blast, First Lore Excellency, Occult Essence Triumphant, Spirit Sensing Technique

Ancestor-Cult Priest II (Requirements: Lore 4, Occult 3; Essence 3; Ancestor-Cult Priest I)

Package: Corpus-Rending Blow, Shadowlands Circle Necromancy, Third Lore Excellency

Ancestor-Cult Priest III (Requirements: Lore 5, Occult 5; Essence 3; Ancestor-Cult Priest I & II)

Package: Breath-Draining Prana, Soul-Eating Strike, Through Dead Eyes

Archer I (Requirements: Archery 3, Dodge 1; Essence 2)

Package: Bloodthirsty Arrow, First Archery Excellency, Hundred Paces Bite, Iron Sleet Attack, Third Dodge Excellency

Archer II (Requirements: Archery 4, Dodge 3; Essence 3; Archer I)

Package: Flitting Shadow Form, Splinter of the Void, Uncanny Impulse Evasion

Archer III (Requirements: Archery 5, Dodge 5; Essence 3; Archer I & II)

Package: Fivefold Shadow Form, Flickering Wisp Technique, Piercing Ghost Barb, Withering Feathered Maelstrom

Assassin I (Requirements: Athletics 1, Stealth 4; Essence 2)

Package: Concealing Distraction Technique, Encounter Banishing Gesture, First Athletics Excellency, First Stealth Excellency, Raiton's Nimble Perch

Assassin II (Requirements: Athletics 3, Stealth 5; Essence 3; Assassin I)

Package: Enhanced Dexterity Discipline, Falling Scythe Attack, Noiseless Phantom Style, Splinter in the Mind's Eye, Stifled Cry Exercise

Assassin III (Requirements: Athletics 4; Essence 4; Assassin I & II)
Package: Autumn Leaf's Descent, Crouching Gargoyle Stance, Shadow Cloak Technique, Unseen Wisp Method

Bureaucrat I (Requirements: Bureaucracy 3, Socialize 2; Essence 2)
Package: Bureaucracy Essence Overwhelming, Corruption-Sensing Scrutiny, Cunning Subversion Style, Exquisite Etiquette Style, Socialize Essence Triumphant

Bureaucrat II (Requirements: Linguistics 2, Socialize 3; Bureaucrat I)
Package: Argument-Slaying Remark, Authority-Eroding Technique, Imprecation of Ill Manners, Loyalty Withering Technique, Language-Absorbing Method

Bureaucrat III (Requirements: Bureaucracy 5, Linguistics 5, Socialize 5; Essence 3; Bureaucrat I & II)
Package: Regime-Toppling Insinuation, Sin-Sensing Meditation, Words Beneath a Whisper

Emissary of the Deathlords I (Requirements: Integrity 1, Presence 3; Essence 2)
Package: Cloaked in Oblivion, Command the Dead, Compelling Whisper Technique, First Presence Excellency, Integrity Essence Overwhelming

Emissary of the Deathlords II (Requirements: Integrity 2, Presence 5, Socialize 1; Essence 3; Emissary of the Deathlords I)
Package: Dread Lord's Gaze, First Socialize Excellency, Skeleton-Summoning Gesture, Soul-Flaying Gaze, Stubborn Penitent Defense

Emissary of the Deathlords III (Requirements: Integrity 5, Socialize 3; Emissary of the Deathlords I & II)
Package: Distraction Banishing Meditation, Heart-Stopping Mien, Intimations of Mortality, Shriek from the Labyrinth Counter

General I (Requirements: Presence 3, War 2; Essence 2)
Package: Command the Dead, Compelling Whisper Technique, Deceptive Ghostly Formation, First War Excellency, Third Presence Excellency

General II (Requirements: Presence 5, War 3; Essence 3; General I)
Package: Dread Lord's Demeanor, Morale-Shattering Method, Passion-Rousing Speech, Skeleton-Summoning Gesture, Soul-Flaying Gaze

General III (Requirements: War 5; Essence 4; General I & II)
Package: Hardened Killer Training Style, Heart-Stopping Mien, Through Carrion Eyes Technique, Wicked General Among the Infantry Approach

Martial Artist I (Requirements: Dodge 1, Martial Arts 3; Essence 2)
Package: Essence Discerning Glance, First Dodge Excellency, First Martial Arts Excellency, Hungry Ghost Form, Shrouded Claw Attack

Martial Artist II (Requirements: Dodge 2, Martial Arts 5; Essence 3; Martial Artist I)
Package: Blood Freezing Technique, Consuming Entropy Strike, Flitting Shadow Form, Power Reaping Prana, Unnatural Shambling Deftness

Martial Artist III (Requirements: Dodge 4; Essence 4; Martial Artist I & II)
Package: Charm Smothering Technique, Fivefold Shadow Form, Lunging Phantom Method, Soul-Flaying Strike, Uncanny Impulse Evasion

Melee Specialist I (Requirements: Melee 3, Resistance 3; Essence 2)
Package: First Melee Excellency, Five Shadow Feint, Insensible Corpse Technique, Savage Shade Style, Unfurling Iron Lotus

Melee Specialist II (Requirements: Melee 4, Resistance 4; Melee Specialist I)
Package: Corrosive Parry, Crimson Banquet Technique, Ghost Armor Prana, Slashing Ghost Talon, Vengeful Riposte

Melee Specialist III (Requirements: Melee 5; Melee Specialist I & II)
Package: Agony-Savoring Spirit, Hundred Razor Circle, Incomparable Sentinel Stance, Pain Eating Focus

Necromancer I (Requirements: Occult 3; Essence 3)
Package: First Occult Excellency, Shadowlands Circle Necromancy, Spirit Sensing Technique

Necromancer II (Requirements: Occult 4; Essence 4; Necromancer I)
Package: Labyrinth Circle Necromancy

Necromancer III (Requirements: Occult 5; Essence 5; Necromancer I & II)
Package: Through Dead Eyes, Void Circle Necromancy

Necrosurgeon I (Requirements: Craft 3, Medicine 1; Essence 2)
Package: Blood Mastery Technique, Fault-Finding Scrutiny, First Craft Excellency, First Medicine Excellency, Metal Withering Method

Necrosurgeon II (Requirements: Craft 4, Medicine 3; Necrosurgeon I)

Package: Bone Graft Technique, Crimson Waterfall Attack, Decay Resistance Preparation, Touch of Gentle Repose, Wound-Absorbing Method

Necrosurgeon III (Requirements: Craft 5, Medicine 5; Essence 3; Necrosurgeon I & II)

Package: Fivefold Wound-Absorbing Method, Form-Restoring Touch, Winter Strikes the Forest

Speaker of the Dead I (Requirements: Performance 3; Essence 2)

Package: Morbid Fascination Style, Second Performance Excellency, Withering Dirge

Speaker of the Dead II (Requirements: Performance 5; Speaker of the Dead I)

Package: Elegy for the Fallen, Heart-Sculpting Oration, Lamenting Ghost Technique, Third Performance Excellency

Stalker I (Requirements: Investigation 3, Survival 3; Essence 2)

Package: Cunning Scrutiny Style, Deception-Piercing Stare, Enduring Huntsman Method, Essence Engorgement Technique, First Investigation Excellency

Stalker II (Requirements: Investigation 4, Survival 5; Stalker I)

Package: Essence Engorgement Technique (second), Hunter Becomes the Prey, Infallible Barghest Mien, Superior Predator Style, Unsurpassed Interrogation Method

Stalker III (Requirements: Investigation 5; Essence 3; Stalker I & II)

Package: Corpse Questioning Technique, Incomparable Agony Technique, Lingering Echo Meditation, Sheltering Internment Prana

Thrown Specialist I (Requirements: Dodge 2, Thrown 2; Essence 2)

Package: Aid of Ill Wind, First Thrown Excellency, Flitting Shadow Form, Hungry Missile Technique, Second Dodge Excellency

Thrown Specialist II (Requirements: Dodge 5, Medicine 1, Thrown 4; Essence 2; Thrown Specialist I)

Package: Fivefold Shadow Form, Flickering Wisp Technique, Ivory Spine Attack, Lightning Clutch of the Raptor, Uncanny Impulse Evasion

Thrown Specialist III (Requirements: Thrown 5; Essence 3; Thrown Specialist I & II)

Package: Burrowing Bone Maggot, Flowing Evasion Assault, Incomparable Phantom Form

PALE HOSTS

Considered the elite soldiery of such Deathlords as the First and Forsaken Lion, the pale hosts are units of war ghosts. A pale host is made up of 30 war ghosts, organized into three subgroups, referred to as fellowships. With the ability to materialize in Creation outside of shadowlands and crafted by skilled moliator-savants into forms conducive to battle, units of war ghosts are a terrifying weapon when used against the living. Units of war ghosts are usually well equipped with magical weaponry of Underworld make, specially prepared to be taken into Creation. A pale host is considered walking dead for the purpose of determining Endurance.

Fellowship, 3 per pale host (Drill 3, Magnitude 1)

Close Combat Attack: 4 **Close Combat Damage:** 3

Ranged Attack: — **Ranged Damage:** —

Endurance: — **Might:** 3 **Armor:** 3

Morale: 3

Pale Host (Drill 3, Magnitude 2)

Close Combat Attack: 4 **Close Combat Damage:** 3

Ranged Attack: — **Ranged Damage:** —

Endurance: — **Might:** 3 **Armor:** 3

Morale: 3

SHAMBLING HORDES

Hordes of zombies usually come into play when the Deathlords or Abyssals march to war. These hordes are usually organized into talons of zombies (each containing approximately 100 zombies), each led by an intelligent undead or other servant, with several talons combined into a horde (of dragon size) under the command of a deathknight. The arms and armor of shambling hordes tends to be of very basic quality, at best. A shambling horde is considered walking dead for the purpose of determining Endurance.

Zombie Talon, 5 per shambling horde (Drill 0, Magnitude 3)

Close Combat Attack: 3 **Close Combat Damage:** 2

Ranged Attack: — **Ranged Damage:** —

Endurance: — **Might:** 1 **Armor:** 1

Morale: —

Shambling Horde (Drill 0, Magnitude 5)

Close Combat Attack: 3 **Close Combat Damage:** 2

Ranged Attack: — **Ranged Damage:** —

Endurance: — **Might:** 1 **Armor:** 1

Morale: —

HARDENED KILLER TALONS

The Abyssal equivalent to tiger warriors, hardened killers are made up of mortal troops put through an Essence-fueled training regimen (through the use of War Charms) that turns



them into cold-blooded killers. Merciless and obedient, these killers form the elite soldiery for several Deathlords, most notably the Mask of Winters' Thornguard. Generally, these soldiers are organized into scales of 25 killers, all armed with thaumaturgically enhanced arms and armor.

Hardened Killer Scale, 4 per hardened killer talon (Drill 5, Magnitude 2)

Close Combat Attack: 5 **Close Combat Damage:** 3

Ranged Attack: 4 **Ranged Damage:** 2

Endurance: 9 **Might:** 2 **Armor:** 3

Valor: 4

Hardened Killer Talon (Drill 5, Magnitude 3)

Close Combat Attack: 5 **Close Combat Damage:** 3

Ranged Attack: 4 **Ranged Damage:** 2

Endurance: 9 **Might:** 2 **Armor:** 3

Valor: 4

SPECIAL EFFECTS

THROUGH THE MIRROR, DARKLY: NECROMANCY

The Abyssal Exalted wield their own unique magics. The Underworld reflection of Creation's sorcery, necromancy draws upon the powers of death, decay and the cold stillness of the Void to work black miracles. Like sorcery, necromancy is divided into three circles of power: the Shadowlands Circle, the Labyrinth Circle and the Void Circle.

Shadowlands Circle: Shadowlands Circle spells all cost 1 Willpower to cast, in addition to the mote cost for the individual spells. Shadowlands Circle spells can do things such as create a black shadowy servitor that is intangible but able to spy for one hour (15 motes), create rifts into the Labyrinth that can be passed through (10 motes), raise zombies and skeletons (5 motes per corpse if they are animated permanently, 3 motes per corpse if the animation is scene long), ensure that a touched mortal will become a ghost upon his passing (15 motes), create a vessel that will imprison ghosts (10 motes), brand a target to protect her from ghosts (15 motes), summon ghosts (15+ motes, used similarly to Summon Elemental) and create the massive necromantic war machines favored by the armies of the Deathlords (cost varies). Finally, this circle possesses the spell Iron Countermagic, which can be used to counter other Shadowlands Circle spells. Shadowlands Circle spells can also be countered by Sapphire or Adamant Countermagic.

Labyrinth Circle: Labyrinth Circle spells all cost 2 Willpower to cast, in addition to the mote cost for the individual spells. Labyrinth Circle spells can do things such as animate a corpse as an intelligent servant (20 motes); allow the caster exhale a fog that forms hungry ghosts (2 motes per hungry ghost); cause bone razors and spikes to erupt in a devastating wall, inflicting 8L damage to things within its line of eruption (25 motes); let the Abyssal reap the Essence of those who die within one mile of her, gaining



1 mote per individual that dies while the spell is in effect (25 motes); inflict a final, spiteful blow as the Abyssal dies, inflicting his Essence in lethal damage, plus 1L per point of Essence remaining in his Essence pools, which ignores armor (costs all remaining Essence); draw in the breath of those around the deathknight, inflicting 1L damage, soakable with Stamina only, to those near him and regaining him 1 mote of Essence per level of damage inflicted (15 motes) or create a lash of spectral energy that can slaughter mortals with but a touch (15 motes + 2 motes per attack). Finally, this circle possesses the spell Onyx Countermagic, which can be used to counter Labyrinth and Shadowlands Circle spells, as well as Terrestrial Circle spells. Labyrinth Circle spells can also be countered by Adamant Countermagic.

Void Circle: Void Circle spells all cost 3 Willpower to cast, in addition to the mote cost for the individual spells. Void Circle spells can do things such as protect a target from effects that inflict additional damage because the creature is of the Underworld, lasting for an entire night (20 motes); outline an area of ground that will cause those who die within that area to rise as hungry ghosts the following night (60 motes); cause it to rain blood over an area, sickening living things in the area and attracting the undead from miles around (50 motes + one health level); transform a Solar who willingly renounces his Exaltation into an Abyssal (80 motes); cause a mighty black citadel to rise from the middle of a shadowland (60 motes); command any undead with a permanent Essence lower than the necromancer's own (25 motes) or speed the poisoning of a Demesne from its normal aspect to an Abyssal one (50 motes). Finally, this circle possesses the spell Obsidian Countermagic, which can be used to counter all necromancy spells, as well as spells of the Terrestrial and Celestial Circles of sorcery.

THE WILL OF THE UNDERWORLD: RESONANCE

Abyssal Exalted are not subject to the Great Curse. However, their will is not their own, for they are subject to the Resonance of the Underworld in all things that they do. Deathknights are creatures of the dead, and they must find their refuge in charnel and dead places. Not for them are the things of the living. Those who strive against this natural order of things are punished for their temerity with Resonance.

Resonance is an energy that builds within a deathknight when he denies what he is. Dwelling in a Solar Manse or among mortals, clinging to his mortal name, taking a lover (especially if a child results from the union), saving the life of a mortal, fighting against the forces of death or disobeying one's Deathlord — all of these things cause Resonance to accrue.

Resonance may be lost through a variety of means. Deathknights may undergo torturous rituals of self-castigation or absolution at the hands of a Midnight Caste Abyssal, undertake pilgrimages through the Underworld to commune with the Neverborn in the Abyss itself or surround themselves in the trappings of the dead in order to slowly bleed off Resonance.

More terrible is what deathknights refer to as Resonance Manipulation, which is the release of Resonance into the world around the Abyssal (often accompanied by the shedding of the deathknight's blood in the process), creating terrible supernatural manifestations of deathly power in the area. The higher the Essence of the deathknight, the more terrible the effects. Lower-level effects include such things as physical changes to the deathknight's appearance or minor environmental manifestations of the character's tainted nature, such as symbols of the dragons or Unconquered Sun becoming tarnished in the deathknight's presence.

More powerful manifestations include fires dying out, pregnant mothers miscarrying, cattle giving sour milk for a week, symbols of the Unconquered Sun or other gods shattering or the character's shadow animating as a malevolent undead thing.

FEEDING THE DEVIL

Abyssal Exalts are unable to regenerate Essence in Creation without the use of hearthstones. However, they are capable of regaining Essence through the use of certain Charms that permit them to drain Essence. Additionally, they may spend 1 mote and grow a set of fangs to allow them to feed on the living, draining their blood at a rate of one health level per action. Abyssals gain 1 mote per health level drained in this way, and a given creature can be drained for (its health levels + 3) motes. Extras may only be drained for 3 motes total.





CHAPTER FIVE

THE SOLAR EXALTED

There's a reason the Dragon-Blooded have been hunting the Solar Exalted for a millennium: the Dragon-Blooded are afraid of the Solar Exalted. There wasn't a rebellion in the Threshold that didn't cause the satraps to look with a strained eye, and every growing heresy to the Immaculate faith warranted a full investigation by an experienced monk. For an Age, Creation was kept safe from the foes of the Realm through the constant vigilance of the Dragon-Blooded Host. Of course, that was before the Empress disappeared, the Realm began to disintegrate and the attention of the Great Houses turned inward. The Solars now, for the first time in a thousand years, have a chance to breathe — and to thrive.

