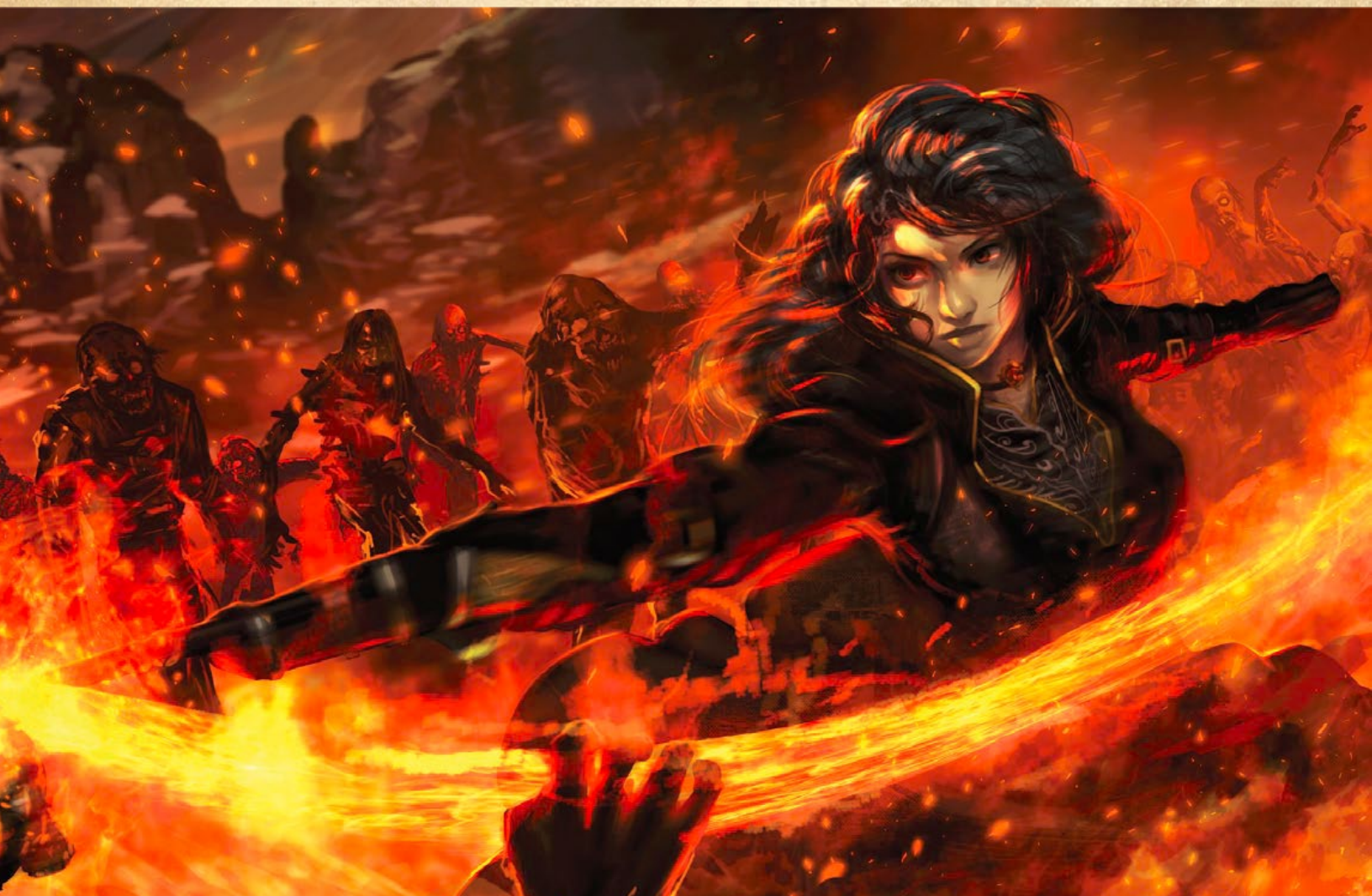


EXALTED

THIRD EDITION

Paths of Enlightenment

Scroll of the Monk Ex3





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Thanks to @Alistair and @UnconqueredFun for image suggestions, and @eastercat for help with typos.

Special Thanks to @Maddletter for giving me idea's and generally being supportive.

This is a fan supplement for 3rd edition Exalted RPG. This is not a stand alone game. To play Exalted 3rd Edition you will need the Ex3 Core, Miracles of the Solar Exalted, Dragon-Blooded: What Fire Has Wrought, and if you're feeling plucky, Arms of the Chosen as well. Exalted is copywrite of WW and Licensed by Onyx Path Publishing. I do not claim any ownership of the content in this document.





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Chapter One: MARTIAL ARTS

Creation's martial arts are the stuff of legend, powerful fighting styles that emulate the ferocity of mighty beasts or follow paths of esoteric wisdom. Martial artists come in many forms throughout the world. The vast majority are mortal men and women who've attained extraordinary martial prowess through intense study, discipline, and training. In the hands of the **Exalted**, the martial arts rise to even greater peaks of power, allowing supernatural martial artists to harmonize themselves fully with the Essence of a style to master its full potential.

Martial Arts and Other Abilities

Creation's martial arts stand apart from the bare-handed fighting of brawlers or the weapons training of soldiers. Each one is a unique combination of precise, esoteric katas that stand on the boundary between fighting style and art form. In short—Martial Arts Charms are not compatible with Brawl, or any other combat Ability, unless they explicitly state otherwise. A bare-handed attack cannot benefit from both the maiming precision of Snake style's Crippling Pressure-Point Strike and the devastating force of the Heaven Thunder Hammer; wielding twin blades in the katas of Steel Devil style is entirely unlike the pragmatic fundamentals of the Melee Ability. However, while the Martial Arts cannot be combined with other combat Abilities, they can be freely combined with one another, limited only by the constraints of style weapons and armor restrictions (see below).

Martial Arts Charms

The Charms of a style are organized into a single tree, which can be learned by any of the Exalted (and certain other powerful supernatural beings). As a general rule, the Charm tree of each style is complete, the totality of the style's teachings that have passed down for generations or more. While characters may experiment with creating new styles, they cannot add additional Charms to existing styles. However, at the Storyteller's discretion, it may be possible to find lost Charms known only to ancient masters or long-lost repositories of wisdom, or for a character to achieve a new understanding of a style by seeking inspiration from an epic quest or unexpected source.

Martial Arts Styles are organized into discreet trees. With charms branching from the roots of the style to the pinnacle charm(s) at the top. These can be traced through prerequisites and branch charm entries.

Style Compatibility

True masters of the martial arts are able to blend different styles into truly devastating techniques, such as applying Armor-Penetrating Fang Strike (from Snake style) with Striking Fury Claws (from Tiger style). This may only be done if using a weapon shared in common (usually unarmed strikes).

Some styles allow the martial artist to only utilize style weapons and are not compatible with other styles through unarmed strikes such as Righteous Devil and Single Point. Additionally, most styles have limited compatibility with the use of worn armor while others, such as Earth Dragon Style, allow the use of heavy armors (there are a variety of ways to overcome these restrictions, such as Silken Armor, Hearthstones, Evocations and other such effects).

Style Weapons

Unlike the more universal Charms of the **Exalted**, each martial arts style is limited in the range of weapons it can be used with. For example, Tiger style can only be used with unarmed attacks and tiger claws, while Black Claw style may only be used unarmed. Whenever a Martial Arts Charm refers to enhancing or creating an "attack," it always means an attack made with one of that style's weapons. Similarly, Martial Arts Charms that enhance a character's Parry only apply when they block with a style weapon. Artifact weapons are always compatible with any style that uses their mundane equivalents (Tiger stylists are equally adept with tiger claws and razor claws, and so on).

In addition, some styles allow characters to deal lethal damage with their unarmed attacks, as long as the attack benefits from a Charm of the style. This is also noted under the description of the style's weaponry.

NEW WEAPONS

GARROTE

Light (Accuracy +4, Damage +7, Defense +0, Overwhelming 1)

Tags: Bashing (rope garrotes)/Lethal (razor wire), Brawl, Concealable, Flexible, Grappling, Two-Handed, Special

Special: Garrotes have the Improvised tag, except when used to grapple.

HAND NEEDLE/KAKUTE

Light (Accuracy +4, Damage +7, Defense +0, Overwhelming 1)

Tags: Lethal, Martial Arts, Concealable, Grappling, Worn

IRON BOOTS – GOD KICKING BOOTS

Light (Accuracy +4, Damage +7, Defense +0, Overwhelming 1)

Tags: Bashing, Brawl, Smashing, Worn

KAMA/SICKLE

Light (Accuracy +4, Damage +7, Defense +0, Overwhelming 1)

Tags: Lethal, Melee, Disarming, Piercing

KUSARIGAMA

A kusarigama is a sickle with a weighted chain attached to the base of its handle or blade. The chain's weighted end is held in one hand to strike and entangle, while the sickle, held in the offhand, is used to deal killing blows to grappled enemies.

Medium (Accuracy +2, Damage +9, Defense +1, Overwhelming 1)

Tags: Lethal, Martial Arts, Disarming, Flexible, Grappling, Reaching, Two-Handed

METEOR HAMMER/ROPE DART

Medium (Damage +9, Overwhelming 1)

Tags: Bashing (Meteor Hammer), Flexible, Lethal (Rope Dart), Martial Arts, Special, Thrown (Short), Two-Handed

Special: After attacking with a meteor hammer or rope dart, a character may pull it back to hand with a miscellaneous action. With 3+ extra successes on the attack roll, this can be done reflexively.

Note: Ranged weapons with the Martial Arts tag can only be used with Martial Arts, as usual. The Archery and Thrown tags are used solely to determine weapon traits.

NUNCHAKU

Light (Accuracy +4, Damage +7, Defense +0, Overwhelming 1)

Tags: Bashing, Martial Arts, Disarming, Flexible

Martial Arts and Armor

Many martial arts cannot be practiced while wearing armor, while others can only be used with armor of up to a certain weight. If a martial artist is wearing armor incompatible with a style, he cannot use any of that style's Charms, and gains no benefits from any that are already active or permanent in nature.

Martial Arts Keywords

The following keywords are specific to Martial Arts Charms.

Form: Each style has a Form, a scene-long Charm that aligns the martial artist wholly with the spirit or principle of the style. As such, a character can only have one Form

Charm active at a time—activating a new one during the same scene ends the old one. However, when this happens, all motes committed to the previous Form Charm are counted towards the cost of the new Form, requiring that the martial artist pay only the difference. For example, a character transitioning from the eight-mote Snake Form to the 10-mote Tiger Form would only need to commit an additional two motes to pay the cost of Tiger Form. Conversely, if that character later transitioned from Tiger Form back to Snake Form, he would not need to pay any additional motes at all, with the two excess motes becoming uncommitted as usual. Note that cost transfer does not apply to other Charms that enhance or modify Form Charms, such as Snake style's Essence Fangs and Scales Technique or Tiger style's Angry Predator Frenzy.

Mastery: This keyword denotes Charms that have a greater effect when used by those Exalted who are masters of mortal Abilities: the Solar and Abyssal Exalted. The Sidereal **Exalted**, peerless masters of the martial arts, have their own esoteric methods for accessing these effects.

Terrestrial: This keyword denotes that a Martial Arts Charm grants a lesser or restricted effect when used by Dragon-Blooded martial artists. Certain masters of the Immaculate Order have developed spiritual initiations that allow them to overcome these limitations.

Black Claw Style

Black Claw style is one of the rare few martial arts created by a demon, taught to the Exalted in the First Age by Mara, the Shadow-Lover. It uses misdirection, misperception, and love as its primary weapons. Black Claw stylists seize victory by opening themselves to their enemies' aggressions, casting themselves as innocents who suffer the strikes of callous brutes or sadistic madmen. Defeat is mollified by exposing the perfidy of the victorious. Throughout the course of a fight, a Black Claw stylist manipulates the emotions of those watching her, turning them against her enemies and winning their love. A master of the style can pick a fight against the most noble of opponents, yet walk away beloved, while her foe feels the scorn of the crowd— even as his heart crumbles to ashes in the master's hand.

Every student of the Black Claw style has a Tie of love to the sifu who taught it to her. It is impossible to know the secrets of this style without being exposed to the innermost heart of one's instructor, and impossible to understand that knowledge without accepting what's within that heart. This love is both genuine and unbreakable. While the Intimacy can be weakened down to Minor intensity, it cannot be completely removed or

have its context altered by any means, mundane or magical. Such is the nature of Mara which pervades every Charm of her style.

Black Claw Weapons: This style uses exclusively unarmed attacks, emphasizing claw strikes and sudden, lunging kicks.

Armor: Black Claw style is incompatible with armor.

Style Compatibility: Black Claw Style is only compatible with other martial arts through unarmed strikes while unarmored.

Complementary Abilities: Black Claw stylists often feign the appearance of fighting on the defensive, using Dodge to both evade attacks and disengage from close combat. Presence is also useful to them, as many of their Charms allow them to sway the hearts and minds of enemies and bystanders alike in combat.

BLACK CLAW CHARMS

ESSENCE 1

OPEN PALM CARESS

Cost: 4m; Supplemental (Instant)

Keywords: Mastery

Prerequisites: Martial Arts 2

Branch Charms: [Flexing the Emerald Claw](#)

From the very beginning, things start to go wrong. Righteous heroes find themselves cast as vicious bullies when they fight a student of the Black Claw—even when she starts the fight. Open Palm Caress can be used whenever the martial artist rolls Join Battle. As long as at least one enemy received more successes on the roll than the martial artist did, he and his allies are seen as having initiated hostilities, regardless of how the fight actually began. This applies both to any bystanders to the fight and to the enemies themselves, who might suddenly find themselves confused as to why they are attacking the Black Claw stylist. Characters may see through this deception with a reflexive read intentions roll against the martial artist's Guile. The Black Claw stylist gains a single point of Initiative for each opponent or bystander who was fooled by this ruse, up to a maximum of her Manipulation.

Mastery: The martial artist's performance is so convincing that if she uses her first turn to make a clinch or **decisive** attack against an enemy who beat her Join Battle and failed to overcome her Guile, she may pay a point of Willpower to treat that attack as an ambush.

TORN LOTUS DEFENSE

Cost: 5m; Reflexive (Instant)

Keywords: Counterattack, Mastery, Terrestrial, Uniform

Prerequisites: Martial Arts 3

Branch Charms: [Flexing the Emerald Claw](#)

Every Black Claw student must submit to her sifu. As one whose heart is already conquered, she knows that any greater defeat is impossible. Drawing on this memory of love, the martial artist projects an unmistakable but fragile resolution. Whenever the martial artist successfully defends against an attack, she may use Torn Lotus Defense to make a counterattack with (Manipulation + Presence) to instill her attacker with a positive Tie towards herself, adding a number of dice equal to the attacker's Essence (maximum five). The context of the Tie, be it respect, admiration, or even unexpected love, depends on the circumstances of the situation and may be chosen by the attacking character's player. If the attacker already has a positive Tie towards the martial artist, this influence roll is also treated as a special **withering** counterattack that deals (Manipulation) points of unsoakable Initiative damage, as the martial artist plays on her enemy's sympathies to throw him off balance and gain the upper hand.

Using Torn Lotus Defense while Black Claw Form is active allows the Black Claw stylist to also apply the influence roll against all enemies and bystanders who witnessed the attack, without suffering the usual penalties for targeting multiple characters. Bystanders only face the social influence aspect of the counterattack, and never take **withering** damage from it.

Terrestrial: A Dragon-Blood enjoys no extra benefits from using this Charm while Black Claw Form is active.

Mastery: The martial artist may declare this Charm prior to the attack roll, adding +1 to her Defense and then making the influence roll if she succeeds.

FLEXING THE EMERALD CLAW

Cost: 5m; Supplemental (Instant)

Keywords: Decisive-only

Prerequisites: Martial Arts 3, [Open Palm Caress](#), [Torn Lotus Defense](#)

Branch Charms: [Black Claw Form](#)

Even for the unjustly wronged, there comes a time to strike back. Scratching over the invisible lines of her enemy's Essence meridians with an attack, the Black Claw stylist taints them with a bilious green poison, distilled from her own malice. The poison created by Flexing the Emerald Claw has Damage 2i/round, Duration (Essence + Manipulation) rounds, and a -2 penalty. While Black Claw Form is active, any Initiative damage dealt to an enemy by this poison awards that many points of Initiative to the martial artist (even if the damage is converted to lethal against a crashed enemy).



BLACK CLAW FORM

Cost: 6m; Simple (One scene)

Keywords: Form

Prerequisites: Martial Arts 4, [Flexing the Emerald Claw](#)

Branch Charms: [Doe Eyes Defense](#)

The martial artist slips into a defensive posture, making clear both her unwillingness to fight and her readiness to defend herself regardless. The martial artist adds +1 Evasion, and one success on rolls to disengage or withdraw, reducing the Initiative cost of both actions by one point. If she attacks an enemy who is in close range to another enemy that has a positive Tie towards the martial artist, then the victim of her attack takes a -1 penalty to his Defense, as he fears his allies have begun to turn on him. Enemies who themselves have a positive Tie towards the martial artist also take this penalty, unable to put up a whole-hearted defense.

Special activation rules: Whenever the martial artist successfully defends against an attack that causes her attacker's current Initiative to fall below her own, she may reflexively activate Black Claw Form.

ESSENCE 2

DOE EYES DEFENSE

Cost: 4m, 1i; Reflexive (Instant)

Keywords: Mastery, Terrestrial, Uniform

Prerequisites: Martial Arts 5, [Black Claw Form](#)

Branch Charms: [Outrage-Kindling Cry](#)

Understanding that vulnerability is her greatest defense, the Black Claw stylist exploits it ruthlessly, falling back in exaggerated response to an attack. Every movement accentuates her inferiority in the face of the oncoming assault, unnerving or unduly exciting her aggressor depending on his temperament. Doe Eyes Defense imposes a penalty equal to the martial artist's Guile on an attack against her. Enemies who have a positive Tie towards her add its intensity to the penalty they suffer.

Terrestrial: A Dragon-Blood uses the lower of her Essence or Guile when calculating the penalty inflicted by this Charm.

Mastery: Successfully defending against an attack with this Charm grants the martial artist (1 + the enemy's Intimacy) Initiative.

STORM-CALMING EMBRACE

Cost: 2m, 1wp; Reflexive (Until released)

Keywords: Decisive-only, Mastery

Prerequisites: Martial Arts 4, [Black Claw Form](#)

Branch Charms: [Outrage-Kindling Cry](#)

Despite being cruelly assaulted, the martial artist clasps her foes to herself. Swallowing her rancor, she seeks no revenge for her wounds—such virtue! Storm-Calming Embrace applies double 8s on the (Strength + Martial Arts) control roll of a grapple and adds one success to the roll. However, it also limits the martial artist's options in the grapple, preventing her from savaging her enemy or throwing him. An enemy who's poisoned does not count rounds clinched by the Storm-Calming Embrace against the duration of the poison—although he still suffer damage, the poison's duration doesn't decrease.

Mastery: Storm-Calming Embrace doubles up to (Manipulation) 8s and 9s on the attack and Initiative roll for the grapple, in addition to enhancing the control roll. An enemy caught in the clinch takes lethal damage from poisons, as though he were in Initiative Crash.

TABLE-TURNING REVERSAL

Cost: 6m; Reflexive (Instant)

Keywords: Counterattack, Decisive-only

Prerequisites: Martial Arts 4, [Black Claw Form](#)

Branch Charms: [Outrage-Kindling Cry](#)

Only a coward would use a weapon to strike down an unarmed man. All Creation rejoices to see a bully given a dose of his own medicine, and the Black Claw stylist is the one to do it. Table-Turning Reversal can be used to respond to an attack with a disarm gambit, adding one automatic success to both the attack roll and Initiative roll. If the martial artist successfully disarms her enemy, she may reflexively ready his weapon instead of throwing it aside. Stealing an artifact weapon breaks its wielder's attunement and allows the martial artist to reflexively commit the motes needed to attune to it. As long as she wields it, it is considered a Black Claw style weapon. The first time she uses a stolen weapon to land a successful **decisive** attack against the enemy she stole it from, she also treats her attack roll as an instill roll against the Resolve of all witnesses, either creating a positive Tie towards the martial artist or eroding positive Ties towards her victim (her choice).

ESSENCE 3

OUTRAGE-KINDLING CRY

Cost: 10m, 1wp; Reflexive (Instant)

Keywords: Counterattack, Terrestrial

Prerequisites: Martial Arts 5, [Doe Eyes Defense](#), [Storm-Calming Embrace](#), [Table-Turning Reversal](#)

Branch Charms:

Who can stand idly by while a fragile beauty endures torment and aggression from her brutish foes? Outrage Kindling Cry can be used in response to a **decisive** attack against the martial artist, allowing her to counterattack with a (Manipulation + Presence) persuade roll against all characters who can hear her, adding (her enemy's Essence) dice to the roll. She doesn't suffer the usual penalties for targeting multiple characters. If the martial artist suffers any wound penalties after the resolution of the attack, then the same penalties apply to the Resolve of all targets. Any character whose Resolve is overcome turns on the enemy that attacked the Black Claw stylist, depending on the strength of his Intimacy for her. Characters with a Minor Tie or no Tie will attempt to restrain the enemy or talk him down, but will not turn to violence. A Major Tie might lead them to attempt to attack him, but only to subdue him or drag him away so that he cannot continue fighting. With a Defining Tie for the martial artist, they will go so far as to kill the enemy if no other recourse presents itself. A character must enter a Decision Point to resist, and treats the intensity of any positive Tie he has to the martial artist as one level higher for determining what Intimacies he can use to justify spending Willpower. If his Intimacy is already at the Defining level, then resisting costs an additional point of Willpower instead.

Special activation rules: Outrage-Kindling Cry can only be used once per fight, but can be reset with a two or three-point stunt that emphasizes the Black Claw stylist's appearance of vulnerability, fragility, or her nature as a righteous underdog taking on cruel or cowardly foes.

Terrestrial: A Dragon-Blood may only target a single character, or an audience of trivial opponents who might fight effectively as a battle group, rather than all witnesses.

HEART-RIPPING CLAW

Cost: 10m, 1wp; Simple (Instant)

Keywords: Aggravated, Decisive-only, Mastery, Terrestrial

Prerequisites: Martial Arts 5, [Outrage-Kindling Cry](#)

Eight wisdoms lie at the heart of the Black Claw style: Love is a lie, innocence is a lie, blame is a lie—lies are inescapable; children betray their parents, gods betray their makers, students betray their teachers—betrayal, too, is inescapable. Those who are truly wise are always first to strike, and strike to kill. The Heart-Ripping Claw wreathes the martial artist's hand in screaming black shadows, lashing and razor-edged. She adds half her current temporary Willpower to the raw damage of the attack (round up). If the victim has a positive Tie for the martial artist, double the damage, or triple it if the Tie is

Defining. Incapacitating a character with this Charm is a gruesome spectacle, as the Black Claw master tears the victim's heart from his chest, clutching it in her fist as it crumbles to ash.

Special activation rules: Once the martial artist has revealed her Heart-Ripping Claw, she cannot use it again against any character who witnessed the attack for the rest of the fight, unless she successfully uses social influence to strengthen a victim-to-be's positive Tie towards her, or to cause him to form or strengthen a preexisting negative Tie towards the enemy she attacked with the earlier use of this Charm.

Terrestrial: A Dragon-Blood uses the lower of her Essence or temporary Willpower when calculating the damage added by this Charm.

Mastery: Holding the still-beating heart of a slain enemy in her hand, the martial artist draws vitality and beauty from it. Incapacitating an enemy with this Charm allows the martial artist to heal one level of damage, and adds +1 to her Appearance for the rest of the fight.

Centipede Style

Centipede style is defined by speed, using swift barrages of blows to wear down enemies and nimble footwork to outmaneuver them. Once a stylist's many strikes have left her opponent reeling, she can grapple him to restrain his movement, deliver a telling blow to an unguarded weak point, or unleash this style's deadly venoms. Its schools are most prominent in the East, often boasting rivalries with Snake schools or syncretizing the two styles, but it's also commonly taught in the South and West.

Centipede Weapons: Centipede unarmed attacks combine punches and kicks in rapid succession. Stylists also use fighting chains, hook swords, iron boots, seven-sections staffs, and tiger claws.

Armor: This style is compatible with light armor.

Complementary Abilities: Athletics and Dodge enable this style's speed and mobility.

CENTIPEDE CHARMS

ESSENCE 1

BLURRING SCURRY PRANA

Cost: 4m; Supplemental (Instant)

Keywords: Uniform

Prerequisites: Martial Arts 2

Branch Charms: [Motion of Myriad Legs](#)

The stylist's footwork is faster than her enemies can follow, outmaneuvering their attacks and striking with

deadly speed. She adds (higher of Essence or 3) dice on a movement action. If successful, she gains +1 Evasion until her next turn.

If the reflexive movement granted by an enhanced rush brings the stylist within close range of the rushed enemy, any attacks she makes against him on her next turn add one die on the attack roll.

MOTION OF MYRIAD LEGS

Cost: 3m, 1wp; Simple (Instant)

Keywords: Decisive-only, Terrestrial

Prerequisites: Martial Arts 3, [Blurring Scurry Prana](#)

Branch Charms: [Centipede Form](#)

The stylist's limbs whirl with hundredfold striking force. She makes up to (higher of Essence or 3, maximum 5) **decisive** attacks against one enemy. She divides her Initiative evenly among all attacks, rounded up, and must assign 3+ Initiative to each attack. If at least one attack deals damage, the target's onslaught penalty doesn't refresh on his next turn.

Terrestrial: The stylist subtracts one from the total number of attacks she can make, and rounds down when dividing Initiative among attacks.

CHITINOUS CENTIPEDE SHELL

Cost: 3m; Reflexive (Instant)

Keywords: Dual, Mastery

Prerequisites: Martial Arts 2

Branch Charms: [Centipede Form](#)

Tightening muscles and expelling breath, the stylist hardens her body. She adds (higher of Athletics or Dodge) soak against a **withering** attack, or gains that much Hardness against a **decisive** attack.

Mastery: This Charm's duration extends to one tick.

CENTIPEDE FORM

Cost: 7m; Simple (One Scene)

Keywords: Decisive-only, Form

Prerequisites: Martial Arts 4, [Chitinous Centipede Shell](#), [Motion of Myriad Legs](#)

Branch Charms: [Hundred-Leg Embrace](#), [Tenacious Centipede Technique](#), [Venom-Dripping Mandible](#)

Moving through the 100 centipede katas, the martial artist acts with incredible speed, arms and legs trailing afterimages that make her seem a many-limbed devil. She gains +1 Evasion. When she makes **decisive** attacks against enemies already suffering onslaught penalties, she doubles 10s on damage rolls, or rerolls 1s on grapple control rolls. She ignores the penalties for flurrying an attack with a move action.

Special activation rolls: When the stylist lands a **decisive** attack against an enemy already suffering a -2 or greater onslaught penalty, she may reflexively enter Centipede Form. It enhances her damage roll or grapple control roll.

ESSENCE 2

HUNDRED-LEG EMBRACE

Cost: 5m (+1hl); Reflexive (Instant)

Keywords: Decisive-only, Terrestrial

Prerequisites: Martial Arts 4, [Centipede Form](#)

Branch Charms: [Numberless Blows Technique](#)

The stylist's limbs twist and coil like crawling centipedes, grasping her foes in inescapable holds or wriggling out of their clutches. She can activate this Charm after landing a grapple gambit or being hit by an enemy's grapple, but before the control roll. She rolls a non-Charm die for each 10 on her control roll or roll opposing the opponent's control roll, while her enemy's 1s subtract successes from his roll.

If the stylist successfully opposes an enemy's control roll, she may pay one bashing health level to employ the technique called The Ninety-Nine More. She dislocates a grabbed limb to gain leverage over her attacker, reflexively making a grapple gambit against him. Extra successes on her roll opposing his control roll are added as bonus dice to her attack and control roll.

Terrestrial: The stylist can't use The Ninety-Nine More.

TENACIOUS CENTIPEDE TECHNIQUE

Cost: 2m; Reflexive (One ticket)

Keywords: Dual, Terrestrial

Prerequisites: Martial Arts 4, [Centipede Form](#)

Branch Charms: [Numberless Blows Technique](#)

Even if a centipede is cut in half, it continues to wriggle and move about; with this persistence, the stylist pushes her well-honed body through injury and exhaustion. She ignores (Athletics) points of wound, crippling, or fatigue penalties on attacks, grapple control rolls, movement actions, and Evasion for one tick. If she isn't suffering any such penalties (or has otherwise negated them), she adds (Athletics/2, rounded up) dice on **withering** damage rolls and grapple control rolls

Terrestrial: The stylist doesn't ignore Evasion penalties.

VENOM-DRIPPING MANDIBLE

Cost: 6m; Supplemental (Instant)

Keywords: Decisive-only

Prerequisites: Martial Arts 4, [Centipede Form](#)

Branch Charms: [Agony-of-One-Hundred-Hells Technique](#)

The stylist exudes hostile intent, wreathing her blow in baleful, venomous Essence. Her **decisive** attack conveys a poison with Damage 3i/round, Duration (higher of Essence or 3) rounds, and a -1 penalty. Her target's onslaught penalty at the time she attacks him is added to the poison's base duration.

If the stylist enhances a savaging attack, she may expend up to (Strength) rounds of grapple control to increase the poison's base duration by that many rounds.

ESSENCE 3

AGONY-OF-ONE-HUNDRED-HELLS TECHNIQUE

Cost: 5m, 1wp; Simple (Instant)

Keywords: Decisive-only

Prerequisites: Martial Arts 5, [Venom-Dripping Mandible](#)

Unleashing Centipede style's death-strike, the stylist inflicts excruciating pain on a foe, his nerves screaming and his veins blackening with poison. She makes a **decisive** attack. As long as it deals damage, her victim adds his onslaught to his wound penalty, with a combined maximum of -4, until his onslaught penalty refreshes. If he suffers new onslaught penalties before then, they'll continue adding to his wound penalty.

If the victim is poisoned, (higher of onslaught or wound penalty, maximum 5) total intervals of poison discharge through him, rolling damage against him and reducing duration commensurately. If there are multiple poisons, the stylist chooses which ones are discharged.

If the stylist uses this Charm to make a savaging attack, she can also expend rounds of grapple control to discharge that many additional intervals of poison, maximum 10.

This Charm can only be used once per scene, unless reset by landing a **decisive** attack that raises a nontrivial enemy's onslaught penalty to -8 or higher.

NUMBERLESS BLOWS TECHNIQUE

Cost: -(+7m, 1a); Permanent

Keywords: Decisive-only, Mastery, Terrestrial

Prerequisites: Martial Arts 5, [Agony-of-One-Hundred-Hells Technique](#), [Hundred-Leg Embrace](#), [Tenacious Centipede Technique](#)

Centering herself for a moment to perceive every possible angle of attack, the stylist unleashes countless strikes, her anima banner taking the form of many arms and legs to express the fullness of her prowess. When she uses Motion of Myriad Legs, she may pay a seven-mote, three-anima surcharge to add one to the maximum number of

attacks she can make and add (Essence/2, rounded up) dice of damage to each attack. If she deals damage with at least two attacks before making the final attack, it's unblockable. With three damaging attacks, the final attack becomes unblock-able and undodgeable. With four damaging attacks, the final attack becomes an ambush (**Exalted**, p. 203).

If the stylist savages a grappled enemy, she may expend up to (Strength) rounds of control, adding that many dice to the damage of each attack.

Mastery: Non-Excellency Charms need only have their cost paid once to apply to all attacks the stylist makes..

Terrestrial: This Charm can only be used against crashed enemies and can't inflict ambushes.

Crane Style

Crane style is a defensive style, emulating the grace of the crane in avoiding the blows of an enemy. Its student learns not just to fight with physical blows, but to empathize with her enemy, speaking or debating with him in an attempt to bring the fight to an end without violence. However, those who mistake the Crane master's restraint for weakness find themselves quickly meeting the ground. When she must, a student of this style can unleash devastating counterattacks, flowing with the force of an enemy's blow so she can strike back in turn.

Crane Weapons: Crane style practitioners typically dual wield a war fan and hook sword, using the fan for defense while disarming enemies with the sword. Unarmed attacks usually consist of graceful kicks, but a Crane stylist lacking his usual weapons might use one hand to deliver rapid chops while holding back the other for powerful lunges and sweeping blows.

Armor: Crane style is incompatible with armor.

Complementary Abilities: Many Crane stylists use Presence, Performance, or Socialize in combat to sway their opponents into peaceful resolution or compromise, and later Charms of this style empower such efforts.

CRANE CHARMS

ESSENCE 1

EMPOWERING JUSTICE REDIRECTION

Cost: 3m; Supplemental (Instant)

Keywords: Mastery, Withering-only

Prerequisites: Martial Arts 2

Branch Charms: [Crane Form](#)

Crane stylists do not initiate hostilities—they end them. Empowering Justice Redirection can supplement any

attack against an enemy who has attacked the martial artist or a character she is protecting with a defend other action during the current or previous round. It adds one success to the attack roll, and one die to the post-soak damage of the attack. This increases to two successes and two post-soak dice of damage if the provoking attack successfully landed.

Mastery: The dice of damage added by this Charm are converted to automatic successes.

FLUTTERING CRY OF WARNING

Cost: 3m; Reflexive (Until next turn)

Keywords: Mastery, Uniform

Prerequisites: Martial Arts 2

Branch Charms: [Crane Form](#)

The sheltering wings of the Crane stylist shield her allies from the aggression of their enemies. Fluttering Cry of Warning adds +2 Parry whenever the martial artist parries an attack directed at an ally protected by one of her defend other actions until her next turn. Additionally, an enemy who overcomes the Crane stylist's Parry and chooses to attack her ward rather than the martial artist must pay a point of Initiative to do so.

Mastery: Fluttering Cry of Warning allows the martial artist to take a defend other action reflexively, even if it is not her turn.