APPEARANCE

A young Solar Exalt looks much like any mortal one might come across. Exalted from the mortal ranks, many Solars do little to alter their style or image. After all, they were Exalted for the heroes they were, not for the heroes they would become. So, unless the Exalt bears an enormous

sword, shining golden armor or some other fantastic item, there is no telltale sign that she is a Solar. The only definite way to identify a Solar Exalt is to see her invoke the might of the Sun. As she uses her Charms, her caste mark will blaze upon her forehead. This caste mark cannot be hidden, its light burning through headbands and helmets alike, and is the best indicator of a Solar's status.

As time passes, a Solar both gravitates toward a position of power and grows in puissance. As he rises in rank or influence, donning impressive or inspiring apparel may become necessary— for a Solar, the natural choices are golden regalia and themes of sunlight. As the Solar's connection with his god deepens, he begins to appear more like a sun god himself. He tans, his muscles grow larger and his body more shapely, his bearing becomes more regal and his gaze turns imperious yet compassionate. Some Solar Exalts change in only minor ways. Other Solar Exalts completely transform themselves.

SEEKING THE SUN

Finding a Child of the Sun is difficult to do without the proper magical preparations. The Sidereals and the Lunars possess potent Charms that they use to search out and/or recognize other Exalts, and the Terrestrial Exalted have similar abilities that they have honed over the centuries since the Usurpation. There are ancient artifacts used to identify fledgling Exalts, and the stars often herald the rebirth of a mortal into the Sun's arms. Wealthy and well-prepared mortals practiced in the ways of thaumaturgy can often prepare charms that react to the presence of an Exalt. A few Exalted even possess the senses necessary to recognize these great powers, when they go by unhidden.

COMPANIONSHIP

Solar Exalted are most likely to be found in the company of other Solar Exalts. They are returning to the world en masse for the first time since the Usurpation, and many Solars are, for all their skills and newfound powers, finding themselves confused and lost. The faint memories of their souls call to each other, as past friends, lovers or enemies. They draw each other like lost children in a crowd. Fate is working in ways that even the Sidereals cannot predict, causing Solars who knew each other in past lives to come together and reform

old alliances. And, as dangerous as a single Solar Exalt may be, Circles of them become vastly more so.

SOLAR ENCOUNTERS

An encounter with a Solar is an event that holds no guarantees. A Solar is equally likely to be brokering a treaty with the Fair Folk, destroying bandits for a price, relearning the crafts of First Age shipbuilding, finding the Empress or just trying to reach his vacation spot in one piece. The only thread holding Solars' myriad goals together is a vague urge for reconstruction — however slowly and however unsurely, the Exalted of the Sun are returning Creation to some semblance of order.

Or at least, they mean to be. Solars draw trouble like emotions draw the Fair Folk. The Wyld Hunt, weakened though it may be, will gather and ride with little hesitation should a Solar begin to stir up the wasps' nests that are the Threshold satrapies. And where the Hunt fails, the Bronze Faction can sometimes spare a centuries-old assassin to deal with the mess.

When the Realm and its silent supporters fail to rid the world of a golden hero, there are others ready to do the job. The Lunar Exalted have been plotting the Realm's downfall from the edge of Creation since the time of the Usurpation.





They always expected the Realm to disintegrate after the loss of the Scarlet Empress. But now, the returned Solars, incredible forces for construction and stability, are throwing centuries of planning out of balance. Certainly, many Lunar Exalted will act to prevent their schemes from crumbling beneath the onslaught of the Solars' fists and golden tongues.

Even when there are no Exalted but the Solars to be found, the Children of the Sun inevitably disrupt the lives of the mortals near them or their goals, drawing attention from the powerful and weak alike. In the East, any Solar with the ability to craft superb goods will be approached by the ubiquitous Guild, as will any who Solar dares to construct a competing mercantile concern — and any business run by a Solar is apt to succeed remarkably. A Solar who makes her presence known in the South will attract offers from many wealthy businessmen for protection, as well as assassins from the Tri-Khan of Chiaroscuro and possibly the Perfect of Paragon. The Lintha family, pirates with demon-blood running through their veins, *thoroughly* investigates anything that hinders business on the western waves. In the North, only Yurgen Kaneko, the Bull of the North, possesses the wherewithal to stand in an ambitious Solar's way now.

In short, the only predictable thing about a run-in with a Solar Exalt is turmoil. So many groups and individuals want the Solars out of the way, carefully kept in their pockets or dead that a given Solar is always near the center of something big, and none nearby can avoid learning firsthand the meaning of the ancient Old Realm curse, “may you live in interesting times.”

CREATING A SOLAR

To create a Solar antagonist, first choose how long he has been an Exalt and his caste. A young Solar has about the experience of a starting character. Young Solars possess Essences of 2 to 4, 10 to 13 Charms and may have a Combo. Their Willpowers are equal to 6, and they have as many as five dots of Artifacts. Such a Solar has 33 points to distribute among his Abilities and 8/6/4 to distribute between his primary/secondary/tertiary Attributes. A Solar of medium age is between 40 and 200 years old and has an Essence of 4 or 5. He has 18 to 30 Charms, at least a couple of Combos and a Willpower of 7 or 8. He has between two and eight dots in Artifacts, 60 points in Abilities and 10/7/5 to distribute among his Attributes. An elder Solar can be up to 3,000 years old and has an Essence between 5 and 9. Her Charms number between 40 and 60, and she has Combos tailored for many circumstances. Her Willpower is 10, she has as many as 25 dots in Artifacts, 120 points for Abilities and 12/9/7

for her Attributes. For the purposes of calculating Essence pools, a young Solar's Virtues sum to nine, a medium Solar's to 11 and an old Solar's to 15.

A Dawn Caste Solar generally prioritizes his Attributes Physical/Mental/Social and possesses artifacts that aid him in battle, such as weapons or armor. He has at least two Excellencies in his primary combat Ability. Including these, at least half of his Charms will be devoted to combat, and he is more likely than a Solar of any other caste to have a Combo, which will be a deadly attack and defense combination.

The Zenith Caste Solar typically prioritizes her Attributes as either Physical/Social/Mental or Social/Physical/Mental, and her Artifacts help her to impress or convince others. She has an Excellency in either Performance or Presence and one in Integrity. At least one-third of her Charms, Excellencies included, are for interactions and another third are for combat.

The Twilight Caste Solar Exalt places Mental as the primary set of Attributes. The artifacts for this caste are myriad, often depending on the study of crafts specific to the Twilight in question. She has at least one Excellency in Craft, Lore or Occult, depending on her tastes. Generally, at least half of her other Charms fall within her Caste Abilities. Although as many as a third may be intended for combat, some young Twilights are unprepared for such physical contests.

A Night Caste's Attributes are most often prioritized Physical/Mental/Social. His artifacts aid in stealth, secrecy or the arts of larceny or assassination. He has at least two Excellencies divided between Dodge, Larceny and Stealth and devotes at least a third of his Charms to his Caste Abilities. At least another third are also given to combat.

A member of the Eclipse Caste commonly prioritizes his Attributes in Social/Mental/Physical and has artifacts that make his arguments more reasonable or that let him dive into a new social scene with nary a ripple. He has an Excellency in Socialize and may have another in the Eclipse Ability set. His Charms are largely devoted to his courtly aims, but around one-third are devoted to combat.

None of the above parameters are set in stone. As one of the most flexible Exalt types, Solars can prioritize their Attributes and learn their Charms in any fashion they like. Similarly, Solars' artifacts can reflect any facet of their personalities and requirements. It is perfectly normal for an Eclipse Caste to have an artifact dagger for protection in court. Any Solar beyond a certain age who does *not* have a daiklave is unusual. In general, a Solar of any caste should put at least a third of his Ability points into his Caste Abilities (if possible).

SAMPLE LAWGIVERS

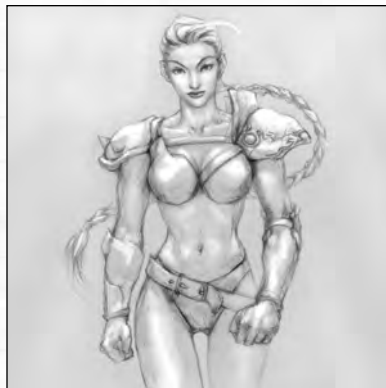
THE DAWN CASTE SOLDIER

Attributes (Physical/Mental/Social): 8/6/4

Essence (Personal/Peripheral): 2 (12/29)

Willpower: 6

Artifacts: 3



Abilities: Archery 5, Athletics 3, Awareness 1, Dodge 4, Integrity 1, Lore 1, Martial Arts 3, Medicine 1, Melee 4, Presence 1, Resistance 2, Ride 1, Survival 2, Thrown 1, War 3

Charm Packages: Archer I, Melee Specialist I & II

Combos: *Blur of Steel* (Charms: Dipping

Swallow Defense, First Melee Excellency, Iron Whirlwind Attack) or *Angry Hornet Swarm* (Charms: Essence Arrow Attack, Trance of Unhesitating Speed).

THE ZENITH CASTE PREACHER

Attributes (Physical/Mental/Social): 6/4/8

Essence (Personal/Peripheral): 3 (15/36)

Willpower: 6

Artifacts: 2



Abilities: Athletics 1, Awareness 2, Bureaucracy 1, Dodge 3, Integrity 2, Investigation 1, Linguistics 1, Lore 2, Martial Arts 3, Medicine 2, Melee 1, Occult 1, Performance 4, Presence 3, Resistance 2, Survival 3, Thrown 1

Charm Packages: Performer I, Soaker

I, Solar Martial Artist I, Survivor I

Combos: *Heartfelt Sermon* (Charms: First Performance Excellency, Heart-Compelling Method).

THE NIGHT CASTE SPYMASTER

Attributes (Physical/Mental/Social): 10/7/5

Essence (Personal/Peripheral): 4 (19/46)

Willpower: 7

Artifacts: 4

Abilities: Athletics 5, Awareness 2, Dodge 5, Integrity 2, Investigation 3, Larceny 4, Linguistics 1, Lore 2, Medicine 1, Melee 5, Occult 1, Performance 2, Presence 4, Resistance 2, Ride 1, Sail 2, Socialize 2, Stealth 5, Survival 3, Thrown 4



Charm Packages:

Athlete I, Dodge Artist I, Larceny I, Melee Specialist I, Presence I, Stealth, Thrown Specialist I & II

Combos: *Rain of Knives* (Charms: Cascade of Cutting Terror, Falling Icicle Strike, Observer-Deceiving Attack, Second Thrown Excellency,

Seven Shadow Evasion). *Death From Above* (Charms: Cascade of Cutting Terror, Mist on Water Attack, Seven Shadow Evasion). *Crippling Onslaught of Steel* (Charms: Cascade of Cutting Terror, Joint-Wounding Attack, Seven Shadow Evasion). *Social Chameleon Attitude* (Charms: First Larceny Excellency, Flawlessly Impenetrable Disguise).

THE TWILIGHT CASTE SORCERER-ENGINEER

Attributes (Physical/Mental/Social): 5/10/7

Essence (Personal/Peripheral): 5 (23/54)

Willpower: 8

Artifacts: 6



Abilities: Athletics 2, Awareness 3, Bureaucracy 2, Craft 5, Dodge 4, Integrity 4, Investigation 5, Larceny 1, Linguistics 1, Lore 5, Martial Arts 1, Medicine 3, Melee 4, Occult 5, Performance 2, Presence 1, Resistance 2, Ride 1, Sail 2, Socialize 2, Stealth 1, Survival 3,

Thrown 2, War 2

Charm Packages: Crafter I & II, Dodge Artist I, Melee Specialist I & II, Soaker I, Sorcerer I & II, Teacher; 17 spells (Conjuring the Azure Chariot, Death of Obsidian Butterflies, Demon of the First Circle, Demon of the Second Circle, Emerald Circle Banishment, Emerald Countermagic, Incantation of Spiritual Discretion, Infallible Messenger, Invulnerable Skin of Bronze, Ivory Orchid Pavilion, Outside Worlds Within, Ritual of Elemental Empowerment, Sapphire Circle Banishment, Summon Elemental, Summoning the Lesser Minions of the Eyeless Face, Swift Spirit of Winged Transportation)

Combos: *Give and Take* (Charms: Peony Blossom Attack, Seven Shadow Evasion, Spirit Strengthens the Skin). *Hammer of the Gods* (Charms: Fire and Stones Strike, Hungry Tiger Technique, Seven Shadow Evasion). *Calloused Hands of the Maker* (Charms: Craftsman Needs No Tools, First Craft Excellency).

THE ECLIPSE CASTE LORD OF CREATION

Attributes (Physical/Mental/Social): 9/7/12

Essence (Personal/Peripheral): 8 (34/81)

Willpower: 10

Artifacts: 20



Abilities: Archery 2, Athletics 4, Awareness 5, Bureaucracy 8, Craft (Air) 2, Dodge 4, Integrity 7, Investigation 4, Larceny 5, Linguistics 6, Lore 6 (First Age +3), Martial Arts 4, Medicine 4, Melee 7, Occult 5 (Spirits +2), Performance 6, Presence 7, Resistance 3, Ride 3,

Sail 3, Stealth 4, Socialize 8, Survival 3, Thrown 6, War 4

Charm Packages: Athlete I, Dodge Artist I, Melee Specialist I & II, Mental Stalwart I & II, Solar Martial Artist I & II, Thrown Specialist I & II, Soaker I, Sorcerer I, II & III, Stealth, Teacher; many spells from all three circles of sorcery

Combos: *Shimmering Steel Mandala* (Charms: Heavenly Guardian Defense, Iron Whirlwind Attack, Second Melee Excellency, Seven Shadow Evasion). *Stern Rebuke* (Charms: Fists of Iron Technique, Knockout Blow, Seven Shadow Evasion, Thunderclap Rush Attack). *Mighty Wallop* (Charms: Knockout Blow, Ox-Stunning Blow, Seven Shadow Evasion). *Reign of Steel* (Charms: Fire and Stones Strike, First Melee Excellency, Hungry Tiger Technique, Peony Blossom Attack). *Pipes of Amnesia* (Charms: Memory-Reweaving Discipline, Second Performance Excellency). *Polite Suggestion* (Charms: Hypnotic Tongue Technique, Third Presence Excellency). *Silver-Tongue-Devil Style* (Charms: Irresistible Salesman Spirit, Second Presence Excellency).

Notes: This Eclipse also has many Charms focused on performance, persuasion and other social activities. Assume he has all of the Performance, Presence and Socialize Charms in the **Exalted** corebook, as well as several Charms unique to him and a smattering of Charms belonging to other types of Exalts and gods.

CHARM PACKAGES

Anti-Wyld I (Requirements: Lore 3; Essence 3)

Package: Any two Lore Excellencies, Chaos-Repelling Pattern

Anti-Wyld II (Requirements: Lore 5; Essence 4; Anti-Wyld I)

Package: Order-Affirming Blow, Wyld-Cauldron Technology, Wyld-Shaping Technique

Archer I (Requirements: Archery 3; Essence 2)

Package: Any Archery Excellency, Essence Arrow Attack, Phantom Arrow Technique, Trance of Unhesitating Speed

Archer II (Requirements: Archery 5; Essence 3; Archer I)

Package: Accuracy Without Distance, Arrow Storm Technique, Rain of Feathered Death, There is No Wind

Athlete I (Requirements: Athletics 2; Essence 2)

Package: Any Athletics Excellency, Graceful Crane Stance, Monkey Leap Technique, Lightning Speed

Athlete II (Requirements: Athletics 5; Athlete I)

Package: Increasing Strength Exercise, Racing Hare Method, Soaring Crane Leap, Spider-Foot Style

Crafter I (Requirements: Craft 3; Essence 2)

Package: Any Craft Excellency, Durability-Enhancing Technique, Object-Strengthening Touch

Crafter II (Requirements: Craft 5; Essence 3; Crafter I)

Package: Crack-Mending Technique, Craftsman Needs No Tools, Shattering Grasp

Defender I (Requirements: Melee 3, Dodge 3; Essence 1)

Package: Any Melee Excellency, Bulwark Stance, Dipping Swallow Defense, Reflex Sidestep Technique, Shadow Over Water

Defender II (Requirements: Melee 5, Dodge 4; Essence 2; Defender I)

Package: Any Dodge Excellency, Fivefold Bulwark Stance, Heavenly Guardian Defense, Seven Shadow Evasion

Defender III (Requirements: Dodge 5; Essence 3; Defender I & II)



Package: Flow Like Blood, Leaping Dodge Method, Ready in Eight Directions Stance, Solar Counterattack

Dodge Artist I (Requirements: Dodge 4; Essence 2)

Package: Any Dodge Excellency, Seven Shadow Evasion, Shadow Over Water

Dodge Artist II (Requirements: Dodge 5; Essence 3; Dodge Artist I)

Package: Flow Like Blood, Leaping Dodge Method, Reflex Sidestep Technique



Larceny I (Requirements: Larceny 4; Essence 2)

Package: Any Larceny Excellency, Flawlessly Impenetrable Disguise, Flawless Pickpocketing Technique, Lock-Opening Touch

Larceny II (Requirements: Larceny 5; Essence 4; Larceny I)

Package: Perfect Mirror, Stealing from Plain Sight Spirit, Door-Evading Technique

Melee Specialist I (Requirements: Melee 3; Essence 1)

Package: Any Melee Excellency, Dipping Swallow Defense, Fire and Stones Strike, Hungry Tiger Technique, One Weapon, Two Blows

Melee Specialist II (Requirements: Melee 4; Essence 2; Melee Specialist I)

Package: Bulwark Stance, Heavenly Guardian Defense, Iron Whirlwind Attack, Peony Blossom Attack

Mental Stalwart I (Requirements: Integrity 3; Essence 2)

Package: Destiny-Manifesting Method, Integrity-Protecting Prana, Stubborn Boar Defense, Temptation-Resisting Stance