ESSENCE 2

CRANE FORM

Cost: 8m; Simple (One scene)

Keywords: Form

Prerequisites: Martial Arts 4, [Empowering Justice](#)

[Redirection](#), [Fluttering Cry of Warning](#)

Branch Charms: [Humbling Enlightenment Commentary](#)

The crane embodies not violence, but elegance. The martial artist takes on its peaceful demeanor as she enters the stance of the Crane Form, presenting a defense that carries no hint of hostile intent, nor any sign of weakness. While in Crane Form, the martial artist adds +1 Parry, and if she is wearing clothing with long, flowing sleeves, her garment will never be torn or stained in combat. In addition, the Initiative cost for the martial artist to take a full defense action is reduced by one point.

While taking a full defense action, the martial artist may respond to any attack against her with a **withering** or **decisive** counterattack. Likewise, taking a defend other action allows her to respond to any attack against her ward with a counterattack.

Special activation rules: Whenever the martial artist successfully defends against an attack that causes her attacker's current Initiative to fall below her own, she

may reflexively activate Crane Form. If she took a full defense or defend other action on her last turn, this potentially allows her to make a counterattack, if the conditions above are met.

CROSSED WINGS DENIAL

Cost: 6m, 4i; Reflexive (Until next turn)

Keywords: Decisive-only, Terrestrial

Prerequisites: Martial Arts 5, Crane Form

Branch Charms: [Feather-Stirred Arrow Deflection](#), [Wings Spread to sky](#)

The perfection of the martial artist's defense is like the beauty of the crane, so absolute in its calm refinement that seemingly nothing could ever disturb it. The martial artist makes a (Wits + Martial Arts) roll that cannot be enhanced by magic, and banks all successes. Until her next turn, she may spend successes to add to her Parry on a one-for-one basis. Alternatively, she may expend a success after successfully blocking an attack to respond with a **decisive** counterattack.

Terrestrial: A Dragon-Blood must expend two successes to add +1 to her Parry. The cost to make counterattacks is unchanged.

HUMBLING ENLIGHTENMENT COMMENTARY

Cost: 1m, 1wp; Supplemental (Instant)

Keywords: Decisive-only, Mastery, Terrestrial

Prerequisites: Martial Arts 4, [Crane Form](#)

Branch Charms: [Kindly Sifu's Quill](#), [Mournful Cranes Cry](#)

The grace of the crane inspires those who bear witness to it. Humbling Enlightenment Commentary adds any stunt dice awarded to a **decisive** attack to its damage roll as well, as long as the stunt is based on verbally analyzing the enemy's fighting style or the conflict as a whole in the style of an illustrative lesson or parable. If the damage of the attack exceeds the enemy's Resolve, the martial artist may count it as an automatically successful instill action to build a positive Minor Tie to a group or a Principle representing a philosophical or ethical belief, based on the stunted commentary. If the enemy spends Willpower to resist or already possesses the Intimacy the martial artist is trying to create, he loses (the Crane stylist's Charisma) Initiative (which the martial artist does not gain) as his attention is split between physical and philosophical conflict.

Terrestrial: A Dragon-Blood can only use this Charm to enhance counterattacks granted by Crane Form or Crossed Wings Deflection.

Mastery: If the martial artist herself possesses the Intimacy she wishes to instill in her enemy with Humbling Enlightenment Commentary, she adds its rating in bonus dice to the attack roll.

KINDLY SIFU'S QUILL

Cost: 5m; Supplemental (Instant)

Keywords: Decisive-only, Mastery

Prerequisites: Martial Arts 5, [Humbling Enlightenment Commentary](#)

Branch Charms: [Wisdom of the Celestial Crane](#)

Gentle masters write their lessons in bruises, not wounds. Kindly Sifu's Quill applies the double 10s rule to a **decisive** damage roll, and causes **decisive** attacks to always deal bashing damage. An enemy who has an Intimacy as described in Humbling Enlightenment Commentary takes a penalty to his Defense against the attack as though it were his Resolve, as long as the attack is stunted in a way that includes dialogue or actions that exploit this vulnerability.

Mastery: At Essence 3+, exploiting an Intimacy improves the damage bonus of this Charm based on the Intimacy's rating: Double 9s if it is Minor, 8s if it is Major, and 7s if it is Defining.

MOURNFUL CRANE'S CRY

Cost: 3m; Supplemental (Instant)

Keywords: Decisive-only

Prerequisites: Martial Arts 4, [Humbling Enlightenment Commentary](#)

Branch Charms: [Wisdom of the Celestial Crane](#)

Violence begets violence. If there is to be an end to the suffering and sorrow which afflicts the world, something must stop this cycle. Drawing the hostile Essence and killing intent of an attack into his defense, the Crane stylist weave an intricate kata to break the flow of her opponent's aggression. Mournful Crane's Cry enhances a counterattack, providing a varying effect based on the weapon used to deliver it:

Feather-Strewn Path (Unarmed): The martial artist's unarmed counterattacks turn the momentum of her foe's attacks against him, tossing him up to two range bands horizontally in any direction at the conclusion of the attack and knocking him prone (assuming it succeeds). The Feather-Strewn Path is a gentle one, and enemies flung by it suffer no further damage when they touch down.

Beak Spears Frog (Hook Sword): Using a hook sword to counter with a disarm gambit, the martial artist applies double 9s to the Initiative roll, and halves the Initiative cost of the gambit.

Fluttering Wing Flourish (War Fan): Catching an enemy's weapon on the edge of her war fan, the martial artist sends it back to its master. Instead of making a counterattack, the martial artist rebounds the original attack back on the character who made it. She may still

enhance the redirected attack with the Charms of this style, but not any others. This doesn't actually protect her from the attack, it merely allows her to return its fury to her attacker.

ESSENCE 3

FEATHER-STIRRED ARROW DEFLECTION

Cost: 2m (+1wp); Reflexive (Instant)

Keywords: Terrestrial, Uniform

Prerequisites: Martial Arts 5, [Crossed Wings Denial](#)

Branch Charms: [Wisdom of the Celestial Crane](#)

With a mighty beat of its wings, the crane shames feathers bound to arrow shafts. Whenever the martial artist could validly make a counterattack in response to a ranged attack, she may use Feather-Stirred Arrow Deflection to extend the counterattack's range to equal the maximum range of the original attack, sending arrows or spears back at the foes who cast them. Making a counterattack against a foe at extreme range requires a stunt describing how the martial artist accomplishes this feat.

Additionally, the martial artist may pay a point of Willpower when she uses this Charm to direct her ranged counterattack at an enemy other than the one who originally attacked her, as long as her chosen target is within the expanded range of the counter.

Terrestrial: A Dragon-Blood cannot make counterattacks at greater than long range.

WINGS SPREAD TO SKY

Cost: 4m; Reflexive (Instant)

Keywords: Dual

Prerequisites: Martial Arts 5, [Crossed Wings Denial](#)

Branch Charms: [Wisdom of the Celestial Crane](#)

Majestic and beautiful as the soaring crane, the martial artist leaps into the air, flying on the invisible currents of Essence that flow through it. Wings Spread to Sky may supplement any movement action, allowing the martial artist to fly through the air to complete the movement. If the martial artist is protecting a character with a defend other action, she may choose to carry him along with her, if he is willing and she has at least one hand free to carry him (or stunts around this limitation). On the offense, if the Crane stylist uses this flight to close the distance before making a **decisive** attack, she doubles 10s on the damage roll.

If the martial artist ends her movement in mid-air or on a structure that could not support her weight, she may retain a stable footing there until her next turn. If she then uses a movement action to descend or alight on a viable footing, she suffers no impairment. Otherwise—for example, if she uses Wings Spread to Sky a second time to soar upward and attack an aerial foe—she falls gracefully

to the earth at the end of her turn. She (and anyone with her) still takes falling damage, but may ignore up to (Dexterity) range bands of descent for purpose of calculating it. This Charm can be used reflexively to mitigate the damage from a fall in this manner, even if the martial artist was not in flight beforehand.

ESSENCE 4

WISDOM OF THE CELESTIAL CRANE

Cost: 7m, 1wp; Reflexive (Instant)

Keywords: Decisive-only, Mastery, Terrestrial

Prerequisites: Martial Arts 5, [Feather-Stirred Arrow Deflection](#), [Kindly Sifu's Quill](#), [Mournful Crane's Cry](#), [Wings Spread to Sky](#)

Branch Charms: None

The crane is sacred in its beauty, a bird of celestial splendor and serene repose. Such are the virtues that the Crane master may teach to her disciples with the final move of this style. Wisdom of the Celestial Crane can be used when the martial artist makes a **decisive** counterattack in response to an enemy's **decisive** attack. Gambits, as well as the attacks of battle groups and trivial opponents, do not provide the opportunity to use this Charm. The martial artist adds her enemy's Initiative to the raw damage of the attack in addition to her own. Incapacitating an enemy with Wisdom of the Celestial Crane is always nonfatal, and allows the martial artist to choose any of her opponent's Intimacies that fit the criteria set out in Humbling Enlightenment Commentary, and strengthen it to Defining intensity. Alternatively, she may leave her foe with a Defining Tie of love towards all Creation.

Special activation rules: Wisdom of the Celestial Crane can only be used once per combat, unless reset by going three rounds without being hit by an attack or making an attack (not including counterattacks).

Terrestrial: A Dragon-Blood cannot add more bonus dice to the raw damage of the attack than her current Initiative with this Charm.

Mastery: If the martial artist successfully defends against the attack that triggers the counterattack, then his enemy loses all Initiative and is crashed.

Dreaming Pearl Courtesan Style

Dreaming Pearl Courtesan is a subtle style—graceful, elusive, and lethal. A student learns to maneuver herself into the perfect position to strike, gaining the confidence and trust of her victims as she navigates the veils of defenses they put up between themselves and the world. Once the Dreaming Pearl Courtesan has reached her victim at his most vulnerable—whether that is in the

tangle of his boudoir's sheets, a friendly conversation in a tearoom, or a secret meeting at court—she reveals her true nature as a killer, fighting with a deadly grace and the elusiveness of a dream.

Dreaming Pearl Courtesan Weapons: Dreaming Pearl Courtesan style uses elegant unarmed strikes that seem more like dance moves than attacks, as well as war fans and whips. Courtesans also learn to wield numerous improvised weapons with this style through the use of the Charm Elegant Weapon Repertoire, strangling enemies with a silken sash or slashing them with the jagged edge of a broken teacup.

Armor: Dreaming Pearl Courtesan style is incompatible with armor.

Complementary Abilities: Many Dreaming Pearl Courtesans use Dodge, both to evade the attacks of their enemies and to withdraw from close combat. It is also common for them to use Performance or Presence to make influence rolls both in and out combat, which later Charms of this style enhance.

DREAMING PEARL COURTESAN CHARMS

ESSENCE 1

DEMURE CARP FEINT

Cost: 3m; Reflexive (Instant)

Keywords: Mastery, Uniform

Prerequisites: Martial Arts 3

Branch Charms: [Dreaming Pearl Courtesan Form](#)

The Dreaming Pearl Courtesan dances away from the blows of her enemies without effort, as if her body was nothing more than so many cherry blossoms caught on the wind. Demure Carp Feint adds +1 to the martial artist's Evasion, or adds one success on a roll to disengage. If the martial artist's Appearance is higher than the Resolve of her attacker, or of all enemies she is disengaging from, this increases to +2. Successfully defending against or disengaging from an enemy whose Resolve is beaten by the martial artist's Appearance grants her a point of Initiative, as her provocative elegance and sinuous grace gain her an improved footing.

Mastery: When the martial artist gains Initiative with this Charm, her attacker loses a point of Initiative as well. When disengaging, all enemies whose Resolve is beaten lose the point of Initiative (although this does not increase the amount the martial artist receives).

ELEGANT WEAPON REPERTOIRE

Cost: 3m; Supplemental (Instant)

Keywords: Dual, Mastery

Prerequisites: Martial Arts 3

Branch Charms: [Dreaming Pearl Courtesan Form](#)

A paper fan, a colorful sash, a pair of chopsticks, a ball gown's train—all of these can be killing weapons in the hands of a student of this style. Elegant Weapon Repertoire adds the accuracy bonus of a weapon to the raw damage of a **withering** attack made with it, or one die to the raw damage of a **decisive** attack.

Alternatively, this Charm can supplement a ready weapon action to suffuse an accessory, garment, or some similar ornamental object with Essence, allowing the martial artist to wield it as a weapon. For the rest of the scene, it is treated as a mundane light weapon, with tags based on the exact nature of the item, as described below. While several examples are provided for each category, the Storyteller is encouraged to reward creative ideas that fit within the aesthetics of this style.

Disarming: The disarming tag applies to garments or accessories that can be used to leverage weapons out of their wielder's grip—primarily sashes or sleeves that have had lead weights sewn into them for this specific purpose (which overrides the usual tag they would receive). These weapons usually also have the bashing and flexible tags.

Grappling: The grappling tag applies to accessories and garments that could conceivably be used to entangle or tie up an enemy, such as the sash of a kimono, a long scarf, a ball gown train, a blanket or sheet, or a length of silken rope. These weapons usually also have the bashing and flexible tags.

Piercing: The piercing tag applies to accessories that are small or sharp enough to conceivably slip through the defenses of armor, such as hairpins, cutlery, a broken teacup, knitting needles, or elegantly decorated false nails. These weapons usually also have the lethal tag.

Shield: The shield tag applies to accessories and garments that seem well-suited to fending off attacks with their broad surface, such as paper fans, hand mirrors, or the long sleeves of a robe. These weapons usually also have the bashing tag.

Mastery: Elegant Weapon Repertoire adds +1 to the Overwhelming value of any weapon readied with it for the duration of the fight.

PEARLESCENT FILIGREE DEFENSE

Cost: 1m; Reflexive (One scene)

Keywords: Mastery

Prerequisites: Martial Arts 2

Branch Charms: [Dreaming Pearl Courtesan Form](#)

An iridescent sheen comes over the martial artist's garments as Essence enfolds them, turning silk as strong as steel. Any clothing the martial artist wears while this Charm is active is treated as mortal light armor. This is explicitly compatible with this style, but not with any

other styles that forbid armor. In addition, whenever the martial artist is hit by an attack, she may spend up to her (Appearance) in motes, adding one point to her armored soak against that attack for each mote spent this way.

Mastery: The first time the martial artist uses this Charm to defend against a **decisive** attack in a fight, she reveals the supernal resilience of her seemingly vulnerable figure, gaining hardness 10 against the attack as well as a surge of three motes that can be spent to add to the armor's soak, or on similar effects, such as many Solar Resistance Charms. These motes vanish at the end of the scene if not spent.

ESSENCE 2

DREAMING PEARL COURTESAN FORM

Cost: 8m; Simple (One Scene)

Keywords: Form

Prerequisites: Martial Arts 4, [Demure Carp Feint](#), [Elegant Weapon Repertoire](#), [Pearlescent Filigree Defense](#)
Branch Charms: [Flurry of August Leaves](#), [Fragrant Petal Fascination Kata](#)

The Dreaming Pearl Courtesan embodies grace and beauty even in the midst of bloodshed, weaving through melee as if dancing through steps of a ballroom waltz, cutting down foes with gestures so delicate they can scarcely be noticed. The martial artist may make attacks out to short range, slashing a fan to unleash a razor-edged wind, letting a silk sash flow like a weaving serpent to strike enemies, or sending needles of nacreous Essence spiking from her fingernails. Any clothing she enchants with Pearlescent Filigree Defense gains the traits of light artifact armor, while weapons readied with Elegant Weapon Repertoire gain light artifact traits.

Special activation rules: Whenever the martial artist successfully disengages with 5+ successes, she may reflexively activate Dreaming Pearl Courtesan Form.

FLURRY OF AUGUST LEAVES

Cost: 3m, 1wp; Supplemental (Instant)

Keywords: Decisive-only

Prerequisites: Martial Arts 4, [Dreaming Pearl Courtesan Form](#)

Branch Charms: [Vindictive Concubines Pillow Book](#)

Just as there is beauty in the budding and blossoming of flowers in the springtime seasons, so too is there a melancholy elegance in the fall of leaves as the autumnal seasons come in turn. It is with this mournful grace that the Dreaming Pearl Courtesan dispatches her victims. The Flurry of August Leaves enhances an attack based on the tags of the weapon used to make it. If the weapon has multiple valid tags, the martial artist can only choose one of the available options.

Clearing the Banquet Table (Disarming): A successful disarm gambit allows the martial artist to fling her enemy's weapon out to medium range (or long range, with Dreaming Pearl Courtesan Form active). The Initiative cost of the gambit is waived.

Lethal Paper Fan Attack (Shield): As part of the attack, the martial artist may reflexively take a full defense action at no Initiative cost, effortlessly blending offensive and defensive motion in an elegant fan dance.

Unraveling Loose Threads (Piercing): A successful attack with a piercing weapon neutralizes the enemy's armor, setting its base soak and hardness to zero against her for the next two rounds.

Resplendent Sash Grapple (Grappling): Upon landing a grapple gambit with a grappling weapon, the martial artist may waive the Initiative cost of the gambit and roll (Initiative + Essence) to determine how many rounds of control she gains (if this would be a higher pool than her usual control roll). If the enemy is at short range or further from her (for example, if she is using Dreaming Pearl Courtesan Form to attack from range), he is immediately dragged to within close range of her as the weapon coils around him.

FRAGRANT PETAL FASCINATION KATA

Cost: 4m; Supplemental (Instant)

Keywords: None

Prerequisites: Martial Arts 4, [Dreaming Pearl Courtesan Form](#)

Branch Charms: [Seven Storms Escape Prana](#)

Moving through the sultry, languid forms of a hypnotic kata, the Dreaming Pearl Courtesan beguiles her enemies with ethereal music and the fragrant scent of flower petals. Fragrant Petal Fascination Kata adds the martial artist's Essence in bonus successes to an inspire roll made to fill enemies with emotions of love, lust, mercy, distraction, or similar, and suffers no penalties for targeting multiple characters. With appropriate stunting, it may also enhance other types of social actions that align with the hypnotic, seductive nature of this Charm. In combat, an enemy whose Resolve is overcome by the influence roll loses a point of Initiative, even if he spends Willpower to resist. The Dreaming Pearl Courtesan gains all Initiative lost this way, up to a maximum of her (Appearance).

Special activation rules: Once an enemy has been exposed to the Fragrant Petal Fascination Kata, he is immune to further uses of it for the rest of the scene, regardless of whether he succeeded or failed in resisting it.



SEVEN STORMS ESCAPE PRANA

Cost: 4m, 2i; Reflexive (Instant)

Keywords: Mastery

Prerequisites: Martial Arts 4, [Fragrant Petal Fascination Kata](#)

Branch Charms: [Invoking the Chimera's Coils](#)

Catching hold of the Dreaming Pearl Courtesan is like trying to remember last night's dream—at first, one might be able to grasp it hazily, but as time passes, it slips away into nothingness. The Seven Storms Escape Prana subtracts dice equal to the martial artist's Appearance from a roll made to oppose one of her disengage attempts, to rush her, or from the control roll of a clinch against her. If the Dreaming Pearl Courtesan's successes on the opposed action exceed the Resolve of the opponent, then he must pay a point of Willpower to maintain his focus or else automatically fail the roll.

Mastery: The duration of this Charm is extended to one round, imposing the penalty on all applicable opposed actions.

ESSENCE 3

VINDICTIVE CONCUBINE'S PILLOW BOOK

Cost: 7m; Reflexive (Instant)

Keywords: Decisive-only, Terrestrial

Prerequisites: Martial Arts 5, [Flurry of August Leaves](#)

Branch Charms: [Invoking the Chimera's Coils](#)

Once a man has let the Dreaming Pearl Courtesan into his heart, his bedchamber, or his confidence, he is all but dead. Vindictive Concubine's Pillow Book applies the double 10s rule to the damage roll of a **decisive** attack after the attack roll has been made. In addition, for each of the following criteria met, the next number down is doubled. For example, meeting one of the listed conditions would apply double 9s, while meeting three or more would apply the maximum of double 7s.

- The martial artist is making an ambush attack against a character who already knows her.
- The martial artist possesses some knowledge of the victim's personal life or dealings that could be potentially embarrassing or ruinous for him, and he knows that she knows it.
- The martial artist stole a point of Initiative from her victim with the Fragrant Petal Fascination Kata on her last or current turn.
- The martial artist used the Seven Storms Escape Prana and successfully overcame the enemy's Resolve on her last or current turn (regardless of whether he spent Willpower to resist or not).

Terrestrial: A Dragon-Blood can only use Vindictive Concubine's Pillow Book once per fight, unless reset by

successfully defending against a **decisive** attack with 15+ dice on its attack roll.

Mastery: The martial artist treats being in Dreaming Pearl Courtesan Form as an additional criterion for doubling damage successes with this Charm. Additionally, once the martial artist has reached double 7s, any further criteria she meets add +1 to her base Initiative upon resetting.

INVOKING THE CHIMERA'S COILS

Cost: — (+8m, 1wp); Permanent

Keywords: Mastery, Terrestrial

Prerequisites: Martial Arts 5, [Seven Storms Escape Prana](#), [Vindictive Concubine's Pillow Book](#)

Mastering the Dreaming Pearl Courtesan style means mastering the countless layers of veils and facades that people place between themselves and the world. Students learn to insinuate themselves behind these veils and pierce through these facades to see the pearl of truth at their victim's heart, the fragile, vulnerable thing that is the self. But there is a deeper wisdom in the Dreaming Pearl Courtesan's enlightenment. When she must, she may cast off her own veils of selfhood, revealing the dreaming pearl that is her true Essence, a dread and beautiful truth to behold. In order to use this Charm, the martial artist must be in the Dreaming Pearl Courtesan Form, and must either have Initiative 15+, or have all of her -2 health levels filled with damage. With these conditions met, she may commit the cost of this Charm at the start of her turn to Invoke the Chimera's Coils. Her neck lengthens up towards the heavens as she grows up to five times her normal height, while her head becomes that of a delicate, gold-beaked foal. Four sets of spiraling gazelle's horns adorn her brow, and her arms and legs vanish while opalescent fins like those of a carp hold her new form aloft in the air. Countless eyes run down either side of her narrow snout and continue down her back, ranging from the size of small pearls to that of goose eggs, blazing like sapphires in the noonday sun.

While in this transformed state, the Dreaming Pearl Courtesan may fly, floating effortlessly on her gold-veined fins, and adds her Essence to her natural soak. She retains these benefits even if her Initiative falls below 15+, or if her -2 health levels are healed—those conditions are needed only to invoke the transformation, not to sustain it. In addition, her transformation unlocks additional benefits when using the Charms of this style:

Demure Carp Feint: Internalizing the grace of this Charm, the martial artist no longer treats the bonuses it provides as successes added by Charms.

Elegant Weapon Repertoire: Instead of enchanting props to serve as weapons, the martial artist may use this

Charm to attack with dream-like ephemera of any form she can imagine, treated as a light artifact weapon with the tag of her choice (from the four options) and a +3 bonus to its damage.

Pearlescent Filigree Defense: Armor enchanted by this Charm gains the traits of medium artifact armor, but with no mobility penalty.

Flurry of August Leaves: The martial artist may convert up to her (Appearance) extra successes on an attack roll supplemented by this Charm to dice added to the damage roll.

Vindictive Concubine's Pillow Book: Every die that comes up a doubled success on the damage roll allows the martial artist to reroll a failed die.

Fragrant Petal Fascination Kata: The Initiative stolen by this Charm is set equal to the martial artist's (Essence), and she may gain up to (Appearance x 2) points of Initiative from an activation. Characters must enter a Decision Point to resist the influence, calling upon a Major or Defining Intimacy that represents temperance, asceticism, or rejection of beauty to resist.

Seven Storms Escape Prana: This Charm can now be used to supplement any movement action, allowing the martial artist to dissolve into pastel fumes as she becomes a vortex of swirling light and vapor. She disappears, then reappears at her destination, without crossing the intervening space, and with no regard for any barriers or hazards in her way.

However, there is a danger in baring the truth of one's soul in this esoteric apotheosis. Some have been so caught up in their ecstatic bliss that they forget they were ever mortal, vanishing from the world. If the martial artist suffers any damage (even bashing) to any -4 health level while in this form, she loses all hold on reality. She vanishes from Creation in a flash of pearlescent light, never to be seen again except in fragmentary, half-remembered dreams.

...WHAT?

Invoking the Chimera's Coils is a strange Charm. Monstrous transformations, divine auras, the potential threat of unwanted enlightenment—this type of thing is the high-water mark for how strange martial arts can get. Other styles might feature powerful capstones that reach similar levels of esoteric effects and bizarre powers, but those are exceptions rather than the norm.

Mastery: The martial artist rolls (Appearance + Performance) the first time she uses this Charm in a fight. This is treated both as a Join Battle roll that adds to her total Initiative, as well as an instill roll against all enemies that can witness her. Those whose Resolve is overcome form a Major Tie of obsessive fascination towards her.

Terrestrial: A Dragon-Blood who has assumed this form must maintain an Initiative rating of 11+ to maintain the transformation, lest she return to her human form. If her Initiative is reset by making a **decisive** attack, then she is given a grace period until the end of her next turn, but if she does not return to Initiative 11+ by its end, this Charm ends. Once it has ended, she cannot use it again for the rest of the fight.

Ebon Shadow Style

Ebon Shadow style is the art of fighting from stealth, vanishing into shadows or dashing behind cover before moving out to deliver a deadly, unexpected strike. While other martial artists hold their ground in fights, a student of the Ebon Shadow fades in and out of combat, hiding when the tide of battle turns against her and emerging from stealth when an opportune moment presents itself. Many who practice it in the Second Age are assassins and knaves, clinging to the cover of darkness to hide their wickedness, but there are still some who remember the righteous origins of the style as that which taught evildoers to fear the shadows and delivered restitution to those who suffered at their hands. With the return of the Solar **Exalted**, this legacy shines only brighter amid the shadows of the Time of Tumult.

Ebon Shadow Weapons: Ebon Shadow style uses fighting chains to deliver painful, lashing blows, or moves in close to use unarmed attacks, sais, tiger claws, and knives to deliver strikes to the jugular, solar plexus, and other weak points of the body. Any unarmed attack that is enhanced by an Ebon Shadow Charm can always be stunted to deal lethal damage.

Armor: Ebon Shadow style is incompatible with armor.

Complementary Abilities: Stealth is essential to the practice of Ebon Shadow style—no matter how great a stylist's fighting prowess as a deadly assassin may be, it means nothing if she lacks the skill to evade the notice of her victims.

EBON SHADOW CHARMS

ESSENCE 1

NOTHING BUT SHADOWS

Cost: 3m; Reflexive (Instant)

Keywords: Decisive-only, Mastery

Prerequisites: Martial Arts 2

Branch Charms: [Ebon Shadow Form](#)

Students of the Ebon Shadow style fade in and out of sight in combat, emerging as if from nowhere to strike before vanishing back into the shadows. When the martial artist takes a Stealth action in combat, she may use Nothing But Shadows to apply a penalty equal to (higher of 3 or her Essence) to the opposed roll of any enemy with a lower Initiative than her, to a maximum of -5.

Alternatively, when the martial artist is hit with a **decisive** attack, she may use Nothing But Shadows to play dead, slowing her heart rate to nearly nothing. This is treated as an attempt to go to ground by faking death, rather than seeking concealment. The usual penalties apply, but the martial artist applies the benefits of this Charm on all rolls she makes to go to ground for free, and also adds any wound penalties she is suffering as bonus dice on all rolls—the more damage she has taken, the more convincing her false death.

Mastery: Every 1 that a non-trivial enemy rolls on his (Perception + Awareness) opposing the supplemented action gives the martial artist a point of Initiative, up to a maximum of (Stealth) points per activation.

SEVEN POINTS OF WEAKNESS STRIKE

Cost: 4m; Supplemental (Instant)

Keywords: Mastery, Withering-only

Prerequisites: Martial Arts 3

Branch Charms: [Ebon Shadow Form](#)

Pinpointing a seam or flaw in an enemy's armor, the martial artist strikes through it with the expert precision of a trained assassin. Seven Points of Weakness Strike subtracts (the martial artist's Stealth) from her enemy's armored soak. Unexpected attacks double the amount of soak ignored.

Mastery: If this Charm reduces an enemy's armored soak to zero against a **withering** attack, any remaining points of soak reduction are converted to post-soak damage dice.

EBON SHADOW FORM

Cost: 8m; Simple (One Scene)

Keywords: Form, Mute One scene

Prerequisites: Martial Arts 4, [Nothing But Shadows](#), [Seven Points of Weakness Strike](#)

Branch Charms: [Elusive Flicker Evasion](#), [Shadow-Stepping Motion](#)

The martial artist's outline begins to distort and flicker, as if it were a shadow cast by a candle's unsteady flame. She moves with eerie speed and unnatural grace, making her enemies question whether she is even human. If her anima banner flares, it seems shapeless and dark, an

umbral mantle enveloping her in its depths. Any enemy who fails an opposed roll to spot her when she enters stealth loses a point of Initiative, and she adds (her Stealth/2, round up) to her base Initiative when she resets after making a **decisive** unexpected attack. She also adds +1 to her Defense.

If the martial artist is killed while in the Ebon Shadow Form, her body evaporates into an acrid black smoke, leaving behind no physical remains by which she might be identified.

Special activation rules: Whenever the martial artist makes a Stealth roll in combat that beats the opposing rolls of all enemies in the combat, she may reflexively activate Ebon Shadow Form. Enemies within range lose Initiative for failing their roll as described above.

ESSENCE 2

ELUSIVE FLICKER EVASION

Cost: 4m, 1wp; Reflexive (Instant)

Keywords: Decisive-only, Mastery, Terrestrial

Prerequisites: Martial Arts 5, [Ebon Shadow Form](#)

Branch Charms: [Shadow-Body Dissolution](#)

The Ebon Shadow moves in flashes, evading an enemy's attack without seeming to ever cross through space. Elusive Flicker Evasion forces an enemy to make two attacks rolls for a **decisive** attack against the martial artist, taking the lower result.

Terrestrial: A Dragon-Blood may only use this Charm once per scene, though it can be reset by incapacitating a non-trivial opponent with an unexpected **decisive** attack.

Mastery: When an enemy misses the martial artist, he loses points of Initiative equal to the difference between the two attack rolls, up to a maximum of the martial artist's Stealth.

SHADOW-BODY DISSOLUTION

Cost: 10m; Reflexive (Instant)

Keywords: Decisive-only, Mute, Terrestrial

Prerequisites: Martial Arts 5, [Elusive Flicker Evasion](#)

Branch Charms: [Umbral-Noose Execution](#)

The martial artist's body becomes tenebrous and insubstantial, dissipating and deforming to let blows pass harmlessly through her. Shadow-Body Dissolution subtracts the martial artist's (Essence + Stealth) from the raw damage of a **decisive** attack against her. If the martial artist takes no damage at all from the attack, she may reflexively make a Stealth attempt. On a successful roll, what her foe struck at was nothing but a shadowy illusion, while she had been hidden elsewhere all along. This

Charm is incompatible with other effects that reduce **decisive** damage.

Terrestrial: A Dragon-Blood must roll (Essence + Stealth), with each success subtracting one die of damage. If all damage is negated this way, then the successes from this roll are used as her stealth attempt, rather than having her make a (Dexterity + Stealth roll).

SHADOW-STEPPING MOTION

Cost: 5m; Supplemental

Keywords: Dual, Mute Instant

Prerequisites: Martial Arts 4, [Ebon Shadow Form](#)

Branch Charms: [Throat-Slitting Shadow Atemi](#)

The Ebon Shadow crosses from hiding place to hiding place as though she could walk through shadows, vanishing and reappearing across the battlefield. Shadow-Stepping Motion can supplement any movement action taken while in stealth, applying double 9s to the roll and negating the increased penalty for crossing wide-open terrain. If the martial artist uses Shadow-Stepping Motion to close in on an enemy before making an unexpected attack against him, her sudden lunge doubles the penalties inflicted by a surprise **decisive** attack, or adds the martial artist's Stealth to the post-soak damage of surprise **withering** attack.

ESSENCE 3

THROAT-SLITTING

SHADOW ATEMI

Cost: 1m, 1wp; Supplemental (Instant)

Keywords: Decisive-only, Terrestrial

Prerequisites: Martial Arts 4, [Shadow-Stepping Motion](#)

Branch Charms:

[Umbra Noose Execution](#)

Shrouding her weapon in a penumbra of

Essence, the martial artist strikes before her foes have even realized they are under attack. For each extra success on a **decisive** attack roll, she converts one die of raw damage to an automatic successes, up to a maximum of (Essence) dice. Unexpected attacks have no upper limit on how many damage dice can be converted to successes. An enemy killed with this Charm dissolves into smoke, leaving behind no corpse.

Terrestrial: A Dragon-Blood can only use this Charm to enhance unexpected attacks, and these attacks may convert a maximum of (Essence) dice.

UMBRA NOOSE EXECUTION

Cost: 5m, 1wp; Simple (Instant)

Keywords: Decisive-only, Mastery

Prerequisites: Martial Arts 5, [Shadow Body Dissolution](#), [Throat-Slitting Shadow Atemi](#)

Branch Charms: None

Moving her hands through lightning-quick strikes to an enemy's shadow, the martial artist corrupts it with her own Essence, warping it into a weapon of silent murder that betrays its master. When the martial artist makes an unexpected attack against an enemy, she may unleash the Umbra Noose Execution, a **decisive** attack that warps the enemy's shadow into a razor-edged chain that coils around its master's neck, raising him into the air. The umbra noose adds a number of dice equal to the total successes she received on her Stealth roll to the raw damage of the attack (to a maximum of [Essence x 2]).

Mastery: In addition to inflicting damage, the next five motes the opponent spends during the scene are funneled away by his traitor shadow and given to the Ebon Shadow stylist. The stylist may only spend these motes to pay for Ebon Shadow style Charms, and vanish at the end of the scene if still unused.



Falcon Style

Falcon style is a high-flying art, its practitioners leaping across the battlefield to deliver powerful strikes or claim elevated vantages from which to deliver the finishing blow. In addition to attacks executed in midair, the style makes heavy use of grappling, locking enemies into painful submission holds or throwing them to the ground before executing punishing follow-ups. Its techniques are showy and spectacular, and many Falcon stylists draw flocks of bystanders to their fights – whether they're wandering folk heroes or ruthlessly dishonorable brutes. Falcon style is most prominent in the South, although iconic masters have spread it to other directions.

Falcon Weapons: Falcon style's unarmed attacks use all four limbs and headbutts. It's compatible with the cestus, iron boots, tiger claws, and medium or heavy improvised weapons that deal bashing damage. Unarmed attacks enhanced by Falcon Charms can be stunted to deal lethal damage.

Armor: Falcon style is compatible with light armor.

Complementary Abilities: Falcon stylists use Athletics and Dodge for battlefield maneuverability.

FALCON CHARMS

ESSENCE 1

FALCON TAKES FLIGHT

Cost: 3m; Supplemental (Instant)

Keywords: Uniform

Prerequisites: Martial Arts 2

Branch Charms: [Raptor's Fatal Descent](#)

The stylist takes to the air with a powerful leap, executing graceful aerial maneuvers with supreme agility. She adds (Martial Arts/2, rounded up) successes on a jumping- or flying-based disengage, rush, or rise from prone action. Alternatively, immediately after attacking an enemy, she can use a reflexive move action to move away from him without needing to disengage, as long as she moves directly upward

Mastery: If the stylist is moving to higher-elevation terrain, or if she's used a reflexive move action to do so that turn, the successes added are non-Charm.

SWIFT TALON STRIKE

Cost: 2m; Supplemental (Instant)

Keywords: Mastery, Uniform

Prerequisites: Martial Arts 2

Branch Charms: [Raptor's Fatal Descent](#)

Launching herself at a foe, the stylist sharpens her talons with momentum and Essence. To use this Charm, she must move into close range with an enemy and attack him

on the same turn, adding an automatic success on the attack roll. She rerolls 1s until they cease to appear on the damage roll or the control roll of a grapple. If the stylist moved downward to reach close range, she rerolls 2s as well as 1s.

Mastery: If the stylist moved downward to reach close range, the success added to the attack roll is non-Charm.

RAPTOR'S FATAL DESCENT

Cost: 2m, 1wp; Simple (Instant)

Keywords: Decisive-only, Mastery

Prerequisites: Martial Arts 3, [Falcon Takes Flight](#), [Swift Talon Strike](#)

Branch Charms: [Falcon Form](#)

The stylist executes a brutal aerial attack, plummeting down onto a foe to strike with stunning force. She makes a **decisive** attack against a prone enemy, or an enemy one range band vertically beneath her. If the latter, she leaps downward to strike, which counts as her movement action that round. She adds (higher of Athletics or Strength) attack roll extra successes as dice of damage. For each 10 on the damage roll, the enemy loses 1 Initiative (which she doesn't gain). This leaves the stylist prone, although she suffers no penalties; however, she can't use this Charm again until she's risen.

Mastery: This doesn't count as the stylist's movement action.

FALCON FORM

Cost: 8m; Simple (One Scene)

Keywords: Form

Prerequisites: Martial Arts 4, [Raptor's Fatal Descent](#)

Branch Charms: [Grasping Raptor Clutch](#), [Hare-Killing Death Dive](#), [Raking Talon Kick](#)

Spreading her arms wide in emulation of the falcon's wingspan, the stylist enters a stance as nimble as it is formidable. She doubles 9s on grapple control rolls and adds (Athletics) to the rounds of control from which her throws and slams can benefit (**Exalted**, p. 201). She can use reflexive move actions to jump one range band straight up without rolling, and halves falling damage, rounded down. She gains +1 Defense against non-ranged attacks from enemies at lower elevation, unless they have the Reaching tag.

Special activation rules: When the stylist succeeds on an opposed movement roll or a grapple control roll with 5+ successes, she may reflexively enter Falcon Form.

ESSENCE 2

GRASPING RAPTOR CLUTCH

Cost: 3i; Reflexive (Instant)

Keywords: Decisive-only



Prerequisites: Martial Arts 4, [Falcon Form](#)

Branch Charms: [Talons Greet Prey](#)

Grabbing her foe like a diving falcon gripping its prey, the stylist forces him into a painful hold, stretching his muscles and spine past what they can bear. While grappling an enemy, she can use her turn to take a restrain or drag action and then make a **decisive** savaging attack, throw, or slam against her foe. If this incapacitates him, she gains three Initiative.

Terrestrial: This counts as a flurry, imposing the usual penalties (**Exalted**, p. 195).

TALONS GREET PREY

Cost: 3m, 1i; Reflexive (Instant)

Keywords: Counterattack, Decisive-only

Prerequisites: Martial Arts 4, [Grasping Raptor Clutch](#)

Branch Charms: [Doom Plummets Down](#)

The stylist moves with unmatched grace to defend against a foe's strike, letting its wasted momentum drive him into her clutches. She gains +1 Defense against an attack

from close range. If it misses, she counterattacks with a grapple gambit. 1s on the enemy's attack roll add non-Charm dice on her attack roll and the grapple control roll.

This Charm can only be used once per scene, unless reset by incapacitating a grappled enemy with a **decisive** savage, slam, or throw, then rising to Initiative 12+. If the stylist immediately slams or throws her attacker upon winning clinch control, this Charm need not be reset.

HARE-KILLING DEATH DIVE

Cost: 4m, 2i; Simple (Instant)

Keywords: Decisive-only

Prerequisites: Martial Arts 5, [Falcon Form](#)

Branch Charms: [Neck-Piercing Hook](#)

Leaping onto her enemy's shoulders, the stylist uses her legs to flip him and force him into a hold. She makes a grapple gambit with double 9s on the attack roll. Winning clinch control knocks her foe prone, and steals Initiative equal to the number of dice that show doubled successes on the attack roll (usually 9s and 10s) from him.

NECK-PIERCING HOOK

Cost: 7m; Simple (Instant)

Keywords: Dual

Prerequisites: Martial Arts 4, [Hare-Killing Death Dive](#)

Branch Charms: [Doom Plummets Down](#)

The stylist hooks her foe's neck with one leg and spins in mid-air, sending him flying on wings of deadly force. She throws a grappled enemy out to short range. Upon impact, he rolls (Dexterity + Athletics) at a difficulty equal to the rounds of control the stylist expended. On failure, the stylist makes a second damage roll, rolling dice equal to the first damage roll's successes. This ignores soak and Hardness.

With Essence 3, the stylist can throw enemies out to medium range, at the cost of halving the damage she rolls if her enemy fails, rounded up.

Terrestrial: The second damage roll can't exceed (stylist's Strength + 10s on the first damage roll) dice.

RAKING TALON KICK

Cost: 6m; Simple (Instant)

Keywords: Decisive-only, Terrestrial

Prerequisites: Martial Arts 4, [Falcon Form](#)

Branch Charms: [Doom Plummets Down](#)

The stylist leaps into a spinning kick with both legs, coming at an enemy from behind to strike his face. To use this Charm, she must have thrown or slammed a grappled enemy on her last turn (or reflexively before her current turn, with applicable magic). She makes an unarmed **decisive** attack against that foe, which receives the same damage bonus from forgone rounds of control as the throw or slam that set up this attack.

If the stylist stunts with a description of how she uses her surroundings to ensure her foe's in a vulnerable position or gain leverage for her kick, her attack becomes a surprise attack (**Exalted**, p. 203). She strikes from her foe's blind spot, a mysterious blur of violence.

This stylist can use Raptor's Fatal Descent reflexively to enhance this attack, ignoring its usual restrictions as she delivers a powerful kick that leaves her at ground level.

Terrestrial: The damage bonus added to the stylist's attack can't exceed (Initiative/2, rounded up).

ESSENCE 3

DOOM PLUMMETS DOWN

Cost: 5m, 2i, 1wp; Reflexive (Instant)

Keywords: Decisive-only, Mastery, Terrestrial

Prerequisites: Martial Arts 5, [Neck-Piercing Hook](#), [Raking Talon Kick](#), [Talons Greet Prey](#)

The stylist executes a signature finishing move that expresses her ferocious spirit in an unbelievable display of speed and power, flinging her foe to the ground before dealing the final blow. To use this Charm, she must have 5+ rounds of control over a grapple. After throwing an enemy into a hard surface, she lunges toward him and reflexively makes a **decisive** attack. Any stunt bonus awarded is also added to the damage roll, and if the throw was **decisive**, her Initiative doesn't reset until after this attack. She can activate Raking Talon Kick reflexively to enhance it.

If the stylist threw her enemy beyond close range using Neck-Piercing Hook or a similar effect, she leaps into close range with him before attacking. This counts as her movement action.

Mastery: If the stylist hits, she may reflexively rush the struck enemy or disengage from him with a leap, automatically succeeding on the roll. This doesn't count as her movement action.

Terrestrial: This Charm can only be used against crashed enemies and is incompatible with **withering** throws.

Golden Janissary Style

This ancient art has been passed down by generations of devil-fighting sages who pledged their lives to defend Creation from darkness. Its training regimens combine weapon katas, dance-like footwork, and meditation on light and shadow. It's studied by holy ascetics, warriors who guard the borders of shadowlands, and barbarian tribes dwelling in demon-haunted wilderness, as well as Dragon-Blooded shikari.

Golden Janissary Weapons: Stylists use sweeping unarmed attacks, as well as the spear and staff. Unarmed attacks enhanced by Golden Janissary Charms can be stunted to deal lethal damage.

Armor: This style is compatible with light armor.

Complementary Abilities: Occult is useful to practitioners of this style, while Athletics is key to its mobility.

CREATURES OF DARKNESS

Creatures of darkness are foes of Creation who stalk through the night or dwell in the dark places of the world. This includes demons and undead by default, but the Storyteller is free to include or exclude beings from this category at her discretion. A benign ancestor ghost might not be a creature of darkness, while a subterranean monstrosity empowered by forbidden gods could be.

GOLDEN JANISSARY CHARMS

ESSENCE 1

WHERE-IS-DOOM INQUISITION

Cost: 6m; Supplemental (Instant)

Keywords: Dual, Mastery

Prerequisites: Martial Arts 2

Branch Charms: [Cleansing Flame Strike](#)

Those who hide in the darkness reveal their own wickedness. The martial artist adds (Occult) bonus dice on an Awareness roll to Join Battle or detect a hidden threat in combat. If any creatures of darkness oppose her roll, (her Essence) total 1s on their rolls add non-Charm dice to her roll. She cannot pinpoint which of her enemies are creatures of darkness with this Charm, but can sense she's in the presence of unholy forces.

Mastery: If the martial artist wins Join Battle against a creature of darkness and uses her first turn to attack one, she may reflexively move one range band towards it before attacking in addition to her normal movement action, and adds (Occult) dice of post-soak **withering** damage or one success on a **decisive** damage roll.

ROTTEN LEAF ARRESTED

Cost: 4m; Supplemental (Instant)

Keywords: Withering-only

Prerequisites: Martial Arts 3

Branch Charms: [Cleansing Flame Strike](#)

Let no unclean thing set foot over Creation's threshold. The stylist's **withering** attack gains +1 Overwhelming and knocks her enemy prone if it deals damage. An enemy crashed by this attack cannot take a movement action on his next turn.

Against creatures of darkness, the Overwhelming bonus rises to (Occult/2, rounded up), minimum +1, and she adds one automatic success to her **withering** damage roll. A crashed creature of darkness cannot move or attack on its next turn.

CLEANSING FLAME STRIKE

Cost: 3m; Supplemental (Instant)

Keywords: Decisive-only

Prerequisites: Martial Arts 3, [Rotten Leaf Arrested](#),

[Where-Is-Doom Inquisition](#)

Branch Charms: [Golden Janissary Form](#)

Answer the abomination with flame. Aureate fire streaks along the stylist's **decisive** attack, adding one die of damage and ignoring two points of Hardness. Against creatures of darkness, she deals aggravated damage and doubles 10s on the damage roll.



GOLDEN JANISSARY FORM

Cost: 8m; Simple (One Scene)

Keywords: Form

Prerequisites: Martial Arts 4, [Cleansing Flame Strike](#)

Branch Charms: [Devil-Slaying Spear Dance](#), [Light-on-Dark Shield](#)

Stand proud in defense of Creation, and you will never fall. The martial artist adds (Strength/2, rounded up) to her natural soak and as bonus dice on rushes, and gains one Initiative on a successful rush. She gains +1 Parry and +(Occult) natural soak against creatures of darkness, and +1 base Initiative when she resets after landing a **decisive** attack against one.

Special activation rules: Whenever the stylist lands a **decisive** attack against a creature of darkness, she may reflexively enter this Form, granting her its Initiative bonus.

ESSENCE 2

DEVIL-SLAYING SPEAR DANCE

Cost: 5m, 1wp; Reflexive (Instant)

Keywords: Decisive-only

Prerequisites: Martial Arts 4, [Golden Janissary Form](#)

Branch Charms: [Paralyzing Combustion Imbuement](#)

Be as a spreading blaze, always advancing towards the fuel of your enemies. Upon incapacitating a nontrivial foe, the stylist may reflexively rush another enemy, doubling 9s. This doesn't count as her movement action for the round. When rushing a creature of darkness, every 1 on his opposed roll grants the stylist one Initiative.

Mastery: On a successful rush, the stylist may instantly move into close range with her target in place of the normal effects of a rush and reflexively make a **decisive** attack against him, which doesn't count as her attack for the round. If she incapacitates that foe, she may trigger this Charm again to make another rush.

PARALYZING COMBUSTION IMBUEMENT

Cost: 5m, 1wp; Simple (Instant)

Keywords: Decisive-only, Mastery, Terrestrial

Prerequisites: Martial Arts 5, [Devil-Slaying Spear Dance](#)

Branch Charms: [Lone Spark Lights the Conflagration](#)

The deepest darkness yields before the smallest flame. The stylist makes a **decisive** attack. Damaging her foe causes bursts of fiery, golden light to erupt from within his body with the sound of ringing bells. This penalizes his Stealth as a glowing anima banner (p. 75) and increases his wound penalty by -1. If this raises his wound penalty above his Stamina, he cannot disengage from close range with the martial artist for as long as he remains illumined. Creatures of darkness are burned by

this light, suffering (Essence) dice of aggravated damage each turn, ignoring Hardness. This light shines until the scene ends, or until the victim crashes or incapacitates the stylist.

Mastery: An enemy whose wound penalty is raised above his Stamina must disengage to move away from the martial artist regardless of the distance between them.

Terrestrial: An illumined enemy may free himself of the effect by landing a **decisive** attack against the stylist.

LIGHT-ON-DARK SHIELD

Cost: 5m, 3i; Reflexive (Instant)

Keywords: Clash, Perilous, Terrestrial, Withering-only

Prerequisites: Martial Arts 5, Essence 2, [Golden Janissary Form](#)

Branch Charms: [Lone Spark Lights the Conflagration](#)

No shadow intrudes upon the light. Spinning her weapon to build momentum, the stylist clashes an attack with her own **withering** attack. Her attack cannot deal more damage than (her Overwhelming), which she doesn't gain. Against creatures of darkness, a successful clash also rolls one die of aggravated damage, ignoring Hardness.

Terrestrial: This counts as the stylist's attack for the round, and can't be used if she's already attacked in this round.

ESSENCE 3

LONE SPARK LIGHTS THE CONFLAGRATION

Cost: 10m, 1wp; Simple (Instant)

Keywords: Decisive-only, Mastery, Terrestrial

Prerequisites: Martial Arts 5, [Light-on-Dark Shield](#), [Paralyzing Combustion Imbuement](#)

Purify the world with flame; let each slain devil be a spark. The stylist makes a **decisive** attack against an enemy suffering from her Paralyzing Combustion Imbuement. Her weapon shines with brilliant light, leaving a white-hot afterimage seared on the eyes of those who witness it. She adds (Essence) attack roll extra successes as dice of damage, or (Essence + Occult) successes against a creature of darkness.

If she damages a non-trivial creature of darkness with this attack, the light emanating from within it flares out to strike each other creature of darkness within medium range, wreathing them in ghostly bonfires. Each one suffers one die of aggravated damage, plus an additional die for every 10 on the first damage roll, ignoring Hardness. Damaged enemies begin to shine, suffering the effect of Paralyzing Combustion Imbuement.

Mastery: After incapacitating a non-trivial creature of darkness and resetting to base Initiative, the stylist may

use Devil-Slaying Spear Dance to roll a rush against all enemies caught in this Charm's bonfires. She moves in a blur of blinding motion, coming into close range of each rushed enemy and making a **decisive** attack against him before moving on to the next. Her Initiative doesn't reset to base until she's completed all attacks.

Terrestrial: This Charm can only be used once per scene, unless reset by crashing an enemy suffering from the stylist's Paralyzing Combustion Imbuement.

Mantis Style

Mantis style emphasizes a combination of grappling and rapid strikes. It draws no distinction between offense and defense, employing painful joint holds that leave enemies unable to fight back or deflecting the force of a blow so that the attacker's guard is left wide open. It's commonly studied by Immaculate monks for its ability to subdue foes without killing, but is also widespread throughout Eastern and Southern dojos.

Mantis Weapons: Practitioners deliver unarmed attacks with mantis hook strikes – using one to three fingers to strike weak points, grab foes, and block attacks – as well as knee and elbow strikes. Mantis style also uses batons, kamas, nunchaku, seven-section staffs, and war fans. Unarmed attacks enhanced by Mantis Charms can be stunted to deal lethal damage.

Armor: Mantis style is incompatible with armor.

MANTIS CHARMS

ESSENCE 1

IRON-ARM BLOCK

Cost: 4m; Reflexive (Instant)

Keywords: Uniform

Prerequisites: Martial Arts 2

Branch Charms: [Mantis Form](#)

Using her defense to divert her attacker's weapon or limbs, the Mantis stylist creates an opening in his guard. She gains +1 Parry, and inflicts a –1 onslaught penalty on her attacker if she successfully blocks. If she's grappling, successfully blocking an attack also prevents it from reducing her rounds of control.

Mastery: The stylist doesn't suffer an onslaught penalty from an attack she successfully blocks.

CRUSHING CLAW TECHNIQUE

Cost: 3m; Supplemental (Instant)

Keywords: Decisive-only

Prerequisites: Martial Arts 3

Branch Charms: [Mantis Form](#)

The mantis catches its prey with deadly speed. The martial artist adds one automatic success on the attack roll of a grapple gambit or a **decisive** attack. If she lands a grapple, she rolls ([Strength or Dexterity] + Martial Arts) with (higher of Essence or 3) bonus dice to establish control over it. If she lands a **decisive** attack, (Essence) 10s on her attack roll add dice of damage.

MANTIS FORM

Cost: 7m; Simple (One Scene)

Keywords: Form

Prerequisites: Martial Arts 4, [Crushing Claw Technique](#), [Iron-Arm Block](#)

Branch Charms: [Leaping Mantis Technique](#), [Joint-Locking Technique](#), [Grasping Claw Method](#)

The stylist adopts the signature stance of the mantis, shifting her weight onto her rear leg as she extends her front leg forward, her hands outstretched to block and strike. She gains +1 Parry. If she attempts to block an attack but is hit by it, she adds (Parry) natural soak against **withering** damage or gains Hardness (Parry/2, rounded up) against **decisive** damage. Against enemies with lower Initiative or that she's grappling, she doubles 10s on **decisive** damage rolls.

Special activation rules: When the stylist wins control of a clinch against a non-trivial enemy, she may reflexively enter Mantis Form.

ESSENCE 2

LEAPING MANTIS TECHNIQUE

Cost: 6m, 1wp; Simple (Instant)

Keywords: Decisive-only, Mastery

Prerequisites: Martial Arts 4, [Mantis Form](#)

Branch Charms: [Unfolding Retribution Strike](#)

The martial artist's rapid footwork brings her within striking range before her foe can react. She rushes an enemy with (Strength) bonus dice. If the rushed foe provokes her reflexive movement, she may move two range bands toward him instead of one. If this brings her into close range, she may reflexively make a **decisive** attack or grapple gambit against him, adding half the threshold successes, rounded up, on her rush roll as bonus dice on the attack roll.

If the rushed enemy does not provoke her reflexive motion, then on her next turn, she may make an unblockable **decisive** attack or grappling gambit against him (assuming he's within her attack's range), adding all extra successes from the rush as bonus dice on the attack roll.



Mastery: If the martial artist succeeds on the rush and lands an attack against her enemy, she gains one Willpower.

JOINT-LOCKING TECHNIQUE

Cost: 5m; Simple (Instant) **Keywords:** Mastery

Prerequisites: Martial Arts 4, [Mantis Form](#)

Branch Charms: [Joint-Breaking Attack](#)

Catching her foe's limb, the stylist forces it into a painful lock. While grappling an opponent, she restrains him (**Exalted**, p. 201) and rolls (Strength) dice of unsoakable **withering** damage. If she's grappling a crashed foe, restraining him doesn't cost any rounds of control.

Mastery: The martial artist may exchange the Initiative she receives from Joint-Locking Technique to gain more rounds of control over the grapple, gaining one round for every two Initiative she forgoes.

GRASPING CLAW METHOD

Cost: 3m, 1i, 1wp; Supplemental (Instant)

Keywords: Decisive-only, Mastery

Prerequisites: Martial Arts 5, [Mantis Form](#)

Branch Charms: [Grasping Mantis Defense](#)

With a deft twist of her foe's wrist, the stylist strips him of his weapon and establishes a hold in a single motion. Upon winning control of a grapple, she may disarm her enemy, flinging his weapon to short range.

Mastery: The martial artist adds her attack roll threshold successes as bonus dice to her control roll.

ESSENCE 3

GRASPING MANTIS DEFENSE

Cost: 5m; Reflexive (Instant)

Keywords: Clash, Decisive-only, Terrestrial

Prerequisites: Martial Arts 5, [Grasping Claw Method](#)

Branch Charms: [Unfolding Retribution Strike](#)

Deflecting an attack with one hand, the martial artist uses the turning force of her attacker's blow to grab him with the other. She clashes an attack from close range with a grapple gambit. Winning the clash adds (higher of Strength or 3) non-Charms dice on the clinch's control roll.

Terrestrial: This counts as the stylist's attack for the round, and can't be used if she's already attacked in this round.

JOINT-BREAKING ATTACK

Cost: 8m, 1wp; Simple (Instant)

Keywords: Decisive-only, Terrestrial

Prerequisites: Martial Arts 5, [Joint-Locking Technique](#)

Branch Charms: [Unfolding Retribution Strike](#)

Once the mantis catches its prey, there is no escape. While grappling a foe, the stylist savages him with a difficulty 6 gambit that requires no attack roll. Success inflicts a single level of lethal damage, ignoring Hardness, and breaks one of the character's limbs as a crippling injury – the martial artist bends the bone of an arm or leg until it snaps. A broken arm is useless and imposes a –3 penalty on all actions that require two hands to perform, while a broken leg causes a character to treat all ground as difficult terrain.

Additionally, the pain of this injury raises that foe's wound penalty by –2 for the rest of the scene. If not treated with applicable healing magic, the broken bone heals in (7 – victim's Stamina) months, assuming he receives adequate medical treatment.

If the martial artist crashes a grappled enemy with Joint-Locking Technique, she may reflexively activate this Charm to attack with the crippling gambit.

Terrestrial: This Charm can only be used once per scene, unless reset by expending three rounds of control over a grapple for this purpose.

UNFOLDING RETRIBUTION STRIKE

Cost: 15m, 1wp; Simple (Instant)

Keywords: Decisive-only, Mastery, Terrestrial

Prerequisites: Martial Arts 5, [Grasping Mantis Defense](#), [Joint-Breaking Attack](#), [Leaping Mantis Technique](#)

The signature finishing move of Mantis style is a deadly barrage of hundreds of blows in a matter of seconds. To use this Charm, the stylist must have Initiative 15+ while controlling a grapple. She releases the clinch, then rolls a single unblockable, undodgeable **decisive** attack to represent the flurry of blows. Each round of control she gave up by releasing the grapple adds +3 dice of **decisive** damage and increases its onslaught penalty by –1.

This Charm can only be used once per scene, unless reset by crashing a grappled foe whose Initiative was higher than the stylist's.

Mastery: If the stylist incapacitates her victim, she adds (rounds of control expended / 2, rounded up) to her base Initiative upon resetting.

Terrestrial: The martial artist cannot benefit from more than (Essence) rounds of released control.

Laughing Monster Style

The fae warrior-saints of the Court of Flayed Sinners distilled Laughing Monster style from the digested dreams of countless thieves, scavenger princes, and oathbreakers drawn by rumors of the unimaginable treasures they guarded. This reign of false virtue was

ended by the shaman Juven Fifth-Summer, who tore off the face of the court's prince and coaxed the style's secrets from his ragged lips, using them to set the raksha against each other until none remained.

Laughing Monster style epitomizes impetuosity and wicked humor, employing misdirection and confusion to humiliate rivals with inordinate glee. Its stylists practice erratic breathing exercises, rolling dance-steps, and ego-destroying meditations to fully understand its secrets. It has spread to numerous dojos, secret societies, and criminal syndicates. It's regarded as a style of thieves, revolutionaries, madmen, and all manner of trickster-heroes, as unpredictable as any devil born of the Wyld.

Laughing Monster Weapons: Laughing Monster style uses open-handed slaps, elbow strikes, and sweeping kicks. It also employs the staff, war fan, and whip. Unarmed attacks enhanced with Laughing Monster Charms can be stunted to deal lethal damage.

Armor: Laughing Monster is incompatible with armor.

Complementary Abilities: Laughing Monster's evasive footwork relies on Dodge, while Presence or Socialize are useful for its trickery. Its students value Occult, for they delve into obscure, worrisome practices.

LAUGHING MONSTER CHARMS

ESSENCE 1

FURIOUSLY STALLING DESTINY

Cost: 2m; Reflexive (Instant)

Keywords: Dual, Mastery, Terrestrial, Stackable

Prerequisites: Martial Arts 2

Branch Charms: [Deeper-Into-Trouble Technique](#)

Violence begets violence as the stylist turns every attack back against her foes, mocking their hostility. She gains +1 Evasion. Her first attack against her attacker on or before her next turn adds one die of post-soak damage if **withering**, or one die of damage if **decisive**. If she makes a gambit, she adds an automatic success on the attack and Initiative rolls instead. The damage bonuses from multiple uses of this Charm against the same enemy stack; they're lost if the stylist attacks a different enemy.

Mastery: The stylist can use this Charm after an attack is rolled.

Terrestrial: The stylist can't stack this Charm's benefits more than (Essence) times.

DEEPER-INTO-TROUBLE TECHNIQUE

Cost: 3m; Supplemental (Instant)

Keywords: Decisive-only

Prerequisites: Martial Arts 3, [Furiously Stalling Destiny](#)

Branch Charms: [Laughing Monster Form](#)

The stylist jabs at sore spots and reopens old wounds, her tomfoolery driving enemies to distraction and rage. She doubles 10s on a **decisive** damage roll. If her enemy has a negative Tie towards her, she adds (Intimacy) damage dice. A damaged enemy becomes enraged – if he attacks her on or before his next turn and crashes or incapacitates her, he gains one Willpower. However, he suffers a –3 penalty on attacks against anyone else this scene until he hits her and can't gain the Willpower bonus if he attacks another character first.

LAUGHING MONSTER FORM

Cost: 10m; Simple (One Scene)

Keywords: Counterattack, Decisive-only, Form, Terrestrial

Prerequisites: Martial Arts 4, [Deeper-Into-Trouble Technique](#)

Branch Charms: [Inauspicious Moment of Attack](#), [Thieves Fall Out](#), [Unitary Being Forge](#)

Adopting a constantly shifting stance of revolving limbs and confused orientation, the stylist seems wreathed with a dozen illusory arms. These add (Occult) dice on counterattacks and on disarm and distract gambits. When successfully dodging an attack causes an attacker at close range to lose Initiative, she can make a **decisive** counterattack that deals dice of lethal damage equal to the Initiative lost, ignoring Hardness. This doesn't include or reset her Initiative. Alternatively, she can counterattack with a disarm or distract gambit, using her Initiative as normal, and adding dice on the Initiative roll equal to her attacker's lost Initiative.

Terrestrial: The stylist must pay two Initiative to make a counterattack.

Special activation rules: When the stylist provokes a nontrivial opponent into rolling Join Battle against her with an influence roll, or causes an enemy's Initiative to fall below her own by dodging his attack, she may reflexively enter this Form.

ESSENCE 2

INAUSPICIOUS MOMENT FOR ATTACK

Cost: 2m, 1wp; Simple (Instant)

Keywords: Clash, Decisive-only, Terrestrial

Prerequisites: Martial Arts 4, [Laughing Monster Form](#)

Branch Charms: [Subtle Hammer](#)

With a sudden clap echoed by 98 hidden hands, the stylist adopts an off-kilter stance of chaotic omen. She clashes an attack with a distract gambit, adding attack roll extra successes to the Initiative roll. Winning the clash counts as dodging, and lets the gambit's beneficiary reflexively make a **decisive** attack against the attacker.



Against enemies afflicted by Unitary Being Forge, the stylist can instead clash using a damaging **decisive** attack, taking the imp's damage bonus for that round as the attack's base damage and ignoring Hardness. This doesn't include her Initiative or reset her to base. It still benefits from effects that enhance distract gambits.

Terrestrial: This counts as the stylist's attack for the round, and can't be used if she's already attacked that round.

SUBTLE HAMMER

Cost: 5m; Reflexive (Instant)

Keywords: Decisive-only, Mastery

Prerequisites: Martial Arts 5, [Inauspicious Moment of Attack](#),

Branch Charms: [Dancing-Wind-Monster Transformation](#)

The stylist makes a showy, exaggerated feint, only to swiftly reverse into an unexpected death blow. After a successful distract or disarm gambit, she can use this Charm to reflexively make a **decisive** attack against her target, with damage equal to her extra successes on the gambit's Initiative roll, ignoring Hardness. This doesn't include or reset her Initiative. If this incapacitates him, the gambit's Initiative cost is refunded.

Mastery: Laughing Monster Form's bonus dice are added to attack rolls made with this Charm.

Reset: Once per scene, unless reset by successfully clashing a nontrivial enemy's attack with Inauspicious Moment for Attack.

THIEVES FALL OUT

Cost: 6m, 2i; Simple (Instant)

Keywords: Decisive-only

Prerequisites: Martial Arts 4, [Laughing Monster Form](#)

Branch Charms: [Friendship-Dissolving Venom](#)

The stylist's wicked cunning tangles the bonds of friendship into a tripwire. She rolls one **decisive** attack against two enemies within close range of each other, dividing her Initiative evenly between them, rounded up, to determine the damage rolled. If she hits both, she disrupts their rhythm, causing them to stumble over each other. For the rest of the scene, while they're within close range of each other, both suffer -1 Defense, and each loses one Initiative at the start of each of his turns, which the stylist gains.

This Charm can instead be used to attack a battle group, doubling its effective damage dice to determine how many extra levels of damage it inflicts (**Exalted**, p. 208). A hit battle group suffers the above penalties for the scene

but loses Magnitude instead of Initiative (which doesn't grant the stylist Initiative).

FRIENDSHIP-DISSOLVING VENOM

Cost: 3m, 3i, 1wp; Reflexive (Instant)

Keywords: Dual, Mastery, Perilous, Terrestrial

Prerequisites: Martial Arts 4, Thieves Fall Out

Branch Charms: [Dancing-Wind-Monster Transformation](#)

Lies and dissimulation intoxicate enemies with their own aggression, setting them against each other as the stylist exults in discord. If the stylist successfully dodges an attack, she redirects it against another character within range of the original attack. The attack and all effects enhancing it are rerolled, using the same dice pool, against the new target. Any Initiative a **withering** attack would grant the attacker goes to the stylist instead. If the stylist has any damage bonuses against her attacker from Furiously Stalling Destiny, they also apply to the redirected attack (and her next attack against him).

If the redirected attack roll exceeds its target's Resolve, he forms a Minor Tie of outrage towards the attacker or strengthens an existing negative Tie one step. Any positive Ties he has towards that character are suppressed for the scene. The stylist may reflexively roll (Manipulation + [Presence or Socialize]) to persuade the victim to act against the attacker's interests in some fashion.

This Charm's Willpower cost is waived if both attacker and victim are affected by Thieves Fall Out and within close range of each other.

Mastery: The stylist can use Supplemental Laughing Monster Charms to enhance redirected attacks.

Terrestrial: The stylist can only redirect attacks to crashed or trivial enemies.

UNITARY BEING FORGE

Cost: 6m, 1wp; Supplemental (Instant)

Keywords: Decisive-only, Shaping (Mind)

Prerequisites: Martial Arts 5, [Laughing Monster Form](#)

Branch Charms: [Shuffling the Pieces](#)

A true warrior sets aside everything but the fight, letting no errant idea stray onto the battlefield. The stylist helps enemies with a strike that unbinds unnecessary thoughts, expelling such beasts of the mind. When she makes a **decisive** attack against an enemy with a negative Tie of which she's aware, she rerolls (Intimacy) failed dice on the damage roll. If she deals at least (his base Resolve) damage, she expels that Intimacy from him as a quasi-tangible imp, whose appearance reveals the Intimacy's nature and intensity to all witnesses.

The imp is always at the victim's side, moving with him no matter where he goes. It remains manifest for a scene, during which the victim loses the Tie's benefits (but not its negative effects) and halves his base Guile, as the imp betrays whatever he tries to conceal. Once per round, the stylist may have the imp grant (lower of Intimacy or her Essence) dice of damage to a **decisive** attack against the victim by any character. The imp can be destroyed with a difficulty (Intimacy) gambit, but has (stylist's Guile) Defense, and requires magic capable of striking dematerialized foes to hit. If it's destroyed with magic capable of permanently killing spirits, the Intimacy is weakened one step.

ESSENCE 3

SHUFFLING THE PIECES

Cost: 3m; Reflexive (Instant)

Keywords: Decisive-only, Terrestrial

Prerequisites: Martial Arts 5, [Unitary Being Forge](#)

Branch Charms: [Dancing-Wind-Monster Transformation](#)

Flimsy truths of reason and identity are caught up in the whirlwind of the Laughing Monster's mayhem. Who can say where they'll end up? The stylist snatches an imp created with Unitary Being Forge off an affected character within close range, twisting it around her weapon. It no longer grants bonus damage to attacks against that character, although he still suffers its other effects. The imp can still be attacked and destroyed, although the stylist counts as protecting it with a defend other action (**Exalted**, p. 196).