Mental Stalwart II (Requirements: Integrity 4; Mental Stalwart I)

Package: Elusive Dream Defense, Righteous Lion Defense, Spirit-Maintaining Maneuver, Unhesitating Dedication

Performer I (Requirements: Performance 4; Essence 2)

Package: Any Performance Excellency, Heart-Compelling Method, Respect Commanding Attitude

Performer II (Requirements: Performance 5; Essence 3; Performer I)

Package: Husband-Seducing Demon Dance, Memory-Reweaving Discipline, Phantom-Conjuring Performance

Presence I (Requirements: Presence 4; Essence 3)

Package: Any Presence Excellency, Enemy-Castigating Solar Judgment, Hypnotic Tongue Technique, Majestic Radiant Presence

Presence II (Requirements: Presence 5; Presence I)

Package: Authority-Radiating Stance, Terrifying Apparition of Glory, Underling Promoting Touch

Soaker I (Requirements: Resistance 2; Essence 2)

Package: Durability of Oak Meditation, Essence-Gathering Temper, Ox-Body Technique, Spirit Strengthens the Skin

Soaker II (Requirements: Resistance 5; Essence 3; Soaker I)

Package: Adamant Skin Technique, Body-Mending Meditation, Iron Skin Concentration, Willpower-Enhancing Spirit

Snake Martial Artist I (Requirements: Martial Arts 4; Essence 2)

Package: Any Martial Arts Excellency, Serpentine Evasion, Snake Form, Striking Cobra Technique

Snake Martial Artist II (Requirements: Martial Arts 5; Essence 3; Snake Martial Artist I)

Package: Armor-Penetrating Fang Strike, Essence Fangs and Scales Technique, Snake Strikes the Heel, Uncoiling Serpent Prana

Solar Martial Artist I (Requirements: Martial Arts 3; Essence 2)

Package: Any Martial Arts Excellency, Dragon Coil Technique, Fists of Iron Technique, Sledgehammer Fist Punch, Thunderclap Rush Attack

Solar Martial Artist II (Requirements: Martial Arts 4; Solar Martial Artist I)

Package: Hammer on Iron Technique, Heaven Thunder Hammer, Knockout Blow, Ox-Stunning Blow, Solar Hero Form

Sorcerer I (Requirements: Occult 3; Essence 3)

Package: Spirit-Cutting Attack, Spirit-Detecting Glance, Terrestrial Circle Sorcery

Sorcerer II (Requirements: Occult 5; Essence 4; Sorcerer I)

Package: All-Encompassing Sorcerer's Sight, Celestial Circle Sorcery, Ghost-Eating Technique

Sorcerer III (Requirements: Occult 5, Essence 5; Sorcerer I & II)

Package: Solar Circle Sorcery, Sorcerer's Burning Chakra Charm, Spirit-Repelling Diagram

Stealth (Requirements: Stealth 4; Essence 2)

Package: Easily Overlooked Presence Method, Invisible Statue Spirit, Mental Invisibility Technique

Supporter (Requirements: Lore 4; Essence 3)

Package: Essence-Lending Method, Power-Awarding Prana, Will-Bolstering Method

Survivor I (Requirements: Survival 3; Essence 1)

Package: Any Survival Excellency, Friendship with Animals Approach, Hardship-Surviving Mendicant Spirit

Survivor II (Requirements: Survival 5; Essence 2; Survivor I)

Package: Food-Gathering Exercise, Trackless Region Navigation, Unshakeable Bloodhound Technique

Teacher (Requirements: Lore 5, Presence 1; Essence 4)

Package: Any Presence Excellency, Harmonious Academic Methodology, Legendary Scholar Curriculum

Thrown Specialist I (Requirements: Thrown 3; Essence 2)

Package: Any Thrown Excellency, Joint-Wounding Attack, Observer-Deceiving Attack, Returning Weapon Concentration, Triple-Distance Attack Technique

Thrown Specialist II (Requirements: Thrown 4; Essence 3; Thrown Specialist I)

Package: Mist on Water Attack, Falling Icicle Strike, Cascade of Cutting Terror, Spirit Weapons

SOLAR ARTIFACTS

Many hundreds of artifacts, ranging in power from the puissant Third-Arm Glaive to the nearly inconsequential Iron Toes, lie in Solar tombs and long-buried temples in the far reaches of Creation. For those who can find these artifacts, even the weakest of these wonders can aid the returning Solars.



BAND OF FAITH (ARTIFACT •)

The person who wears this ring, forged of gold with a thin vein of purer orichalcum wending through it, can access the direct beneficence of the Unconquered Sun. In the First Age, thousands of these rings were crafted for the unExalted masses who worshiped the deity; the Chosen, too, wore them as symbols of faith.

A Band of Faith contains a single mote of Essence that can be wielded by anyone who wears the ring. Though a small benefit for any Exalt, God-Blood or Dragon King, this 1 mote enabled mortals to activate and operate some of the nearly accessible tools and minor wonders of the First Age without training.

Finding such a ring in the Age of Sorrows is not difficult. More than one Solar was buried, in his day, with a full panoply of *faithful* servants, devoted to him and to his god.

Only one Band of Faith can benefit an individual. Once the mote within is used, the band recharges it after a full hour spent in sunlight.



IRON TOES (ARTIFACT •)

Forged and worn by a First Age Solar who loved to walk for hours, days, weeks or longer at a time, the Iron Toes are a pair of fine leather sandals with tiny orichalcum nubs in the soles for traction. These sandals allow anyone who wears them and commits 1 mote of Essence to the artifact to ignore all fatigue so long as she walks. She still needs to eat, but sleep and weariness are held at bay as long as her feet keep moving. Neither running nor the typical patterns made with feet during combat suffice. Someone trying to retain the benefit of the sandals while in combat cuts his movement in half and suffers a -1 penalty to his DVs. Once the constant walking stops, any sleep and fatigue that the character heretofore ignored catches up with him and must be dealt with normally.

The Solar who owned these sandals lived early in the First Age, when there was still much to explore and many new things to find simply by walking and looking for them. When he died, he was buried with much pomp and circumstance, with these sandals still upon his feet.

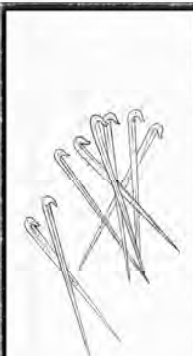


HEAVEN GLORY SHROUD (ARTIFACT ••)

An article of dress in vogue among Night Caste Solars in the First Age, many of these sheets of sheer black silk have been lost or destroyed. When a Heaven Glory Shroud is folded according to a specific occult pattern and wrapped around the forehead like a bandanna, this artifact helps a Solar to conceal her identity. For any Child of the Sun, the shroud increases the amounts of peripheral Essence that must be spent to activate any given level of her anima by (7 minus her Essence). If the Exalt is a Night Caste, the shroud also cuts in half the number of motes that feed her anima with each Peripheral Essence expenditure.

If the shroud is suppressing the Solar's anima display and the bandanna is removed, her anima bursts forth in its full glory at whatever strength it would have without the shroud. Although the Heaven Glory Shroud does not have any effect on Chosen other than Solars, the Sidereal Exalted at least were known to have similar headwear in the First Age.

Heaven Glory Shrouds may be found in the Age of Sorrows in the tombs of ancient Solars, primarily those of the Night Caste, or serving as fine cloths for small tables for the wealthy who affect darkness and melancholy.



SHAME'S WHISKERS (ARTIFACT ••••)

Shame's Whiskers are a set of eight golden needles, about four inches in length and sharp, with a slight barb on one end. A person dons them by pushing each through the skin of his upper lip, four on each side. The barb on the end of each guarantees that the whiskers will catch and hold. This act costs the user one lethal health level, which will not heal until the whiskers are removed. If the user cannot attune artifacts, this is where the process ends. If he commits 8 motes to the whiskers, however, the artifact's powers begin to work.

Once attuned to the artifacts, the bearer's eyes take on a feline aspect, and he gains three bonus dice to any visual Perception check. He also becomes able to instantly recover from socially damaging mistakes. For a single mote of Essence, his player can reroll any failed check that would embarrass or humiliate the character. But the greatest power of Shame's Whiskers is their ability to perfectly conceal the one who wears them. As long as he does not want to be found, nobody seeking him intending him punishment or harm can find him. This requires no effort on the part of the Exalt. He can sit in plain sight, for instance, and watch his angry lover stomp past him. This protection extends to astrology and beyond. For anyone trying to find him for such an unpleasant reason, it is as if he does not exist. To be found by someone seeking him for punishment, he must know that someone seeks him and let her find him.

This effect does not protect him from being found by people who are not looking for him in particular, but the whiskers mean the intruders harm when they run into them. When the whiskers are removed, the health level inflicted by using them heals after one day.

Shame's Whiskers were created by Fiery Lion's Down, a Half Moon Lunar, for his Solar spouse, largely as a shared joke between the two of them. When the Lunars fled to the Wyld, Fiery Lion's Down found himself in possession of the Whiskers. He sadly buried them in an unmarked grave on the site of a terrible battle in the South.



SUN'S PEAK (ARTIFACT ••••)

This wonder is a small crystal vial, stoppered with orichalcum and half-full of a golden liquid that shines with reflections even in wan light. When a drop of this liquid touches any object other than its container, that object is transformed in a halo of light into the most beautiful example of that object possible. A sword so transformed becomes the finest bladed steel in existence, while a tree becomes the perfect purveyor of shade and picturesque vegetable beauty. The liquid is sensitive to intent — if dropped on a leaf of the above tree, the liquid changes the tree as it was meant to, not the leaf. If used on a person, that person's Appearance increases to 10.

Things and people subjected to Sun's Peak remain in their altered states until something acts to cancel the states. A counter-magic spell or any Charm or artifact that cancels lasting magical effects will reduce an object or person to its original state. Even effects that only temporarily dampens the magic cancel the artificial beauty forever.

The origin of Sun's Peak came at the end of the First Age, when Zenith priests were glorifying their pleasure-palaces and themselves rather than their god. In an effort to mollify or fool the Unconquered Sun, a priest applied Sun's Peak to the god's temple to make it appear suitable. The Unconquered Sun was not pleased.



THIRD-ARM GLAIVE (ARTIFACT •••••)

A five-foot staff topped with a thick, two-foot blade, carved from a golden wood and laced with orichalcum, this weapon is perfect in its balance, weight and razor's edge. As if that were not enough to set it apart, a wide and thin sash hangs from the point where the metal of the blade meets the haft, permanently fastened to the weapon. Over 10 feet in length, the sash is made from tiny links of orichalcum, dyed during the forging to display beautiful gold to golden-reds, and flows smoothly through the air. This weapon was crafted by Forgotten Eyes, Keeper of the Bidden Library. The weapon ultimately slew him and was buried at his side. The Third-Arm Glaive has many powers.

In war, the sash is the perfect banner for friends and foes alike. While its bearer lives, the sash undulates to better reflect whatever light available — the rays of the sun, the shine of the moon or the animas of nearby Exalted. The light is visible to the entire battlefield. Troops friendly to the bearer of the weapon gain a one-die bonus to their Valor checks, and enemy units are penalized by one.

In personal combat, the sash has additional uses. Once its bearer has struck — inevitably a long, smooth motion that causes the sash to flow out behind the blade — the sash begins to act on its own, twisting and swirling through the air about him. When someone or something comes too close to the sash's master, the metallic sash raps the object or being to keep it away. This effect adds the user's Essence to her Parry DV for an entire battle after she has taken an offensive action. If the sash aids in the successful parry of an unarmed attack, the attacker suffers one die of bashing damage.

The wielder of the Glaive can choose to forego this benefit for a greater one. Taking a Speed 3, DV -1 action to commit an additional 3 motes to the Glaive, the user may demonstrate the source of the weapon's name. From that point on, the sash acts entirely independently from the weapon's wielder in battle. Though the Glaive's first action is simultaneous with the committal of Essence, the sash's future actions depend solely on the speed of its attacks. The weapon either makes an unarmed attack or a clinch, at the wielder's option. The Glaive can attack and clinch out to nine yards. The wielder may uncommit the 3 motes reflexively, at any time.

Third-Arm Glaive has two hearthstone settings, one on either side of its blade. Attuning costs 5 motes.

Name	Speed	Accuracy	Damage	Defense	Rate	Minimums
Three-Arm Glaive	4	+4	+8L	+4	2	Str ••
Sash — <i>unarmed</i>	4	10	+5L	—	3	
Sash — <i>clinch</i>	6	10	+5B	—	1	

THE GOLDEN PATH TO WAR

Though the Solar Exalted are new on the scene, they are more than capable of constructing large and fearsome armies for whatever purposes the Solars imagine. The Dawn Caste Solars are superb generals and lead armies with skill and panache. Twilights can equip troops with arms, armor, petty talismans and heavy-duty magical weapons, lending Might to any engagement. Night Castes serve best as solo units, assassinating opposing leaders. And the Solar Charm Tiger Warrior Training Technique hones the troops' instruction to a razor sharpness.

SOLAR ARMY

Levied Troops, 10 per Solar army (Drill 2, Magnitude 4)

Close Combat Attack: 2 Close Combat Damage: 3

Ranged Attack: — Ranged Damage: —

Endurance: 6 Might: 0 Armor: 1 Morale: 2

Ranged Specialists, 6 per Solar army (Drill 3, Magnitude 3)

Close Combat Attack: — Close Combat Damage: —

Ranged Attack: 3 Ranged Damage: 3

Endurance: 6 Might: 0 Armor: 1 Morale: 3

Hand-to-Hand Specialists, 6 per Solar army (Drill 3, Magnitude 4)

Close Combat Attack: 3 Close Combat Damage: 3

Ranged Attack: — Ranged Damage: —

Endurance: 6 Might: 0 Armor: 2 Morale: 3

Tiger Warriors, 8 per Solar army (Drill 4, Magnitude 4)

Close Combat Attack: 4 Close Combat Damage: 3

Ranged Attack: 3 Ranged Damage: 3

Endurance: 8 Might: 0 Armor: 2 Morale: 4

Elite Tiger Warriors, 4 per Solar army (Drill 5, Magnitude 4)

Close Combat Attack: 5 Close Combat Damage: 4

Ranged Attack: 3 Ranged Damage: 3

Endurance: 10 Might: 1 Armor: 3 Morale: 5

Thaumaturges, 2 per Solar army (Drill 3, Magnitude 3)

Close Combat Attack: 2 Close Combat Damage: 2

Ranged Attack: — Ranged Damage: —

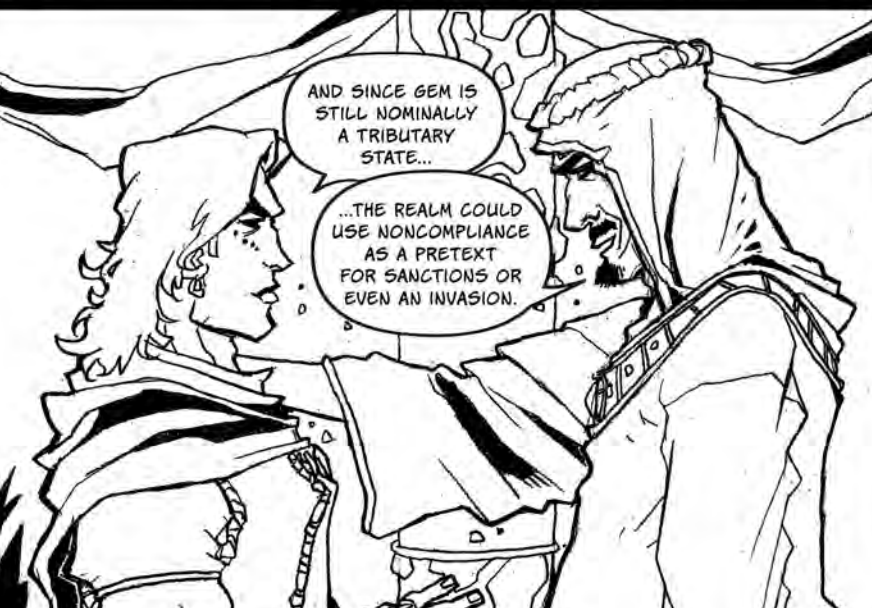
Endurance: 6 Might: 2 Armor: 1 Morale: 2

Essence Artillery, 2 per Solar army (Drill 4, Magnitude 2)

Close Combat Attack: — Close Combat Damage: —

Ranged Attack: 3 Ranged Damage: 7

Endurance: 7 Might: 4 Armor: 1 Morale: 4





APPENDIX THE MANDATE OF HEAVEN

The Game of Statecraft may have few rewards when compared to the Games of Divinity, but Creation's rulers have nevertheless played the Game of Statecraft since before the First Age. The Shogunate-era manuals known as *The Harmonious Triptych Accords* are thought of as definitive works codifying most matters of state under a single broad philosophy. Commissioned by the mad, self-styled god-emperor Nohuba Felan the Punctilious Bastard, savants consider the 10-volume set a masterpiece, if somewhat long-winded. Its contents are attributed to a team of transcribers elaborating upon the (supposedly) divine words of Nohuba Felan, who is said to have uttered them in the throes of self-induced epileptic trances. Fragments of the philosophy's aphorisms have antecedents in surviving First Age materials, leading some savants to question exactly how much originated from the god-emperor's trances.

The Realm's Dragon-Blooded children study a streamlined derivative in secondary schools known as *The One Hundred Fifty-Six Score and Five Maxims of Assiduous Concor-*

dance. This set of three scrolls contains no illustrations beyond functional diagrams and replaces Shogunate-era models of statecraft with more recent examples from the Realm, but the underlying philosophy and terminology is unaffected. *The Assiduous Maxims*, as they are sometimes known, also remove all mention of Nohuba Felan and attribute the divine adages to Mela, the Immaculate Dragon of Air.

Both texts reduce all levels of interaction between communal groups to broad applications of political, martial and social power. The texts define the necessity of legitimization as a requirement for the many to accede to the leadership of the few. Finally, the works outline the responsibilities of leadership at all levels of society.

The Assiduous Maxims are, by far, the most common of the two and can be purchased for Resources •• on the Blessed Isle and in most civilized locations in the Threshold. *The Harmonious Triptych Accords* are banned for sale on the Blessed Isle without an Immaculate-certified expurgation of the illustrated plates, and the set's rarity finds a common

asking price at Resources •••+ depending on the quality of the copy. The only functional difference is the *Accords'* extensive accounts of Shogunate-era politics.

DEFINITIONS

An individual societal group is referred to as a *dominion*, and a dominion's populace is its *society*. Both are used regardless of size. A dominion and its society can be a village of a dozen families or an empire that spans the length and breadth of Creation.

Dominions take *action* to gain advantage over their neighbors. Interaction between dominions typically lasts months or years, so actions are measured in seasons, years or decades.

Events are random, often detrimental, occurrences that affect dominions. During play, another player or the Storyteller selects your dominion's events to keep them random.

GAINING THE MANDATE

A typical Mandate of Heaven game assumes players control the direction of dominions. The players have limited influence on opposing dominions through the selection of events, so they can flesh out (or avoid) plot points. In this way, players help to decide the overall direction of the game, which lets the Storyteller focus on story elements interesting to them.

Note that this is *player-directed*, not necessarily *character-directed*. The players themselves guide the series' direction to help create the game in which they want to play. Players interested in their characters actually running dominions should see "Characters Running Dominions" on p. 138.

Here are some suggested ways for players and Storytellers to use the Mandate of Heaven in play.

LIMITED PLAY


The most common use of the Mandate of Heaven occurs during any downtime between sessions that lasts at least a few months. At the end of an **Exalted** session, the players direct a single turn of the dominion in which they will next begin play. The dominion sheet is either provided by the Storyteller or filled out ahead of time according to the

WHAT EXACTLY IS THIS?

The Mandate of Heaven lets Storytellers and players explore the philosophy of rule presented by *The Assiduous Maxims*. It is also a plot generator describing the rise and fall of nations in **Exalted**. Players and Storytellers interested in directing nations can use this "**Exalted** mini-game" during downtime to develop the direction of a series. Although you can use the Mandate of Heaven to develop plots, it is by no means the only way to do so.



Exalted



Storyteller's restrictions. This should take 10 to 20 minutes to play at the session's end.

The players direct this dominion's actions, typically interacting with one or occasionally two dominions controlled by the Storyteller. The Storyteller dominions should be no more than 1 Magnitude higher than the players' dominion. When directing actions or events, the players are encouraged to use stunts to describe exactly what causes the events to occur.

At the end of the turn, the Storyteller incorporates the turn's outcome into his notes for the next session. When the characters next enter regular **Exalted** play, the effects of the Mandate of Heaven turn should tie into the next session in some way — perhaps the dominion's army lost a crushing battle or the new minister of trade's repudiation of exorbitant tariffs on goods from a neighboring city-state allows the characters to more easily purchase firedust. Entertaining Storytellers can use the results to craft the next few sessions of play by focusing on the elements that most interest the players.

SEASONAL MAP

Similar to limited play, the seasonal map style has the players and Storyteller direct a single turn for the three-month season. The Storyteller uses this as a general indication of what major events will occur during this span of time and keys the story arcs to the progress of the season. The players and Storyteller play the next turn at the beginning of the next season. If possible, the Storyteller should time the end of a season to coincide with a story award (see "Experience," on p. 272 of **Exalted**).

EXTENDED PLAY

This is a more complex form of limited play that involves longer periods of downtime. Extended play typically occurs in blocks of five turns, with each lasting a season or year. This can take a few hours to complete, so Storytellers

and players should expect to devote roughly half a session to extended play.

All players can direct one dominion, or they can split into groups of at least two players per dominion. (In this case, the players' dominions are not necessarily on the same side.) Generally, the players will create the dominion before play. The Storyteller should direct no more than three dominions, and only one of them should be 2 Magnitude greater than the largest player dominion. Characters in extended play can take advantage of long-term experience awards (see p. 275).

PLOT DEVELOPMENT

If players have no interest in directing dominions, Storytellers can still generate plot hooks and create backgrounds for areas through which the characters travel. This can help provide a thumbnail summary or develop a region's complicated history. If two city-states war for 30 years, how does that affect their societies? Are neighboring regions secretly backing the war for their own benefit? Is one city-state in danger of open rebellion after decades of seeing its sons and daughters ground into dust for reasons even its leaders have forgotten? Storytellers can use the rules for backdrop dominions (see p. 137) and incorporate the outcome into **Exalted** sessions.

DOMINION CREATION

Every dominion has Traits similar to those of a character. The dominions important to your **Exalted** game track these Traits on a special form of character sheet (see p. 156). It may help you to think of dominions as characters, with their societies responsible for the individual goals, flaws and interactions as their personalities.

MAGNITUDE

Magnitude represents a combination of a dominion's relative landmass, population, influence and overall prestige. Magnitude is an abstract estimate of a dominion's capability rather than a literal interpretation of square miles. Generally, a dominion with larger Magnitude than its suggested size is a dominion on the rise, capable of great conquest or expansion. Dominions with smaller Magnitudes than their relative sizes are failing states in danger of dissolution, whether through internal social upheaval or external force of arms.

Magnitude limits a dominion's Traits and determines how often it can act. Dominions gain Attribute ranks, Ability dots, Virtue dots and bonus points as their Magnitudes increase. Increasing or decreasing in Magnitude is a major event that can shake the very foundation of a dominion, for good or for ill.

One rule of thumb is to assume that each rating of Magnitude is composed of roughly five to 10 dominions, each at (Magnitude - 1). For example, a single Magnitude 5 territory could have anywhere between five and 10 city-states of Magnitude 4. Smaller dominions within cities can be tracked as wards and boroughs or as individual neighbor-

ABSTRACTION, NOT SIMULATION

The Mandate of Heaven does not attempt to simulate every possible interaction between sovereign nations. Instead, the Mandate of Heaven abstracts the general happenings between the players' dominion and any who oppose them, whether their opponents try to do so with invading armies, back-room diplomacy or a clash of philosophy.

There is no attempt made to track specific national resources or to chart the order of battle for neighboring lands. The Storyteller and players use this abstraction to their advantage by figuring out exactly what the changing numbers mean within the context of the game.



Magnitude	Equivalent	Example
0	Village/Minor Tribe/City Block	—
1	Town/Tribe/Neighborhood	The Plaza
2	Large Town/Major Tribe/City Borough	—
3	City/Tribal Alliance	Great Forks/Ten Tribes
4	City-State	Paragon, Lookshy
5	Territory/Major City-State	Nexus
6	Nation/Region	Realm Prefecture/The Scavenger Lands
7	Large Nation	Scarlet Empire
8	Empire	Shogunate
9	Colossal Empire	Old Realm

hoods. Please note that “five to 10” is a general estimate, so don’t feel pressured to constrain yourself if you need some wiggle room.

Magnitude 0 dominions are effectively non-entities. They are small villages, fading towns, dwindling tribes, areas with many displaced squatters and refugees, cities blasted by natural disaster/outbreaks of Contagion or something along those lines. These dominions are incapable of taking action, but they are included because they can be absorbed by dominions larger than themselves and can resist external forces attempting to affect them.

ATTRIBUTES

Every dominion has three Attributes: Military, Culture and Government. Dominion Attributes are combined with a related Ability or Virtue when a dominion takes an action. High Attributes indicate a dominion’s stronger points, while low Attributes reveal an area in which the dominion is particularly lacking. Certain actions (described below) can bolster Attributes with temporary bonuses, allowing dominions to compensate for weak areas or emphasize strong ones.

Military

The Military Attribute represents a dominion’s martial capability, organization and quality. This Attribute does not necessarily correlate to army size. A dominion with a low Military could have a massive army of green conscripts with inferior equipment, serving under dozens of bickering generals concerned with their own prestige. High Military could mean tiger warriors operating in dense jungle if they had a vast logistical network of loyal villagers supporting highly mobile lightning raids into neighboring territories.

Culture

The Culture Attribute corresponds to a dominion’s social impact, influence and history. This Attribute is also a measure of how influential a society can be upon surrounding dominions. Low Culture could mean that a dominion has particularly forgettable or backward traditions looked down upon by others or that the dominion is a relatively new community that follows another dominion’s lead when it comes to accepted social customs. High Culture means that a dominion

is known throughout the region (or perhaps Creation!) for a unique, much-desired, greatly feared or incredibly bizarre aspect of that dominion’s society.

Government

The Government Attribute symbolizes a dominion’s governmental efficiency, complexity and integrity. This Attribute is also a measure of how effectively a dominion can lead its own society. A dominion with low Government might have internal issues such as warring rebel factions or suffer from repeated disasters, be an impotent lackey-state that decides policy as required by its benefactor or possess a sustained lack of confidence in its leaders. Such a dominion will generally find providing more than rudimentary needs for its society difficult. High Government indicates a great capability to get things done, whether providing for society, enforcing laws, utilizing resources or dealing with neighboring dominions. The level of political intrigue and outright espionage does not exactly correspond to the Government rating, for large numbers of political stratagems can pull a dominion apart as much as they can hold it together.

STARTING ATTRIBUTES

Attributes are rolled with Abilities when dominions take actions and combined with Virtues to serve as a base difficulty for actions targeting the dominion. Each Attribute begins at one dot, and a dominion receives one additional dot to divide among its Attributes for each rank in Magnitude. These additional dots may never raise a dominion Attribute higher than 5 during dominion creation. In addition, dots may not be gained during an increase in Magnitude. Actions may increase an Attribute to no more than twice its base rating, but may never reduce an Attribute below 0.

Once the Attribute is selected, draw a vertical line to the right of each Attribute’s highest dot on the dominion sheet. This line should extend through the second row of Attribute dots. Because actions can cause Attributes to grow or shrink, the line indicates the point at which Attribute dots gained from actions cycle to the second row,



as well as indicating the maximum Attribute rating on the second row. Move the line only when base Attributes increase or decrease due to a change in Magnitude.

Example: Beau wants to create a Magnitude 4 city-state named Fury of the Bear located in the Northern Threshold. Every dominion starts with a Military 1, Culture 1 and Government 1, but she has four additional dots to spread among these Attributes. She decides her dominion is a Realm tributary that, beyond a lackluster militia, relies entirely upon the legions for its defense (Military +0). Its people are known throughout Creation for their elaborate artwork, consisting of beautiful abstract patterns and color combinations, and the Realm frequently imports Furian artisans because the Immaculate monks don't proclaim their aniconic murals, weavings, sculpture and carvings as blasphemous (Culture +3). Although the dominion is run mostly by hereditary families who pass more laws related to paint color than zoning regulations, its legislature is competent enough to enact nonaggression pacts with neighboring dominions (Government +1). Fury of the Bear's Attributes are now Military 1, Culture 4, Government 2. She draws a vertical line to the right of each Attribute's highest dot to indicate the Attribute's current maximum.

ABILITIES

Dominion Abilities are often rolled with a related Attribute when dominions take actions. Consider Abilities a dominion's resources, representing a cross section of the society's aptitudes, supplies, manpower and capability to use them to the dominion's advantage. The following 10 Abilities are used in the Mandate of Heaven.

Dominion Abilities	Specialties
Awareness	Blackmail Official, Foment Corruption, Superior Diplomats
Bureaucracy	Form Committee, Red Tape, Well-Placed Bribe
Craft	Intellectual Movement, Public Works, Rally Artisans
Integrity	Religious Edict, Secret Police, Tight-Knit Heritage
Investigation	Conduct Interviews, Due Diligence, Witch Hunt
Occult	Binding Agreement, Savant Academy, Supernatural Etiquette
Performance	Fool the Populace, Rousing Rhetoric, Sabre-Rattling
Presence	Imperious Demands, Organized Crime, Religious Conversions
Stealth	Agents Provocateurs, Calculated Assassination, Sabotage
War	Forcing an Engagement, Massive Cavalry Screen, Slash & Burn Tactics

Starting Ability points are determined by a dominion's Magnitude, as illustrated by the following table. Dominion Abilities begin at 0, and at no point can a dominion Ability be increased above 5 or the dominion's Magnitude, whichever is lower. Mark Abilities with solid dots.

Magnitude	Abilities
0	0
1	5
2	10
3	15
4	19
5	23
6	27
7	30
8	33
9	36

Example: Beau's Magnitude 4 dominion allows her 19 dots to distribute among Abilities. The dominion's Magnitude prevents her from increasing any Ability above 4. After Beau spends points, Fury of the Bear begins with Awareness 2, Bureaucracy 3, Craft 4, Integrity 2, Occult 1, Performance 3, Presence 2 and War 2.

SPECIALTIES

Dominion specialties represent specific talents to be found within a dominion's society. They provide bonuses to Abilities when the Storyteller deems the specialties relevant. Players looking to utilize dominion specialties can more easily do so by working them into stunt descriptions. **Specialties are never used during events.**

No more than three specialties may be purchased for any one Ability, though the same specialty may be selected up to three times. Specialties are purchased with bonus points provided during dominion creation, acquired during a reallocation of bonus points or received upon a Magnitude change.

See the table above for suggested specialties. If the Storyteller allows, players may create their own, but they must follow some guidelines. Specialties can never be so general that they can be added to any Ability roll, and they cannot be named for specific dominion Traits or actions. As always, the Storyteller has the final say.

Example: Beau selects three specialties for Bureaucracy: Well-Placed Bribe +1 and Red Tape +2. If her Storyteller felt that either or both came into play during one of Fury of the Bear's long turns, Beau would receive the individual (or combined) bonuses listed for each.

VIRTUES

A dominion's Virtues summarize the attitudes of its society and are identical in name to character Virtues. Do-

minion Virtues measure what a society holds important and how strongly a dominion's society will deliberate about an issue. High Virtues help resist external forces of change, but also make it harder for a dominion to alter its own makeup. Low Virtues allow easy internal change, but other dominions may take advantage as well.

A Virtue combined with an Attribute forms the difficulty a dominion must exceed with an (Attribute + Ability) roll. If a dominion does not meet an action's Ability minimum, a Virtue can be rolled with an Attribute when a dominion takes an action, but doing so can increase the dominion's Limit. See Step Two of "Dominion Conflict" below (p. 141).

Starting dominion Virtues begin at one dot apiece and receive additional dots depending upon Magnitude. There is no restriction as to how these Virtues may be spent. No Virtue can begin above five dots without special circumstances (see "Supernatural Dominions" below). Use the following table to determine the pool of starting Virtue points.

Magnitude	Virtue Dots
0-1	5
2-3	6
4-5	7
6-7	8
8-9	9


Example: Beau's Magnitude 4 dominion receives seven dots of Virtues to distribute. Fury of the Bear begins with a starting Compassion 1, Conviction 1, Temperance 1 and Valor 1. Beau decides her city-state composed of skilled artisans is full of disparate passions and philosophies regarding the righteousness and justice of a society (Compassion +3), but the people generally lack the motivation to back up their beliefs with practice (Conviction +1). The society mostly believes there is no way to affect the disagreeable state of the world and doesn't usually act on its radical notions, preferring to explain misfortune away as a necessary inevitability that could not have been averted (Temperance +3). However, the dominion frequently runs to the Realm for help when there is even a hint of bandits in the area (Valor +0). Fury of the Bear's Virtues are now Compassion 4, Conviction 2, Temperance 4 and Valor 1.

VIRTUE FLAW

The highest of the dominion's four Virtues gains a Virtue Flaw, which is distinctly different from that suffered by Exalts. Although dominions do not bear the stigma of the Great Curse, the defining Virtue of a society can be a mixed blessing. A Valorous society will have a much harder time accepting a ceasefire from an invading enemy, while a Compassionate society should find it difficult to turn away hordes of refugees fleeing from a beastman army. While it is not impossible for a nation to act in opposition of its Virtue, doing so can cause unrest and unhappiness.

Circle the associated Virtue to indicate which one bears





the Flaw. If, for whatever reason, this Virtue is exceeded by another, reassign the Flaw to the dominion's new highest Virtue. Otherwise, Flaws cannot change.

Replacing a minimum Ability with your Flawed Virtue or canceling an event that targets your Flawed Virtue causes you to roll the Virtue and increase Limit by the number of successes. However, allowing an event targeting your Flawed Virtue to occur allows you to roll the Virtue and *reduce* Limit by the number of successes.

Example: Fury of the Bear has a Compassion 4 and Temperance 4. Beau decides Furians are known more for their romantic ideals than for their stubbornness, sometimes allowing their zeal to get the better of them, enacting laws actually detrimental to their society (Compassion Virtue Flaw). Should Beau increase Temperance at a later point, Temperance will automatically become Fury of the Bear's Virtue Flaw.

LIMIT

A dominion's Limit is the stress its society undergoes as the dominion acts in opposition to its society's desires. To some degree, Limit measures a society's unrest and unhappiness. A dominion ending its turn with a Limit of 10 undergoes a Limit Break during the dominion's next turn. Limit Breaks are times of tumult that can easily result in riots, rebellion or even loss of Magnitude. When a dominion suffers a Limit Break, the player of an opposing dominion or the Storyteller directs the dominion along a path of self-destruction. The dominion's player has limited ability to counteract these actions, but it could easily be too little, too late.