The stylist can release the imp through a **decisive** attack, embedding it in her victim's psyche, rerolling (Intimacy) failed dice on the damage roll. If she attacks someone other than the imp's original victim and deals at least (his base Resolve) damage, the Intimacy from which it sprang is transferred from the original victim to him. This is a mental shaping effect. If the transplanted Intimacy is opposed by one of the character's Major or Defining Intimacies or is fundamentally incompatible with his sense of identity, he gains a Minor Derangement (**Exalted**, p. 168) chosen by the Storyteller. Either way, the imp dissipates.

Terrestrial: Instead of fully transferring the Intimacy, the victim gains it at Minor intensity, and the original character's Tie diminishes one step. The stylist can't inflict Derangements.

ESSENCE 4

DANCING WIND-MONSTER TRANSFORMATION

Cost: —(+7m, 1wp); Permanent

Keywords: Terrestrial

Prerequisites: Martial Arts 5, [Friendship-Dissolving Venom](#), [Shuffling the Pieces](#), [Subtle Hammer](#)

Locking together a million fingers in a squirming net of self-defeat, the stylist fades from existence, leaving only the sound of her mocking laughter and the enraged bellows of her foes. When she uses Laughing Monster Form, she may pay a seven-mote, one-Willpower surcharge to dematerialize, diffusing into a cloud of madness. Allies within short range gain Laughing Monster Form's benefits, and the stylist can use Reflexive and Supplemental Laughing Monster Charms to benefit their attacks or dodges.

The stylist can attack dematerialized characters within short range. She can also attack materialized characters afflicted by Unitary Being Forge within short range. She can use Shuffling the Pieces to snatch imps from enemies within short range and can discharge them through the attacks of allies within short range. However, enemies capable of striking the dematerialized can attack her as though she were one range band closer to them, rending her cloud-body.

The stylist rematerializes, ending this Charm's benefits, if there are no nontrivial enemies within short range when her turn ends. To dematerialize again, she must reuse Laughing Monster Form.

Terrestrial: The stylist remains vulnerable to materialized enemies' attacks, but gains +2 Evasion against them if not enhanced by magic capable of striking the dematerialized.

Righteous Devil Style

The Righteous Devil is a figure of burning fury and solemn judgment, a wandering hero who protects the innocent and banishes the wicked into a fiery hell of their own making. Students of the style master the firewand (p. 589), wielding these exotic weapons with a deadly precision that's more art than archery. However, the heart of the Righteous Devil style is not in its fiery attacks, but in the judgment that precedes them. When the strong and powerful use their positions to oppress those beneath them, when the selfish put their own needs above those of the community, when the once-righteous turn from their ideals to pursue their own desires—these are the crimes which the Righteous Devil judges most harshly, and his verdict is spoken in cleansing flames. Many students of this style have a Principle encompassing this code of ethics, though there are some who turn against the moral teachings of their sifus, or who simply learn the martial techniques of the style with no heed for the ethics behind them.

Righteous Devil Weapons: Righteous Devil style uses firewands, as well as any other flame-discharge weapons. This style is incompatible with unarmed combat.

Armor: Righteous Devil style is compatible with light and medium armor.

RIGHTEOUS DEVIL CHARMS

ESSENCE 1

BLOSSOM OF INEVITABLE DEMISE

Cost: 3m; Supplemental (Instant)

Keywords: Dual

Prerequisites: Martial Arts 3

Branch Charms: [Righteous Devil Form](#)

Drawing in a quick breath, the Righteous Devil tastes the wickedness of a world in need of judgment. As she exhales, pulling down hard on the trigger, she burns that world clean with fire. Blossom of Inevitable Demise applies double 10s on the damage roll of a **decisive** attack. It can also extend the range of a firewand attack to medium, although doing so still requires an aim action as usual (p. 195).

CLOUD OF EBON DEVILS

Cost: 2m; Supplemental (Instant)

Keywords: Mastery

Prerequisites: Martial Arts 2

Branch Charms: [Righteous Devil Form](#)

Ebon grains of firedust stream from the stylist's hands as she moves like lightning, sighting and reloading faster than her enemies can blink. When the stylist aims with a firewand, she may also reload it (and/or draw it), without needing to take a separate action. If there are any enemies at close range to her, she must succeed on a (Wits + Martial Arts) roll at difficulty 2 to successfully execute this maneuver. On a failed roll, she successfully loads the weapon, but does not gain the advantages of aiming. Enemies whom she has successfully intimidated or chastised with social actions during that fight do not count for this restriction (even if they spent Willpower to resist).

Mastery: Cloud of Ebon Devils can be used to supplement a Join Battle roll, in which case it allows the Righteous Devil to reflexively aim and draw or ready a weapon before any character acts in the fight.

KISS OF THE SUN CONCENTRATION

Cost: 3m; Supplemental (Instant)

Keywords: Dual, Mastery

Prerequisites: Martial Arts 2

Branch Charms: [Righteous Devil Form](#)

Sighting along the flows of Essence that connect her weapon with its mark, the Righteous Devil sends her will down a fine line of possibility, transforming it into inevitability. Kiss of the Sun Concentration adds any dice from aiming to the post-soak damage of a **withering** attack, or converts them to a single die added to the raw damage of a **decisive** attack. Disarm gambits, or any other gambit that could benefit from superhuman precision, add the full amount of aim dice to their Initiative roll instead of a single die.

Mastery: When used with a **decisive** attack, the full amount of aim dice are added to the raw damage of the attack. **Withering** attacks and precision-based gambits convert the aim dice to automatic successes on the damage roll.

ESSENCE 2

RIGHTEOUS DEVIL FORM

Cost: 5m; Simple

Keywords: Form One scene

Prerequisites: Martial Arts 3, [Blossom of Inevitable Demise](#), [Cloud of Ebon Devils](#), [Kiss of the Sun Concentration](#)

Branch Charms: [Azure Abacus Meditation](#), [Burning Judgement Halo](#), [Phoenix Flies on Golden Wings](#)

Creation itself seems to hold its breath as the stylist cloaks herself in the majestic and terrible stillness of the Righteous Devil Form. An inescapable gravity seems to exude from her confident, unwavering posture, sending the innocent scurrying away to safety and calling the unjust to reap the whirlwind of judgment they've sown. The first time the Righteous Devil enters this form in a fight, she may roll (Charisma + Presence + Essence) to intimidate all enemies or inspire them with an emotion of shame, guilt, or remorse as appropriate to their sins. Affected enemies take a penalty equal to the stylist's Charisma on disengage, withdraw, or Stealth-based actions unless they pay Willpower to resist. Additionally, at the beginning of each turn, the Righteous Devil may reflexively aim against any enemy whose Resolve was overcome by the activation of this form, or by a similar influence roll made in combat (even if he resisted).

Additionally, while in this form, the Righteous Devil can use firewands effectively in close combat, using the butt or handle of a flame weapon to effectively bludgeon enemies. When used in this way, they are treated as medium weapon with the bashing, martial arts, and shield tags. Firewands with an affixed bayonet instead have the lethal tag. While this use is not compatible with effects that specifically modify ranged attacks, such as the range extension of Blossom of Inevitable Demise, it can still

benefit from other Charms of this or other staff or spear compatible styles.

Special activation rules: Whenever the stylist successfully lands a **decisive** attack after taking an aim action on her previous turn, she may reflexively activate Righteous Devil Form.

AZURE ABACUS MEDITATION

Cost: 4m, 1wp; Supplemental (Instant)

Keywords: Terrestrial, Withering-only

Prerequisites: Martial Arts 5, [Righteous Devil Form](#)

Branch Charms: [Caress of 1,000 Hells](#)

Closing her eyes, the Righteous Devil perceives the ebb and flow of Essence around her through a mandala of blue rings, nine notched discs of silver-blue light that spin around her foes in her mind's eye. If her anima banner is at the bonfire level, this azure abacus becomes visible to all within its light, the silvery rings orbiting around the stylist and aligning as she lines up a shot. Firing through this reticule mandala hones in on an enemy's weakest point, granting benefits commensurate to the enemy's level of cover.

- Enemies that do not benefit from cover lose all soak against the attack, except for that provided by Charms and other magical effects. Artifact armor is not considered a magical effect.
- Enemies under light cover halve their mundane soak against the attack.
- Enemies under heavy cover subtract -1 from their mundane soak for every extra success on the attack roll, but not below half their full value.
- Enemies under full cover are unaffected.

Azure Abacus Meditation may only be used once per scene, unless reset by successfully landing a **decisive** attack against an enemy under light or heavy cover and then building up to Initiative 12+.

Terrestrial: A Dragon-Blood always treat enemies as having at least light cover with this Charm, preventing her from fully negating soak.

PHOENIX FLIES ON GOLDEN WINGS

Cost: 3m; Supplemental (Instant)

Keywords: Dual

Prerequisites: Martial Arts 4, [Righteous Devil Form](#)

Branch Charms: [Dancing Devil Trigger Finger](#)

A halo of gold and cobalt Essence rings the tip of the firewand's barrel as the Righteous Devil sights a foe, sending six golden wings spiraling forward to speed the tongue of flame towards him. This Charm boosts the damage of an attack based on the distance it's made from, adding +4 against an enemy at close range, +3 against an

enemy at short range (and so on, if magic is used to extended the range of the attack). This bonus is added as successes on a **withering** attack or dice on a **decisive** attack.

ESSENCE 3

BURNING JUDGMENT HALO

Cost: 5m, 4i; Simple (Instant)

Keywords: Perilous, Terrestrial

Prerequisites: Martial Arts 4, [Righteous Devil Form](#)

Branch Charms: [Caress of 1,000 Hells](#)

Those who'd raise a hand against the Righteous Devil must walk through the fire of their own iniquities to do so. Pointing the tip of her firewand at the ground, the stylist draws the Burning Judgment Halo, a ring of flames that encompasses all characters at close range to her, with the traits of a bonfire (p. 230). It is not necessary to create the full circle of flame—if the stylist is standing between a brutal slaver and his victims, she may choose to create only a semi-circle of fire, for example.

The flames created by this Charm will continue to burn for as long as the Righteous Devil remains at their center. Once she takes a movement action to move from that point, they will continue to burn for a single round more, then die down on her next turn. Moving through the blaze created by this Charm never damages the stylist—the devil walks through hell unscathed.

Terrestrial: The fires created by this Charm only last until the Dragon-Blood's next turn, unless she pays an additional four Initiative to renew it at the start of each of her turns.

DANCING DEVIL TRIGGER FINGER

Cost: 10m, 3i, 1wp; Simple (Instant)

Keywords: Decisive-only, Perilous, Terrestrial

Prerequisites: Martial Arts 5, [Phoenix Flies on Golden Wings](#)

Branch Charms: [Caress of 1,000 Hells](#)

Fire seems to take on a wrathful life of its own as it pours from the barrel of the Righteous Devil's weapon, flaring off into howling, winged devils of fire that spiral hungrily towards her foes. Dancing Devil Trigger Finger allows the stylist to apply a **decisive** attack against all enemies in a ninety-degree arc. She may catch up to one enemy at close range, two enemies at short range, and three enemies at medium range (if extended using Blossom of Inevitable Demise), but only if they are positioned on the battlefield so that this targeting makes sense. She makes a single **decisive** attack roll, rolling damage separately against each enemy.



Special activation rules: Dancing Devil Trigger Finger can only be used once per fight, unless reset by upholding an Intimacy that represents dedication to Righteous Devil style's philosophy or a similar code of ethics.

Terrestrial: A Dragon-Blood must divide her Initiative evenly among all targeted enemies when rolling damage, and cannot assign more than (Essence + 3) damage to any enemy. Any points of Initiative that cannot be assigned over this maximum are not wasted, but converted to motes after she resets to base Initiative.

CARESS OF 1,000 HELLS

Cost: 6m, 1wp; Supplemental (Instant)

Keywords: Aggravated, Decisive-only, Terrestrial

Prerequisites: Martial Arts 5, [Azure Abacus Meditation](#), [Burning Judgment Halo](#), [Dancing Devil Trigger Finger](#)

Branch Charms: None

There is no sin beyond redemption in the fires stoked by the Righteous Devil. The Caress of 1,000 Hells sets an enemy ablaze with the fires of judgment, engulfing him in a swirling vortex of cobalt and gold flames. Within this hellish pyre, disembodied voices recount his sins and misdeeds, and offer him a single choice—repent, or burn.

If the enemy chooses to repent, the flames fade away, leaving him changed but unscathed. He forms a Defining Intimacy reflecting the nature of his atonement, chosen by that character's player. A Guild merchant prince who has made his fortune in the slave trade might form a Defining Tie of hatred for all slavers, while a hedonistic Abyssal mass murderer might form a Defining Principle of pacifism and simple living. An enemy who's atoned will generally retreat or surrender, and crashes to -10 Initiative if he attempts to reestablish hostilities after repentance.

On the other hand, if an enemy chooses to burn, the aftermath is far simpler. He suffers a number of levels of aggravated damage equal to the Righteous Devil's Essence in addition to the damage of the attack, as the fires erupt in a blinding conflagration.

Terrestrial: Enemies who chose to burn in the flames created by a Dragon-Blood take dice, rather than levels, of aggravated damage.

Mastery: An enemy who chooses to repent also forms a Major Tie towards the Righteous Devil appropriate to her role in his atonement—fear, grudging respect, unwavering loyalty, or so forth. Those who choose to burn also suffer a crippling penalty from the pain of their burns on all actions, equal to the levels of aggravated damage that remain in their health track. This penalty persists until the end of the scene.

Silver-Voiced Nightingale Style

Silver-Voiced Nightingale style is an esoteric art, focusing on the use of the stylist's voice in both song and warfare. Through rigorous training in breath control, circular breathing, and long, sustained chants, students of this style learn to fight with kiais, powerful shouts with the strength to kill. They are also consummate performers, singing on the battlefield to strengthen the morale of their allies and shatter that of their enemies. While the style's appellation honors the eponymous martial artist who created it in the distant past, the full title is only remembered by those of the Exalted with memories of past lives in the First Age, or who lived through it themselves. In most dojos across Creation, it is known only as Nightingale style.

Nightingale Weapons: Nightingale style attacks are made unarmed, each strike accompanied by a powerful shout. For Essence-users, the style is unique in not relying upon either weapons or unarmed strikes—instead, its practitioners learn to deliver powerful kiai attacks through the force of their voice alone, enabled through mastering the first Charm of this style.

Armor: Silver-Voiced Nightingale style is compatible with light armor.

Complementary Abilities: Performance is essential to Nightingale stylists, as many of the style's Charms revolve around using it to take social actions in battle.

SILVER-VOICED NIGHTINGALE CHARMS

ESSENCE 1

VOICE OF THE NIGHT BIRD

Cost: —; Permanent

Keywords: Mastery

Prerequisites: Martial Arts 2

Branch Charms: [Inspiring Battle Hymn](#), [Terrifying Battle Shriek](#)

The nightingale is no bird of prey, to swoop down with curved beak and cruel talons. Its greatest virtue is its song— and with that song, the students of Nightingale style give voice to their victory. This Charm allows the martial artist to make kiais, unleashing forceful waves of sound that strike her enemies like physical blows. A kiai has the traits of a mundane light weapon with the bashing and thrown (short) tags, making attack rolls Thrown. The martial artist may flurry a kiai attack with Performance-based influence without the usual flurry penalties, as long as the content of the social influence is woven into the lyrics or emotional tenor of her song.

Mastery: The martial artist's kiai has the traits of a light artifact weapon.

SILVER-VOICED NIGHTINGALE REMIX

Silver-Voiced Nightingale style, as written, assumes that its stylists must sing to use its Charms. However, over the ages, offshoot branches and deviant schools of this style have developed that use other forms of musical performance. If you want to fight as a sanxian player who draws razor-sharp winds forth with each pluck of the strings, a flute-player whose scales burst eardrums and shatter bones, or a freestyle poet whose rhymes sear themselves into the skin of his enemies as characters writ in fire—go for it!

INSPIRING BATTLE HYMN

Cost: 5m; Supplemental (Instant)

Keywords: Mastery

Prerequisites: Martial Arts 3, [Voice of the Night Bird](#)

Branch Charms: [Silver-Voiced Nightingale Form](#)

As battle breaks out, the Nightingale raise her voice in a song that promises triumph, steeling the hearts of her allies so that they may fight more fiercely. Inspiring Battle Hymn rerolls all 1s on the Join Battle roll of the martial artist and all allies capable of hearing her. Characters who received this benefit add +1 Resolve against threats, supernatural fear, or similar forms of influence for the duration of the fight.

Mastery: If the martial artist wins Join Battle, she may gain a single point of temporary Willpower, or grant it to an ally who also won Join Battle. This can raise characters above their permanent Willpower.

TERRIFYING BATTLE SHRIEK

Cost: 4m; Simple (Instant)

Keywords: Mastery

Prerequisites: Martial Arts 3, [Voice of the Night Bird](#)

Branch Charms: [Silver-Voiced Nightingale Form](#)

The Nightingale's voice rings out in a deafening overture or in mocking lyrics, promising a horrible death to her foes. The martial artist rolls (Charisma + Performance) to intimidate a single enemy. A successful influence roll strikes fear into the enemy's heart, forcing him to take a movement action on his next turn to move away from the martial artist or hide from her, if possible. Very weak or cowardly opponents may surrender or retreat entirely.

Unlike other Simple Charms, Terrifying Battle Shriek may be placed in a flurry, and benefits from being used against enemies who have been hit with a kiai attack on the same turn. The target of this Charm is treated as

having a Minor Tie of fear towards the martial artist if he has been hit with a kiai on the same turn, or a Major Tie if the kiai attack was **decisive**.

Mastery: An enemy who yields to the Nightingale's influence and retreats or cowers from her loses Initiative equal to her (Charisma/2). She does not gain this Initiative.

SILVER-VOICED NIGHTINGALE FORM

Cost: 8m; Simple (One scene)

Keywords: Form

Prerequisites: Performance 4, [Inspiring Battle Hymn](#), [Terrifying Battle Shriek](#)

Branch Charms: [Hearing the Heart's Song](#), [Haunting Heart-Rending Melody](#), [Flashing Blade Harmony](#)

Standing straight and pitching her voice to reach all listeners, the Nightingale begins a song that rings out with exquisite clarity, a melody in perfect synchronization with her every movement. This perfect harmony of music and motion adds +1 to her Evasion, while the circular breathing used to maintain her song in the midst of battle adds her Performance to the raw damage of her **withering** kiai attacks. Finally, whenever an enemy pays Willpower to resist a Performance-based influence roll made by the Nightingale, she gains three points of Initiative.

Special activation rules: Whenever the Nightingale successfully overcomes a non-trivial enemy's Resolve with Performance-based influence relevant to an ongoing fight, she may reflexively activate Silver-Voiced Nightingale Form. She gains Initiative from any characters who pay Willpower to resist the initial influence roll, as described above.

ESSENCE 2

HEARING THE HEART'S SONG

Cost: 5m, 2i; Reflexive (Instant)

Keywords: Mastery, Perilous, Decisive-only

Prerequisites: Martial Arts 4, [Silver-Voiced Nightingale Form](#)

Branch Charms: [Harmon in Opposition Stance](#)

Honing her senses, the Nightingale hears the music of her foe's heart, catching a strain of melody that betrays his intent to attack. Hearing the Heart's Song adds (the martial artist's Performance/2, round up) to her Evasion against a **decisive** attack. If she successfully defends against the attack, she gleans insights into her enemy's heart, making a reflexive read intentions action against his Guile and adding her (boosted) Evasion in non-Charm bonus dice.

Mastery: Successfully reading an enemy's intentions with this Charm allows the martial artist to steal one point of Initiative from him for each extra success on her roll.

HARMONY IN OPPOSITION STANCE

Cost: 4m, 1wp; Reflexive (One scene)

Keywords: Terrestrial

Prerequisites: Martial Arts 5, [Hearing the Heart's Song](#)

Branch Charms: [Shattering Discord Cacophony](#)

Acting with preternatural timing and the grace of a trained dancer, the Nightingale moves in perfect counterpoint to an enemy, mimicking the rhythm of his movements and predicting his every attack. When the martial artist uses Harmony in Opposition Stance, she chooses a single enemy to synchronize her movements with. She may always apply her full Evasion against attacks made by the chosen enemy, ignoring all penalties, and applies double 9s on rolls to rush him or disengage from him. Finally, whenever the chosen enemy gains Initiative, the martial artist gains a single point of Initiative, unless he gained that Initiative by attacking her.

The martial artist may choose to synchronize her movements to those of a different enemy as a miscellaneous action, which cannot be placed in a flurry.

If she incapacitates the enemy she is synchronized with, or causes him to flee, surrender, or otherwise become removed from combat through influence rolls, then she may reflexively designate a new enemy.

Terrestrial: A Dragon-Blood must activate this as a Simple Charm. Successfully defending against an attack made by an enemy whose intentions she has successfully read this scene or in the preceding one gives her an opportunity to activate it reflexively against that attacker. The Essence minimum of this Charm becomes 3 for Dragon-Blooded.

HAUNTING HEART-RENDING MELODY

Cost: 1m, 1wp; Simple (Instant)

Keywords: Terrestrial

Prerequisites: Martial Arts 4, [Silver-Voiced Nightingale Form](#)

Branch Charms: [Resounding Songbirds Cry](#)

Singing a stirring melody that rouses passion and deep emotions, the Nightingale suffuses each note with the resonant hum of aural Essence. The martial artist rolls (Charisma + Performance) to inspire all enemies who can hear her with sorrow, regret, despair, or some other emotion that would impede their will to fight. She is not hindered by targeting multiple enemies and adds her Essence in bonus successes to the roll. An enemy who



yields to these emotions takes a -3 penalty to Defense against any kiai attacks the martial artist makes, as long as she stunts them in a way that exploits the inspired emotion. Once an enemy has paid Willpower to resist this influence, he remains immune to it for the remainder of the scene.

Unlike other Simple Charms, Haunting Heart-Rending Melody may be placed in a flurry.

Terrestrial: A Dragon-Blood gains no bonus successes when using this Charm.

FLASHING BLADE HARMONY

Cost: 4m; Reflexive (Instant)

Keywords: Dual, Mastery

Prerequisites: Martial Arts 4, [Silver-Voiced Nightingale Form](#)

Branch Charms: [Aria of Victory](#)

Humming deeply in her throat, the Nightingale causes an ally's weapon to resonate with vibrations of Essence, redoubling the force of his attacks. Whenever an ally within short range of the Nightingale makes a **decisive** attack, she may use Flashing Blade Harmony to apply the double 10s rule to the damage roll. **Withering** attacks benefit from double 9s.

If the martial artist makes a kiai against an enemy who has already been hit by one or more of her allies' attacks that benefitted from Flashing Blade Harmony in the same round, the resonance of the multiple attacks combines to create a devastating vibration. She adds one die to the post-soak damage of the kiai for each such attack, and applies double 10s or double 9s on her own damage roll, as appropriate to the attack type. She does not need to activate Flashing Blade Harmony to gain this benefit on her own attack.

Mastery: The martial artist may transfer up to (Essence) points of Initiative to an ally when she enhances his **decisive** attack with Flashing Blade Harmony.

ESSENCE 3

RESOUNDING SONGBIRD'S CRY

Cost: 3m, 2i; Simple (Instant)

Keywords: Terrestrial

Prerequisites: Martial Arts 5, [Haunting Heart-Rending Melody](#)

Branch Charms: [Shattering Discord Cacophony](#)

Throwing back her head and closing her eyes tight, the Nightingale shrieks out an awful cry. Glass and crystal shatter spectacularly, metal warps, and enemies bleed from the ears as her devastating crescendo rises to its conclusion. Resounding Songbird's Cry applies a sonic environmental hazard against all enemies within short

range of the martial artist. The hazard has damage 2B and a difficulty of (the martial artist's Essence + 2), resisted with (Stamina + Resistance). Stunting the hazard to destroy scenery such as large stained glass windows, crystal chandeliers, or similar can render the damage inflicted by this hazard lethal.

On the turn after using Resounding Songbird's Cry to unleash an environmental hazard, the martial artist may use this Charm a second time at no cost to make a **withering** kiai attack that is dispersed through the lingering sonic resonance of the initial cry, known as the Shattering Echo Refrain. The attack is rolled against all enemies who failed their roll to resist the hazard, and doubles up to (the martial artist's Charisma) 9s.

Special activation rules: Resounding Songbird's Cry can only be used once per fight, unless reset by landing a **decisive** kiai attack and then building up to Initiative 10+.

Terrestrial: A Dragon-Blood cannot use the Shattering Echo Refrain.

ARIA OF VICTORY

Cost: 8m, 1wp; Simple (One scene)

Keywords: Perilous, Terrestrial

Prerequisites: Martial Arts 5, [Flashing Blade Harmony](#)

Branch Charms: [Shattering Discord Cacophony](#)

Singing softly in a minor key, the Nightingale's voice cuts through the clangor of the battlefield, stilling the hearts and calming the nerves of her allies. Then, shifting into a major key with a triumphant flourish, her voice swells with glory and wrath, a battle-anthem to turn the tide of wars. The martial artist and all allies who can hear the song gain a single point of Willpower at the start of each turn, which must be spent to resist influence or add a success to an action before their next turn. This can raise characters above their permanent Willpower. This bonus Willpower disappears after one turn if unused.

Terrestrial: A Dragon-Blood must pay four motes for each round after the first she wishes to maintain the effects of this Charm, in addition to its committed cost.

SHATTERING DISCORD CACOPHONY

Cost: 10m, 1wp; Simple (Until the enemy's next turn)

Keywords: Decisive-only, Mastery, Terrestrial

Prerequisites: Martial Arts 5, [Aria of Victory](#), [Harmony in Opposition Stance](#), [Resounding Songbird's Cry](#)

Branch Charms: None

An eerie calm chills the Nightingale's voice as she moves through countless scales of song, seeking to find the one deadly note that will unravel the Essence of her foe. The martial artist makes a difficulty 4 kiai gambit against an enemy. Every success on the Initiative roll delays that

enemy's next turn by one tick. The enemy's physical form begins to decohere, his features become blurry and amorphous, trailing behind him in streaks as his very existence threatens to dissolve into nothing more than a few notes of music. Any **decisive** attack made against that enemy before he acts also adds one die to its raw damage for each success rolled on the Nightingale's Initiative roll. If he's incapacitated, the target's body dissolves in a cacophony of disparate noises as his heartsong is ripped apart note by note, leaving only silence behind.

Mastery: The martial artist may breathe in the ruin of a destroyed enemy's heartsong, making it a part of her own. This restores a number of motes equal to that character's Essence and provides the Nightingale with any knowledge she could have obtained with a read intentions action against that character.

Terrestrial: Only up to (Performance) successes on the Dragon-Blood's Initiative roll are counted for determining how many dice of damage are added to her ally's attacks.

Single Point Shining Into the Void Style

Single Point Shining Into the Void is a sword style that emphasizes blinding speed and deadly-perfect finishing moves. Students learn to draw their blade as though it were an extension of their own body, transitioning effortlessly from the draw to a strike or parry. When a master duels a lesser swordsman, the fight often ends in a single stroke, the blade sheathed almost in the same instant it's drawn. When faced against a foe who matches her in skill, the Single Point stylist fights with swift blows and an almost meditative focus, seeking the single moment of weakness in her foe's defenses that will allow her to slash through him entirely.

Single Point Shining Into the Void Weapons: This style uses slashing swords and their artifact equivalents, reaper daiklaves, delivering lightning-fast attacks from the draw. It cannot be used unarmed.

Armor: This style is compatible with light and medium armor.

SINGLE POINT SHINING IN THE VOID CHARMS

ESSENCE 1

GATHERING LIGHT CONCENTRATION

Cost: 3m; Reflexive (Instant)

Keywords: Mastery, Uniform

Prerequisites: Martial Arts 2

Branch Charms: [SPSitV form](#)

The clashing steel and ferocious blows of the swordsman's enemies do not disrupt her focus—rather, she welcomes them, gleaning the weaknesses of each foe's fighting style from their offense. After successfully parrying an attack, the stylist can use Gathering Light Concentration to reverse the onslaught penalties inflicted by it. Instead of applying them to her Defense, she applies them to her attacker's Defense until his next turn.

Mastery: At Essence 3+, the Solar may spend an extra 3i when activating Gathering Light Concentration to cancel all onslaught penalties she's suffering from, and inflict them on her attacker.

SHINING STARFALL EXECUTION

Cost: 6m; Supplemental (Instant)

Keywords: Decisive-only, Mastery

Prerequisites: Martial Arts 3

Branch Charms: [SPSitV form](#)

Committing fully to a lethal blow, the swordsman cleaves through her enemies with killing speed. Shining Starfall Execution adds (her Dexterity/2, round up) to the raw damage of a **decisive** attack. If she is at Initiative 15+, she adds her full Dexterity instead. However, if the attack misses, then the stylist adds (Dexterity /2) to the amount of Initiative she loses.

Mastery: Shining Starfall Execution also doubles 10s on the damage roll at Initiative 15+.

ESSENCE 2

SINGLE POINT SHINING INTO THE VOID FORM

Cost: 10m; Simple (One Scene)

Keywords: Form, Mastery, Terrestrial

Prerequisites: Martial Arts 4, [Gathering Light Concentration](#), [Shining Starfall Execution](#)

Branch Charms: [Void-Slicing Wind](#), [Fatal Stroke Flash](#)

Sheathing her blade for a brief moment, the swordsman centers her mind and Essence. As she draws her sword once again and enters this form, it is as a lightning bolt of flashing steel, moving with unimaginable speed and control. While in this form, it is customary to sheathe one's sword after each strike, and draw it anew for each new one—not merely as a show of this style's formidable speed, but to contain and dissipate the overwhelming buildup of Essence that might erupt beyond the stylist's control without such restraint. The first time the swordsman uses this Charm in a fight, she rolls her sword into battle with a (Wits + Martial Arts) Join Battle roll, giving it its own Initiative track separate from her own. This does not represent the sword gaining intelligence or agency of its own, but rather, the superior speed of the

stylist allowing her to strike twice during each round. When the sword's turn comes up in Initiative order, the swordsman may choose to make an attack with it, or to delay the action until later in the round. No other actions can be taken (including movement actions), and if the stylist does not choose one of these options, the sword's turn is wasted.

The sword's Initiative is separate from the swordsman's own—**withering** attacks made by one cannot add to the other's Initiative, and **decisive** attacks made by one do not reset the other to base Initiative. The base raw damage of **decisive** attacks made on the sword's turn cannot exceed the swordsman's own Initiative, even if the sword's is higher. When the stylist is dealt Initiative damage, the character who damaged her may choose whether to apply it to her own Initiative or the sword's, but cannot split the damage across both pools. The sword also loses a point of Initiative at the end of every round it was not used to successfully land an attack. If the sword's Initiative is reduced to zero, then the stylist is forced out of this form, and cannot reactivate it again for three rounds. When she does, she does not reroll Join Battle, but only sets the sword to base Initiative. If the swordsman leaves this form voluntarily before the end of the fight, note the sword's current Initiative rating. If it is reactivated later during the scene, the sword's Initiative is reset to this value, rather than making a new Join Battle roll.

Special activation rules: Whenever the martial artist achieves the highest Join battle value at the start of a fight, she may reflexively activate Single Point Shining Into the Void Form.

Terrestrial: A Dragon-Blood must pay a point of Willpower each round she wishes to attack twice. Otherwise, she may only make one attack per round, choosing whether to "use" her own Initiative or the sword's each round.

Mastery: The martial artist gains the following benefits:

- When using the sword's turn to make a **decisive** attack, its damage is not capped by the stylist's own Initiative.
- The sword does not lose Initiative on turns it did not successfully land an attack.
- If the sword's Initiative is reduced to zero or less, the stylist loses the benefits of this form, but it still remains active. Once three rounds have passed, its benefits resume without the swordsman needing to activate it or pay its cost again. Additionally, if the swordsman crashes an enemy who reduced his sword's Initiative to zero, then he may immediately roll Join Battle for it again and take an action with it on the same tick, as per the usual rules for Initiative Shifting (p. 194).



FATAL STROKE FLASH

Cost: 1m, 1wp; Supplemental (Instant)

Keywords: Decisive-only, Mastery, Terrestrial

Prerequisites: Martial Arts 4, [Single Point Shining Into the Void Form](#)

Branch Charms: [Liquid Steel flow](#)

Seizing the crucial moment, the swordsman lunges forward into an all-or-nothing attack, her blade blurring into a flash of crimson-flecked steel. Against an enemy with lower Initiative, Fatal Stroke Flash adds the difference to the raw damage of a **decisive** attack against him. The bonus damage cannot exceed the swordsman's own Initiative. However, if the attack misses, then the stylist's own Initiative falls to equal the enemy's before he suffers the usual Initiative loss for missing a **decisive** attack.

Terrestrial: A Dragon-Blood can only use this Charm after parrying an attack that caused the attacker's Initiative to fall beneath her own. Upon doing so, she may use Fatal Stroke Flash against him on her next turn.

Mastery: The martial artist may also double up to (Essence) 9s on the attack roll.

LIQUID STEEL FLOW

Cost: 5m (+1wp); Reflexive (One round)

Keywords: Dual, Mastery, Terrestrial

Prerequisites: Martial Arts 5, [Fatal Stroke Flash](#)

Branch Charms: [Blinding Nova Flare](#)

Moving faster than her foes can even blink, the stylist's blade seems like a flowing river of steel. Liquid Steel Flow adds the stylist's Dexterity to the raw damage of all her **withering** attacks. After landing a successful attack, she may pay a point of Willpower to extend this Charm's duration to one scene. Making a **decisive** attack ends the Liquid Steel Flow, as the swordsman focuses all her speed into one deadly-perfect strike that converts up to (Dexterity/2, round up) dice of raw damage to automatic successes. If Fatal Stroke Flash is used to enhance this **decisive** attack, its Willpower cost is waived if the stylist paid Willpower into Liquid Steel Flow.

While this style's form is active, if the stylist and her sword both act on the same tick to make **decisive** attacks, then the benefits of this Charm apply to both attacks before it ends. The swordsman does not seem to make two attacks, but a single stroke of steel that can fell even the mightiest enemies.

Terrestrial: A Dragon-Blood cannot pay Willpower to extend this Charm's duration.

Mastery: As long as the martial artist is at Initiative 11+, he also adds one automatic success on all attack rolls he makes against enemies of lower Initiative.