However, a Limit Break can be incredibly cathartic for a society, immediately reducing the dominion's Limit to 0. The dominion gains temporary Willpower equal to the Flawed Virtue, even if doing so exceeds the Willpower total or causes temporary Willpower to rise above 10.

Dominions begin with a Limit equal to (Magnitude - lowest Virtue). Alternatively, a Storyteller may prefer to randomly assign Limit by rolling 1d10 and subtracting 3, to prevent a dominion from beginning on the edge of a Limit Break condition. In such case, treat negative results as 0 Limit.

Example: Fury of the Bear's Magnitude 4 and Valor 1 (its lowest Virtue) means the dominion begins with a Limit of 3. If Beau does not manage her dominion's Limit, 7 more points will provoke a Limit Break.

WILLPOWER

A dominion's Willpower epitomizes the society's capability to endure great hardship. Dominion Willpower also stands for the society's capacity to undergo fundamental changes to the society's makeup. Starting Willpower is equal to the dominion's two highest Virtues and can be increased with bonus points. Willpower does not increase if the Virtues change after play begins, and can never be increased above 10.

A dominion begins with points of temporary Willpower equal to the permanent Willpower rating. Temporary

Willpower is spent to activate actions with a Willpower requirement. Temporary Willpower can never be increased above its permanent Willpower rating unless as a direct result of a Limit Break. If a dominion does not have enough temporary Willpower to perform an action, the dominion cannot take that action. A dominion ending its turn with 0 temporary Willpower immediately gains 1 point of Limit, potentially provoking a Limit Break.

A dominion may spend 1 point of temporary Willpower for an automatic success on any roll at any time prior to the Storyteller describing the results. Dominions can force stable societies to enact rapid changes. The dominion channels temporary Willpower through one of the Virtues for a number of extra dice on the action roll equal to the Virtue rating. The dominion may do so as often as it wants, but the Limit cannot exceed the highest Virtue rating prior to spending Willpower. Channeling Willpower through Virtues adds Limit equal to half the Virtue rating (rounded up) or the full Flawed Virtue rating.

Example: Beau's dominion has a Compassion 4 and Temperance 4. Unless she increases these ranks with bonus points during dominion creation, Fury of the Bear will begin with Willpower 8.

BONUS POINTS

Dominions receive an allotment of bonus points during dominion creation equal to 5 per rank of Magnitude. If a dominion increases or decreases in Magnitude, the dominion's bonus point total changes accordingly. Bonus point dots are considered to be part of the Trait's permanent rating and do not allow a dominion Trait to exceed its maximum rating.

DOMINION BONUS POINTS

Trait	Cost
Ability	4
Specialty	1
Virtue	7
Willpower	6

Unlike characters, dominions can reconstitute spent bonus points by taking actions that "remove" bonus point-increased Traits, freeing up bonus points to be concentrated elsewhere. Dominions should track *available* and *total bonus points* to determine what can be reused. Specialties can only be purchased with bonus points, which makes tracking them easy. Other Traits can be tracked by marking a large X through the dot. Bonus point dots are placed to the right of permanent Trait dots. Bonus points captured by other dominions recover slowly every turn.

Dominions may also gain *external bonus points* from various sources. A dominion may never have more than (Magnitude x 3) external bonus points, as, beyond a certain point, a dominion does not have the logistics to effectively

manage the resources. External bonus points are tracked separately from available bonus points. Circle any specialties purchased in this manner to indicate they use external bonus points. Other Traits can be tracked by marking a single slash — such as / — through the dot. Record external bonus point dots to the right of standard bonus point dots and permanent Trait dots. External bonus points that aren't spent degrade slowly every turn.

Example: At Magnitude 4, Beau has 20 bonus points with which to play. She spends 7 bonus points to increase her dominion's Conviction from 2 to 3. She marks her Conviction Trait like this:



She spent 3 bonus points for Bureaucracy specialties earlier and now decides to spend 4 points to increase Military from 1 to 2 and her remaining 6 points to increase her Willpower from 8 to 9. With everything spent, Beau is now ready to unleash Fury of the Bear upon her Exalted game.

DOMINION TYPES

There are three types of dominions, each with different levels of complexity.

PLAYER DOMINIONS

Player-directed dominions are the most important within your game and have the most options available. The players themselves are, with Storyteller guidance, directing a dominion. It is their piece of Creation for them to create, expand or destroy as they will. This can happen even if their characters are wanderers tooling around the area. (For dominions where characters call the shots, see below.)

When at all possible, players should create dominions in which they are invested. Players who direct a preexisting dominion work with the Storyteller to get a feel for its society, using this to justify the Trait ratings. The Storyteller provides the Magnitude rating and, in some cases, general restrictions such as “low Culture” or “must have a Valor of 4 or higher,” but players should ultimately decide upon the bulk of the dominion's Traits.

The Magnitude provides players with the starting Traits. Select the dominion's Attributes, Abilities, specialties, Virtues, Willpower and starting Limit. Spend bonus points as desired. Players must track the often-changing temporary Willpower, Limit and Ability modifiers. Keep track of any ongoing actions, such as diplomatic ties or backing. Players typically direct dominions beginning with Magnitude between 3 and 5.

Players may select one person to handle everything related to the Mandate of Heaven or come to a group consensus. If there are more players interested than there are actions available and each insists on personally directing an action, the fairest way is to rotate the order of players.

Whatever your group decides, make sure everybody involved feels they have a say.

When the dominion receives additional permanent dots to spend due to a Magnitude change, player dominions must first spend bonus points into that Trait as a dominion action. Once the bonus points are successfully spent, the dominion immediately converts the bonus point dot into a permanent dot and immediately returns the bonus points to the available pool. This subsequent conversion does not take an action to perform. Dominions that plan ahead may immediately convert any Trait with preexisting bonus points already spent. No single Trait may be raised more than one dot this way in a single turn.

RIVAL DOMINIONS

A rival dominion is any Storyteller-directed dominion that has the potential to directly affect player dominions, typically neighboring or regional dominions important to the story. These dominions are out for their own interests, which may or may not coincide with those of player dominions. While all rival dominions are not necessarily opponents to player dominions, each has the potential to become one.

Determine Magnitude to assign starting Traits. Distribute the dominion's Attributes, Abilities, Virtues, Willpower and starting Limit. Rival dominions track temporary Willpower, Limit and Ability modifiers. Note long-term actions, such as diplomatic ties or backing. Rival dominions directly opposing player dominions should track bonus points, while rival dominions not yet engaged with player dominions do not need to do so (unless the Storyteller can handle the additional bookkeeping). As soon as the rival dominion begins to directly oppose a player dominion, the Storyteller immediately spends all bonus points as desired prior to any dominion actions taking place. However, the rival dominions can never purchase specialties with bonus points and may never use stunts.

Rival dominions increase Traits when their Magnitudes increase or with actions that allow them to spend bonus points. They gain bonus points during Magnitude increases.

BACKGROUND DOMINIONS

The simplest form of dominions are those that the Storyteller tracks to determine long-term changes to an area and develop narrative direction. These are simple thumbnails intended for a few quick rolls of the dice to direct the course of background events, never interacting with a player's dominion in any capacity. Background dominions can provide backing to rival dominions. Background dominions select Magnitude and distribute Attributes, Abilities and Virtues. Bonus points (and, therefore, specialties) are not used. Background dominions are generally best suited for year-long or decade-long ticks, with the outcome of these dominions' interactions unfolding over the course of the time period.

Background dominions increase Traits when their Magnitudes increase. Background dominions simply add

dots as they become available. Background dominions do not gain bonus points during Magnitude increases and may never use stunts.

CHARACTERS RUNNING DOMINIONS

Although players choose which actions a dominion will take, characters with appropriate qualifications have the capability to direct actions. *The Assiduous Maxims* refer to *savants* and *sorcerers* as those who pluck the zither strings of society, and the Mandate of Heaven allows such characters greater control over their dominions.

Savants tangentially affect a dominion's direction and often do so behind the scenes. Unless blatantly attempting to influence the dominion, only fellow savants and sorcerers paying attention to the political structure recognize savants for what they are. Savants possess a minimum of 8 in *any two* Backgrounds. A savant may replace her dominion's Ability with her own for one action per turn. The character's Ability must meet Ability minimums even if the dominion's Ability does not. Doing so adds 2 to the action difficulty, but the savant may stunt the action. A savant may also use Excellency Charms if she possesses them.

SUPERNATURAL DOMINIONS

Any dominion type can be considered supernatural if a two-thirds majority of its society isn't human, excluding personality-sapped slaves of the raksha, automata and the like. All types of Exalted, God- and other "Blooded" varieties, beastmen and mortals are human or near-human. Dragon Kings, Mountain Folk and undead are considered mostly supernatural. Fair Folk, spirits and elementals are fully supernatural. If there is question as to the makeup of the society, it is always the Storyteller's call.

The society determines bonus Virtue dots as well as the maximum Virtue rank during dominion creation. Foreexample, a Magnitude 1 spirit dominion would begin play with seven dots to add to Virtues and can increase Virtues no higher than seven ranks.

Society	Starting Virtues	Max Virtue Rating
Human/Near-Human	+0	5
Mostly Supernatural	+1	6
Supernatural	+2	7



Sorcerers openly affect a dominion's direction. Anyone who actively follows a dominion's current political structure recognizes a sorcerer for what he is. Sorcerers have a combined total of 11 in *three or fewer* of the Allies, Backing, Followers, Influence and Resources Backgrounds. (The Cult Background applies in dominions that share the same religion as that of the sorcerer.) A sorcerer may replace a dominion's Ability with his own as a savant can, but may do so for two actions per turn at +0 difficulty. A sorcerer may also Excellency Charms or Charms with the Mandate keyword if he possesses them.

It is strongly recommended that only the players' characters have the capability to become savants and sorcerers. If used, Storyteller savants and sorcerers should not be able to perform stunts. There should be no more than one Storyteller character per player savant and sorcerer, and the Storyteller should have no more than one per dominion. Storytellers often begin with higher Magnitude dominions opposing player dominions, so limiting this resource helps provide balance. Storytellers who ignore this should be very careful not to marginalize player dominions with overwhelming opposition.

LEGITIMACY

Sorcerers may seek to gain *legitimacy* by attaining rank within a dominion's power structure. While anyone can give themselves a title, a legitimate sorcerer actually commands the fear and respect of the dominion's society. Legitimate sorcerers are known by anyone with passing familiarity of the dominion and its politics. While not necessarily the dominion's leader, a legitimate sorcerer has great influence upon the direction of the dominion.

A legitimate sorcerer may also do each of the following once per turn:

- Replace a dominion's Virtue with his Virtue for one action. This alters the difficulty of any action targeting your dominion, including events or your own actions. This is considered reflexive and may be done after a dominion declares the action but before the action is rolled. If the target Virtue is the dominion's Flawed Virtue, increase Limit by 1.
- Spend his Willpower instead of the dominion's Willpower on any dominion action. This is considered reflexive.
- Reduce Limit by 1 for every 10 Essence spent (or 1 Limit per 2 Willpower for characters incapable of spending Essence). Doing this takes one dominion action.

Only one legitimate sorcerer may exist per dominion at any one time, and gaining legitimacy is very difficult. ([The highest Social Attribute] + [character Virtue matching dominion's Flawed Virtue]) of all contenders must be rolled against a difficulty of (the dominion's Magnitude + Willpower). The contender who exceeds the difficulty by the most successes gains legitimacy for this turn. If

any contender ties for highest number of successes, the character with the most favorable difficulty modifier wins. Should that number be the same, neither can prove legitimacy and the character with the next highest number of successes gains it. If none succeed, nobody has legitimacy this turn.


The following modifiers can alter the difficulty:

MODIFIER	DIFFICULTY
Character . . . *	
Is new to dominion this turn	+1
Has spent 5+ turns in dominion	-1
Has spent 10+ turns in dominion	-2
Has lived entire life in dominion	-3
Character is a . . . *	
Solar/Abyssal	-4
Lunar/Sidereal/Raksha	-3
Dragon-Blood/Spirit	-2
God-Blood/Heroic Mortal	-1
Character possesses . . . **	
Accords or Assiduous Maxims	-1
Backgrounds of ●●●●+	
known by society	-1 (each)
Character's Charms include . . . **	
Any social Excellency	-1
8+ social Charms	-1
Any social Charm with Essence minimum of 3+	-1
Any combat Charm with Essence minimum of 3+	-1
Dominion . . . **	
Underwent a Limit Break last turn	-2
Underwent a Limit Break two to five turns ago	-1
Changed Magnitude last turn	-1
Possesses any Limit	+(Limit/2) (round up)
* Select one.	
** Select each one that applies.	

These modifiers may be altered depending on the dominion. For example, in the Realm, a Dragon-Blood might have a -3 difficulty modifier while all other Exalt types have a +3, due to society's inclination to view other Exalted as demons.

WHO'S IN CHARGE?

Cooperative savants and sorcerers can coordinate the direction of actions, but characters at odds in the same dominion may occasionally attempt to direct the same action. In such cases, legitimate sorcerers trump sorcerers and sorcerers trump savants. If multiple characters of the same rank are able and desire to direct the next action, the player of each



character rolls a legitimacy check. The character with the highest number of successes (or the closest to the difficulty if below) takes the action.

MANDATE OF HEAVEN CHARMS

The following Solar Charms from the **Exalted** core-book are appropriate for use with the Mandate of Heaven and should be assumed to possess the Mandate keyword as described in these rules. This and future supplements will include the Mandate keyword to point out which Charms are usable to aid in dominion actions.

Bureau-Rectifying Method: This Charm supplements an organizational effort that the Solar leads — a dominion action taken by a bureaucratic, mercantile or governmental organization. For example, the Solar could lead a dominion's effort to build a network of roads, reducing the penalties imposed by bandits, uncleared wilderness and reluctant labor.

Immanent Solar Glory: Each hour spent inspiring the people or performing administrative tasks allows the Solar to recover motes equal to the dominion Magnitude.

Infinite Wisdom Well: See below.

Insightful Buyer Technique: This Charm may also supplement a dominion action to buy, sell or trade something wisely.

Taboo Inflicting Diatribe: A character can use this Charm as a dominion action, in which case her player may roll the Solar's (Charisma or Manipulation + Socialize) instead of a dominion dice pool for appropriate actions. The character must pay the cost for this Charm and any other Charms Comboed with it at the beginning of her next played-out scene.

Wise-Eyed Courtier Method: A character can use this Charm as a dominion action. This uses the same rules as for Taboo Inflicting Diatribe.

Wyld-Shaping Technique: To forge a stable society from chaos, the Solar must first create and populate the land. She may then spend this Charm's successes to buy dominion Traits (see p. 132) on a one-for-one basis. She cannot use Wyld-Shaping Technique to increase the dominion's Traits beyond the maximum for its Magnitude.

Also of use is the Solar Circle spell Benediction of Archgenesis, as it increases the Culture of any dominions in the region of its effect by one dot and increases the typical Compassion of extras from that region by one dot.

CHARM GUIDELINES

Savants and sorcerers can use Excellencies to enhance their chances of success when guiding a dominion's actions. Sorcerers can also use Charms with the Mandate keyword. Savants and sorcerers add (dominion Attribute + character

Ability) to determine the size of the dice pool before adding Charm dice. The pool size follows standard Charm limitations for the character's Exalted type. Solar Exalted can no more than double the pool of (dominion Attribute + character Ability).

Characters with non-Solar Attribute-based Charms can only double the dominion's Attribute. Social, Mental and Physical Attribute-based Charms correspond to Culture, Government and Military, respectively. A player of a character with Virtue-based Charms can add up to the character's Virtue to the (Attribute + Ability) roll, but this increases the action's Limit cost by 1. Regardless of the Charm bonus, the dominion's Trait is always used for purposes of action minimums and dice pools.

Savants and sorcerers regain 5 motes of Essence after each of their dominion's events and regain Essence during actions with stunts. Savants and sorcerers can regain Willpower through two- or three-die stunts, and both regain 1 point of temporary Willpower whenever the dominion regains Willpower. Characters next begin play with the Essence and temporary Willpower totals acquired during Mandate of Heaven play.

INFINITE WISDOM WELL

Cost: 1 Limit, 1 Willpower; **Mins:** Lore 5, Essence 1;

Type: Simple (Dominion Action)

Keywords: Combo-OK, Mandate

Duration: Instant

Prerequisite Charms: Any Lore Excellency

The savants of the Sun understand the rise and fall of empire. This Charm is a dominion action (see p. 145) to install spies in a target kingdom. This Charm uses the normal rules, but the character's understanding of historical imperatives reduces the action's Limit cost and allows her to gain superior insight from the spies' reports — the difficulty reduction from the installation of spies lasts for five dominion actions rather than three. The Exalt must pay 10 motes to fuel this Charm at the beginning of her next played-out scene.

STUNTS

Savants and sorcerers can increase their chances of success by performing stunts. To do so, players describe how the dominion goes about the action or their characters' involvement in seeing it through, and the Storyteller determines whether it counts as a stunt. Note that this is available *only* to savants and sorcerers whose characters are directing an action, not to standard dominion actions.

Use the standard stunt rules (see **Exalted**, p. 123) to determine whether a dominion can add one, two or three dice. The character performing the stunt regains Essence and Willpower as normal depending on the stunt's outcome.

A stunt does not allow a dominion to perform actions if the dominion does not initially meet the minimums or allow the dominion to target dominions of Magnitude higher than normally allowed. The same failure insurance of stunts applies here, meaning that a character directing the action will not be unduly penalized no matter how poorly the dominion fares in its action. Characters cannot be “killed offscreen” through stunt failure.

PLOT GENERATION

At the discretion of the players and Storyteller, any character performing a stunt can, once per turn, spend 30 motes of Essence and 3 Willpower to turn the stunt into an **Exalted** session. (Characters incapable of Essence expenditure may spend 5 Willpower instead.) The character will next begin play with the reduced Essence and Willpower ratings unless they are recovered over the course of Mandate of Heaven play.

The characters should play through a scene or a session determined by the stunt itself. The Storyteller may improvise on the spot or take the suggested idea and expand it for the next **Exalted** session. While the session might not be exactly what the player had in mind, it should tie into the stunt in some manner.

Meeting the goal indicates that the characters accomplish the action. Roll (dominion Attribute + character Ability) as normal and add one automatic success per stunt die awarded. Even if the roll fails, the characters’ successful efforts adjust the failed roll up to the minimum difficulty required for success.

Characters failing to meet the goal does not necessarily mean the action fails. As long as the characters did not catastrophically botch the session, the dominion itself still gets a chance to roll without the benefits of the stunt bonus or a character directing the action. Success indicates the dominion as a whole was able to accomplish the action through more conventional means despite the characters’ personal failure.

It is possible to run an entire series using this form of plot generation. This lets the players actively determine the course of the series while providing their Storyteller with a framework for the kinds of sessions they want to get out of the game. One session per turn is the standard, but you may change that to fit the pace of your group.

KEEPING TRACK OF IT ALL

Mandate of Heaven requires a small amount of book-keeping in order to work, but much less than that required for characters. Use a blank dominion sheet (see p. 156) or create your own to keep track of the numbers. You can use beads or coins to track Limit and Willpower as you would motes of Essence.

OPTION: COMPETENT DOMINIONS

By default, Mandate of Heaven dominions are “fresh” — for example, none begin with diplomatic ties or temporary Attribute bonuses. To better simulate the feeling of dominions in motion, rival and player dominions can take a number of actions prior to the start of play. Each dominion may take $([\text{Government} + \text{Temperance}] \div 2)$ actions (rounded up). Do not roll Initiative or include events. If there are no savants or sorcerers at the start of play, the Storyteller should direct these free turns for player dominions. New rival or player dominions introduced into an ongoing Mandate of Heaven game should also receive these free actions before entering play.

Dominions with three or fewer actions must take Constructive actions. Dominions with four or more actions may use Constructive or Diplomatic actions, but they are limited to positive actions (such as forming trade rights or alliances). If any free action would increase the Limit of any dominion to 10 or above, your dominion cannot take that action. It is not possible to alter Magnitude with free actions.

DOMINION CONFLICT

Whether through social interaction, diplomacy or force of arms, dominions inevitably come into conflict with each other.

TURN LENGTH

The Storyteller determines the length of the turn before play. Season-long turns last for three months, and Creation’s 15-month year means there are five seasons per year. Season-long turns are the default style of play. Year-long turns provide an extended interlude usable by Storytellers and players less concerned with month-by-month events. The largest unit of time is a decade-long turn. This is generally used by the Storyteller to quickly develop lengthy periods of background for dominions and to elaborate upon their interactions. Players interested in incredibly extended periods of downtime, perhaps in connection with long-term experience awards (see **Exalted**, p. 275), can also benefit from decade-long turns.

Turn length affects the difficulty of all actions. For example, if the difficulty of an action was 5 during a month-long tick, it would be reduced to a 2 during a decade-long tick. The modified action difficulty can never, under any circumstance, be reduced below 1.

Dominions taking actions that affect other nations are restricted by the opposing dominion’s Magnitude. There is only so much a dominion can affect in a short period, while, over the course of time, a dominion can have a much greater

affect upon its neighbors. A dominion looking to affect an opponent with a Magnitude rating exceeding this threshold must instead affect a smaller part of the whole.

Type	Action Difficulty*	Opponent Magnitude**
Season	+0	+1
Year	-1	+2
Decade	-3	+3

* Applies for all actions taken by all dominions. The action difficulty can never be reduced below 1.
 ** Add this number to your dominion's Magnitude to determine the largest opposing dominion you can directly affect with dominion actions.

Example: During a season-long turn, Gem (Magnitude 4) could only affect Magnitude 5 dominions, but during a decade-long turn, Gem could affect dominions up to Magnitude 7. In a season-long turn, Gem can't directly affect the Realm (Magnitude 7), but can oppose the Lap (Magnitude 4), a tributary state with Realm backing. During a decade-long turn, Gem could attempt to directly affect the Realm — assuming the Realm did not crush Gem for its insolence.

STEP ONE: ROLL INITIATIVE

The players of all dominions roll (Government + Temperance) at the beginning of play to determine the *initiative* order. The Storyteller records the number of successes and ranks the dominions from most successes to least. In the event of a tie, the dominion with the highest Temperance among the tied dominions goes first. If there is still a tie, the players of the affected dominions should reroll until they can determine the order among themselves.

Example: Beau rolls four successes for Fury of the Bear. The Storyteller rolls two successes for the rival dominion of Western Motalev and four successes for the rival dominion of Twelve Corners. Because Fury of the Bear and Twelve Corners tied, Beau and the Storyteller check to see which dominion has the higher Temperance. Fury of the Bear's Temperance is 4, beating Twelve Corners' Temperance of 2. Beau's Fury of the Bear acts first, Twelve Corners acts second, and Western Motalev acts third during this turn.

STEP TWO: DOMINION ACTIONS

A dominion takes a number of actions on its turn equal to its Magnitude. The Magnitude also determines the number of events per turn.

Select an action you want the dominion to perform, and make sure it can pay the action cost. If the dominion cannot pay the cost, the dominion cannot perform the action. Next, check to see that the dominion meets the Attribute and Ability minimums, if any. Attributes use their current rating (not their base rating) when calculating minimums,

Magnitude	Events
0	0
1-3	1
4-6	2
7-9	3

and specialties do not count toward Ability minimums. **Actions lasting for multiple turns are not canceled if the dominion's Attribute or Ability is subsequently reduced below the action's minimums.**

If the action requires a roll, check for any modifiers that may apply to the action (see p. 145), and then roll (dominion Attribute + Ability + modifiers). The difficulty is (the target dominion's Attribute + Virtue + modifiers), as determined by the action. **The target dominion adds these numbers together and does not roll them.** A dominion defaults to Mouse Calms the Nest Pacification if its player cannot decide which action to select.

If the dominion has enough actions remaining, it may take up to three actions, but must then move to Step Three to select an event. If any unused actions remain at the end of Step Three, the dominion returns to Step Two and takes them after the event occurs. Step Two and Step Three repeat in this manner until no actions or events remain. Events cycle in this manner so dominions with greater Magnitude have a greater chance to react to the events during a turn.

Savants and sorcerers may supercede an action to use Charms and stunts. Savants may replace dominion Abilities with their own, if the character's Ability is higher. Sorcerers may replace dominion Abilities with their own even if the dominion's Ability is higher than the character's Ability.

Example: Fury of the Bear is Magnitude 4. The dominion takes four actions and undergoes two events per turn. Beau takes three actions before Fury of the Bear proceeds to Step Three and undergoes the dominion's first event. She returns to Step Two and takes the fourth action, then returns to Step Three for the second event.

STEP THREE: CHOOSE EVENTS

Dominions simulate strife and internal disorder with events. Any dominion beginning Step Three with a Limit of 1 or greater must undergo an event, and any dominion completing this step with a Limit of 10 automatically undergoes a Limit Break during the dominion's next full turn. The player who acted before you selects an event for your dominion, as long as the event does not cost any Willpower. (The player of the last dominion in the turn selects the first dominion's events.) No player may select his own events. If a player (such as the Storyteller) controls multiple dominions, the events are selected by the previous players on the list.

The person selecting your events does so without looking at your dominion Traits. Once the events are selected,

check to see if your dominion meets the action's (Attribute + Ability) minimums. If not, the event does not occur. **Events are never directed by characters.** This means that Charms and stunts cannot be used for events.

HEY, STOP LOOKING AT MY SHEET!

Keeping other players guessing as to whether an event occurs is not intended to cause fights among players. If there is any question regarding a dominion's current Trait minimums, the Storyteller may check to confirm the event is not possible. Should anybody find this unacceptable, allow everybody to look openly at dominion Traits prior to selecting events, and ignore the additional benefits provided by spies.


If the event meets the minimums, the dominion's player has two options. Spending 2 Limit on the spot cancels the event before it occurs. If the defending Virtue also bears the dominion's Virtue Flaw, roll the Virtue and increase Limit by (1 + the number of successes). This represents the dominion

containing the event's effects, but at great distress to the dominion's society. Alternatively, the player can allow the event to occur, and doing so reduces the dominion's Limit by 1. If the defending Virtue bears the dominion's Virtue Flaw, roll the Virtue and reduce Limit by that amount. Though often detrimental in the long run, events that are allowed to occur can appease a society by following the natural order of things. **The Limit reduction does not apply if the selected event could not meet Attribute or Ability minimums.** Players who plan ahead and have actions to spare can choose Dragon's Open-Eyed Slumber Technique to cancel the next event.

Should the event proceed, roll (dominion Attribute + Ability + modifiers). Because events happen in spite of a dominion's leadership rather than because of it, the -2 difficulty modifier for targeting your own dominion does not apply.

If you have any actions remaining after the event, return to Step Two. Otherwise, the next dominion in the turn order begins Step Two. Once all dominions act, each proceeds to Step Four.





Example: After taking Fury of the Bear's three actions during Step Two, Beau begins her first event during Step Three. Because she acts first in the turn, there is no previous player, so the dominion that will act last selects her event. Her Storyteller controls Western Motalev, the last dominion in the turn order, and he selects Mouse Burns the Grain for Fury of the Bear. This event requires a dominion to have Culture 1 and Investigation 1. Fury of the Bear currently has no ranks in Investigation so the event does not happen. Because no event actually occurred, Fury of the Bear does not have the option to reduce its Limit by 1.

Beau returns to Step Two and resolves her fourth and final action before returning to Step Three for her second event. This time, her Storyteller selects Mouse Gnaws Bear Reduction. Checking the minimums, Beau sees that she exceeds them by far. She will need to roll (Culture 4 + Performance 3) against (her dominion's Military 1 + Valor 1), and if she meets the difficulty of 2, her Military will be reduced from 1 to 0. She decides to spend 2 Limit on the spot to cancel the event before rolling.

During Twelve Corners' turn, Beau is the previous player, so she will select its events. However, on Western Motalev's turn, the previous dominion to act is Twelve Corners, directed by the Storyteller. Because no player may select her own events, Beau also selects Western Motalev's events.

STEP FOUR: RECOVERY

Once all dominions complete their actions, the dominions have the chance to recover. All dominions automatically reduce Limit by 1, except for those about to undergo a Limit Break. Each dominion also has the chance to regain 1 point of temporary Willpower if it is currently less than the total Willpower. Roll the dominion's highest Virtue with the difficulty equal to current temporary Willpower. If the roll succeeds, increase the dominion's temporary Willpower by 1. This noticeably favors dominions that have spent a lot of temporary Willpower. Savants and sorcerers regain Essence and Willpower as explained above (see p. 140).

Some actions and modifiers end after a certain number of turns. Reduce all durations by 1. If the duration is reduced to 0, it expires.

Reduce unspent external bonus points by 2. Total bonus points reduced through raids return at a rate of 3 per turn. This is a natural economic recovery over time and is not "transferred" from the raiding dominion.

Example: Both Beau and her Storyteller reduce their dominions' Limit by 1. Twelve Corners' and Western Motalev's temporary Willpower ratings are at maximum, but Fury of the Bear is down to 6 out of 8. Beau rolls her highest Virtue (four dice) against a difficulty of 6 and receives a 5, 7, 0 and 0 — five successes, one shy of the target. Had she rolled one more success, Fury of the Bear would have increased its temporary Willpower by 1 this turn. When Step Four finishes, the turn ends.

LIMIT BREAKS

When a dominion undergoes a Limit Break, the dominion endures a fundamental breakdown of its society. This could

... BUT CAN I BLOW UP CITIES?

The Mandate of Heaven offers a look at the slow course of history and the interactions between dominions that can last generations. So, can the Storyteller or the characters blow up Gem during standard **Exalted** play without first taking the correct combination of dominion actions?

Of course! If the explosion happens in play, Gem becomes a smoking crater. The dominion won't exist as a Mandate of Heaven participant unless the Storyteller wants squatters to move into the area and form a Magnitude 0 or 1 dominion in its ruins. While it is certainly possible to get the same result through dominion actions, *actual play always trumps this system.*

The Storyteller is the ultimate arbiter of how such events affect Mandate of Heaven statistics. Generally, the easiest way to handle massive "onscreen" changes to a dominion is a complete redesign with a different starting Magnitude. Storytellers should take great care when applying this advice to player dominions.

be represented by a particularly brutal famine, insurgent fighting, severe political scandals, a sudden and unplanned change of leadership, a nearby supernatural menace, natural disasters or worse. A dominion's populace recalling the rough times usually thinks of the Limit Breaks.

A Limit Break is confirmed when a dominion completes an event with a Limit of 10. Once the Limit Break is confirmed, Limit is fixed at 10 until the Limit Break ends. Until then, ignore Limit cost for actions, and ignore all changes to Limit until after the Limit Break ends.

During the next full turn, the dominion undergoes events in place of its actions, and takes action when the dominion would normally endure events. As with any event, the opposing player is restricted to actions that cost no Willpower. The dominion's player can perform any action available, as usual. After this turn, the Limit Break ends.

Dominions can only lose Magnitude during a Limit Break. If a dominion attempts to increase in Magnitude and confirms a Limit Break during the subsequent turn, the dominion immediately returns to its previous Magnitude. The dominion cannot attempt to increase Magnitude again until at least one full turn after the Limit Break ends.

Thankfully, the bad times are usually followed by a cathartic recovery. After a Limit Break, the dominion's Limit drops to 0, and the dominion regains a number of temporary Willpower equal to its highest Virtue. Temporary Willpower regained this way can exceed the maximum Willpower or the total number of Willpower boxes.

Example: A few turns later, Fury of the Bear ends its first event with a Limit of 10. Beau finishes up this turn as usual,

although Limit is now fixed at 10 and she can ignore Limit costs for all actions. She does what she can to prepare for the next turn, when Fury of the Bear undergoes four events and takes two actions. This means her Storyteller selects three events, followed by Beau taking her first action. He then chooses the fourth event, which is followed by her second action. However, Beau still does not need to worry about Limit cost for any event or action. During Step Four of this turn, she reduces her Limit to 0 and increases her temporary Willpower of 6 by 4, Fury of the Bear's highest Virtue. She now has 10 temporary Willpower even though Fury of the Bear's permanent Willpower is 8.

EXTENDED DOWNTIMES

Storytellers have the option of running extended downtimes between series. Turns that occur in blocks of five or fewer work best for extended downtime. Season-long turns are best used when there is around one year of downtime, year-long turns work better with about five years of downtime and decade-long turns are best with roughly 50 years of downtime. It is possible to go beyond this if desired, but much can happen over the span of five turns.

You may "mix-and-match" different types of turns if downtime does not last for a nice round number of decades, years and seasons. Always start with greater turn lengths before dealing with the lesser. If you don't care to get so exact, you can round up any period of time to the next largest turn length.

Example: Beau's Storyteller advances the story by 55 years and nine months between series. They can play out five decade-long turns, five year-long turns and three season-long turns before downtime ends. If this is too involved, they can just play out six decade-long turns before resuming play.

DOMINION ACTIONS

The *Harmonious Triptych Accords* recount many techniques by which rulers syncretize order from chaos to form dominion. The most extensively noted techniques are compiled here in the form of dominion actions that describe the methods, effects and perils of statecraft.

Actions may be performed by any dominion that meets the minimum requirements. Each action contains the following information:

Cost: Increase the acting dominion's Limit by the listed amount, and if required, mark off temporary Willpower boxes by the listed amount.

Label	Cost	Example
# lim	Limit	(3 lim for 3 Limit)
# wp	Willpower	(1wp for 1 temporary Willpower)
# wp (c)	committed Willpower	(2wp (c) to commit 2 temporary Willpower)

DIFFICULTY MODIFIERS

ALL ACTIONS	DIFFICULTY*
Turn Length	
Season	+0
Year	-1
Decade	-3
Majority of your subjects are . . .	
Human/Near-Human	+0
Somewhat Supernatural	+1
Highly Supernatural/Alien	+2
Character's Political Status is . . .	
Savant	+2
Sorcerer	+0


* Applies for all actions taken by all dominions. Difficulty can never be reduced below 1.

EXTERNAL ACTIONS	DIFFICULTY
Target dominion is . . . *	
Currently backing you	+2
Supernatural non-ally	+1
Human/near-human non-ally	+0
Ally/backed by you	-1
Your dominion	-2
Target Dominion's defenses include . . . **	
Infiltration by your spies	-1 to -3
Supernatural defenses	+1 to +3
Supernatural alliance with non-allied dominion	+2

* Select one.
 ** These are cumulative. Do not apply the modifier more than once per condition.

If the dominion cannot meet the Willpower requirements or the Limit would exceed 10, the dominion cannot perform the action. Mark off boxes of temporary Willpower with a single slash. Willpower (but not Limit) can be committed, in which case you should mark off the temporary Willpower with an X. Committed Willpower cannot be regained until the action duration runs out or its effects otherwise cease to exist.