HORIZON-SWALLOWED STAR FLASH

Cost: 8m, 1wp; Reflexive (Instant)

Keywords: Clash, Decisive-only, Mastery, Terrestrial

Prerequisites: Martial Arts 5, [Single Point Shining Into the Void Form](#)

Branch Charms: [Six-Demon Scabbard Binding](#)

Moving without the least sign of effort, the swordsman repels the blows of her attackers in a flash of steel before sheathing her sword, as if to seal away the wasted force of their strikes. Horizon-Swallowed Star Flash allows the martial artist to make a reflexive clash attack. A successful attack grants Initiative equal to her extra successes, up to a maximum of her Wits. This Initiative is added before calculating the raw damage of the attack.

While this style's form is active, the stylist chooses whether to use her Initiative pool or her sword's when making this clash attack. If she clashes, and then in the same round uses the other Initiative pool to make a **decisive** attack against the same enemy, that attack also receives the +1 damage bonus of being a clash attack. This combination move is known as the Shattered Mirror Nova-Strike.

Terrestrial: A Dragon-Blood treats the clash attack granted by this Charm as her attack action for the round, and cannot make another. If she has already attacked this round, then it counts as her attack for her next turn.

Mastery: The martial artist's attacker loses Initiative equal to the amount that the swordsman gains with this Charm.

ESSENCE 3

VOID-SLICING WIND

Cost: 6m, 1wp; Simple (Instant)

Keywords: Decisive-only, Terrestrial

Prerequisites: Martial Arts 5, [SPSitV form](#)

Branch Charms: [Blinding Nova Flare](#)

As one heartbeat begins, the stylist draws her sword from its scabbard. By the heartbeat's end, the blade is already stained with the blood of her enemy. The swordsman may attack an enemy out to medium range, drawing her blade and flashing to the enemy's side in a single lunge that counts as her movement action for the round. She adds one automatic success to both the attack and damage roll for each range band she crosses, channeling the devastating momentum of her advance into the strike. However, if the attack misses, the swordsman loses control of her momentum, sliding past her target to end her movement at short range beyond him.

When the stylist and her sword take their turns together on the same tick, they may unleash the devastating attack known as the Countless Strikes Sheathed, combining the two turns into the single action of activating this Charm. The swordsman makes the attack roll before beginning her movement, and chooses whether she will use her own Initiative or the sword's to make the final **decisive** attack. If the swordsman's movement toward her target brings her within close range of other enemies whose Defenses would be hit by her attack roll, she may choose to reflexively strike them. Against each such enemy, she may choose to make a **withering** strike, which deals her Essence in Initiative damage and adds to the Initiative pool chosen for the final attack (including any Initiative Breaks received), or a **decisive** strike, which lets her forgo up to (her Dexterity) points of Initiative from the chosen pool and roll it as damage which ignores hardness. If one of these preliminary **decisive** strikes incapacitates a nontrivial opponent, the Initiative invested in it is recovered. Once the swordsman has cleared all enemies between her and the final target, she concludes with a **decisive** attack against the final target. Those struck by the Countless Strikes Sheathed do not even realize they have been attacked until the swordsman sheathes her blade at the conclusion of the final strike, at which point their wounds burst open.

Terrestrial: A Dragon-Blood cannot use Countless Strikes Sheathed.

SIX-DEMON SCABBARD BINDING

Cost: 1m, 1wp (or 4m); Reflexive (Instant)

Keywords: Clash, Decisive-only, Terrestrial

Prerequisites: Martial Arts 5, [Horizon-Swallowed Star Flash](#)

Branch Charms: [Blinding Nova Flare](#)

Sweeping her blade through the motions of an intricate Essence-channeling pattern, the stylist forces hostile magic to condense itself into form, taking on shape as a howling devil which she swiftly dispatches and seals away as she sheathes her sword. The Six-Demon Scabbard Binding allows the swordsman to defend against a warping, twisting, or shaping effect that would alter her mind or body by making a clash attack against it, opposed by the activation roll of the effect. If the magic has no roll, its user rolls (Essence + Willpower), or a more suitable dice pool chosen by the Storyteller. Success on the clash attack allows the swordsman to strike through the manifest devil of the magic and its master with a single stroke. She may even clash against distant enemies, sending the devil howling back at its creator to deliver her wrath (which can strike dematerialized enemies as well as material ones).

The Six-Demon Scabbard Binding can also be used to cut a clear path through ambient or environmental transformative magic, such as the warping effects of the Wyld, at a cost of 4m. The stylist rolls (Dexterity + Martial Arts) against the difficulty to resist the effect, or an ad hoc difficulty set by the Storyteller. Success lets the swordsman cut a metaphysical path for herself, rendering her immune to that magic for one scene. It was with this Charm that Eternal Nova, the mythic creator of this style, defeated his own shadow to carve a path out of oblivion, giving this style its name.

Terrestrial: A Dragon-Blood may only use this Charm to defend against hostile magic, and cannot make a clash attack against the character using it unless she uses Horizon-Swallowed Star Flash along with this Charm.

BLINDING NOVA FLARE

Cost: —; Simple (Instant)

Keywords: Decisive-only, Mastery, Terrestrial

Prerequisites: Martial Arts 5, [Liquid Steel Flow](#), [Six-Demon Scabbard Binding](#), [Void-Slicing Wind](#)

Branch Charms: None

The deadly finishing move of this style is a unique dual strike which can only be used when the swordsman has entered this style's form, and acts on the same tick as her sword to attack a single enemy. She makes a single attack that slices between all hope for defense, splitting the air like a thunderhead. The first part of the Blinding Nova Flare is the overwhelming spiritual and physical pressure that precedes the edge of the swordsman's blade as she strikes, a difficulty 5 gambit made using the lower of the two Initiative pools. The swordsman need not roll an attack to execute this gambit. A successful gambit leaves the enemy incapable of any defense against the next part, a **decisive** attack made using the higher Initiative pool, rendered unblockable and undodgeable. Even if the opening gambit fails, the swordsman's enemy suffers a -2 penalty to his Defense against the attack.

Special activation rules: Once the Blinding Nova Flare has been used successfully, it cannot be used for the rest of the fight until both the swordsman and his sword have reached Initiative 11+. If the opening gambit fails, this Charm does not need to be reset.

Terrestrial: A Dragon-Blood who succeeds on the opening gambit does not render her enemy's defenses inapplicable, but instead imposes a -1 penalty to his Defense for every success on her Initiative roll, up to a maximum -5 penalty.

Mastery: After the successful completion of this Charm's opening gambit, threshold successes on the gambit roll are transferred into the pool used to make the **decisive** attack, after which both reset to base Initiative.

Snake Style

Snake style is swift and agile, moving with the speed of a striking serpent to fell stronger or better-armed foes before they even have a chance to act. Its strikes emphasize precision over brute strength, and a master of the style can pierce through armor, paralyze an enemy with a pressure-point strike, or even deliver poisonous Essence through her fingertips. It flourishes in dojos of the South and the East, where students learn to emulate the motion and tactics of the native serpents, but as one of the ancient animal styles whose lineage dates back to the First Age, its practitioners can be found throughout all of Creation.

Snake Weapons: Snake style's unarmed attacks are usually two-fingered fang attacks that stab at pressure points and exposed tendons. It can also be used armed with a seven-section staff or hooked sword, which are wielded with extraordinary speed and finesse. Any unarmed attack enhanced by a Snake Charm can always be stunted to deal lethal damage.

Armor: Snake style is compatible with light armor.

SNAKE CHARMS

ESSENCE 1

SERPENTINE EVASION

Cost: 2m; Reflexive (Instant)

Keywords: Mastery, Uniform

Prerequisites: Martial Arts 2

Branch Charms: [Snake Form](#)

Ducking and weaving, the snake confounds predators' attempts at violence. Serpentine Evasion adds +1 to the martial artist's Evasion against a single attack. If the attack is made after the martial artist has already taken her turn that round, she may declare this Charm after the attack has already been rolled—enemies who cannot even keep pace with her in battle have no hope of striking her.

Mastery: Successfully evading an attack after using this Charm cumulatively lowers the cost of subsequent activations of it by one mote until the martial artist's next turn.

STRIKING COBRA TECHNIQUE

Cost: 3m; Supplemental

Keywords: Dual, Mastery Instant

Prerequisites: Martial Arts 3

Branch Charms: [Snake Form](#)

The snake claims its victory not by striking hardest, but by striking first. Against an enemy with lower Initiative or who hasn't taken their turn yet this round, Striking Cobra Technique adds the martial artist's Dexterity to

the raw damage of a **withering** attack, or one die to the raw damage of a **decisive** attack. Against enemies in Initiative Crash, the **withering** damage boost is added after soak, while the **decisive** damage boost is converted to an automatic success.

Mastery: Add the martial artist's (Essence + 2) to her Initiative when determining if she can use this Charm against an enemy.

SNAKE FORM

Cost: 8m; Simple (One scene)

Keywords: Form

Prerequisites: Martial Arts 4, Serpentine Evasion, Striking Cobra Technique

Branch Charms: [Armor Penetrating Fang Strike](#), [Crippling Pressure-Point Strike](#), [Essence Fangs and Scales Technique](#), [Snake Strikes the Heel](#)

The martial artist steps back into the posture of a wary snake—head back, ready to attack or retreat. Her motions become sinuous and hypnotic, as mesmerizing as they are deadly. Enemies are entranced by this posture, taking a -1 penalty on all attack rolls against her—which increases to a -3 penalty if their Initiative rating is lower than the martial artist's. In addition, this flexible pose makes it easier to roll with attacks and thus minimize their impact, adding the stylist's Dexterity rating to her soak.

Special activation rules: Whenever the martial artist makes a **withering** attack which lowers an enemy's current Initiative value from greater than her own to less than her own, she may reflexively activate Snake Form.

ESSENCE 2

ARMOR-PENETRATING FANG STRIKE

Cost: 5m, 1wp; Supplemental (Instant)

Keywords: Dual, Terrestrial

Prerequisites: Martial Arts 5, [Snake Form](#)

Branch Charms: [Essence Venom Strike](#)

Essence hardens the Snake stylist's fingers into fangs capable of piercing through steel. The Armor-Penetrating Fang Strike allows a **Withering** attack to ignore all of an enemy's soak from armor, or a **decisive** attack to ignore (higher of Essence or 3) hardness.

Terrestrial: A Dragon-Blood may only use this Charm once per scene, unless she resets it by dealing 3+ levels of damage with a Snake style **decisive** attack and then builds back up to Initiative 12+.

CRIPPLING PRESSURE-POINT STRIKE

Cost: 3m; Simple (Instant)

Keywords: Decisive-only, Terrestrial

Prerequisites: Martial Arts 4, [Snake Form](#)

Branch Charms: [Essence Venom Strike](#)

Striking quick, rapid jabs to nerve clusters and pressure points, the martial artist leave her foes numbed and deadened, as if they had actually been bitten by a venomous snake. Crippling Pressure-Point Strike allows the Snake stylist to use one of the following gambits, crippling vital pressure points and disrupting meridians of Essence with painful fang strikes.

- **Blinding Fang Strike** (*Difficulty 3*): A finger-fang strike to each of the enemy's eyes leaves him blinded for the rest of the scene. The enemy suffers a -3 penalty on all actions. He may recover his sight by spending a turn rubbing his injured eyes, a miscellaneous action which cannot be placed in a flurry.

- **Nerve-Deadening Venom Atemi** (*Difficulty 4*): A lightning-swift flurry of fang strikes along an arm leaves it paralyzed until the end of the scene. The victim immediately drops anything he was holding in that hand, cannot use it to perform any actions, and suffers a -2 penalty on any actions that would normally require the use of both hands. It is possible to paralyze both (or sometimes, all) of an enemy's arms with repeated use of this gambit, leaving him unable to wield weapons at all without clever stunting on his part.

- **Withering Venom Paralysis** (*Difficulty 6*): A single devastating fang strike to an enemy's sacral chakra leaves his lower body paralyzed or the rest of the scene, causing him to immediately fall prone. Even on a successful rise from prone action (which must always be rolled, against difficulty 3), he is only capable of propping himself up on arms and elbows to crawl across the earth. He may take other movement actions at a -3 penalty, and treats all ground as difficult terrain, but still suffers all other penalties of being prone.

Terrestrial: In order to use this Charm, a Dragon-Blood must first successfully dodge a **decisive** attack. On her next turn, she may take advantage of the opening in the attacking enemy's defense to unleashing the Crippling Pressure-Point Strike against him. Withering Venom Paralysis cannot be used.

ESSENCE FANGS AND SCALES TECHNIQUE

Cost: — (+1m, 1wp); Permanent

Keywords: Mastery

Prerequisites: Martial Arts 4, [Snake Form](#)

Branch Charms: [Uncoiling Serpent Prana](#)

The martial artist's anima coalesces into thick layers of scales, and needle-sharp anima fangs extend from her fingertips or weapon. When Snake Form is activated, the martial artist may pay an additional mote and a point of Willpower to enhance it with this serpentine display. Doing so adds the martial artist's Essence to her soak in addition to the base soak bonus of the form, and adds +2



to the raw damage of all **withering** Snake attacks she makes.

Mastery: The damage bonus of this Charm applies to **decisive** attacks against any enemy whose Initiative is at least two points lower than the martial artist's.

Snake Strikes the Heel

Cost: 2m, 1wp; Reflexive (Instant)

Keywords: Clash, Dual, Terrestrial

Prerequisites: Martial Arts 4, [Snake Form](#)

Branch Charms: [Countless Coils Evasion](#)

Those who tread on serpents may not live to repeat their error. This Charm allows the martial artist to reflexively make a **withering** or **decisive** clash attack. A **withering** clash does not grant any Initiative to the martial artist, only serving to disrupt the momentum of her enemy with the blurring violence of her unexpected attack. A **decisive** clash can only be used to execute a gambit, potentially including a reflexive activation of Crippling Pressure-Point Strike to use one of its gambits.

If the martial artist knows [Uncoiling Serpent Prana](#), she may activate it as though it were a Reflexive Charm to allow her to clash against a ranged enemy with Snake Strikes the Heel.

Terrestrial: A Dragon-Blood treats the clash attack granted by this Charm as her action for the round, and cannot make another. If she's already acted this round, then it counts as her action for her next turn.

ESSENCE 3

Uncoiling Serpent Prana

Cost: 7m, 3i; Simple (Instant)

Keywords: Terrestrial, Uniform

Prerequisites: Martial Arts 4, [Essence Fangs and Scales Technique](#)

Branch Charms: [Essence Venom Strike](#)

Striking a menacing blow in the direction of a distant enemy, the martial artist sends a serpentine ribbon of anima flashing towards him, bearing her wrath on its fangs. Uncoiling Serpent Prana can be used to attack an enemy with lower Initiative out to short range with a **withering** or **decisive** attack. If this deals 5+ Initiative damage or any **decisive** damage, the martial artist may drag that enemy into close range with her, twisting the ribbon of Essence to coil around him and draw him in.

While Essence Fangs and Scales Technique is active, the range of this Charm is extended to medium.

Terrestrial: A Dragon-Blood does not enjoy any additional benefit when Essence Fangs and Scales Technique is active.

Countless Coils Evasion

Cost: 7m, 1wp; Reflexive (Instant)

Keywords: Decisive-only, Perilous, Terrestrial

Prerequisites: Martial Arts 5, [Snake Strikes the Heel](#)

Branch Charms: [Essence Venom Strike](#)

Moving with the reflexes and raw speed of a startled snake, the martial artist leaves no flaw in her defenses. After the damage roll of a **decisive** attack against her, the martial artist may use this Charm to roll (Essence + Initiative). Each success on her roll negates a level of damage from the attack, after which she is reset to base Initiative. If this successfully negates all damage from the attack, then the martial artist emerges unscathed, revealing that what her opponent struck was only an afterimage, and adds +2 to her base Initiative when she resets. This Charm is incompatible with any other effect that reduces the damage of a **decisive** attack.

Terrestrial: A Dragon-Blood must use this Charm before the damage of an attack is rolled, with each success subtracting a die of raw damage, and may only use it once per scene.

Essence Venom Strike

Cost: 6m, 3i, 1wp; Simple (Instant)

Keywords: Aggravated, Decisive-only, Mastery, Terrestrial

Prerequisites: Martial Arts 5, [Armor-Penetrating Fang Strike](#), [Countless Coils Evasion](#), [Crippling Pressure-Point Attack](#), [Uncoiling Serpent Prana](#)

Branch Charms: None

Distilling her killing intent into venomous Essence, the Snake master delivers a blow as quick as lightning and as deadly as the strike of a dozen serpents. Essence Venom Strike poisons an enemy, envenoming him as long as a single level of damage is dealt. The poison deals one die of aggravated damage each round and inflicts a -2 penalty, with one round of duration for every two dice of raw damage rolled. Characters in Initiative Crash do not receive a (Stamina + Resistance) roll to lower the duration of the poison.

An enemy poisoned with this Charm is treated as having a lower Initiative than the martial artist for the purposes of Essence Fangs and Scales Technique, Snake Form, and Striking Cobra Technique until the venom has run its course.

Terrestrial: When used by a Dragon-Blood, the duration of the poison created by this Charm can be no higher than five rounds.

Mastery: Once an enemy has been poisoned by the martial artist's Essence Venom Strike, she can advance its progress with precise strikes to Essence meridians and

pressure points. Damaging the poisoned enemy with a **withering** attack causes one die of that poison's remaining damage to be immediately rolled and applied against his health track; **decisive** attacks increase this to (Essence) dice. Applying damage early does not reduce the duration of this Charm. If an enemy has five rounds of poison remaining, and the martial artist causes him to roll three dice of damage with an attack, then he would continue taking damage from the poison for two rounds, then spend three rounds only taking the penalty from it.

Steel Devil Style

The Steel Devils are the unquestioned masters of twin blades, staining both battlefields and dueling grounds red with the blood of slain foes. The motions of the style have all the elegance and grace of a ceremonial dance from afar, but those who face the Steel Devil up close see only the impossible speed with which her weapons slice through the air, cutting off every vector of defense and bringing down death with a thousand blows. Some claim that the masters of Steel Devil style learn to concentrate their fighting skill in one hand, and to contain their killing intent in the other.

Steel Devil Weapons: Steel Devil style can be used with paired, dual wielded swords. Otherwise, the stylist cannot use any Charms of this style to enhance her attacks or parries. Unarmed attacks are not compatible with this style.

Armor: Steel Devil style is compatible with light and medium armor.

STEEL DEVIL CHARMS

ESSENCE 1

NAKED FANG DRAW

Cost: 5m; Supplemental (Instant)

Keywords: None

Prerequisites: Martial Arts 2

Branch Charms: [Double Attack Technique](#)

The Exalt grasps a blade in each hand and makes a lightning speed draw—a technique designed for ending a fight before it starts. This Charm supplements a Join Battle roll made with any Ability, adding (Essence or two, whichever is greater) successes to the result, and allowing the Exalt to shift successes from her Initiative pool directly into that of her Offhand Charge. In addition, if her result beats that of all of her opponents, she gains one automatic point of Charge.

DOUBLE ATTACK TECHNIQUE

Cost: 3m; Simple (Instant)

Keywords: Terrestrial, Withering-only

Prerequisites: Martial Arts 3, [Naked Fang Draw](#)

Branch Charms: [Steel Devil Strike](#), [Triple Attack Technique](#)

Moving with deceptive speed and feinting strikes, the Exalt slashes with one blade and strikes with another. This Charm creates a normal **withering** attack that has a chance to land an additional second strike. On a hit, if the threshold successes meet or exceed the target's Defense, this is treated as landing a second attack. If both attacks land, however, only a single damage pool is created and a single damage roll is made. On a successful double attack, add (the Exalt's Dexterity + [Charge/2, rounded down]) to the attack's base damage. Note that both attacks incur onslaught penalties (p. 194)—a strike against a Parry of 5 would only need to generate four extra successes to penetrate the resulting rating of Parry 4. Likewise, the successes used landing the second attack are not calculated as extra successes when determining damage.

Terrestrial: When used by a Terrestrial, this Charm's base damage is increased by (2 + [Charge/2, rounded down]).

STEEL DEVIL STRIKE

Cost: 5m, 1wp; Reflexive (Instant)

Keywords: Decisive-only, Mastery

Prerequisites: Martial Arts 4, [Double Attack Technique](#)

Branch Charms: [Steel Devil Form](#)

The ultimate killing technique of this style is a swift, hidden strike that occurs directly after a successful use of Double Attack Technique. This Charm can only be triggered when the damage done by Double Attack Technique is equal to or greater than the amount of Offhand Charge capacity that has yet to be filled with Charge. If this occurs, the Exalt may pay the cost to launch a **decisive** attack with (Essence) automatic successes, which ignores hardness and uses only the Initiative gained from Double Attack Technique's **withering** damage as base damage. If this attack is successful, all of the Initiative expended in making it is lost.

Mastery: When in Steel Devil Form, if the Exalt successfully damages an opponent with Steel Devil Strike, he gains a point of temporary Willpower.

STEEL DEVIL FORM

Cost: 7m; Simple (One scene)

Keywords: Form

Prerequisites: Martial Arts 5, [Steel Devil Strike](#)

Branch Charms: [Seconds Between Strife](#)

Spinning her blades into an underhand or overhand grip and drawing them in alongside her arms, the Steel Devil coils her body in an attitude of lethal readiness. Assuming this form automatically increases the Exalt's Offhand

Charge capacity by two, so that it becomes (Dexterity + Essence + 2). In addition, while the Exalt is in this stance, each time she crashes an opponent, her Offhand Charge's capacity increases by one for the rest of the scene—but this benefit may occur no more than once for any single crashed opponent. In addition, using this stance allows the Steel Devil to ignore penalties for attacking with the off-hand. Lastly, this Charm reduces the cost of Double Attack Technique by one mote and Steel Devil Strike by two.

WHAT IS THE OFFHAND CHARGE?

Warriors using Steel Devil style store Initiative in their offhand weapon. This stored Initiative is called Charge. Charge cannot be withered away, cannot be used for decisive attacks without specific Charms, and is used to create a damage bonus on certain Charms. In order to increase her Charge, the Exalt must do successful withering damage. She may then reflexively move up to (Essence or two, whichever is greater) Initiative to her Offhand Charge. This is the secret of Steel Devil style. The Exalt cannot store more than (Dexterity + Essence) Charge unless stated otherwise in a Charm's text.

ESSENCE 2

DUAL-SLAYING STANCE

Cost: 5m, 1wp; Simple (One Scene)

Keywords: Form, Terrestrial

Prerequisites: Martial Arts 5, [Steel Devil Form](#)

Branch Charms: [Twin-Blade Defense](#)

Considered the lesser of two forms, Dual Slaying Stance provides an offense that is passive but no less terrifying. While in this stance, the Exalt's Parry is increased by two, and it cannot fall below two, no matter how many times she's attacked. In addition, on any turn on which she foregoes an attack, she may react to any attack she attempts to parry with a **decisive** counterattack that has a base damage equal to her current Charge. This counterattack may be augmented with the Exalt's Initiative—the Exalt may reflexively devote up to (Essence x2) from her Initiative pool to the damage of each successful counterattack. If she successfully damages a foe with such a strike, she does not return to base Initiative, nor is her Charge affected—only any spent Initiative is lost. Lastly, this form allows the Steel Devil to ignore penalties for attacking with the off-hand.

Terrestrial: A Terrestrial may augment counterattacks with up to (Essence) Initiative.

EMPTY MIND STRIKE

Cost: 4m, 1wp; Reflexive (Instant)

Keywords: Decisive-only

Prerequisites: Martial Arts 5, [Steel Devil Form](#)

Branch Charms: [Dervish Blade Frenzy](#)

This Charm is an attack similar to Steel Devil Strike, occurring after Double Attack Technique. This Charm can only be triggered when the damage done by Double Attack Technique is equal to or greater than the amount of Offhand Charge capacity that has yet to be filled with Charge. However, unlike Steel Devil Strike, this attack expends Charge instead of gathered Initiative to create the attack's damage pool. In addition, if the Steel Devil expends all her Charge in this attack, the damage roll gains (Essence) bonus dice. Alternately, the Exalt may choose to use this attack after unleashing a Steel Devil Strike that does at least half her current Charge (rounded down) in successful damage.

ESSENCE 3

TRIPLE ATTACK TECHNIQUE

Cost: —; Permanent

Keywords: Mastery, Terrestrial, Withering-only

Prerequisites: Martial Arts 5, [Double Attack Technique](#)

Branch Charms: None

Moving with blazing speed, the Steel Devil makes three attacks in succession. This Charm upgrades Double Attack Technique, allowing extra successes from the second blow to roll over the target's Defense again and create a third attack. If Triple Attack Technique is successful, add (Dexterity + Charge) to the attack's base damage. This Charm can trigger Steel Devil Strike and Empty Mind Strike in an identical fashion to Double Attack Technique.

Terrestrial: When used by a Terrestrial, this Charm's base damage is increased by the Exalt's (Dexterity + [Charge/2, rounded down]).

Mastery: Reroll (Essence) non-successes on the attack's damage roll.

SECONDS BETWEEN STRIFE

Cost: 4m, 1 charge per success; Supplemental (Instant)

Keywords: None

Prerequisites: Martial Arts 5, [Steel Devil Form](#)

Branch Charms: [Sonic Slash](#)

The Steel Devil's killing blade hums with lethal readiness, carrying her swiftly toward prey. This Charm supplements a rush action (p. 197), allowing the Exalt to pay one point of Charge per automatic success on the

rush. If the rush succeeds, the Exalt retains the points of Charge that were spent.

SONIC SLASH

Cost: 5m, 1wp; Reflexive (Instant)

Keywords: Decisive-only, Terrestrial

Prerequisites: Martial Arts 5, [Seconds Between Strife](#)

Branch Charms: [Whirling Guillotine Frenzy](#)

After successfully using the prerequisite, the Exalt's Offhand Charge surges. When she moves forward in a response to the opponent moving away, she may activate this Charm reflexively at the end of her motion. Crossing her blades, the Steel Devil draws them apart with impossible speed, blistering the air with a razor-sharp arc of force that hits all targets in front of her out to medium range with a **decisive** attack that has damage equal to her current Charge. This attack does not include the Exalt's current Initiative, nor does it reduce her to base Initiative.

Terrestrial: A Terrestrial's Sonic Slash only reaches out to short range.

TWIN-BLADE DEFENSE

Cost: 3m, 1 charge per success; Reflexive

Keywords: None Instant

Prerequisites: Martial Arts 5, [Dual-Slaying Stance](#)

Branch Charms: [Iron-Lotus Unfurling](#)

The Steel Devil narrowly parries away a strike with her second blade. This Charm can be used after failing to

parry an attack; the Exalt pays three motes and converts points of Charge into an impromptu second Parry at a one-for-one rate, in order to deal with the attack's remaining successes. If the Exalt is able to expend enough Charge to nullify the remaining successes, she strikes away the incoming attack with her second blade. If she can negate the attack with at least three Charge remaining, she is seen to cross her blades, catching the opponent's blow between them, a technique called the Cross-Blade Catch.

IRON LOTUS UNFURLING

Cost: 5m, 1wp; Reflexive (Instant)

Keywords: Counterattack, Decisive-only

Prerequisites: Martial Arts 5, [Twin-Blade Defense](#)

Branch Charms: [Whirling Guillotine Frenzy](#)

After performing Twin-Blade Defense's Cross-Blade Catch, the Steel Devil may pay five motes, one Willpower to twist her blades apart with supersonic force, disarming her opponent and hurling his weapon two range bands hence. This Charm is modeled as a disarm gambit (p. 199) with double 9s on the Initiative roll. If it succeeds, the Exalt may pay three motes to unleash a point blank Sonic Slash, adding two automatic successes to the attack roll and (Essence) damage dice to the attack's base damage. The Exalt must know the Sonic Slash Charm to use this attack.



DERVISH BLADE FRENZY

Cost: 12m, 1wp; Reflexive (Instant)

Keywords: Mastery, Withering-only

Prerequisites: Martial Arts 5, [Empty Mind Strike](#)

Branch Charms: [Whirling Guillotine Frenzy](#)

If the Exalt lands a damaging Steel Devil Strike followed by a damaging Empty Mind Strike, she may use this Charm, wrenching her blades free to pause for a moment in a harmony of carnage and serenity, before unleashing a furious onslaught of strikes. Invoking this Charm automatically adds one point of Charge to the Exalt's Offhand Charge and allows her to immediately attack the same target with Triple Attack Technique, regardless of whether she has learned it. If she has, she is able to attack with a Quadruple Attack Technique, which uses Triple Attack's damage bonus and adds (Essence or three, whichever is lower) automatic successes to the post soak damage roll.

Mastery: Dervish Blade Frenzy can chain into Steel Devil Strike or Empty Mind Strike.

WHIRLING GUILLOTINE DANCE

Cost: 10m, 1wp; Simple (One scene)

Keywords: Form, Mastery

Prerequisites: Martial Arts 5, [Dervish Blade Frenzy](#), [Iron Lotus Unfurling](#), [Sonic Slash](#)

Branch Charms: None

The Steel Devil enters the stance of 108 Sharp Deaths. In his mind, he sees angles of incoming attacks that haven't even been launched yet, and every jugular lies exposed. Entering this form combines the effects of both Steel Devil Form and Dual-Slaying Stance.

Mastery: The Steel Devil may reflexively enter this stance upon crashing someone with Double Attack Technique or one of its variants, and gains one point to his current Charge as well as his Offhand Charge capacity.

Swaying Grass Dance Style

This style's strikes and motions resemble dancing more than a martial art, hearkening back to its origins in slave uprisings. Disguising their training as dances and religious celebrations, the legendary Swaying Grass Dancers of old honed their art to overthrow their captors.

The style is swift and unpredictable, employing feints and misdirection to force enemies off their rhythm. Dance-like footwork is key, used to maneuver around foes, evade attacks, and set up devastating kicks. Some dancers embrace the style purely as a fighting art, while others honor its history by covertly spreading it to slaves and the oppressed, fomenting rebellions and upheaval.

Swaying Grass Dance Weapons: This style's unarmed attacks are primarily kicks and knee strikes, though it also employs punches, elbow strikes, and headbutts. It also uses batons, iron boots, and knives. Unarmed attacks enhanced by this style's Charms can be stunted to deal lethal damage.

Armor: This style is incompatible with armor.

Complementary Abilities: Performance is central to Swaying Grass Dance, while Dodge is used to outmaneuver foes.

SWAYING GRASS CHARMS

ESSENCE 1

JUBILANT BATTLE PROPOSITION

Cost: 3m; Supplemental (Instant)

Keywords: Mastery

Prerequisites: Martial Arts 2

Branch Charms: [Reed-Breaking Banda](#), [Sweeping Meadow Awareness Practice](#)

The stylist catches foes off-guard, concealing her aggressive intent behind joyous dancing. She Joins Battle with ([Appearance or Manipulation] + Performance), which also counts as a dance-based inspire roll against everyone who can see her, ignoring penalties for multiple targets. If she's in environmental conditions that conceal her footwork, such as tall grass, dust clouds, or water, she adds (higher of Essence or 3) bonus dice. If she uses her first turn to attack an enemy whose Resolve was beaten by her inspire roll, it's an unexpected attack (**Exalted**, p. 203), even if he resisted with Willpower.

Mastery: If the dancer uses her first turn to make what would have already been an unexpected attack against an affected enemy who's unaware of her – typically because she set up an ambush, but has a lower Initiative than her enemy – it becomes an ambush instead.

REED-BREAKING BANDA

Cost: 2m, 1i; Supplemental (Instant)

Keywords: Dual, Mastery, Perilous

Prerequisites: Martial Arts 3, [Jubilant Battle Proposition](#)

Branch Charms: [Swaying Grass Dance Form](#)

The dancer strikes her enemy's legs out from under him with a series of sweeping kicks. An enemy that takes 5+ **withering** damage or 1+ **decisive** damage rolls (Dexterity + Athletics) at difficulty (stylist's Strength), falling prone on failure. Alternatively, waive a smash attack's Initiative cost and Defense penalty.

If an enemy hit by this attack rises from prone or disengages on his next turn, he loses one Initiative, which the dancer gains.



Mastery: If the dancer's attack is unexpected, or she stunts with a description of how the environment conceals her footwork, she inflicts a -2 penalty on her enemy's (Dexterity + Athletics) roll; if it's an ambush, he automatically fails.

SWEEPING MEADOW AWARENESS PRACTICE

Cost: 2m; Reflexive (Instant)

Keywords: Perilous, Stackable, Terrestrial, Uniform

Prerequisites: Martial Arts 3, [Jubilant Battle Proposition](#)

Branching Charms: [Swaying Grass Dance Form](#)

Swaying and weaving as she fights, the dancer shifts her body to maintain full awareness of her surroundings. She halves onslaught and surprise attack penalties to Evasion, rounding down.

A successful dodge reduces the Initiative cost of this style's Charms, disengages, and gambits by one until the end of the stylist's next turn, stacking to (Essence/2, rounded up). If this removes a Perilous Charm's Initiative cost, it loses Perilous.

Terrestrial: The stylist can't reduce penalties by more than (Performance/2, rounded up).

SWAYING GRASS DANCE FORM

Cost: 7m; Simple (One Scene)

Keywords: Form

Prerequisites: Martial Arts 4, [Reed-Breaking Banda](#),

[Sweeping Meadow Awareness Practice](#)

Branch Charms: [Rolling-with-the-Wind Method](#), [Teeth-in-the-Grass Strike](#)

The stylist begins to sway and dance rhythmically, shuffling in and out of combat-ready stances with unpredictable fluidity and playful cunning. She gains +1 Evasion, and ignores penalties for fighting prone. She doubles 10s on **decisive** damage rolls for surprise attacks and attacks against prone enemies, and waives the Initiative cost of attacking with improvised equivalents of style weapons. She can use Performance in place of Athletics for rushes, and in place of Stealth to establish concealment.

Special activation rules: If the stylist beats the Resolve of a non-trivial enemy at close range with a dance-based Performance roll, she may reflexively enter this Form.