Mins: The dominion must possess at least this rank in the Attribute and Ability when selecting actions, or the dominion cannot perform the action. However, if the dominion meets Attribute requirements, it can replace a required Ability with a Virtue as long as the Virtue exceeds the Ability requirement by 1 or more. Doing so adds 1 Willpower to the action cost. The extra Willpower is committed as well if the action requires it. Increase the Limit by 1 if the Virtue rolled matches the acting dominion's Virtue Flaw. The dominion may not do this as part of an event.



Dif: The base difficulty of most actions is always (the target dominion's Attribute + Virtue + modifiers). Some actions do not have a target difficulty but must meet other conditions to be selected. For any action with no listed difficulty, refer to the action description for details.

Keywords: The list of keyword qualities possessed by the action. These rules use the following keywords to describe qualities of an action.

Ally: This action can only be used with an allied dominion.

At Peace: This action can only be performed if you are currently at peace with the target dominion.

At War: This action can only be performed if you are currently at war with the target dominion.

Binding: If you break this treaty, your dominion will suffer repercussions for a period of time.

Espionage: This action may only be performed if you currently have spies installed in the target dominion.

External: The dominion targets another dominion with this action.

Internal: The dominion targets itself with this action. Use (the dominion's own Attribute + Virtue + modifiers total) as the difficulty.

Non-Ally: This action cannot be used with an allied dominion.

Activation: The activation time determines how often a dominion can perform an action. *Instant* actions can be performed as often as needed. *Season*, *Year* and *Decade* actions can only be **successfully** performed once per time period indicated. Unless otherwise noted in the action description, a dominion that fails an action may retry as often as the dominion has actions remaining. If the turn length is greater than the action's activation time, the action behaves as an *Instant*.

Example: During year-long turns, an action with a season-long activation time functions as an Instant and may be performed as often per turn as needed. Actions with a year-long activation time may only be successfully performed once per turn, and decade-long activation times may be successfully performed once every 10 turns.

Duration: The number of turns that the action lasts. Write this number in the space next to the Trait or diplomatic action. During Step Four, all durations are reduced by 1. Any durations reduced to 0 expire and do not exist at the beginning of the next turn. An action performed again before a duration expires resets the duration to its original number.

Traits with (d) after the turns degrade over time. When the duration reaches 0, reduce the Trait rating by 1. If the Trait still has dots, reset the duration. See "Attribute Degradation" below for a special case.

To simplify bookkeeping, the duration is in turns rather than tied to the activation time. An action that lasts three season-long turns will also last three decade-long turns or two year-long and one season-long turns.

CONSTRUCTIVE ACTIONS

Constructive actions involve dominions attempting to improve themselves or to fix internal problems.

TARGETING YOURSELF

Targeting your own dominion with an internal action is always at -2 difficulty. This does not apply to events, which simply happen to your dominion.

BEAR STARTLES MOUSE APPROPRIATION

Cost: 1 lim; **Mins:** Military 1, Presence 2; **Dif:** Culture + Temperance

Keywords: Internal

Activation: Season **Duration:** 3 turns (d)

The dominion seeks to expand its troop capacity, improve equipment quality, build fixed defenses or otherwise improve its Military Attribute.

Roll (Military + Presence) against your dominion's (Culture + Temperance). Success increases the Military rating by 1. Your Military rating can never be higher than double the base rating.

TIGER CONFOUNDS BEAR LEGISLATION

Cost: 1 lim; **Mins:** Government 1, Bureaucracy 2; **Dif:** Military + Compassion

Keywords: Internal

Activation: Season **Duration:** 3 turns (d)

Increasing the efficiency and efficacy of a dominion's civil leadership can come by many means, but the result is an increased Government Attribute.

Roll (Government + Bureaucracy) against your dominion's (Military + Compassion). Success increases the Government rating by 1. Your Government rating can never be higher than double the base rating.

MOUSE DEFIES TIGER ACCULTURATION

Cost: 1 lim; **Mins:** Culture 1, Craft 2; **Dif:** Government + Compassion

Keywords: Internal

Activation: Season **Duration:** 3 turns (d)

Civic improvements, religious movements, artistic sophistication and many other refinements augment a dominion's Culture Attribute.

Roll (Culture + Craft) against your dominion's (Government + Compassion). Success increases the Culture rating by 1. Your Culture rating can never be higher than double the base rating.

ATTRIBUTE DEGRADATION

Attributes above the base rating degrade over time. Reduce an Attribute by 1 if there are any dots above the base rating when the action expires. If the Attribute still exceeds the base rating, reset the duration. An Attribute reduced to the base rating or below (due to events, conquest actions or any reason), immediately sets the duration to 0 and does not further reduce the Attribute. You can maintain Attributes with Dragon Tends Its Claws Preservation.

Changes to an Attribute's base rating can affect dots above the base. If the base rating decreases, dots in excess of double the new rating are immediately lost, and the duration resets to 3. Base rating increases do not affect excess Attribute dots.

Example: Fury of the Bear's base Government rating is 4, and the dominion currently has a Government rating of 6. In Step Four at the end of Beau's third turn, the duration reaches 0. Because her Government rating exceeds its base rating, she reduces Government by 1 and resets the duration to 3. Fury of the Bear now has a Government rating of 5 for three more turns. Had she used Dragon Tends Its Claws Preservation before Step Four of this turn, she would have reset the Government duration to 4 and would still have a Government rating of 6.

DRAGON TENDS ITS CLAWS PRESERVATION

Cost: 1 lim; **Mins:** –; **Dif:** –

Keywords: Internal

Activation: Instant **Duration:** 4

The hard-fought improvements to a dominion can be easily maintained, if its society has the forethought to do so.

Attributes beyond their base rating eventually degrade, but a dominion can extend this with some effort. This action can be performed for any improved Attributes with a current duration of 1. Doing so resets each Attribute's duration to 4. Dominions cannot perform this action unless the duration rating is 1.

DRAGON'S OPEN-EYED SLUMBER TECHNIQUE

Cost: 1 wp; **Mins:** –; **Dif:** –

Keywords: Internal

Activation: Instant **Duration:** –

With forethought and drive, dominions can avoid the ill effects brought upon by events.

A dominion performing this action cancels the next event. Events that have already occurred cannot be “undone” by this action — it is preventative only. Dominions cannot “pre-spend” this action for successive events or perform it again if the upcoming event is already canceled.





MOUSE CALMS THE NEST PACIFICATION

Cost: –; **Mins:** Culture 1, Integrity 1; **Dif:** Culture + Compassion

Keywords: Internal

Activation: Instant **Duration:** –

Societies that have been pressed too heavily by their leadership may calm their hysterics with reason and attention to order.

Roll (Culture + Integrity) against your dominion's (Culture + Compassion). Reduce Limit by 1 for every success.

TIGER ESTEEMS MOUSE PETITION

Cost: 1 lim; **Mins:** Culture 1, Performance 1; **Dif:**

Government + Conviction

Keywords: Internal

Activation: Year **Duration:** –

Festivals, celebrations and other forms of recreation can restore a society's drive.

Roll (Culture + Performance) against your dominion's (Government + Conviction). Regain 1 point of temporary Willpower for the first success, and 1 point for every two additional successes.

DILIGENT MINISTER'S ATTENUATION TECHNIQUE

Cost: 1 lim; **Mins:** –; **Dif:** –

Keywords: Internal

Activation: Instant **Duration:** –

A dominion in a state of turmoil may restore order with the diligence of its leadership.

If the dominion's Attribute is currently below its base rating, the dominion may spend 1 Limit to increase the Attribute by 1.

DRAGON SPREADS WINGS EXPANSION

Cost: 5 lim, [Magnitude] wp; **Mins:** –; **Dif:** –

Keywords: Internal

Activation: Decade **Duration:** –

The Assiduous Maxims assert that dominions must keep pace with their societies or else the dominions will be outgrown.

Spend 5 Limit and your dominion's Magnitude rating of Willpower to increase your dominion's Magnitude. Although this action has a decade activation time before another Magnitude increase is possible, a reduction of Magnitude before this time invalidates the decade-long wait. Additionally, the dominion cannot increase Magnitude within five turns of any Magnitude reduction or a failed attempt to increase Magnitude. If the dominion suffers a Limit Break in the same turn as a Magnitude increase, the action automatically fails. Otherwise, raise the Magnitude by 1 during Step Four of this turn.

There is an unpredictability to growth. The last player to select your event may move one Attribute dot, two Ability dots and one Virtue dot to other related Traits unless you spend 1 Limit to prevent this. After this "reshuffling," use

the additional points provided in the Magnitude increase to boost your dominion's Abilities, Attributes and Virtues. New bonus points are not initially spent and are added to the pool of available points.

DRAGON REARRANGES SCALES MANEUVER

Cost: –; **Mins:** –; **Dif:** –

Keywords: Internal

Activation: Season **Duration:** –

Altering a society's course is possible only if the society's leadership provides focus and the zeal for change.

Dominions with bonus points tied up in Traits can recover these to the available or external pools, but no more than (Temperance x 3) points per action. Additionally, the dominion may spend up to (Compassion x 3) available or external bonus points in any manner the dominion sees fit. Be sure to track where you spend bonus points so you can more easily use this action. You are not required to spend bonus points at the same time they are recovered.

METICULOUS ACTUARY'S

DISBURSEMENT RECTIFICATION

Cost: 1 lim; **Mins:** –; **Dif:** –

Keywords: Internal

Activation: Season **Duration:** –

Redistributing a society's resources must never be done lightly, but thorough officials can accomplish this by taking great care in their predictions.

You may alter one Ability dot per Magnitude rating. An Ability can be reduced by any amount but may be raised no more than (Compassion) dots per action. No Ability rank may exceed its Magnitude.

Example: Fury of the Bear (Magnitude 4) can move around as many as four dots of Abilities per action, but the dominion may raise no Ability higher than 4. Luckily, Fury of the Bear's Compassion 4 allows Beau to improve an Ability from 0 to 4 with a single action. If Fury of the Bear had a Compassion 2, Beau would need to use two actions (potentially delayed by the activation time) to raise an Ability from 0 to 4.

ARTIFICER'S CELESTIAL FORTIFICATION

Cost: 3 lim, 1 wp (c); **Mins:** Military 4, Occult 3; **Dif:** Culture + Temperance

Keywords: Internal

Activation: Year **Duration:** 6

A dominion can create or acquire supernatural defenses to keep it strong, such as warstriders, raksha cataphracts or a legion of mercenary undead. A dominion's Supernatural Defense rating indicates the overall prevalence in the defense plans of the dominion and could represent outside supernatural forces working for the dominion, a plethora of First Age military artifacts or a "secret weapon" of some kind. For smaller dominions, the rating may signify a band of artifact-bearing champions

available at the society's beck and call, a fleet of warships outfitted with implosion bows or a sorcerous effect that bolsters the dominion's defenses.

Roll (Military + Occult) against your dominion's (Culture + Temperance). Success increases your Supernatural Defense rating by 1, to a maximum of 3. Supernatural Defense adds to the difficulty of any Military-based external action that targets your dominion. The Storyteller may allow half of this rating (rounded up) to apply as a bonus to your Military-based diplomatic actions.

Only the first successful use of this action requires you to commit Willpower. Successive uses spend Willpower as normal. The committed Willpower is removed when your dominion no longer possesses a Supernatural Defense rating.

SELF-DESTRUCTIVE

Typically caused by events, these actions reduce a dominion's Traits due to a variety of internal problems. However, a dominion's leadership can pursue a self-destructive path when explicitly attempting to run the dominion into the ground.

MOUSE GNAWS BEAR REDUCTION

Cost: –; **Mins:** Culture 1, Performance 1; **Dif:** Military + Valor

Keywords: Internal

Activation: Season **Duration:** –

Societies that argue to diminish the apparatus of war may find themselves incapable of their own defense.

Roll (Culture + Performance) against your dominion's (Military + Valor). If successful, reduce the dominion's Military rating by 1. This does not reduce the base rating, which can only be altered with a Magnitude change.

BEAR COERCES TIGER MISAPPROPRIATION

Cost: –; **Mins:** Military 1, Bureaucracy 1; **Dif:** Government + Temperance

Keywords: Internal

Activation: Season **Duration:** –

An uneven emphasis on the tools of war can mire any leadership in the bog of procedure.

Roll (Military + Bureaucracy) against your dominion's (Government + Temperance). If successful, reduce the dominion's Government rating by 1. This does not reduce the base rating, which can only be altered with a Magnitude change.

TIGER CRUSHES MOUSE REGULATION

Cost: –; **Mins:** Government 1, Presence 1; **Dif:** Culture + Compassion

Keywords: Internal

Activation: Season **Duration:** –

Civil leadership can stifle a society's enthusiasm with an overabundance of law.

Roll (Government + Presence) against your dominion's (Culture + Compassion). If successful, reduce the dominion's Culture rating by 1. This does not reduce the base rating, which can only be altered with a Magnitude change.

MOUSE BURNS THE GRAIN

Cost: –; **Mins:** Culture 1, Investigation 1; **Dif:** Government + Conviction

Keywords: Internal

Activation: Instant **Duration:** –

A society that stares too closely at itself will find alarm in the necessary compromises of leadership.

Roll (Culture + Investigation) against your dominion's (Government + Conviction). Increase the dominion's Limit by 1 for the first success and 1 for every additional two successes.

DRAGON DEVOURS TAIL RECESSION

Cost: –; **Mins:** –; **Dif:** –

Keywords: Internal

Activation: Decade **Duration:** –

The Assiduous Maxims also declare that dominions outpaced by their societies will shrivel and decay.

This action can only be performed during a Limit Break, whether as a dominion action or as a random event. This action can only be attempted once per Limit Break, although there is no restriction as to how often Limit Breaks can occur. If this action is successful, a decade must pass before the dominion may suffer a further Magnitude reduction.

Roll (the dominion's highest Attribute + Flawed Virtue) with a difficulty equal to (the dominion's Willpower). If successful, the dominion suffers a Magnitude reduction of 1 during Step Four of the Limit Break. This decrease reduces Attributes, Abilities, Virtues and bonus points, which are removed by the player who selected this action. If there are not enough available bonus points to reduce, the opposing player may reduce any Traits gained with bonus points, convert them to available bonus points and subtract the remainder from the available bonus point total.

Thankfully, the dominion's player can use the chaos of the Magnitude reduction to redistribute up to one Attribute, two Abilities and one Virtue after the Traits have been reduced but before the next turn.

COVETOUS MAGISTRATE PREVARICATION


Cost: –; **Mins:** –; **Dif:** –

Keywords: Internal

Activation: Season **Duration:** –

Corruption in a society's heart can dull the society's most capable assets.

The dominion reclaims up to $([\text{Magnitude} \times 3] - [\text{Temperance}])$ bonus points (minimum 1). The player selecting the event declares the two areas from which you should remove bonus points (i.e., Abilities, specialties, Virtues and Willpower). External bonus points in these two areas



are always recovered first. Next, return Traits boosted with bonus points to your available bonus point pool. If points still remain for you to reclaim, move to the other two areas. Within the scope of those limitations, you choose what to reclaim.

CONQUEST

All conquest actions involve blatant confrontation with another dominion. Activation time for conquest actions refers to a single dominion. This means you may target multiple dominions per turn with the same conquest action, regardless of activation time.

FURIOUS BEAR'S INTENSE ASSAULT

Cost: 2 lim, 1 wp; **Mins:** Military 2, War 3; **Dif:** Military + Valor

Keywords: At War, External

Activation: Season **Duration:** –

Dominions incapable of accord through words must do so with violence.

Roll (Military + War) against the target dominion's (Military + Valor). The dominion reduces Military by 1 for the first success, and 1 for each three additional successes. Under these conditions, there is some form of direct military engagement, whether fighting legions, guerilla warfare or war at sea.

WILY TIGER EMULATES SERPENT MANEUVER

Cost: 2 lim, 1 wp; **Mins:** Government 2, Stealth 3; **Dif:** Government + Temperance

Keywords: External, Not Ally

Activation: Season **Duration:** –

A war of words can harm a dominion as much as an invading legion.

Roll (Government + Stealth) against the target dominion's (Government + Temperance). The target dominion reduces Government by 1 for the first success, and 1 for every three additional successes. The target dominion experiences governmental turbulence at your hands, such as severe legal repercussions, loss of political credibility or raids upon its economic resources.

STURDIER MOUSE PERSUASION

Cost: 2 lim, 1 wp; **Mins:** Culture 2, Integrity 3; **Dif:** Culture + Compassion

Keywords: At Peace, External

Activation: Season **Duration:** –

The stoutest society is no match for those of weaker hearts.

Roll (Culture + Integrity) against the target dominion's (Culture + Compassion). The target dominion reduces Culture by 1 for the first success, and 1 for every three additional successes. At your direction, the target dominion's populace is negatively influenced by external factors, such as the introduction of ideologies contradictory to the domi-

nant culture, extensive black marketeering or an influx of foreign religion.

SERPENT TAINTS THE WELL DISRUPTION

Cost: 1 lim, 1 wp; **Mins:** Government 2, Stealth 2; **Dif:** Culture + Temperance

Keywords: Espionage, External

Activation: Season **Duration:** –

Roll (Government + Stealth) against the target dominion's (Culture + Temperance). The target dominion receives 1 Limit for the first success, and 1 for every two successes thereafter. This assumes some form of active espionage designed to reduce the faith of the target dominion's people in its leaders, whether through propaganda or active insurgencies.

BEAR'S TERRIFYING ROAR DEMONSTRATION

Cost: 2 lim, 2 wp; **Mins:** Military 2, Presence 3; **Dif:** Government + Conviction

Keywords: External, Not Ally

Activation: Season **Duration:** 3

Through sabre-rattling and a display of martial power, a dominion can force another to pay it tribute. This action can only target dominions of equal or smaller Magnitude with Attributes exceeding their base ratings.

Roll (Military + Presence) against the target dominion's (Government + Conviction). For the first success and for every three successes thereafter, reduce one Attribute dot of your choice from the target dominion and increase your dominion's matching Attribute by that amount. You cannot reduce the target dominion's Attributes below their base ratings, and your dominion's maximum Attribute ratings apply.

RAPACIOUS BEAR INCURSION

Cost: 2 lim, 1 wp; **Mins:** Military 3, War 3; **Dif:** Military + Conviction

Keywords: At War, Espionage, External

Activation: Season **Duration:** –

Martial conquest of another dominion can reap considerable assets.

Roll (Military + War) against the target dominion's (Military + Conviction). The target dominion reduces the available and total bonus points by 1 for each success. If the number of successes exceeds the number of available bonus points, the dominion's player selects any Trait increased by bonus points and returns the points to the appropriate pool. Remaining successes recover the newly available points at the rate of 1 bonus point per two successes.

Increase your external bonus point pool by the captured amount as long as you do not exceed the pool's (Magnitude x 3) maximum. You cannot capture the target dominion's external bonus points, but the dominion also reduces its external pool by the captured amount.

The target dominion's available and total bonus points recover during Step Four at a rate of 3 per turn until the total

bonus points return to their (Magnitude x 5) max. This natural recovery occurs regardless of how many external bonus points you retain and is not reduced from your external bonus points. Step Four explains how external bonus points are lost.

GLUTTONOUS BEAR ENCIRCLEMENT

Cost: 4 lim, 3 wp; **Mins:** Military 4, War 3; **Dif:** Military + Valor

Keywords: At War, Espionage, External

Activation: Decade **Duration:** –

Dominions dwindling in status may be absorbed by their betters.

The target dominion must have a smaller Magnitude than your dominion's Magnitude. The target dominion must be undergoing a Limit Break this turn, and must have lost Magnitude within the past three turns.

Roll (Military + War) against the target dominion's (Military + Valor). Each success transfers 1 temporary Willpower from the target dominion to your own, even if doing so exceeds your dominion's permanent Willpower rating. Your dominion may only gain temporary Willpower that the target dominion possesses, no matter how many successes you roll. If the target dominion's temporary Willpower is reduced to 0 (or the target dominion had no temporary Willpower to begin with), your dominion does not gain any temporary Willpower, but may absorb the dominion into your own. Doing so effectively removes that dominion as a Mandate of Heaven participant. If the dominion is only 1 Magnitude below yours, you may also immediately perform Dragon Spreads Wings Expansion as a free action, as long as you can afford the cost.

Should your dominion confirm a Limit Break this turn, this action is nullified. The target dominion immediately resolves the effects of a Rapacious Bear Incursion against you as though the dominion received (target dominion's Magnitude) successes. The target dominion's player may also direct your actions during the Limit Break, if desired.

SERPENT STALKS THE REEDS INSINUATION

Cost: 1 lim, 1 wp; **Mins:** Government 4, Awareness 3; **Dif:** Government + Valor

Keywords: External

Activation: Season **Duration:** 5

The Harmonious Triptych Accords frequently revile those who would betray their society, yet fills a volume on this action's most efficacious use.

Roll (Government + Awareness) against the target dominion's (Government + Valor). Success increases the Spy rating by 1 within the target dominion. Actions with the External tag you perform against this dominion reduce their difficulty by the Spy rating. You can have up to three dots of Spy per dominion. You must have spies in a target dominion to perform any action with the Espionage tag.

Additionally, once per turn, you may reduce your Spy rating by 1 to learn some of its Traits. The target dominion's

player reveals a single Attribute, Ability and Virtue to you as well as temporary Willpower and current Limit. This is considered reflexive and does not count as an action. The player only needs to reveal this to you.

MONGOOSE HUNTS SERPENT INQUISITION

Cost: 1 lim; **Mins:** Government 2, Investigation 3; **Dif:** Government + Conviction

Keywords: External

Activation: Season **Duration:** –

A dominion unaware of what its neighbors plot becomes the target of their ill will.

Uncover enemy agents within your own dominion by rolling (Government + Investigation) against a target dominion's (Government + Conviction). Reduce the target dominion's Spy rating for your own dominion by 1 for the first success and 1 for every three additional successes. The target dominion *must* reduce the Spy rating by this amount but does not need to inform you how many dots are left or whether the target dominion had a rating before you took the action.

DIPLOMATIC

Diplomatic actions (also known as "treaties") determine how a dominion can or can't proceed with many external actions directed against other dominions. Activation time for diplomatic actions refers to a single dominion. This means you may target multiple dominions per turn with the same diplomatic action regardless of activation time.

Whenever a dominion enacts a treaty, those affected note the details on the dominion sheet. Record the treaty type and any duration, and circle it if the other dominion proposed the treaty.

SORCERER'S INSCRUTABLE DISENGAGEMENT

Cost: 2 lim, 1 wp; **Mins:** Government 2, Bureaucracy 2; **Dif:** Culture + Temperance

Keywords: Internal

Activation: Season **Duration:** –

A dominion that finds itself in less than beneficial entanglements may extricate itself with great care.

You may formally cancel treaties prior to their natural expiration. Roll (Government + Bureaucracy) against your own dominion's (Culture + Temperance). For the first success, and every two successes thereafter, your dominion may prematurely end one treaty it holds with any dominion. This is the only way to get out of any treaty with the Binding keyword without suffering difficulty penalties for breaking the treaty.

All treaties affected reduce the duration to 1, but remain Binding until they expire. If your dominion performs any actions before then that breaks any of those treaties, your dominion suffers consequences as usual.



DIPLOMATIC ACTIONS ONLY DIFFICULTY

You are canceling diplomacy proposed by . . . *

Your dominion to an ally	+2
An allied dominion	+1
Your dominion to a non-ally	+0
A non-allied dominion	-1
A non-allied dominion at war with your ally	-2

During the past five turns, your dominion has . . . **

Broken a trade agreement with any dominion	+1
Broken a nonaggression pact with any dominion	+1
Broken an alliance with any dominion	+1
Broken a nonaggression pact with target dominion	+1
Broken an alliance with target dominion	+1
Declared war upon target dominion	+1

* Select one.

** These are cumulative. Do not apply the modifier
more than once per condition.

SAVANT'S PERNICIOUS TREACHERY

Cost: 1 lim, 1 wp; **Mins:** Government 3, Performance 3;

Dif: Culture + Valor

Keywords: Internal

Activation: Instant **Duration:** 5

Occasionally, dominions must quickly loose themselves from constricting covenants, but doing so creates ill will that does not go away.

Your dominion may immediately break any treaty it holds with any another dominion. Roll (Government + Performance) against your own dominion's (Culture + Valor). For every success, you may break one treaty with one dominion and any of its allies. This takes effect immediately.

Mark the broken treaties with a large X over the treaty broken. The duration listed for this event indicates how many turns before you may erase each X. Until that time, you will have repercussions upon all diplomatic interactions with all dominions.

TIGER LOOSES BEAR DECLARATION

Cost: 3+ lim, 1 wp; **Mins:** Government 2, War 2; **Dif:**

Culture + Compassion

Keywords: At Peace, Internal

Activation: Instant **Duration:** –

Before one dominion may put the full weight of its society toward the destruction of another, the dominion must first find legitimate cause for war.

Declaring war allows you take any action with the At War keyword on up to (Valor / 2, rounded up) dominions. This action also immediately breaks any treaties you have with those dominions per the effects of Savant's Pernicious Treachery. For each treaty broken in this manner, your dominion receives 1 Limit in addition to the action cost. The only diplomatic action you may perform while At War with a dominion is Tiger Fetters Bear Concession. You may not redeclare war upon a target dominion if you are currently At War with that dominion.

Roll (Government + War) against your own dominion's (Culture + Compassion) to determine whether or not you can gather enough internal support to declare war. Success indicates your dominion is now at war, which increases the target dominion's Limit by 1 and allows the target dominion to perform actions with the At War keyword upon you. However, the target dominion receives -1 Limit for each treaty broken with that dominion.

Elaborate networks of alliances and nonaggression treaties can have some unexpected or strange consequences when war is declared. In such a case, work outward from the initial dominions declaring war to determine where the other dominions stand. Refer to Savant's Serene Coalition for more details.

TIGER FETTERS BEAR CONCESSION

Cost: 1 lim, 1 wp; **Mins:** Government 1, Presence 1; **Dif:** Military + Valor

Keywords: At War, External

Activation: Instant **Duration:** –

War grinds societies more efficiently than the enemy, making peace an appealing alternative.

Roll your dominion's (Government + Presence) against the target dominion's (Military + Valor). The number of successes indicated below determines the outcome. If you receive any successes, your dominion is At Peace with the target dominion. **Any allies pulled into war on your side of the conflict may immediately choose to extend the result to their own dominions free, adding an automatic two successes to whatever you rolled.** If unhappy with your results, allies may remain At War or attempt Tiger Fetters Bear Concession themselves on their own actions. If you are now At Peace but your allies elect to continue fighting, you are not pulled back into war with the target dominion unless you (or an ally that chose to sue for peace with the target dominion) performs another Tiger Fetters Bear Concession.

Breakdown in Negotiations — No successes

Your efforts are rebuffed by the target dominion. You may attempt again later.

Unconditional Surrender — One or two successes

You automatically confirm a Limit Break, which your dominion undergoes next turn, and the target dominion's player selects your events.

Conditional Surrender — Three or four successes

The target dominion immediately resolves a free Raptacious Bear Incursion against your dominion as though the target dominion received (target dominion's Magnitude) successes. Additionally, the target dominion's player selects your dominion's next action as though it were an event.

Ceasefire — Five or more successes

The dominions mutually end the conflict. You must perform this action with any other dominions that choose to remain at war with your dominion.

TIGER WELCOMES MOUSE ENTICEMENT

Cost: 1 lim, 1 wp; **Mins:** Government 2, Awareness 2; **Dif:** Culture + Temperance

Keywords: At Peace, Binding, External

Activation: Year **Duration:** Indefinite

The right for dominions to trade implies stability between them, all the while boosting the society's treasury.

Roll (Government + Awareness) against the target dominion's (Culture + Temperance). If successful, both dominions record establishment of trade rights.

Each dominion increases external bonus points by (dominions' lowest Magnitude) as long as this does not exceed the external bonus point maximum. Step Four explains how external bonus points are lost.

Either dominion may perform this action again over time to improve trade. The activation time only applies to one dominion. It is possible for the other dominion to immediately perform the same action for added benefit.

TWO TIGERS CIRCLE COVENANT

Cost: 2 lim, 2 wp; **Mins:** Government 2, Performance 3; **Dif:** Government + Conviction

Keywords: At Peace, Binding, External

Activation: Season **Duration:** 5

Nonaggression pacts exist to delay conflict between rivals or to forestall potential invasion.

Roll (Government + Performance) against the target dominion's (Government + Conviction). If successful, the dominions involved now have a nonaggression treaty. They may not use Tiger Looses Bear Declaration alone to cancel the treaty, but must first perform Savant's Pernicious Treachery or Sorcerer's Inscrutable Disengagement.

If your dominion possess a nonaggression treaty with a dominion and war breaks out between the target dominion and your ally, you are not considered At War with the target dominion. However, due to the pressure from your ally, your dominion will not regain Limit during Step Four until the war ends or the nonaggression treaty expires, whether doing so happens naturally or is broken/cancelled by any party involved.



SAVANT'S SERENE COALITION

Cost: 3 lim, 1 wp (c); **Mins:** Government 4, Investigation 3; **Dif:** Culture + Valor

Keywords: At Peace, Binding, External, Non-Ally

Activation: Year **Duration:** 5

Allies stand by your dominion in times of tumult, but you must be prepared to do the same.

Creating an alliance with a dominion allows you to share resources and come to each other's aid. Your dominion may not ally with any dominion At War with your dominion, if any of its allies are currently At War with your dominion, if your dominion and the dominion are already allies or if either dominion broke a treaty with the other during the past five turns. Your dominion must have trade rights and nonaggression treaties with a dominion for at least one turn before attempting to form an alliance. Allying with a dominion requires your dominion to commit Willpower until the alliance has ended. Your dominion can have as many alliances as (its Magnitude ÷ 2), rounded up. There must no more than a 3 Magnitude difference between allied dominions.

Roll (Government + Investigation) against the target dominion's (Culture + Valor). Allies gain the following benefits:

- Allies find it easier to perform actions upon one another, reducing all difficulties by 1.
- A nonaggression treaty is considered indefinite while allied, and its duration resets to 5 upon the alliance's natural expiration.
- Dominions performing Tiger Shelters Cub Patronage on allies initially produce 1 less Limit in the target dominion and do not produce 1 Limit on a turn-by-turn basis.
- A dominion may forego its action to help an ally reduce Limit. The allied dominion performs an automatic Mouse Calms the Nest Pacification.

Dominions that go to war force the hand of their allies, which must decide where they stand in the matter. If your ally goes to war with another dominion, your dominion must either cancel or break the alliance before the first event of your next full turn. Otherwise, you are automatically At War with the dominion (at no cost).

However, until that time, you are not considered to be At War and cannot perform such actions unless you select the Tiger Looses Bear Declaration on your own. If your dominion is allied with two or more dominions that declare war upon each other, you suffer 1 Limit at the beginning of each turn in which the war continues. However, you are not required to choose sides. You still retain the benefits of alliance with both dominions.

SORCERER'S INVIOLE PACT

Cost: 4 lim, 2 wp (c); **Mins:** Government 5, Occult 3; **Dif:** Culture + Temperance

Keywords: At Peace, Binding, External, Non-Ally

Activation: Year **Duration:** 5

A powerful ally blunts the greed of your neighbors, but can also turn away their aid.

Though functionally identical to Savant's Serene Coalition, this action must be used if a target dominion's society is considered Mostly Supernatural or Supernatural. See Savant's Serene Coalition for details regarding alliances.

This type of alliance provides a +2 difficulty for all external actions that target your dominion, excluding the other dominion in the alliance. While you may have multiple alliances of this kind, the bonus is only counted once.

Only the initial use of this action requires you to commit Willpower. Successive uses for additional alliances spend Willpower instead of committing it. The committed Willpower is removed when your dominion no longer possesses any alliances with such a dominion.

EMISSARY'S NECESSITOUS ENDORSEMENT

Cost: 1 lim, 1 wp; **Mins:** Government 3, Bureaucracy 3; **Dif:** Government + Conviction

Keywords: At Peace, External

Activation: Instant **Duration:** 5

Dominions happy with their diplomatic ties should do all they can to maintain them.

Roll (Government + Bureaucracy) against the target dominion's (Government + Conviction). Each success allows your dominion to renew one existing treaty with the target dominion due to expire within the next three turns, whether or not you were the one to initiate the treaty. However, the treaty to be renewed expires immediately if you can't meet its minimums. Each treaty renewed resets its duration to 5.

TIGER SHELTERS CUB PATRONAGE

Cost: 2 lim, 1 wp (c); **Mins:** Government 4, Craft 3; **Dif:** Government + Valor

Keywords: At Peace, Binding, External

Activation: Year **Duration:** 6

A society that is not too proud to accept aid may garner benefit in spite of kowtowing's discontent.

Your dominion can provide backing to dominions of lesser Magnitude, but no more than 3 below your own. Your dominion must have trade rights, a nonaggression pact or an alliance with a dominion to provide backing.

Roll (Government + Craft) against the target dominion's (Government + Valor). Success means your dominion now backs the target dominion. Figure out the difference in Magnitude between your dominions. The target dominion immediately increases its Attribute ratings and its Limit by this amount. The target dominion may only increase an Attribute if yours is currently higher. You may also donate up to (your dominion's Magnitude) available bonus points. The target dominion adds the amount to its external bonus point pool if this does not exceed its (Magnitude x 3) maximum. The target dominion increases Limit by 1 for each turn in which your dominion provide backing.



You may spend an action to cancel backing to the dominion prior to the treaty's expiration without the repercussions of Savant's Pernicious Treachery. Backing is immediately cancelled if you undergo a Limit Break, should the target dominion successfully perform Cub Absconds Litter Refusal or when your dominion no longer has trade rights, a nonaggression pact or an alliance with the target dominion.

CUB ABSCONDS LITTER REFUSAL

Cost: 1 lim, 1 wp; **Mins:** Government 3, Integrity 3; **Dif:** Military + Compassion

Keywords: External, At Peace

Activation: Instant **Duration:** –

All children must one day leave their parents or grow stunted under their cloying care.

You may forcibly end the backing that the target dominion currently provides to your dominion. Roll (Government + Integrity) against the backing dominion's (Military + Compassion). Any successes reduces the duration of the treaty to 1. The target dominion may not attempt Tiger Shelters Cub Patronage until the next turn.

PARENT/CHILD RELATIONSHIP

Dominions that are lesser regions, cities or tribes within a greater dominion (such as an Imperial prefecture within the Realm or one of the Ten Tribes) gain the effects of backing free. Each *parent* dominion provides free backing to dominions 1 Magnitude less. Each *child* dominion is, in turn, a parent of its own, provide backing to dominions 1 Magnitude less, and so on. A child dominion does not increase Limit due to the backing, and the backing's duration is indefinite. Because a child dominion is actually a part of the parent dominion, they cannot perform external actions upon each other.

Child dominions often come into play when you want to target a dominion with a Magnitude that is currently too high for your dominion to oppose. In this case, your dominion can oppose a child dominion with backing provided by the parent dominion.

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