ESSENCE 2

ROLLING-WITH-THE-WIND METHOD

Cost: 4m, 1i; Reflexive (Instant)

Keywords: Dual, Perilous, Terrestrial

Prerequisites: Martial Arts 4, [Swaying Grass Dance Form](#)

Branch Charms: [Inescapable Tumbleweed Prana](#)

Swift to react to danger, the dancer adapts to her enemy's rhythm. After being hit, but before a damage roll, she reflexively disengages. If successful, the post-soak damage of a **withering** attack is halved, rounded up, while a **decisive** attack's damage takes a penalty of -(her extra successes against the attacker's opposed roll), maximum -(Performance), and she moves one range band away from her attacker after the damage roll. This counts as her movement action that round, but if she's already taken one, she may have it count as her movement for the next round instead.

Terrestrial: The dancer can't reduce **withering** damage by more than her extra successes against the attacker's opposed roll. She can't use this Charm if she's already taken a movement action this round.

TEETH-IN-THE-GRASS STRIKE

Cost: 4m, 2i; Supplemental (Instant)

Keywords: Decisive-only, Mastery

Prerequisites: Martial Arts 4, [Swaying Grass Dance Form](#)

Branch Charms: [Whirling Rhythm Revolution](#)

The dancer feints high, then suddenly scythes up from below, forcing her enemy off guard. She adds (Performance) dice to a **decisive** attack. If her attack roll exceeds her target's Resolve, it becomes a surprise attack. The first time in a scene she uses this to enhance a distract gambit, it becomes an ambush.

This Charm can only be used once per scene, unless reset by beating a nontrivial enemy's Resolve with a dance-based Performance roll.

Mastery: If the dancer lands an unexpected attack, she adds (Performance/2, rounded up) dice to the damage roll, or a gambit's Initiative roll.

WHIRLING RHYTHM REVOLUTION

Cost: 4m, 1wp; Reflexive (Instant)

Keywords: Decisive-only, Terrestrial

Prerequisites: Martial Arts 5, [Teeth-in-the-Grass Strike](#)

Branch Charms: [Grass-Reaping Posture](#)

Listening to the music pounding in her heart, the dancer whirls into an attack. Upon a successful rush, disengage, or dance-based Performance roll, she reflexively makes a **decisive** attack, which doesn't count as her attack for the round. The total mote cost of any Excellencies or other Swaying Grass Dance Charms used to enhance this attack are discounted by the number of motes spent enhancing the action that triggered it.

Terrestrial: The dancer's attack doesn't receive a mote discount, and counts as her attack for the round.

GRASS-REAPING POSTURE

Cost: —; Permanent

Keywords: None

Prerequisites: Martial Arts 5, [Whirling Rhythm Revolution](#)

Branch Charms: [Inescapable Tumbleweed Prana](#)

Taking control of the battle, the dancer imposes her rhythm on a foe, confusing him and buffeting him with strikes should he try to escape. In Swaying Grass Dance Form, she can use Whirling Rhythm Revolution when an enemy within close range attempts to rise from prone or fails to disengage from her.

ESSENCE 3

INESCAPABLE TUMBLEWEED PRANA

Cost: 5m, 1i, 1wp; Supplemental (Instant)

Keywords: Perilous

Prerequisites: Martial Arts 5, [Grass-Reaping Posture](#), [Rolling-with-the-Wind Method](#)

Branch Charms: [Serenading the Reed](#)

Shuffling forward in a dizzying series of quicksteps and cartwheels, the dancer follows her enemy's every step, pursuing the dance towards its conclusion. A successful rush lets her move one range band toward her enemy each time he moves away from her until the scene's end. She loses this benefit if she attacks or rushes another enemy, moves away from that enemy, or is crashed. She can use this Charm to rush from concealment, and its reflexive movement doesn't require her to make new Stealth rolls.

SERENADING THE REED

Cost: 3m, 3i, 1wp; Reflexive (Instant)

Keywords: Mastery, Perilous, Terrestrial, Uniform

Prerequisites: Martial Arts 5, [Inescapable Tumbleweed Prana](#)

The tall grass' music grows louder as the wind blows through it, mounting to a dramatic crescendo. Hearing this song and moving to its rhythm, the dancer achieves an incomparable battle rhythm. She gains (lowest of Appearance, Manipulation, or Performance) Evasion. If

she can hear music from another character or source, she adds the highest instead. If she dodges, and the attack rolls fewer successes than this Charm's Evasion, her attacker resets to base Initiative.

Alternatively, the dancer can employ the technique named Serval Leaps from Tall Grass to reflexively clash an attack from close range with a **decisive** attack. If she can hear music from another character or source, she adds her enemy's 1s on the attack as dice of damage.

Mastery: The dancer can use Serval Leaps from Tall Grass to clash ambushes.

Terrestrial: Serval Leaps from Tall Grass counts as the dancer's attack for the round.

Tiger Style

Tiger style emulates the ferocious strength and swift, pouncing strikes of the predatory cats. A Tiger stylist treat combat as a dance between predator and prey, pursuing her foe with unmatched speed and unrelenting patience. Once she closes in on her victim, she brings him down like a tiger fells its prey—knocking him to the ground, crippling his limbs, and moving in for the killing strike. Many who follow the path of Tiger style become arrogant, impatient, or cruel, as their trust in their killing power becomes absolute. Others learn different lessons, adapting the patient bearing of a cat stalking its prey through the jungle.

Tiger Weapons: Tiger style uses unarmed attacks—generally raking claws strikes—or tiger claws to slash the flesh of enemies. Any unarmed attack that is enhanced by a Tiger Charm can always be stunted to deal lethal damage.

Armor: Tiger style is compatible with light armor.

Complementary Abilities: Tiger stylists make great use of the Athletics Ability to move across the battlefield and chase down their foes. Some also use Stealth, ambushing enemies to end fights before they have even begun.

TIGER CHARMS

ESSENCE 1

CRIMSON LEAPING CAT TECHNIQUE

Cost: 4m; Supplemental (Instant)

Keywords: Uniform

Prerequisites: Martial Arts 3

Branch Charms: [Tiger Form](#)

Moving with the speed and agility of a leaping tiger, the martial artist closes the distance to her prey. Crimson Leaping Cat Technique steals a point of Initiative from an enemy upon successfully rushing him. If the martial artist

makes an attack against that enemy before the end of the next round, any extra successes on the rush are added as bonus dice to her attack roll.

STRIKING FURY CLAWS

Cost: 6m; Supplemental (Instant)

Keywords: Mastery, Withering-only

Prerequisites: Martial Arts 3

Branch Charms: [Tiger Form](#)

Rigorous training, intense discipline, and the suffusing Essence of the tiger gives the martial artist's claw strikes the force to rend flesh and disembowel fallen enemies, making her a bare-handed killer. Striking Fury Claws converts up to (Strength) extra successes that would be added to the raw damage of a **withering** attack to post-soak dice of damage instead. Against an enemy who took a disengage or withdraw action on his last turn, these post-soak dice are instead converted to successes added to the damage roll.

Mastery: Extra successes converted by this Charm add both to the raw damage of the attack and to post-soak damage (or successes against fleeing enemies).

TIGER FORM

Cost: 10m; Simple (One scene)

Keywords: Form, Terrestrial

Prerequisites: [Crimson Leaping Cat Technique](#), [Striking Fury Claws](#)

Branch Charms: Martial Arts 4, [Celestial Tiger Hide](#), [Iron Claw Grip](#), [Raging Tiger Pounce](#), [Stalking Cat Movement Meditation](#)

Dropped into the crouched, predatory pose of a tiger preparing to pounce, the martial artist's Essence comes to embody the pinnacle of predatory grace. Her fingers seem like claws as they move through their strikes, and her eyes narrow to cat-like slits. While Tiger Form is active, the martial artist may double up to (Strength) extra successes when calculating the raw damage of **withering** attacks, and takes no penalties for fighting while prone.

She also adds (Essence) dice to rush actions and all rolls to contest a disengage. She gains any Initiative spent by an enemy attempting to disengage from within range of him.

Special activation rules: Whenever the martial artist lands a **decisive** attack that deals 3+ levels of damage, she may reflexively activate Tiger Form.

Terrestrial: A Dragon-Blood may double up to the lowest of Strength, Dexterity, and Wits extra successes when calculating the raw damage of **withering** attacks.

ESSENCE 2



CELESTIAL TIGER HIDE

Cost: 5m; Reflexive (One scene)

Keywords: Terrestrial

Prerequisites: Martial Arts 5, [Tiger Form](#)

Branch Charms: [Angry Predator Frenzy](#)

Essence strengthens the martial artist's skin, suffusing it with the toughness of a tiger's hide. Celestial Tiger Hide adds the martial artist's Strength to her natural soak, and grants her Hardness equal to her Essence. She adds +2 to both values against attacks made from long or extreme range.

When the martial artist is struck with a **decisive** attack, she may pay a point of Willpower to deny it to her utmost, shattering the Essence of this Charm against the blow. This final defense, called the Undying Predator's Roar, immediately ends this Charm, but subtracts the martial artist's Hardness from the raw damage of the attack. After using the Undying Predator's Roar, Celestial Tiger Hide cannot be activated again until the martial artist has

taken 3+ levels of damage to her health track over the course of the fight.

Terrestrial: A Dragon-Blood cannot use the Undying Predator's Roar.

IRON CLAW GRIP

Cost: 5m; Reflexive (Instant)

Keywords: Mastery

Prerequisites: Martial Arts 4, [Tiger Form](#)

Branch Charms: [Prey-Maiming Frenzy](#)

The martial artist seizes hold of her enemy's joints with a forceful claw strike, digging fingertips or blades into vulnerable connective tissue. Iron Claw Grip can be used after successfully landing a grapple gambit, but before the roll to establish control. If the martial artist successfully gains control of the clinch, then every extra success on the gambit roll adds one round to her control over it, to a maximum of (Essence) bonus rounds.

Mastery: Iron Claw Grip doubles 9s on the grapple's control roll.

RAGING TIGER POUNCE

Cost: 4m; Supplemental (Instant)

Keywords: Mastery, Uniform

Prerequisites: Martial Arts 4, [Tiger Form](#)

Branch Charms: [Spine-Shattering Bite](#)

A downward claw strike shatters the pillar of an enemy's balance, sending him sprawling to the ground—exactly where the martial artist wants him. An enemy damaged by the Raging Tiger Pounce is knocked prone. As long as he remains in close range to the martial artist, he must pay two points of Initiative to take a rise from prone action. The martial artist gains these points of Initiative if she has Tiger Form active.

Mastery: Raging Tiger Pounce can also be used to supplement any attack against a prone enemy, rendering it undodgeable. The brutal impact of a successful **withering** hit on a prone target inflicts one die of bashing damage that ignores hardness, or the Charm adds one success to the damage roll of a **decisive** attack.

STALKING CAT MOVEMENT MEDITATION

Cost: 5m; Reflexive (One Scene)

Keywords: Mastery

Prerequisites: Martial Arts 4, [Tiger Form](#)

Branch Charms: [Leap from Cloaking Shadows](#)

The martial artist's terrifying presence radiates across the battlefield, leaving her foes wary and unsure. Do they dare turn their backs on her, when at any moment she could suddenly be right behind them? Enemies who are at short or medium range to the martial artist must disengage to move away from her as though they were at close range, intimidated by her deadly elusive presence. They also take a -1 penalty to their Defense against surprise attacks made by her.

Mastery: The martial artist may rush enemies while in stealth.

ESSENCE 3

PREY-MAIMING FRENZY

Cost: 8m, 1wp; Simple (Instant)

Keywords: Decisive-only, Terrestrial

Prerequisites: Martial Arts 5, [Iron Claw Grip](#)

Branch Charms: [Angry Predator Frenzy](#)

Once the martial artist has seized hold of an enemy, she lays in with a flurry of brutal strikes, flaying skin and smashing bone until little but a bloody pulp remains. The martial artist makes a **decisive** savaging attack against a grappled enemy, adding her Strength to the raw damage of the attack. Every round of control she has over the

clinch adds +1 to her base Initiative when she resets, although this cannot bring her above her Initiative at the time she made the attack.

Special activation rules: Prey-Maiming Frenzy can only be used once per fight, unless reset by crashing a grappled enemy.

Terrestrial: A Dragon-Blood cannot add more than her Essence to her base Initiative with this Charm.

SPINE-SHATTERING BITE

Cost: 5m, 1wp; Reflexive (Instant)

Keywords: Decisive-only, Terrestrial

Prerequisites: Martial Arts 5, [Raging Tiger Pounce](#)

Branch Charms: [Angry Predator Frenzy](#)

Severing tendons and snapping bones, the Tiger stylist's brutal strikes leave her enemies helpless. When the martial artist rolls 3+ levels of lethal damage on a **decisive** attack, she can use Spine-Shattering Bite to paralyze her enemy, slashing through tendons, smashing joints, or rending connective tissue and shattering vertebrae at the base of the spine. She forgoes two of the rolled levels of damage, and instead cripples an enemy so that he cannot take movement actions.

The enemy may spend a turn trying to shake off the crippling agony, paying two Initiative to roll (Stamina + Resistance) at a difficulty of the martial artist's Strength, recovering only if he succeeds. This action is treated as disengaging for the purposes of Leap From Cloaking Shadows, Striking Fury Claws, and Tiger Form.

Terrestrial: A Dragon-Blood can only use Spine-Shattering Bite once per fight, unless reset by rolling four or more 10s on a **decisive** damage roll. She may then use it to enhance that attack.

LEAP FROM CLOAKING SHADOWS

Cost: 5m, 1wp; Supplemental (Instant)

Keywords: Decisive-only, Mastery, Terrestrial

Prerequisites: Martial Arts 5, [Stalking Cat Movement Meditation](#)

Branch Charms: [Angry Predator Frenzy](#)

The Tiger stylist strikes with such speed that her hands seem little more than blurs of violence, no more substantial than a fleeting pattern of orange and black between the shadowed boughs of the jungle. What enemy can hope to defend against that? Leap From Cloaking Shadows doubles up to (half Strength, round up) 9s on an attack roll. Double the same number of 8s if the attack was unexpected or made against an enemy who disengaged or withdrew on her last turn; double that many 7s if both are true. For example, a Strength 5 Tiger stylist made an unexpected attack against an enemy who withdrew on

her last turn; she could double up to three 9s, three 8s, and three 7s.

Terrestrial: A Dragon-Blood cannot double 7s with this Charm.

Mastery: Every die doubled on the attack roll (including 10s) adds one to the raw damage of the attack.

ANGRY PREDATOR FRENZY

Cost: — (+5m, 1wp); Permanent

Keywords: Mastery, Terrestrial

Prerequisites: Martial Arts 5, [Celestial Tiger Hide](#), [Prey-Maiming Frenzy](#), [Spine-Shattering Bite](#), [Leap From Cloaking Shadows](#)

Branch Charms: None

The apex of Tiger style is nothing less than predation in its purest form. As the martial artist enters the Tiger Form, she may pay an additional five motes and a point of Willpower to unleash the Angry Predator Frenzy, roaring with bestial fury as she casts aside the restraints of humanity. Her muscles surge with newfound strength, while her eyes narrow to red slits of berserker rage. While in the Angry Predator Frenzy, the martial artist may add up to (Strength) extra successes to the raw damage of **decisive** attacks, and gains a Defining Tie of savage hatred towards her enemies. In addition, she can rush as a reflexive action, in addition to her usual movement action for the turn. Conversely, while enraged, she cannot disengage or withdraw.

Terrestrial: A Dragon-Blood add may add up to (lower of Strength or Essence) extra successes to the raw damage of **decisive** attacks.

Mastery: Whenever the martial artist resets to base Initiative after making a **decisive** attack while in this rage, she adds (her Strength/2, round up) to her base Initiative. In addition, while her anima is at the bonfire level, it takes on a bestial or destructive form that lashes out and rends the animas of her enemies. Whenever she damages an enemy with a **decisive** attack while at bonfire, his anima fades by one level, ripped apart by the claws or destructive vortices of her totemic display of fury.

Throne Shadow Style

Throne Shadow style is the fighting art of the éminence grise who lurks behind queens and princes, moving unnoticed as all eyes watch the crown. Its practitioners master the ways of insight, subtlety, and misdirection; they're sometimes called viziers, for while they're skilled in hand-to-hand combat, their greatest strength is their students and disciples. When the vizier feints, her student strikes; when she moves back, he advances.

Many Sidereals practice Throne Shadow style, befitting those who shape the course of history unseen, but they're

far from its only masters. Few schools are wholly devoted to it, but some schools of other styles incorporate it as a set of advanced techniques that must be mastered to be recognized as a teacher of martial arts. On thistle-wreathed Mount Kenoi, courtiers and royal consorts study Throne Shadow to survive the autokrator's deadly court. The Celadon Lowlands' peasant farmers have practiced it for generations, the legacy of a wandering Sidereal who fought alongside them in a long-ago rebellion.

Throne Shadow Weapons: Throne Shadow unarmed attacks are primarily open palm strikes, pushes, and low kicks, though stylists make use of their forearms, elbows, and knees as well. It's also compatible with fighting chains, rope darts, seven-section staffs, staffs, and wind-and-fire wheels.

Armor: This style isn't compatible with armor.

Complementary Abilities: Throne Shadow style employs the subtlety and deception of Larceny, Socialize, and Stealth.

THRONE SHADOW CHARMS

ESSENCE 1

LION MOUSE STRATAGEM

Cost: 4m; Reflexive (One Scene)

Keywords: Mute

Prerequisites: Martial Arts 3

Branch Charms: [Lotus Eye Tactics](#)

The vizier affects the unassuming air of the neophyte and the hanger on, presenting herself as something less than she is.

The stylist gains +1 Guile. When characters roll against her Guile to reveal her hostile intentions or pierce a disguise that makes her seem less dangerous than she is, they reroll a successful die for each 1 (maximum stylist's Essence), starting with the lowest number and going up.

In combat, the stylist instead gains +2 Guile and 1s on opposing rolls subtract successes in addition to rerolling dice.

LOTUS EYE TACTICS

Cost: 4m; Reflexive (Instant)

Keywords: None

Prerequisites: Martial Arts 3, [Lion Mouse Stratagem](#)

Branch Charms: [Master's Useful Fingers](#)

The vizier's learned eye discerns peers and worthy foes from the masses.

The stylist makes a special (Perception + Martial Arts) read intentions roll. Success lets her player ask the Storyteller one of the following questions about her target plus an additional question for every three extra successes.

- How significant a threat would he pose to me in combat?
- What should I watch out for in a fight with him?
- Does he have any weapons, armor, or nearby allies I don't know about?
- Who's someone he learned to fight from?

If the Storyteller doesn't have an answer in mind for a question, the stylist's player should provide one, as if introducing a fact.

This Charm can only be used once per scene.

MASTER'S USEFUL FINGERS

Cost: 10m, 1wp; Simple (Instant)

Keywords: Mastery, Mute, Terrestrial

Prerequisites: Martial Arts 4, [Lotus Eye Tactics](#)

Branch Charms: [Throne Shadow Form](#)

Disdaining such crude implements as blades, fists, and appropriated barstools, the vizier turns others into her weapons.

The stylist can train another character over a scene of conversation, sparring, or combat, letting him go into experience debt to purchase either the Martial Artist Merit, a single dot in a Martial Arts Ability, or a Martial Arts specialty. He can't purchase dots in Martial Arts the

stylist doesn't know and can't raise his rating above the stylist's.

If the character chooses to go into experience debt, he becomes one of the stylist's shadow fingers, students and disciples who benefit from other Throne Shadow Charms. The stylist can have up to (Essence x2) shadow fingers at a time; claiming more requires revoking an existing shadow finger's status.

Mastery: The stylist can train her student in up to (higher of Essence or 3) dots in Martial Arts Abilities and/or specialties with a single use of this Charm. With Martial Arts 5, Essence 3, she can instead teach him any Martial Arts Charm she knows whose prerequisites he meets; Sidereals may teach Sidereal Martial Arts Charms this way.

Terrestrial: The stylist's tutelage requires training time rather than occurring in a single scene, though the amount of time necessary is divided by the stylist's (Charisma, Intelligence, or Manipulation) – whichever best fits her teaching style.

THRONE SHADOW FORM

Cost: 10m; Simple (One Scene)

Keywords: Form



Prerequisites: Martial Arts 4, [Master's Useful Fingers](#)
Branch Charms: [Clear Eyes Defense](#), [Shadow Lost in the Court](#), [Showing the Secret Hand](#)

Bending her knees low to sink into a stance that minimizes her profile, the vizier recedes from the front lines to guide her shadow fingers in battle.

The stylist gains the following benefits:

- When she's attacked, the stylist may treat a shadow finger within close range as protecting her with a defend other action.
- She can make a distract gambit to benefit all her shadow fingers. She divides Initiative equal to twice the gambit's cost among all shadow fingers, rounding up.
- She reduces the -3 penalty for Stealth in combat by the number of shadow fingers within short range.
- She adds (higher of Essence or 3) dice on rolls to introduce facts and may do so reflexively.

Special activation rules: When one of the stylist's shadow fingers wins Join Battle, she may reflexively enter this Form.

ESSENCE 2

CLEAR EYES DEFENSE

Cost: 3m, 1wp; Reflexive (Instant)

Keywords: Clash, Decisive-only, Mastery

Prerequisites: Martial Arts 4, [Throne Shadow Form](#)

Branch Charms: [World-as-Weapon-Mastery](#)

Centering herself in mind, body, and Essence, the vizier strikes through magic that would cloud her vision or twist her mind to punish those responsible.

The stylist clashes a Psyche effect with a **decisive** attack, rolling Join Battle to determine her Initiative if she uses this Charm outside of combat. If the Psyche effect is normally unrolled, the character using it makes an appropriate (Attribute + Ability) roll.

Winning this clash negates that Psyche effect; if the character using it is within range of the stylist's attacks, she rolls **decisive** damage against him normally. She can also do so if he's within range of a shadow finger's weapon, making her attack through her disciple.

Mastery: The stylist may pay a five-mote surcharge to clash a Psyche effect against a shadow finger within long range.

SHADOW LOST IN THE COURT

Cost: 1m, 1wp; Reflexive (Instant)

Keywords: Perilous, Terrestrial

Prerequisites: Martial Arts 4, [Throne Shadow Form](#)

Branch Charms: [World-as-Weapon-Mastery](#)

The vizier adopts the stance of one who lurks behind the throne, vanishing behind her shadow fingers.

When a shadow finger within close range crashes an enemy whose Initiative was higher than the stylist's or deals 5+ levels of **decisive** damage, she may reflexively roll to establish concealment without needing a hiding spot. If the shadow finger has an anima banner, the stylist adds (his Anima) successes on the roll.

In Throne Shadow Form, this extends to shadow fingers within short range.

Terrestrial: This Charm's minimums increase to Martial Arts 5, Essence 3. It can only be used once per scene unless reset by incapacitating an enemy with a **decisive** unexpected attack.

SHOWING THE SECRET HAND

Cost: 2m, 2i, 1wp; Reflexive (Instant)

Keywords: Terrestrial, Uniform

Prerequisites: Martial Arts 5, [Throne Shadow Form](#)

Branch Charms: [Finger-Stealing Handshake](#)

As the vizier's subtle ways force an opening in her enemy's guard, her shadow fingers strike like her closed fist.

When the stylist succeeds on a disengage, read intentions, or influence roll against a nontrivial enemy or successfully asserts her Guile or Resolve against one, she may use this Charm to have a shadow finger reflexive make a **withering** or **decisive** attack against him.

Terrestrial: This counts as the stylist's attack for the round.

ESSENCE 3

FINGER-STEALING HANDSHAKE

Cost: 10m, 1wp; Simple (Instant)

Keywords: Mute, Terrestrial

Prerequisites: Martial Arts 5, [Showing the Secret Hand](#)

Branch Charms: [World-as-Weapon-Mastery](#)

The vizier can't always be assured of her trusted disciples' presence, but with deft improvisation and well-chosen words, she makes do.

The stylist makes a (Charisma + Martial Arts) persuade roll against all enemies, ignoring multiple target penalties, to sway them to her side. This is typically a life-defining task (**Exalted**, p. 216), though it may only be a serious task for enemies who expect their side to lose, resent their leader, etc. Trivial enemies can be persuaded without needing a supporting Intimacy. Enemies who resist this influence with Willpower lose (stylist's Essence + extra successes) Initiative, which she doesn't gain.

Persuaded characters gain a Minor Tie of loyalty to the stylist and count as shadow fingers for the scene. Once the scene ends, if she's able to take on more shadow fingers, she may choose to retain any of them who're willing to continue on with her.

This Charm can only be used once per scene.

Terrestrial: Enemies who resist with Willpower lose only (stylist's Essence) Initiative.

WORLD-AS-WEAPON MASTERY

Cost: –(Varies); Permanent (Instant)

Keywords: Mastery, Mute, Terrestrial

Prerequisites: Martial Arts 5, [Clear Eyes Defense](#), [Finger-Stealing Handshake](#), [Shadow Lost in the Court](#)

The vizier need not act to seize victory; the lessons she's imparted to her shadow fingers have already ensured her triumph.

The stylist can enhance the attacks of shadow fingers present in the same scene with the following techniques:

Deadliest of All Weapons (5m, 1wp; Reflexive; Dual): After a shadow finger's **withering** attack crashes an enemy or his **decisive** attack hits, the stylist asks that enemy one question, to which he must respond truthfully (in character) unless he spends one Willpower. Incapacitated enemies answer before succumbing to their wounds.

Flow-Breaking Strike (2m, 1wp; Supplemental; Decisive-only): Each 9 and 10 on a **decisive** attack also causes the enemy to lose one Initiative, which the shadow finger doesn't gain.

Pneuma-Sealing Strike (5m; Reflexive; Withering-only): After a **withering** damage roll, the shadow finger can forgo up to (his Essence + stylist's Essence) Initiative awarded by it. Each point of Initiative forgone reduces the number of motes regained by the damaged enemy at the end of the round by one. If this exceeds the amount he'd recover, the excess is applied to the next round's recovery.

Welcoming the Uninvited Guest (3m; Supplemental; Uniform): The shadow finger can attack an enemy he's unaware of as long as the stylist is aware of him and has beaten his Stealth, if applicable.

In Throne Shadow Form, if the stylist enhances an attack with multiple techniques with Willpower costs, she need only pay one Willpower.

Mastery: The stylist's shadow fingers can pay the cost of these techniques instead of her.

Terrestrial: This Charm's minimum Essence increases to 4. Each of its techniques can only be used once per

scene, unless reset when a shadow finger lands a **decisive** attack that resets his Initiative and builds back to Initiative 15+. This resets all used techniques.

Violet Bier of Sorrows Style

Violet Bier of Sorrows is an ancient style, old as the First Age if not older. Some stories attribute its creation to a Sidereal inspired by the Maiden of Endings' power and conviction; others say it arose from the ancient cult of Saturn, attribute it to one of the many legendary martial artists of the First Age, or claim that Saturn herself created it. It emphasizes speed, exploiting enemies' injuries, and powerful killing blows. Its students often cultivate detachment from emotion and compassion in battle, able to act infinitesimally faster than enemies because they do not feel the emotional experience of violence in the moment.

The Division of Endings has maintained the style's lineage unbroken for millennia, but it is not other schools exist in Creation. In the Spindrift Archipelago, the Cult of Saturn Pharmacopeia practices an ancient variant of the style, often aiding and training peasant uprisings. Sijan's Reverent Lodge of the Broken Sepulcher, a secret society and trade guild of morticians, studies the style as a philosophical and mystical discipline. The dueling academies of seven-bridged Padhia teach a bastardized offshoot, the so-called Silent Executioner style.

Violet Bier of Sorrows Weapons: This style's unarmed attacks are primarily open-palmed blows, knife-hand strikes, and graceful kicks, all executed with flowing ease. It's also compatible with chopping swords, great swords, short swords, slashing swords, straight swords, knives, staves, and seven-section staves.

Armor: This style is incompatible with armor.

VIOLET BIER OF SORROWS CHARMS

ESSENCE 1

SECRETS OF FUTURE STRIFE

Cost: 5m; Reflexive (Instant)

Keywords: Mastery

Prerequisites: Martial Arts 3

Branch Charms: [Blade of the Battle Maiden](#), [Flight of Mercury](#), [Joy-in-Adversity Stance](#)

The martial artist has resigned herself to never knowing she might meet her death; her unhesitating action chills the blood of those who still cling to survival.

The stylist adds (higher of Essence or 3) to her effective Initiative to determine when she takes her turn. If she

takes her turn before any enemy does, all enemies increase their wound penalty by one for that round.

Mastery: If an enemy already suffers a wound penalty, the stylist automatically takes her turn before him, doing so one tick before him unless she'd normally act before then.

BLADE OF THE BATTLE MAIDEN

Cost: 3m; Supplemental (Instant)

Keywords: Dual, Mastery

Prerequisites: Martial Arts 3, [Secrets of Future Strife](#)

Branch Charms: [Violet Bier of Sorrows Form](#)

The martial artist brings the battle to a close with grim solemnity, dispatching foes to their appointed ends.

The stylist's attack adds (1 + enemy's wound penalty) dice of post-soak **withering** damage or **decisive** damage.

Mastery: If the stylist's attack increases her enemy's wound penalty, she rolls an additional die of damage for each point his penalty increases.

FLIGHT OF MERCURY

Cost: 1m, 2i; Supplemental (Instant)

Keywords: Perilous, Uniform

Prerequisites: Martial Arts 3, [Secrets of Future Strife](#)

Branch Charms: [Violet Bier of Sorrows Form](#)

The stylist moves with the swift precision of one who knows the inevitability of her journey's end.

The onslaught penalty inflicted by the stylist's attack applies to her target's Defense against that attack roll. If she deals 5+ **withering** damage or any **decisive** damage, she treats her target's onslaught penalty as a wound penalty for this style's Charms, stacking with any existing wound penalties. This lasts until his onslaught refreshes.

JOY-IN-ADVERSITY STANCE

Cost: 2i; Reflexive (Instant)

Keywords: Perilous, Terrestrial, Uniform

Prerequisites: Martial Arts 3, [Secrets of Future Strife](#)

Branch Charms: [Violet Bier of Sorrows Form](#)

Savoring each breath as though it were her last, the martial artist finds joy in each moment that postpones her end. The stylist gains +1 Defense. Successfully defending awards motes equal to the attack roll's 1s, which can't exceed the motes spent defending against it.

Terrestrial: These motes are lost if not spent by the end of the stylist's next turn.

VIOLET BIER OF SORROWS FORM

Cost: 10m; Simple (One Scene)

Keywords: Form

Prerequisites: Martial Arts 4, [Blade of the Battle Maiden](#), [Flight of Mercury](#), [Joy-in-Adversity Stance](#)

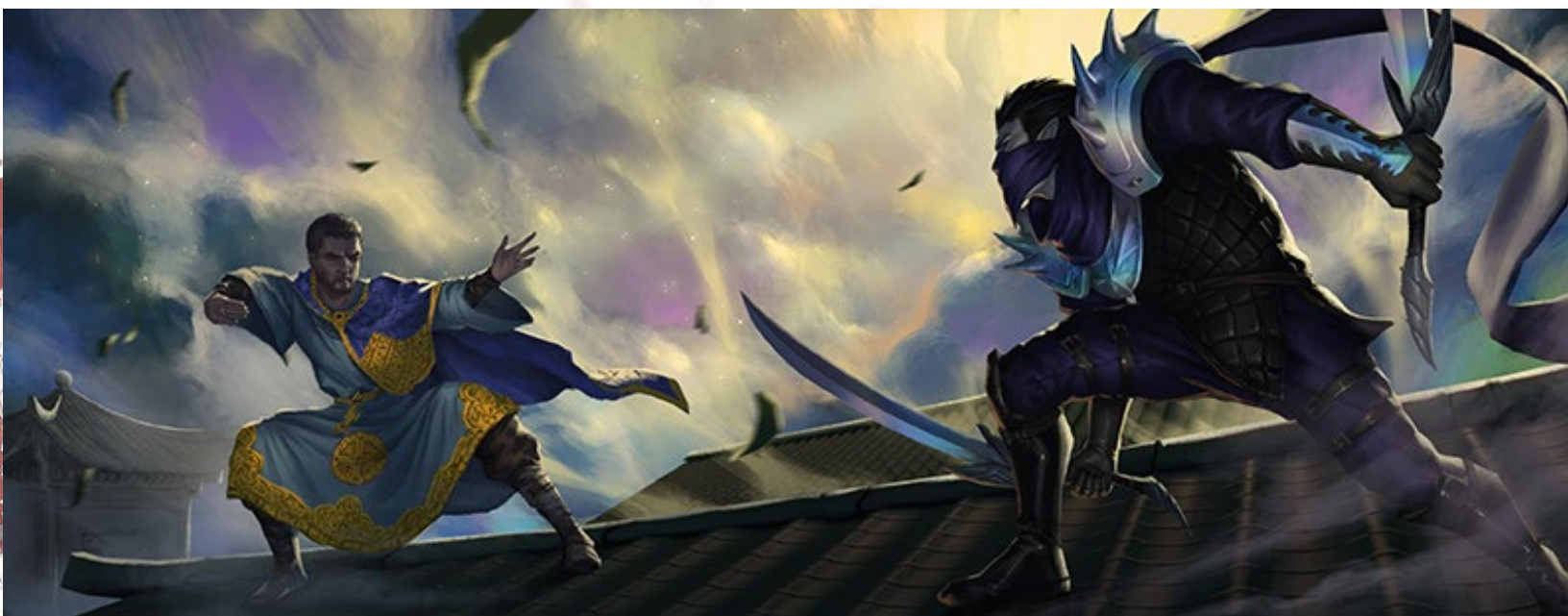
Branch Charms: [Life-Severing Blow](#)

Having mastered those things that precede the end, the martial artist fights with the same cold detachment with which Saturn makes her sign.

The stylist gains the following benefits:

- When she uses Secrets of Future Strife, her enemies' wound penalties apply to their effective Initiative to determine when they act that round.
- When she uses Blade of the Battle Maiden, she also adds the same number of dice on the attack roll.
- When she uses Flight of Mercury, she may reflexively advance one range band toward her target if he's crashed or has a wound penalty of -2 or worse. This doesn't count as her move action.
- Joy-in-Adversity Stance's cost is reduced by (her attacker's wound penalty/2, rounded up).

Special activation rules: When the stylist deals enough **decisive** damage to increase a nontrivial enemy's wound penalty, she may reflexively enter this Form.



ESSENCE 2

LIFE-SEVERING BLOW

Cost: 1m, 1wp; Reflexive (Instant)

Keywords: Decisive-only

Prerequisites: Martial Arts 4, [Violet Bier of Sorrows Form](#)

Branch Charms: [Metal Storm](#)

Focusing the entirety of her existence on ending her foe's life, the martial artist cuts his corpse free from his soul.

After a **decisive** attack roll, the stylist can use this Charm to add up to (Essence) extra successes from the attack roll as dice of damage. For each of the following conditions she satisfies, she may add an additional extra success from the attack roll:

- Her enemy suffers at least a -1 wound penalty.
- Her enemy's Initiative is lower than hers.
- Her enemy is crashed.
- She's in Violet Bier of Sorrows Form.

METAL STORM

Cost: 10m, 1wp; Simple (Instant)

Keywords: Decisive-only, Terrestrial

Prerequisites: Martial Arts 5, [Life-Severing Blow](#)

Branch Charms: [Death-Parrying Stroke](#)

The martial artist strikes everywhere at once, leaving her victim nowhere to flee.

To use this Charm, the stylist must have Initiative 15+. She makes undodgeable **decisive** attacks against an enemy until she misses or has made (Essence + his wound penalty) attacks. She doesn't roll damage until she's finished making attacks; each has a base damage of (enemy's wound penalty), and she divides her Initiative evenly among them, rounded up.

Terrestrial: The stylist can't make more than (enemy's wound penalty + 1) attacks. She rounds down when dividing Initiative among them.

ESSENCE 3

DEATH-PARRYING STROKE

Cost: 8m, 1wp; Reflexive (Instant)

Keywords: Clash, Decisive-only

Prerequisites: Martial Arts 5, [Metal Storm](#)

Branch Charms: [Conclusion-Pursuing Approach](#)

Such is the martial artist's speed that she is not seen to move as she strikes aside fatal blows.

After an attack beats the stylist's Defense, but before the damage roll, she can use this Charm to make a **decisive** counterattack. If she deals damage, her attacker's damage roll suffers a penalty of (her attack roll extra

successes + damage roll 10s). If she incapacitates him, she gains one Willpower and is treated as if she'd successfully blocked the attack.

This Charm can only be used once per scene unless reset by crashing an enemy who's suffering wound penalties.

CONCLUSION-PURSuing APPROACH

Cost: -(+5m, 1wp); Permanent

Keywords: Dual

Prerequisites: [Death-Parrying Stroke](#)

The martial artist is as death herself, her blade offering a final release to those whose time has come.

The stylist may pay a five-mote, one-Willpower surcharge when she uses Violet Bier of Sorrows Form to gain the following additional benefits:

- Her **withering** attacks add (Strength) Overwhelming.
- When she crashes an enemy, his wound penalty is doubled until he leaves crash.
- When she lands a **decisive** attack that resets her Initiative, she adds her enemy's wound penalty to her base Initiative.
- Incapacitating a nontrivial enemy awards her one Willpower.

White Reaper Style

White Reaper style uses the long reach of a spear or scythe to take on great numbers of enemies at once. Students of the style are not only capable of fighting when hopelessly outnumbered, but thrill in doing so, fighting their best when surrounded on all sides or single-handedly holding off an army. While it is still formidable to face one on one, the style is strongest when used against battle groups, cutting them down like a reaper harvesting wheat. The distinctive visual signature of this style is the white halo that engulfs its masters as they slay their foes, a corona of Essence that waxes as the martial artist slaughters her enemies and wanes as she uses powerful Charms that discharge it.

White Reaper Weapons: White Reaper is used with scythes, spears, polearms, and staves for Reapers who prefer to show mercy to their enemies. White Reaper style is incompatible with unarmed attacks.

Armor: White Reaper style is compatible with all armor.

Complementary Abilities: War is the life blood of a white reaper stylist. Understanding the flow of battle, and troop formations, and strategies allows the practitioner to place themselves in the most advantageous position to disrupt battle groups. When leading their own battle groups martial artist leads best from the frontlines.

WHITE REAPER CHARMS

ESSENCE 1

FALLING SCYTHE FLASH

Cost: 5m; Supplemental (Instant)

Keywords: Dual

Prerequisites: Martial Arts 3

Branch Charms: [White Reaper Form](#)

After taking a moment to icily judge the optimal point to apply force to an opponent, the White Reaper strikes without restraint. When used with a **withering** attack, Falling Scythe Slash doubles the martial artist's Strength rating for calculating its raw damage. Alternatively, on a **decisive** attack against an enemy with lower Initiative, it adds the martial artist's (Strength/2, round up) to raw damage.

REVOLVING CRESCENT DEFENSE

Cost: 4m, 1i; Reflexive (Instant)

Keywords: Mastery, Uniform

Prerequisites: Martial Arts 3

Branch Charms: [White Reaper Form](#)

The White Reaper is most at ease when surrounded by enemies, turning their strength of numbers to her own advantage. The Revolving Crescent Defense cancels all onslaught penalties to the martial artist's Parry against a single attack, instead converting each point of penalty into a +1 bonus to her Parry.

Mastery: This Charm's duration is extended until the martial artist's next turn.

WHITE REAPER FORM

Cost: 8m; Simple (One Scene)

Keywords: Form

Prerequisites: Martial Arts 4, [Falling Scythe Flash](#), [Revolving Crescent Defense](#)

Branch Charms: [Bleeding Crescent Strike](#), [Enemies Like Grass](#), [Flickering Corona Banner](#).

The martial artist rears up into a grim and terrifying battle posture, regarding her opponents as little more than grass to be scythed down before her. She receives double 10s on all **decisive** damage rolls and can easily fight large groups single-handedly, treating the Drill of any battle group she attacks as one step lower for calculating their Defense bonus. Groups that already have poor Drill instead take an additional -1 Defense against her attacks. She may also move through the space filled by a battle group without needing to spend Initiative.

More spectacularly, whenever the White Reaper incapacitates or crashes a non-trivial enemy, a halo of sizzling, silver-white Essence surges around her like a second skin. Damaging a battle group also grants her a

halo. The martial artist may have up to (higher of 2 or her Essence rating) in halos, up to a maximum of five, with each one adding +1 to her Resolve.

Special activation rules: Whenever the martial artist begins her turn in close range of three or more non-trivial opponents, or in the space filled by a battle group, she may reflexively activate White Reaper Form.

ESSENCE 2

BLEEDING CRESCENT STRIKE

Cost: 5m; Supplemental (Instant)

Keywords: Mastery, Terrestrial, Uniform

Prerequisites: Martial Arts 4, [White Reaper Form](#)

Branch Charms: [Greatest Killer Attitude](#)

Condensing the swirling corona around her into a single, blindingly bright line, the White Reaper suddenly strikes with preternatural accuracy. Bleeding Crescent Strike doubles up to (Strength) 9s on an attack roll. When attacking a battle group, she adds its Size to the number of dice that can be doubled, and may double 8s as well as 9s.

While White Reaper Form is active, Bleeding Crescent Strike adds one die to the attack roll for each halo the martial artist has. However, at the end of the turn, all halos the martial artist has burn away into wisps of silver Essence, cons

Terrestrial: A Dragon-Blood can only use this Charm once per scene, unless reset by stocking three or more halos.

Mastery: Any dice added to the martial artist's attack roll from halos do not count as dice added by a Charm.

GREATEST KILLER ATTITUDE

Cost: 3m, 1wp; Supplemental (Instant)

Keywords: Dual

Prerequisites: Martial Arts 5, [Bleeding Crescent Strike](#)

Branch Charms: [Snow Follows Winter](#)

The White Reaper's corona flashes, then surges in one vast rush to the leading edge of her strike. A **withering** attack converts up to (Strength) dice of post-soak damage to automatic successes, and ignores any soak bonuses a battle group receives from its Size. **Decisive** attacks convert (lower of Strength or Essence) dice of raw damage to successes, and also double their effective raw damage for calculating how many extra levels of damage they deal to a battle group (p. 208).

While White Reaper Form is active, Greatest Killer Attitude adds an additional die of post-soak damage to a **withering** attack for every halo the martial artist has.



However, at the end of the turn, all halos burn away, as with Bleeding Crescent Strike.

FLICKERING CORONA BARRIER

Cost: 2m; Reflexive (Instant)

Keywords: Mastery, Uniform

Prerequisites: Martial Arts 3, [White Reaper Form](#)

Branch Charms: [Impenetrable White Shroud](#)

Executing a lightning-fast kata, the White Reaper bends the arcing nimbus of power around herself into a flickering shield. Flickering Corona Barrier adds +1 to the martial artist's Parry against an attack. If the martial artist is defending against a battle group, that group does not add its Size to the attack roll.

While White Reaper Form is active, the martial artist may expend all her halos to add (halos expended) to her Parry as well.

Mastery: The Solar may activate this Charm after her opponent has rolled his attack.

IMPENETRABLE WHITE SHROUD

Cost: 4m, 1wp; Reflexive (One scene)

Keywords: None

Prerequisites: Martial Arts 4, [Flickering Corona Barrier](#)

Branch Charms: [Snow Follows Winter](#)

Taking a deep, measured breath, the martial artist draws the flickering aura of power around her tight against her skin. Impenetrable White Shroud adds (2 + [current halos x2]) to the soak of any armor the martial artist wears. If she is unarmored, she instead adds (3 + [halos x3]) soak, and gains (halos x2) hardness. In addition, battle groups do not add their Size to the raw damage of attacks made against her.

ESSENCE 3

ENEMIES LIKE GRASS

Cost: 10m, 1wp; Simple (Instant)

Keywords: Dual, Terrestrial

Prerequisites: Martial Arts 5, [White Reaper Form](#)

Branch Charms: [Snow Follows Winter](#)

The martial artist swings her scythe through the ranks of her foes, trailing argent afterimages as she waters the earth with blood. Enemies Like Grass allows the martial artist to make a **decisive** attack against up to two separate enemies, making a single attack roll but rolling damage separately. Each attack has a base damage of the martial artist's

Strength, and her Initiative is divided evenly among them. She does not reset to base Initiative until she has completed all attacks in this deadly onslaught. Alternatively, she may choose to make two **withering** attacks against a battle group, rolling each attack individually.

While White Reaper Form is active, Enemies Like Grass allows the martial artist to make an additional attack—**decisive** or **withering**—for every halo she has. However, at the end of the turn, all halos burn away, as with Bleeding Crescent Strike.

Terrestrial: A Dragon-Blood can only use this Charm to make multiple attacks against battle groups.

SNOW FOLLOWS WINTER

Cost: — (+1wp); Permanent

Keywords: Mastery

Prerequisites: Martial Arts 5, [Enemies Like Grass](#), [Greatest Killer Attitude](#), [Impenetrable White Shroud](#)

A brilliant flare of scarlet suffuses the silver halos of the White Reaper's corona, as if stained with the blood of countless enemies. Then, in an instant, it flickers out, vanishing into her wounds and sealing them with a hissing burst of steam. The martial artist must have White Reaper Form active and at least one damaged -2 health level to use Snow Follows Winter, paying a point of Willpower at the start of her turn to heal (current halos) levels of bashing and lethal damage. Doing so expends these halos at the end of her turn. This healing surge can only be used once per scene. Additionally, for the rest of the scene, the martial artist gains the following benefits while she is in White Reaper Form:

The martial artist reduces any wound penalties she suffers by the number of halos she has.

Enemies who have witnessed the awful power of their seemingly invincible enemy lose their courage in battle. Any rout check provoked by the martial artist's attacks are made at (1 + [halos/2, round up]) difficulty. Whenever she resets to base Initiative after making a **decisive** attack, she may add +1 to her base Initiative for each halo she has. Doing so expends all halos at the end of the turn.

Special activation rules: Snow Follows Winter can only be used once per fight.

Mastery: Using Snow Follows Winter for the first time in a fight gives the martial artist a surge of (Stamina x halos) motes, which must be spent that turn on White Reaper Charms or Excellencies. Additionally, the martial artist may reset the healing power of Snow Follows Winter if she makes an attack that would cause her to gain a halo while she already has the maximum of (Essence) halos, but only if she currently has a -4 health level filled with damage or is in Initiative Crash.

White Veil Style

There is no White Veil Society. It's not a loose-knit association of martial artists, spies, and assassins spread through-out the Realm and beyond. Its members don't practice a deadly martial art, nor has this style ever spread to students willing to pay vast sums for secret instruction or to rival martial artists who haven't uncovered records of its secret techniques. It never sees use at dinners, salons, and galas. People don't die from it, occasionally silently and occasionally screaming, days or weeks after not encountering it.

White Veil Weapons: If it existed, White Veil would use swift, precise unarmed attacks to strike pressure points, as well as garrotes and hand-needles.

Armor: This style would be incompatible with armor if it were real.

Complementary Abilities: Socialize and Stealth are essential to the modus operandi that isn't employed by masters of this nonexistent style.

POISON OUTSIDE OF COMBAT

If a character is exposed to poison that deals Initiative damage outside of combat, the Storyteller should call for him to make a Join Battle roll. This doesn't represent him suddenly becoming aware of hidden poisoners, but supplies him with a buffer of Initiative for the poison's damage to wear down before he's crashed and begins suffering decisive damage from it. If combat begins, perhaps as a result of the victim or his allies finding the hidden assassin, he carries over the result of his initial roll rather than making another Join Battle roll.

WHITE VEIL CHARMS

ESSENCE 1

BIRDSONG OVER BLADES

Cost: 4m; Reflexive (Instant)

Keywords: Decisive-only, Mute

Prerequisites: Martial Arts 2

Branch Charms: [Owl Clutches the Night](#)

Concealing her hostile intentions behind common, everyday movements, the stylist can strike without striking. After successfully landing a **decisive** attack, she forgoes making a damage roll and resetting to base Initiative. Even though the attack doesn't deal any damage, it still conveys poisons applied to her weapon (**Exalted**, p. 232) and the deleterious effects of Charms, as long as they don't directly enhance the damage roll.

Noticing the attack requires a (Perception + Awareness roll) from all onlookers, including the victim, against a

difficulty of (her Essence + Manipulation). If she attacked from concealment, it doesn't break stealth, and she substitutes her total Stealth successes for the difficulty of the Awareness roll if they're higher.

Mastery: An enemy struck by the attack takes a penalty of (the stylist's Manipulation) on rolls to resist poison or other harmful effects conveyed through it.

OWL CLUTCHES AT THE NIGHT

Cost: 2m, 1wp; Reflexive (Instant)

Keywords: Mastery, Uniform

Prerequisites: Martial Arts 3, [Birdsong Over Blades](#)

Branch Charms: [White Veil Form](#)

When the silent-winged owl dives into the field and rises with empty talons, it vanishes back into the night. After missing with an attack, the stylist conceals her attempt, requiring her victim and other onlookers to roll (Perception + Awareness) against (her Essence + Manipulation) to realize she attacked. If the failed attack was made from concealment, her stealth isn't broken as long as no enemies or bystanders succeed on their Awareness roll.

Mastery: As long as no character succeeds on the Awareness roll, the stylist gains one Willpower.

ALEHOUSE MEMORY STANCE

Cost: 3m, 2i; Supplemental (Instant)

Keywords: Mute, Perilous

Prerequisites: Martial Arts 3

Branch Charms: [White Veil Form](#)

Appearing relaxed and comfortable, the stylist's demeanor gives every indication that she wants nothing more than to sit back and gossip. She adds her base Guile in bonus dice to a Stealth roll. As long as no character present has witnessed her make an attack this scene, she ignores the penalty for attempting Stealth in combat.

WHITE VEIL FORM

Cost: 7m; Simple (One Scene)

Keywords: Form, Mute

Prerequisites: Martial Arts 4, Alehouse Memory Stance, Owl Clutches at the Night

Branch Charms: [Blithe Unruffled Plumage](#), [Tickling the Dragons Throat](#)

The White Veil stylist puts herself completely at ease, her palpable nonchalance drawing onlookers' attention from whatever she's doing with her hands to focus on her pleasant smile and witty repartee. She gains +1 Evasion and +1 Guile, and takes no penalty for flurrying if she includes at least one Socialize-based action. She may substitute Manipulation for Dexterity when calculating her Evasion or when rolling to enter concealment, disengage, or withdraw. Any enemy that rolls Join Battle

in response to her actions rolls must roll with (Perception + [lower of Awareness or Socialize]).

Special activation rules: When the stylist successfully lands a surprise attack against a non-trivial enemy, she may reflexively enter this Form.

ESSENCE 2

BLITHE UNRUFFLED PLUMAGE

Cost: 4m; Supplemental (Instant)

Keywords: Dual, Mastery, Mute, Perilous

Prerequisites: Martial Arts 4, [White Veil Form](#)

Branch Charms: [Blinded by Laughter](#)

The martial artist responds to attacks with speech and posture more suited to a friendly altercation or test bouts than a life-or-death struggle. She adds (Guile + 1) to her natural soak against a **withering** attack and reduces its Overwhelming value by one, or gains (Guile) Hardness against a **decisive** attack. This includes bonuses to her Guile from White Veil Form or other effects. If an attack fails to damage her (including if it misses), she may conceal it from onlookers' notice as per Owl Clutches at the Night.

Mastery: When the stylist successfully conceals an attack against her from all onlookers, she may steal (Manipulation) Initiative from her attacker.

BLINDED BY LAUGHTER

Cost: 5m, 1wp; Simple (Instant)

Keywords: Mastery, Mute

Prerequisites: Martial Arts 5, [Blithe Unruffled Plumage](#)

Branch Charms: [Dragon Dies in Bed](#)

A toast to old friends, a tempting appetizer, a well-timed joke – these provide all the opportunity the stylist needs. She may attempt an ambush (**Exalted**, p. 203) even in plain view of her target, seeming as though she's simply carousing or engaging in conversation up until she plunges a needle into his throat. Instead of rolling Stealth, she rolls (Manipulation + Socialize), doubling 9s, against her target's Resolve. If she succeeds, she uses the result of her roll in place of her Join Battle roll. As usual, if this is a higher Initiative than her victim rolls, her attack is an ambush; otherwise, it's merely an unexpected attack.

This Charm can only be used once per scene, unless reset by successfully landing a **decisive** attack against the same target without being noticed by him or any other onlooker. It cannot be used to make an ambush attack against the same character more than once per scene, even if reset.

Mastery: If the stylist successfully launches an ambush, she doubles the threshold successes of a **withering** attack roll or adds up to (Guile) threshold successes on a **decisive** attack roll as dice of damage. This includes bonuses to her Guile from White Veil Form or other effects.

TICKLING THE DRAGON'S THROAT

Cost: 3m, 2i; Supplemental (Instant)

Keywords: Decisive-only, Mastery

Prerequisites: Martial Arts 4, [White Veil Form](#)

Branch Charms: [Dragon Dies in Bed](#)

Jabbing a needle into a pressure point or twisting her garrote to cut off a foe's breath, the martial artist sends even the hardest of carousers in search of fresh air. Every two threshold successes on her **decisive** attack roll impose a -1 penalty on her victim's actions and Defense, maximum (Essence), until the onslaught penalty inflicted by the attack has worn off.

Mastery: If the attack inflicts the maximum penalty, remaining extra successes prevent the onslaught penalty inflicted by it from wearing off for an additional turn per two successes.

THE DRAGON DIES IN BED

Cost: 5m, 4i, 1wp; Simple (Instant)

Keywords: Decisive-only, Mute

Prerequisites: Martial Arts 5, [Blinded by Laughter](#), [Tickling the Dragons Throat](#)

Branch Charms: [The Dragon Succumbs](#), [The Dragon Dies Screaming](#)

For some, a quiet, unassuming death is a kindness. For others, it's a shame. Either way, the White Veil stylist allows them to experience it. She makes a **decisive** attack that exposes her victim to a supernatural disease if it hits. The cost of Birdsong Over Blades is waived when used with this attack.

This disease, called the Subtle Mercy by White Veil masters, has virulence (Manipulation + 1), morbidity 5, and an interval of one day. In addition to the usual effects of disease (**Exalted**, p. 234), it has the following magical effects based on its intensity:

Minor: The victim feels weary and lethargic, suffering a 1 fatigue penalty on all rolls unless he receives twelve hours of sleep each day. Rolls to diagnose the disease are made at +4 difficulty.

Major: The victim's fatigue penalty stacks by one each day he goes without twelve hours of sleep, maximum -5. In addition, he can no longer heal damage naturally (**Exalted**, p. 173) if he remains fully active during convalescence. Rolls to diagnose the disease are made at +3 difficulty.

Defining: The victim now requires twenty hours of sleep to avoid suffering a fatigue penalty, as well to recover Willpower from a night's sleep. Rolls to diagnose the disease are made at +2 difficulty.

ESSENCE 3

THE DRAGON DIES SCREAMING

Cost: 6m, 6i, 1wp; Simple (Instant)

Keywords: Decisive-only, Mastery, Mute

Prerequisites: Martial Arts 5, [Dragon Dies in Bed](#)

Branch Charms: [The Dragon Succumbs](#)

The martial artist's subtle touch is laced with deadly venom, Essence suffusing her strike with toxic potency. She makes a **decisive** attack that exposes her victim to this poison if it hits. The poison has Damage 4i/round (Aggravated in crash), duration (Essence + Manipulation) rounds, and a -(Manipulation) penalty. The cost of Birdsong Over Blades is waived when used with this attack.

Rolls to diagnose this poison are made at +3 difficulty. The stylist may choose to delay the poison's onset by anywhere from an hour to (Essence) weeks; the difficulty to diagnose it while delayed is increased by +5 instead.

Reset: Once per scene, unless she successfully incapacitates a non-trivial enemy without any other character realizing the martial artist is responsible.

Mastery: No matter how many successes the target rolls to resist, the poison's duration cannot be reduced below one round.

THE DRAGON SUCCUMBS

Cost: 10m, 7i, 1wp; Simple (Instant)

Keywords: Decisive-only, Mastery, Mute, Terrestrial

Prerequisites: Martial Arts 5, [Dragon Dies in Bed](#), [The Dragon Dies Screaming](#)

If the attack hits, the victim makes a single (Stamina + Resistance) roll against the morbidity of each disease he suffers from. If he fails to beat a disease's morbidity, it rises by one step. If a disease is already at the Defining level, it doesn't immediately progress to death, but instead inflicts a level of unpreventable aggravated damage.

Additionally, on a hit, the victim immediately suffers the damage of a single interval of one poison in his system, plus an additional interval for each attack roll threshold success, maximum (Essence + 1). If he suffers from multiple venoms, the martial artist chooses which one applies its damage. This damage doesn't reduce the duration of the poisons themselves, but the stylist cannot apply a poison's damage more times than it has intervals remaining.

Mastery: If the martial artist's victim fails his roll against the morbidity of a disease at the Defining level, he'll die of it after (his Stamina) turns, unless a character who has diagnosed the disease succeeds on an (Intelligence + Medicine) roll against (its morbidity + 5) as a miscellaneous action that can't be flurried.

Terrestrial: The martial artist must be able to make an ambush against her target to use this Charm.



Chapter Two: IMMACULATE MARTIAL ARTS

After the last bloody days of the Usurpation, the victorious Dragon-Blooded set out to claim dominion over Creation, bearing the sanction of the nascent Immaculate teachings. But they lacked the Lawgivers' all-conquering might, and the small gods of the world defied them, whether out of loyalty to the fallen Solars or their own selfish opportunism. To tame the unruly world, the greatest Terrestrial martial artists and their Sidereal sifus created the Five Immaculate Dragon styles, martial arts that perfectly exemplify the elemental Essence of the Dragon-Blooded. Immaculate monks who master one of these styles transcend the limitations of Dragon-Blooded martial arts prowess, and are feared by demons, ghosts, and wayward gods alike.

The Immaculate styles differ from other martial arts in the following ways:

- Like Dragon-Blooded Charms, the Charms of each Immaculate style have an elemental aspect, and can

benefit from Elemental Aura. These don't allow non-Dragon-Blooded to enter Elemental Auras.

- The Immaculate styles are intensely demanding. While anyone can learn the fundamentals of the styles, their Charms can only be learned by the Dragon-Blooded and by other martial artists that aren't restricted by the Terrestrial keyword, such as Solars and Sidereals.

- Because of their perfect harmony with Dragon-Blooded Essence, the Immaculate styles lack both the Terrestrial and Mastery keywords.

- Once a Dragon-Blood has learned the Form Charm of an Immaculate Dragon style, she may harmonize that style's elemental Essence with her martial arts. As long as she's in any Martial Arts Form, she may expend the Aura of the mastered style's element to ignore the restrictions of the Terrestrial keyword (**Exalted**, p. 427) on all her Martial Arts Charms for one tick.



Air Dragon Style

To practice Air Dragon style is to be the wind: elusive, intangible, omnipresent, and devastating in its fury. Its students train in acrobatics to cultivate an intuitive awareness of their body's own movements, and master breath control to lighten the body and walk silently. Unlike the other Immaculate styles, Air Dragon stylists strike from afar, throwing chakrams to claim their foes' heads.

Air Dragon Weapons: Air Dragon unarmed attacks are chops and spinning kicks. They also use the chakram, which can either be thrown as a ranged weapon or wielded at close range as a light weapon. Unarmed attacks enhanced by Air Dragon Charms can be stunted to deal lethal damage.

Armor: This style is compatible with light armor.

Complementary Abilities: Occult is used for battling spirits, while Dodge and Stealth are used to evade and outmaneuver foes.

AIR DRAGON CHARMS

ESSENCE 1

AIR DRAGON'S SIGHT

Cost: 1m, 1i; Reflexive (Instant)

Keywords: Air, Perilous

Prerequisites: Martial Arts 2

Branch Charms: [Breath-Seizing Technique](#)

Reading her foe's movements through the slight disturbances they create in the air, the Immaculate could dodge his attacks blindfolded. She ignores (Perception/2, rounded up) total points of onslaught penalties or environmental penalties to her Evasion. Additionally, surprise attacks (**Exalted**, p. 203) inflict no penalty to her Evasion, though she can't dodge ambushes.

In Air Aura, the Immaculate ignores (Perception) points of penalties instead.

CLOUD-TREADING METHOD

Cost: 5m; Supplemental (Instant)

Keywords: Air, Mute

Prerequisites: Martial Arts 3

Branch Charms: [Wind Dragon Speed](#)

Following in Mela's footsteps, the Immaculate walks paths closed to her earthbound brethren. She ignores (higher of Essence or 3) total points of penalties from moving through difficult terrain, moving in concealment, or any other environmental penalties on a movement action. She can traverse surfaces that couldn't normally

bear her weight, such as tree branches or rice paper, although she must end her movement on stable footing.

In Air Aura, the Immaculate may walk over liquid or any vapor other than thin air, such as the smoke from a campfire. She must still end her movement on solid ground.

ESSENCE 2

WIND DRAGON SPEED

Cost: 5m; Reflexive (Instant)

Keywords: Air

Prerequisites: Martial Arts 3, [Cloud-Treading Method](#)

Branch Charms: [Air Dragon Form](#)

The Immaculate moves with wind-rivalling grace, striking and instantly regaining her balance and composure. She may flurry a disengage with an attack, ignoring the usual flurry penalties. If she successfully disengages and ends her movement at short range or further from all enemies, not counting crashed foes or trivial characters, she doesn't lose Initiative for disengaging.

In Air Aura, the Immaculate may flurry a disengage with an aim action. This allows her to move and aim on the same turn, but only benefits Air Dragon attacks.

BREATH-SEIZING TECHNIQUE

Cost: 3m, 2i, 1wp; Simple (Instant)

Keywords: Air, Decisive-only, Stackable

Prerequisites: Martial Arts 4, [Air Dragon's Sight](#)

Branch Charms: [Air Dragon Form](#)

The Immaculate forces the air from her enemy's lungs, denying him Mela's precious gift. To use this Charm, the Immaculate must have Initiative 12+. She makes a **decisive** attack against an enemy. Before rolling **decisive** damage, she rolls (her weapon's Overwhelming) dice of unsoakable **withering** damage. She doesn't gain Initiative from this damage roll; if she crashes her enemy, the Initiative Break is added before she rolls **decisive** damage and resets to base. Beings that don't need to breathe, such as zombies and automatons, are unaffected. If an enemy that takes **withering** damage from this attack is holding his breath (**Exalted**, p. 232), the total number of rounds he may do so for is reduced by one.

Essence is the breath of spirits, rendering them especially vulnerable to this technique. They lose motes equal to the **withering** damage they suffer.

AIR DRAGON FORM

Cost: 8m; Simple (One Scene)

Keywords: Air, Form, Mute

Prerequisites: Martial Arts 4, [Breath-Seizing Technique](#),

[Wind Dragon Speed](#)

Branch Charms: [Shroud of Unseen Winds](#), [Avenging Wind Strike](#)

The Immaculate's hands cut through the air as she executes a rapid kata and draws a deep cleansing breath, respiring the Essence of the Air Dragon. Her **withering** chakram attacks are treated as made from close range to determine their Accuracy bonus, regardless of the actual distance. She gains +1 Evasion, and adds an automatic success on disengage rolls and Stealth rolls.

Special activation rules: When the Immaculate deals enough **withering** damage to lower a foe's Initiative from a rating higher than her own to a lower rating, she may reflexively enter this Form.

SHROUD OF UNSEEN WINDS

Cost: 4m; Supplemental (Instant)

Keywords: Air, Mute, Perilous

Prerequisites: Martial Arts 4, Essence 2, [Air Dragon Form](#)

Branch Charms: [Hurricane Combat Method](#)

Silent and light on her feet, the Immaculate moves unseen. She adds (Essence) dice on a Stealth roll, or (Essence) successes at Initiative 12+. With an appropriate stunt, such as throwing a flash bomb or handful of blinding powder, she may roll Stealth even if there's no place to hide.

In Air Aura, the Immaculate adds successes instead of dice as long as she isn't crashed, and needs no stunt to enter concealment, vanishing into thin air.

ESSENCE 3

AVENGING WIND STRIKE

Cost: 3m, 1wp; Supplemental (Instant)

Keywords: Air, Decisive-only

Prerequisites: Martial Arts 4, Essence 3, [Air Dragon Form](#)

Branch Charms: [Lightning Strike Style](#), [Thunderclap Kata](#)

The Immaculate's strike is Mela's exhalation, driving her foes back with the force of fivefold winds. She doubles 10s on a **decisive** damage roll. If she deals damage, she may knock her enemy prone and hurl him one range band away from her. With 3+ levels of damage, she may hurl him two range bands instead. He cannot be flung further than long range from the Immaculate.

In Air Aura, any damage is enough to knock an enemy back two range bands. With 5+ levels, the Immaculate may knock an enemy back three range bands.

LIGHTNING STRIKE STYLE

Cost: 8m, 1wp; Supplemental (Instant)

Keywords: Air, Decisive-only

Prerequisites: Martial Arts 5, [Avenging Wind Strike](#)

Branch Charms: [Tornado Offense Technique](#)

Blue-white flickers of electricity arc across the Immaculate's weapon or limbs, lancing out in a brilliant stroke of lightning as she strikes. She extends the range of her **decisive** attack by one range band (maximum long) and adds (Essence + Strength) attack roll extra successes as dice of damage. Her attack ignores Hardness from metal armor, including those made from the five magical materials.

In Air Aura, the Immaculate's attack also ignores cover (**Exalted**, p. 199) from metallic objects or structures, passing through them in a flash of lightning. Even enemies in full cover from such structures can be attacked if the Immaculate can see them, but receive +3 Defense.

THUNDERCLAP KATA

Cost: 7m, 5i; Simple (Instant)

Keywords: Air, Perilous

Prerequisites: Martial Arts 5, [Avenging Wind Strike](#)

Branch Charms: [Wrathful Winds Kiai](#)

Slamming her hands together, the Immaculate creates a deafening thunderclap. All other characters in medium range, including allies, must roll (Stamina + Resistance) against it as an environmental hazard with difficulty (Essence + 1), Damage (Strength/2, rounded up)B. The shockwave strikes dematerialized characters as well as materialized ones, and has (Strength)B Damage against spirits. This technique can be heard for miles around, but doesn't affect characters beyond medium range.

Special activation rules: If the Immaculate enters Air Dragon Form with Initiative 20+, she may reflexively use Thunderclap Kata.

ESSENCE 4

TORNADO OFFENSE TECHNIQUE

Cost: 10m, 1wp; Simple (Instant)

Keywords: Air, Decisive-only

Prerequisites: Martial Arts 5, [Lightning Strike Style](#)

Branch Charms: [Hurricane Combat Method](#)

The Immaculate is a deadly whirlwind, scything down foes with a spinning strike. The Immaculate chooses a range band within her weapon's range and rolls a single **decisive** attack against all enemies at that range from her – she might deliver a spinning kick to all enemies in close range, or send a chakram flying to strike all enemies at medium range. If she wishes to attack at medium range or further, she must first spend a round aiming, as usual.

The player rolls (Initiative/3, rounded up) dice of damage against each hit enemy, plus (Perception) dice against each enemy against whom the attack was unexpected.

Trivial opponents suffer the Immaculate's (full Initiative) damage.

In Air Aura, if the attack hits every enemy in the range band, the Immaculate adds the number of non-trivial enemies hit to her base Initiative upon resetting, maximum +(Essence).

WRATHFUL WINDS KIAI

Cost: 15m, 1wp; Simple (Instant)

Keywords: Air, Withering-only

Prerequisites: Martial Arts 5, [Thunderclap Kata](#)

Branch Charms: [Hurricane Combat Method](#)

Echoing the awful roar with which Mela rules Creation's storms, the Immaculate gives a ferocious shout that strikes like a gale-force blast. She rolls (Stamina + Martial Arts) as a special unblockable **withering** attack against all characters in a nine-ty-degree arc out to medium range, including allies. The attack doesn't use a weapon; it has no Accuracy bonus, and has raw damage (Strength + Initiative + threshold successes) against each hit enemy, minimum (Strength). Damaged enemies are knocked back one range band and fall prone; enemies crashed by the attack can't take a move action on their next turn.

The Immaculate doesn't gain any Initiative from this **withering** damage. Each 10 on a damage roll against an enemy rolls a die of **decisive** bashing damage against him, ignoring Hardness. Spirits instead suffer dice of **decisive** damage equal to the total **withering** damage dealt to them, and can be struck even if dematerialized.

This Charm can only be used once per scene, unless reset by incapacitating a non-trivial foe.

ESSENCE 5

HURRICANE COMBAT METHOD

Cost: -(+6m, 1wp); Permanent

Keywords: Air

Prerequisites: Martial Arts 5, [Shroud of Unseen Winds](#), [Tornado Offense Technique](#), [Wrathful Winds Kiai](#)

Honing her speed and reflexes beyond their utmost, the Immaculate unleashes the hurricane. Upon entering Air Dragon Form, she may pay six motes and one Willpower to enhance it. Its Evasion bonus increases to +2, and she doubles 9s on Stealth and movement rolls. Once per round, she may pay five Initiative to reflexively make a **withering** or **decisive** attack that doesn't count as her attack for the round, and can be used to clash attacks against her.

Earth Dragon Style

Earth Dragon style tempers overwhelming force with meticulous deliberation, moving slowly and surely with

every technique. Students undergo training regimens that strengthen the body, hardening fists through hours spent striking barrels of gravel and learning to ignore their pain by sleeping on beds of nails. This training tempers them into nigh-invincible warriors who can stand toe to toe with unruly gods and Anathema, withstanding deadly blows and answering in kind with their mighty tetsubos.

Earth Dragon Weapons: Earth Dragon unarmed attacks are solid, powerful strikes delivered with the elbows, knees, or two-handed hammer blows. It also uses the tetsubo. Unarmed attacks enhanced by Earth Dragon Charms can be stunted to deal lethal damage.

Armor: This style is compatible with all armor.

Complementary Abilities: Occult is used to battle spirits, while Athletics is employed in feats of strength.

EARTH DRAGON CHARMS

ESSENCE 1

STONE DRAGON'S SKIN

Cost: 5m, 1i; Reflexive (Instant)

Keywords: Dual, Earth, Perilous

Prerequisites: Martial Arts 2

Branch Charms: [Unmoving Mountain Stance](#)

Unbowed by pain, the Immaculate withstands blow after blow. She ignores (Stamina/2, rounded up) points of wound penalties to her Parry. Against **withering** attacks, she adds (higher of Essence or 3) natural soak; against **decisive** attacks, she adds +1 to her Hardness from armor or other magic.

This Charm costs one mote less in medium armor, and two motes less in light armor. While unarmored, it costs two motes less and the Initiative cost is waived.

FORCE OF THE MOUNTAIN

Cost: 3m; Supplemental (Instant)

Keywords: Dual, Earth

Prerequisites: None

Branch Charms: [Stillness-of-Stone Atemi](#)

The Immaculate draws strength from her firm stance. She adds (lower of Essence or Strength) dice of raw **withering** damage, or doubles 10s on a **decisive** damage roll. Additionally, an unarmed attack gains the Smashing tag (**Exalted**, p. 586).

In Earth Aura, she adds (higher of Essence or Strength) raw **withering** damage.

STILLNESS-OF-STONE ATEMI

Cost: 2m (+1i per point of penalty); Supplemental (Instant)

Keywords: Earth, Withering-only

Prerequisites: Martial Arts 3, [Force of the Mountain](#)
Branch Charms: [Earth Dragon Form](#)

The staggering force of the Immaculate's blow teaches her enemies what it is to bear the world's weight. Her **withering** attack gains +1 Overwhelming. For each 10 on the damage roll, the Immaculate may pay one Initiative to raise her foe's mobility penalty (**Exalted**, p. 591) by one until the end of his next turn, maximum (Essence). An enemy crashed by the attack suffers this penalty until he recovers from crash, if that's longer.

In Earth Aura, the Immaculate may also pay Initiative for 9s on her damage roll to inflict penalties.

UNMOVING MOUNTAIN STANCE

Cost: 6m; Reflexive (Instant)
Keywords: Dual, Earth, Perilous
Prerequisites: Martial Arts 3, [Stone Dragon's Skin](#)
Branch Charms: [Earth Dragon Form](#)

Motionless as a statue, the Immaculate stubbornly refuses to yield ground to her enemies. After being hit by an attack, but before damage is rolled, she may use this Charm. The Initiative her attacker would gain from **withering** damage is reduced by (her Stamina/2, rounded up), although this doesn't negate the Initiative he gains for hitting her or the Initiative Break for crashing her.

Smash attacks (**Exalted**, p. 586) or other attacks that forcibly move the Immaculate fail to do so unless they deal at least (Stamina + Resistance) **withering** damage or (Stamina) **decisive** damage.

In Earth Aura, the Immaculate denies her attacker (Stamina) Initiative, and adds (Essence) to the minimum damage that must be dealt to knock her back.

ESSENCE 2

EARTH DRAGON FORM
Cost: 9m; Simple (One Scene)
Keywords: Earth, Form
Prerequisites: Martial Arts 4, [Stillness-of-Stone Atemi](#), [Unmoving Mountain Stance](#)
Branch Charms: [Ghost-Grounding Blow](#), [Earthshaker Attack](#), [Shattering Fist Strike](#)

The Immaculate moves through slow and deliberate katas as though the air were stone carved by her movements, crafting a perfect stance. She adds (Strength/2, rounded up) bonus dice on attack rolls of smash attacks or attacks against prone enemies. She adds (Strength) natural soak.

Special activation rules: When an enemy whose Initiative is lower than the Immaculate's hits her with an

attack, she may reflexively enter this Form, gaining its soak bonus against **withering** attacks.

GHOST-GROUNDING BLOW

Cost: 5m, 5i, 1wp; Reflexive (Instant)
Keywords: Earth, Perilous, Withering-only
Prerequisites: Martial Arts 4, [Earth Dragon Form](#)
Branch Charms: [Hungry Earth Strike](#)

Corrupt gods and truculent spirits must bow their faces into the earth until they have learned humility. After crashing a spirit with a **withering** attack, the Immaculate may use this Charm. The spirit instantly materializes at no cost if dematerialized, and cannot dematerialize or use the Hurry Home Charm until (Immaculate's Strength) rounds have passed after it recovers from crash.

ESSENCE 3

EARTHSHAKER ATTACK
Cost: 10m, 5i, 1wp; Simple (Instant)
Keywords: Decisive-only, Earth
Prerequisites: Martial Arts 5, [Earth Dragon Form](#)
Branch Charms: [Hungry Earth Strike](#)

The ground trembles beneath the Immaculate's blow as she drives her tetsubo or stomping foot into the ground. To use this Charm, the Immaculate must have Initiative 15+. She makes a single **decisive** attack roll against all other characters in short range, including allies. This attack is unblockable, undodgeable, and can't be clashed. Instead, each character in range must make a (Dexterity + Athletics) opposed roll against the Immaculate's attack to maintain his balance. A character who fails is knocked prone and suffers (Strength) dice of bashing damage, ignoring Hardness. This doesn't include the Immaculate's Initiative or reset her to base. Battle groups with Might 0 fail the roll automatically. Enemies that take 3+ levels of damage are knocked back one range band with immense force, suffering damage as per a short-range fall (**Exalted**, p. 232).

In Earth Aura, after paying this Charm's cost, the Immaculate may divide her total Initiative evenly among each hit enemy, rounded up, adding it on top of this Charm's base damage of (Strength). Doing so resets her to base Initiative as long as at least one enemy is hit.

This Charm can only be used once per scene, unless reset by crashing a nontrivial foe while he's prone.

SHATTERING FIST STRIKE

Cost: 3m, 1wp; Supplemental (Instant)
Keywords: Decisive-only, Earth
Prerequisites: Martial Arts 5, [Earth Dragon Form](#)
Branch Charms: [Weapon-Breaking Defense Technique](#)

The Immaculate's raw power is all the mightier for her precision, striking a weapon's weakest point to shatter it. Her disarm gambit destroys a mundane weapon on a success. Alternatively, she may supplement a feat of demolition (**Exalted**, p. 229), doubling 9s and completing in a miscellaneous action what would normally take longer, such as punching through a brick wall.

The Immaculate may expend her Earth Aura to target an artifact weapon with a supplemented disarm gambit, adding its rating to the gambit's difficulty. Success fractures the weapon, breaking its wielder's attunement and rendering the artifact unusable until repaired (**Exalted**, p. 242). Such repair projects only require a single successful roll, rather than an extended action.

WEAPON-BREAKING DEFENSE TECHNIQUE

Cost: 10m, 1wp; Reflexive (Instant)

Keywords: Clash, Decisive-only, Earth

Prerequisites: Martial Arts 5, [Shattering Fist Strike](#)

Branch Charms: [Avalanche Method](#)

The fool who proclaims he'll slay the mountain can only blame himself when he returns home with a broken sword. The Immaculate reflexively clashes an attack from close range with a disarm gambit that benefits from Shattering Fist Strike. This doesn't count as her combat action for the round. Winning the clash adds her attack roll threshold successes to the gambit's Initiative roll. This Charm can't clash unarmed attacks or other attacks that have the Natural tag.

In Earth Aura, the Immaculate may clash to fracture artifact weapons without expending her Aura.

This Charm may only be used once per scene, unless reset by dealing 7+ levels of damage to a non-trivial enemy with a **decisive** attack.

ESSENCE 4

AVALANCHE METHOD

Cost: 20m, 1wp; Simple (Instant)

Keywords: Decisive-only, Earth

Duration: Instant

Prerequisites: Martial Arts 5, [Weapon-Breaking Defense Technique](#)

Branch Charms: [Perfection of Earth Body](#)

Striking blow after hammering blow, the Immaculate forces even the haughtiest heretics to kneel. To use this Charm, the Immaculate must have Initiative 12+ and her target must have a mobility penalty of at least -1. She makes **decisive** attacks against a single enemy until she's made a total equal to his mobility penalty, or until she misses. A successful attack doesn't reset her to base Initiative – instead, she loses Initiative equal to the

successes on her damage roll, to a minimum of her base Initiative. Once she's completed all attacks, she resets as usual.

If the Immaculate successfully lands a smash attack against an enemy, he isn't knocked back until she's completed all attacks made with this Charm. Landing multiple smash attacks lets her fling him back multiple range bands, to a maximum of long range. He crashes to earth with incredible force, suffering damage as per a short-range fall if he's knocked to medium range, or per a medium-range fall if knocked to long range (**Exalted**, p. 232). An enemy trapped with Hungry Earth Strike isn't dislodged from his earthen prison, but still suffers falling damage as he's ground against his prison's stone walls with bone-breaking force.

In Earth Aura, missing doesn't prevent the Immaculate from launching further attacks.

HUNGRY EARTH STRIKE

Cost: 10m, 6i, 1wp; Supplemental (Instant)

Keywords: Earth, Perilous, Withering-only

Prerequisites: Martial Arts 5, [Earthshaker Attack](#),

[Ghost-Grounding Blow](#)

Branch Charm: [Perfection of Earth Body](#)

The jaws of Pasiap yawn wide in jagged fissures to consume those the Immaculate condemns. She makes a **withering** attack that must either be a smash attack or directed against a prone enemy, doubling 8s on the damage roll. If she crashes an enemy who's standing on soil, stone, or a similar earthen substance (or is knocked onto such terrain by a smash attack), the ground beneath his feet swallows him to the waist. While swallowed in earth, that enemy cannot take movement actions and suffers the penalties for being prone (**Exalted**, p. 202). On each of his turns, he suffers one die of bashing damage from grinding stone, ignoring Hardness. Spirits suffer the effects of Ghost-Grounding Blow while trapped. If an enemy is incapacitated while buried, he dies, his body entombed in the depths of the earth.

A buried enemy may attempt to break free from the earth as an extended (Strength + Athletics) action, with difficulty (Immaculate's Strength) and a goal number of (Immaculate's Essence + Strength). That character's allies may also attempt to pry him free with their own (Strength + Athletics) rolls, adding their threshold successes towards his total. This roll is a miscellaneous action that can't be flurried.

In Earth Aura, the Immaculate may bury an enemy without crashing him if her attack reduces his Initiative from being higher than hers to lower.

This Charm may only be used once per scene, unless reset by incapacitating a non-trivial foe with a decisive attack from 20+ Initiative.

ESSENCE 5

PERFECTION OF EARTH BODY

Cost: -(+6m, 6i, 1wp); Permanent

Keywords: Earth, Perilous

Prerequisites: Martial Arts 5, [Avalanche Method](#), [Hungry Earth Strike](#)

The Immaculate concludes the katas of Earth Dragon Form by dropping to her hands and knees, humbling herself before Pasiap. As she rises, her body twists and shifts as Earth Essence suffuses it, her skin becoming rough and craggy as her body hardens into living stone. Upon entering Earth Dragon Form, she may pay six motes, six Initiative, and one Willpower to enhance it. When she attacks a prone enemy or makes a smash attack, she adds (Stamina) raw **withering** damage or **decisive** damage. She's immune to all wound penalties, as well as crippling penalties inflicted by effects such as Joint-Wounding Attack or Crippling Pressure-Point Strike.

If the Immaculate is unarmored, the soak bonus from Earth Dragon Form rises to (Willpower + Strength), and she gains Hardness (Strength + Stamina).

Fire Dragon Style

Fire Dragon style demands both the capacity for unpredictable violence and immense self-discipline. Its students train in the rhythm of combat, sparring and performing weapon drills in time to music. Walkers on the path of Hesiash fight with incredible speed and a dancer's grace, knowing when to withhold their force and when to unleash it without restraint.

Fire Dragon Weapons: Fire Dragon unarmed attacks are rapid barrages of punches and chops, as well as powerful kicks. The style also uses short swords, traditionally wielded paired. Unarmed attacks enhanced by Fire Dragon Charms can be stunted to deal lethal damage.

Armor: This style is compatible with light and medium armor.

Complementary Abilities: Occult is vital to subduing unruly gods.

FIRE DRAGON CHARMS

ESSENCE 1

FLASH-FIRE TECHNIQUE

Cost: 5m, 1wp; Supplemental (Instant)

Keywords: Decisive-only, Fire

Prerequisites: Martial Arts 3

Branch Charms: [Flame-Flicker Stance](#)

Her sense for violence honed by training and tempered by self-discipline, the Immaculate draws her blades without needing to think. She rolls Join Battle twice, taking the higher of the two results. Any Charms she uses must be paid separately for each roll. If she wins Join Battle and makes a **decisive** attack on her first turn, she adds (Dexterity) attack roll extra successes as dice of damage.

SEARING EDGE ATTACK

Cost: 3m; Supplemental (Instant)

Keywords: Fire, Withering-only

Prerequisites: Martial Arts 3

Branch Charms: [Perfect Blazing Blow](#)

The Immaculate's killing intent radiates from her strike as overwhelmingly painful heat. As long as her **withering** damage roll receives at least one success, her target loses (Essence) additional Initiative, which she doesn't gain.

ESSENCE 2

FLAME-FLICKER STANCE

Cost: 3m; Reflexive (Instant)

Keywords: Fire, Perilous

Prerequisites: Martial Arts 3, [Flash-Fire Technique](#)

Branch Charms: [Fire Dragon Form](#)

Moving like the shifting flame of a candle, the Immaculate fends off blows in a dance of whirling blades. Is on an attack roll against her grant +1 Parry each. If she successfully blocks an attack made by an enemy with lower Initiative, it doesn't inflict an onslaught penalty.

In Fire Aura, this Charm can be used after the attack roll.

PERFECT BLAZING BLOW

Cost: 3m, 1wp; Supplemental (Instant)

Keywords: Decisive-only, Fire

Prerequisites: Martial Arts 4, [Searing Edge Attack](#)

Branch Charms: [Fire Dragon Body](#)

Striking with overwhelming intensity, the Immaculate burns through her foe's defense. She doubles (Essence) 9s on a **decisive** attack roll against an enemy with lower Initiative. She doubles 8s against crashed foes, though still up to a total of (Essence) doubled successes.

In Fire Aura, each success doubled by this Charm also adds one die of damage.

FIRE DRAGON FORM

Cost: 7m; Simple (One Scene)

Keywords: Fire, Form

Prerequisites: Martial Arts 4, [Flame-Flicker Stance](#), [Perfect Blazing Blow](#)

Branch Charms: [God-Immolating Strike](#), [Fiery Blade Attack](#), [Overwhelming Fire Majesty Stance](#)

Flames seem to glow in the Immaculate's eyes as she dances through a rapid kata, assuming a graceful, deadly battle stance. Against enemies with a lower Initiative, her attacks inflict onslaught penalties before the roll is made, penalizing the enemy's Defense against them. When she parries a **decisive** attack, the Initiative her attacker loses (**Exalted**, p. 191) is doubled.

Special activation rules: When the Immaculate wins Join Battle, she may reflexively enter this Form.

GOD-IMMOLATING STRIKE

Cost: 5m; Supplemental (Instant)

Keywords: Decisive-only, Fire

Prerequisites: Martial Arts 4, [Fire Dragon Form](#)

Branch Charms: [Essence-Igniting Strike](#)

Wayward divinities and unrighteous spirits are tinder for the flames of righteousness. The Immaculate's **decisive** attacks deal aggravated damage to spirits, and she treats her Initiative as (Essence) higher for the purposes of this style's Charms or similar effects that gain benefits against lower-Initiative foes.

If she deals damage, she ignites the spirit's Essence, rolling (Essence) dice of aggravated damage on its next turn, ignoring Hardness. Dematerialized spirits are more easily consumed, suffering (Essence + 2) dice instead.

ESSENCE 3

ESSENCE-IGNITING NERVE STRIKE

Cost: 4m, 1wp; Simple (Instant)

Keywords: Fire, Withering-only

Prerequisites: Martial Arts 4, [God-Immolating Strike](#)

Branch Charms: [Smoldering Wound Attack](#)

Her blades rippling with invisible flame, the Immaculate agitates her foe's Essence with a precision strike, burning him from within. She makes a **withering** attack against an enemy with a lower Initiative. The Initiative she gains from the damage roll is halved, but the enemy loses one mote for every 9 on the damage roll, and two for every 10. The Immaculate chooses whether personal or peripheral motes are lost first. If this crashes that enemy, his lost motes ignite as an inward flame, rolling one die of lethal damage for every two motes lost (rounded up), maximum (Essence), ignoring Hardness.

The Immaculate may expend her Fire Aura to gain the full amount of Initiative from the damage roll.

OVERWHELMING FIRE MAJESTY STANCE

Cost: 6m, 3i; Reflexive (Until next turn)

Keywords: Fire, Perilous

Prerequisites: Martial Arts 4, [Fire Dragon Form](#)

Branch Charms: [Breath of the Fire Dragon](#)

The power and majesty of a raging conflagration cowers even the bravest hearts. Flames wreath the martial artist, imposing a penalty of (lower of Essence or Charisma) on attacks against her. Enemies that hit her from close range suffer one die of lethal damage, ignoring Hardness. A foe may pay one Willpower to become immune to this Charm's penalty for the scene, but not its damage.

In Fire Aura, this Charm's Initiative cost is waived and it loses the Perilous keyword.

FIERY BLADE ATTACK

Cost: 5m, 4i; Simple (Instant)

Keywords: Decisive-only, Fire

Prerequisites: Martial Arts 5, [Fire Dragon Form](#)

Branch Charms: [Smoldering Wound Attack](#)

The Immaculate delivers a rapid flurry of finishing blows, setting the air ablaze with her speed. She makes a **decisive** attack. As long as it deals any damage, it ignites a bonfire (Damage 4L/round, Difficulty 5) engulfing her victim, which burns without fuel for as long as he remains within it. Escaping the blaze requires him to disengage even if no combatants are in close range of him, in which case he rolls at difficulty 2.

ESSENCE 4

BREATH OF THE FIRE DRAGON

Cost: 15m, 1wp; Simple (Instant)

Keywords: Decisive-only, Fire

Prerequisites: Martial Arts 5, [Overwhelming Fire Majesty Stance](#)

Branch Charms: [Consuming Might of the Fire Dragon](#)

The Immaculate ignites the air within her lungs, expelling it as a mighty gout of flame. She rolls an unblockable **decisive** attack with (Stamina + Martial Arts) against all characters, including allies, in a ninety-degree arc out to close range, plus an additional range band for every 10 Initiative she has, to a maximum of medium range with 20+ Initiative. This attack strikes both dematerialized and materialized characters with (Initiative/3, rounded up) lethal damage, ignoring Hardness. Trivial opponents and battle groups suffer (Initiative) damage instead. As long as one enemy is hit by the attack, the Immaculate resets to base Initiative.

Enemies that take 3+ levels of damage catch fire, suffering (Essence) dice of lethal damage each turn, ignoring Hardness, until extinguished. Dematerialized spirits suffer aggravated damage and are made visible to all by the flame as long as it burns, and cannot extinguish it unless they first materialize. Flammable scenery caught in the blast catches fire, burning as a bonfire (Damage 4L/round, Difficulty 5) for the rest of the scene.

This Charm can only be used once per scene, unless reset by gaining 15+ Initiative on a single tick.

SMOLDERING WOUND ATTACK

Cost: 5m, 1wp; Reflexive (Instant)

Keywords: Decisive-only, Fire

Prerequisites: Martial Arts 5, [Essence-Igniting Nerve Strike](#), [Fiery Blade Attack](#)

Branch Charms: [Consuming Might of the Fire Dragon](#)

This Charm may only be used after landing a **decisive** attack, but before rolling damage. For every 10 on the damage roll, the Immaculate rolls one die of unsoakable **withering** damage, which adds to her base Initiative upon resetting. She can't gain more than (Essence) Initiative this way. Against a crashed enemy, she rolls **decisive** damage instead, but still gains Initiative equal to the damage dealt.

In Fire Aura, this Charm may be used after damage has been rolled.

ESSENCE 5

CONSUMING MIGHT OF THE FIRE DRAGON

Cost: -(+5m, 1wp); Permanent

Keywords: Dual, Fire

Prerequisites: Martial Arts 5, [Breath of the Fire Dragon](#), [Smoldering Wound Attack](#)

A swirling flame erupts from the Immaculate's crown chakra, engulfing her in a deadly blaze. Upon entering Fire Dragon Form, she may pay five motes and one Willpower to enhance it. She treats her Initiative as (Wits) points higher to determine when she acts each round, and for the purposes of Charms of this style or similar effects that offer benefits against low-er-Initiative foes. **Withering** attacks gain (Strength/2, round-ed up) Overwhelming, while **decisive** attacks add one die of damage. An enemy that hits her from close range suffers one die of lethal damage, ignoring Hardness.

The Immaculate's blazing aura grows stronger as she defeats her foes. Each nontrivial enemy she incapacitates or battle group she successfully routs adds one to the Initiative bonus, Overwhelming bonus, **decisive** damage bonus, and damage dealt to enemies that hit her.

Water Dragon Style

Water Dragon teaches that all things are flow – the rhythm of a fight, the blood of a living body, the Essence of Creation. Practitioners of this style train in techniques that block, redirect, or impede these flows, subtly manipulating the conditions of battle to seize victory. Its defense emphasizes fluid motions and outmaneuvering enemies with footwork, while its offense relies on

repeated strikes, exploiting the lightest wound to unleash a cascading torrent of death.

Water Dragon Weapons: Water Dragon unarmed attacks emphasize swift sequences of punches, kicks, and claw strikes. It also uses tiger claws. Unarmed attacks enhanced by Water Dragon Charms can be stunted to deal lethal damage.

Armor: This style is compatible with light and medium armor.

Complementary Abilities: Occult is needed to battle spirits.

WATER DRAGON CHARMS

ESSENCE 1

FLOWING WATER DEFENSE

Cost: 4m; Reflexive (Instant)

Keywords: Perilous, Water

Prerequisites: Martial Arts 3

Branch Charms: [Shrugging Water-Dragon Escape](#)

The Immaculate flows between offense and defense, lunging forward to strike before returning to a defensive posture. She can flurry a full defense with an attack, ignoring the Defense penalty for flurrying.

In Water Aura, if the Immaculate's attack succeeds, the Initiative cost of her full defense is refunded.

RIPPLING WATER STRIKE

Cost: 5m; Supplemental (Instant)

Keywords: Water, Withering-only

Prerequisites: Martial Arts 3

Branch Charms: None

The Immaculate's strike breaks her foe's guard like a pebble dropped into still water, spreading outward to throw enemies off-balance. Her **withering** attack gains +2 Overwhelming, and she may use Dexterity in place of Strength to determine its raw damage. If she crashes a nontrivial foe with the attack, all other enemies within close range suffer a -1 onslaught penalty.

In Water Aura, the Immaculate adds her Dexterity to raw damage in addition to her Strength.

ESSENCE 2

DROWNING-IN-BLOOD TECHNIQUE

Cost: 3m; Supplemental (Instant)

Keywords: Decisive-only, Water

Prerequisites: Martial Arts 3

Branch Charms: [Water Dragon Form](#)

Striking her foe's chest with a rapid barrage, the Immaculate redirects the flow of his blood so that it pours

into his lungs. Her **decisive** attack doubles 10s on its damage roll. If she deals 3+ levels of damage, her foe begins choking on his own blood, raising his wound penalty by one until the scene ends or he crashes the Immaculate.

Essence is the life's blood of spirits, and this attack turns its flow against them. Multiple uses stack the wound penalty increase against spirits, maximum (Essence).

In Water Aura, the Immaculate adds (her foe's wound penalty/2, rounded up) bonus dice of damage.

SHRUGGING WATER-DRAGON ESCAPE

Cost: 4m; Supplemental (Instant)

Keywords: Water

Prerequisites: Martial Arts 4, [Flowing Water Defense](#)

Branch Charms: [Water Dragon Form](#)

The Immaculate's fluid posture and footwork defies all restraint. She doubles 9s on a (Strength + Martial Arts) roll to resist a grapple, a disengage roll, a roll opposing an enemy's rush, or any roll to escape from restraints such as manacles.

In Water Aura, success on the roll grants one Initiative.

WATER DRAGON FORM

Cost: 10m; Simple (One Scene)

Keywords: Form, Water

Prerequisites: Martial arts 5, [Drowning-in-Blood Technique](#), [Shrugging Water Dragon Escape](#)

Branch Charms: [Theft-of-Essence Method](#), [Bottomless Depths Defense](#)

The Immaculate drops into a fighting stance in which offense and defense are a single fluid motion. She adds bonus dice on attack rolls equal to her target's wound penalty, wearing down foes in an endless tide. Her Stamina is doubled when calculating her natural soak.

Special activation rules: When the Immaculate deals enough **decisive** damage to a non-trivial enemy to raise his wound penalty, she may reflexively enter this Form.

THEFT-OF-ESSENCE METHOD

Cost: 4i; Reflexive (Instant)

Keywords: Perilous, Water

Prerequisites: Martial Arts 4, [Water Dragon Form](#)

Branch Charms: [Essence-Dousing Wave Attack](#), [Flow Reversal Strike](#)

Landing a telling blow, the martial artist redirects the flow of a foe's Essence. Upon crashing an enemy, the stylist steals (Essence + his wound penalty) of his motes, adding them to her own pool. She may choose whether to drain personal or peripheral motes, adding them to the same pool she steals from.

ESSENCE 3

BOTTOMLESS DEPTHS DEFENSE

Cost: 5m, 1ahl; Reflexive (Instant)

Keywords: Perilous, Water

Prerequisites: Martial Arts 5, [Water Dragon Form](#)

Branch Charms: [Tsunami-Force Shout](#)

The martial artist's body ripples and deforms around a blow, dispersing its force into the bottomless abyss of her vitality. She rolls (Essence + Stamina), unmodified by other effects, with each success cancelling a level of **decisive** damage. Even if she rolls no successes, she still cancels one level of damage. This Charm must be declared before the attack is rolled.

The Immaculate may pay one Willpower and expend her Water Aura to negate all damage from the attack.

This Charm can only be used once per day, unless reset by being hit by three **decisive** attacks from nontrivial foes without taking a single level of damage.

ESSENCE-DOUSING WAVE ATTACK

Cost: 5m, 1wp; Supplemental (Instant)

Keywords: Decisive-only, Water

Prerequisites: Martial Arts 5, [Theft-of-Essence Method](#)

Branch Charms: [Ghost-Restraining Whirlpool](#)

Striking with the dark, smothering Essence of a crashing wave, the martial artist quenches the flame of her foe's battle prowess. If her **decisive** attack against a crashed enemy deals at least (his Essence) damage, she chooses one of his ongoing Charms to deactivate, which must belong to a combat Ability or be a combat-based physical Attribute Charm. The Storyteller should inform her player what applicable Charms her victim has active before she chooses.

The martial artist may expend her Water Aura to use this Charm against an enemy who isn't crashed.

FLOW REVERSAL STRIKE

Cost: 7m, 1wp; Simple (Instant)

Keywords: Decisive-only, Water

Prerequisites: Martial Arts 5, [Theft-of-Essence Method](#)

Branch Charms: [Crashing Wave Style](#)

The Immaculate channels a surge of Essence through her strike, causing every moving fluid in her foe's body to reverse its course. She makes a **decisive** attack. On a hit, her victim rolls (Stamina + Resistance) against a difficulty equal to her attack roll threshold successes. If he fails, each success he failed by adds one die of **decisive** damage, and after taking the **decisive** damage he suffers **withering** damage equal to his current wound penalty, which is added to the Immaculate's base Initiative.

This attack twists and disrupts the Essence of spirits, causing their wound penalty to subtract successes rather than dice from their (Stamina + Resistance) roll.

This Charm can only be used once per scene, unless reset by crashing an enemy whose Initiative was higher than the Immaculate's.

ESSENCE 4

CRASHING WAVE STYLE

Cost: 5m, 5i, 1wp; Simple (Instant)

Keywords: Perilous, Water, Withering-only

Prerequisites: Martial Arts 5, [Flow Reversal Strike](#)

Branch Charms: [Tsunami-Force Shout](#)

The Immaculate strikes blow after furious blow, like waves pounding the shore. She makes **withering** attacks against a single enemy until she misses, crashes him, or has made a total of (1 + his wound penalty) attacks. Against battle groups, she attacks until she misses or depletes the group's Magnitude.

In Water Aura, crashing an enemy deals dice of lethal damage to him equal to his current onslaught penalty (including the point inflicted by this attack), ignoring Hardness.

This Charm can only be used once per scene, unless reset by landing a **decisive** attack against a crashed enemy and then building up to Initiative 12+.

GHOST-RESTRAINING WHIRLPOOL

Cost: 6m, 2i, 1wp; Simple (One Scene)

Keywords: Perilous, Water

Prerequisites: Martial Arts 5, [Essence-Dousing Wave Attack](#)

Branch Charms: [Tsunami-Force Shout](#)

Moving through a winding kata, the Immaculate stirs the seas of Essence that surround her, creating a maelstrom that inexorably draws in spirits. Spirits within medium range can't move away from her without disengaging, nor can they use the Hurry Home Charm. The Immaculate gains all Initiative lost by spirits disengaging away from her. Additionally, at the end of each affected spirit's turn, if he didn't either move towards the Immaculate or end in close range to her, she steals two Initiative from him.

Dematerialized spirits are even more susceptible to the whirlpool, treating its entire range as difficult terrain (**Exalted**, p. 199). If she steals Initiative from them, they also suffer one die of bashing damage, ignoring Hardness.

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

Special activation rules: The Immaculate may use this Charm reflexively when she enters Water Dragon Form.

ESSENCE 5

TSUNAMI-FORCE SHOUT

Cost: 10m, 10i, 1wp; Simple (Instant)

Keywords: Decisive-only, Water

Prerequisites: Martial Arts 5, [Bottomless Depths Defense](#), [Crashing Wave Style](#), [Ghost-Restraining Whirlpool](#)

Breathing deep, the Immaculate fills her lungs with liquid Essence. With a mighty, bellowing kiai, she expels a rumbling torrent of spiritual pressure. To use this Charm, she must have Initiative 20+. She rolls an unblockable **decisive** attack with (Stamina + Martial Arts) against all enemies in a ninety-degree arc out to medium range. If she's using Ghost-Restraining Whirlpool, its currents bear the force of her attack to strike all spirits within its range, materialized or dematerialized. This attack deals bashing damage to each struck enemy equal to ([Attack roll threshold successes x his wound penalty] + 1), ignoring Hardness. Battle groups are treated as having a -4 wound penalty to determine damage. This doesn't include the Immaculate's Initiative or reset her to base.

Each enemy damaged by the attack is flung one range band away from the Immaculate and falls prone. Spirits cannot be forced outside the range of a Ghost-Restraining Whirlpool, and instead suffer damage as per a short-range fall (**Exalted**, p. 232) if driven to the whirlpool's edge. An enemy that takes 3+ levels of damage is knocked back two range bands and suffers damage as per a short-range fall (or medium range, for spirits forced against a Ghost-Restraining Whirlpool's edge).

Tsunami-Force Shout can only be used once per scene, unless reset by landing a **decisive** attack that resets the Immaculate's Initiative and building back to Initiative 20+.

Wood Dragon Style

The most esoteric of the Immaculate Dragon styles, Wood Dragon oversees the cycles of life and death. Its students undergo grueling regimens that bring them to the edge of death, fasting to their bodies' limits while consuming copious quantities of hallucinogenic and entheogenic drugs. When they return to the world of the living, they bring mysterious insight with them. In battle, these mystics draw on an extensive knowledge of pressure points and Essence flows to both subdue foes and heal allies. Masters of the style are rumored to possess a technique that can bring instant death, destroying the soul itself.

Wood Dragon Weapons: Wood Dragon unarmed attacks are precise finger jabs targeting pressure points and nerve clusters. The style also uses the staff. Wood

Dragon stylists train in wielding the long bow as a close-range weapon, using the traits of a staff. Wood Dragon style can't be used through ranged attacks made with a bow, but the Immaculate doesn't need a ready weapon action to change between using a bow as a ranged weapon and wielding it as a staff.

Armor: This style is compatible with light armor.

Complementary Abilities: Occult is necessary to battle spirits, while Performance is used to distract and misdirect.

WOOD DRAGON CHARMS

ESSENCE 1

WOOD DRAGON VITALITY

Cost: 5m; Reflexive (instant)

Keywords: Dual, Wood

Prerequisites: Martial Arts 2

Branch Charms: Mind-Over-Body Meditation

At one with the font of all life in Creation, the Immaculate suffuses her body with unyielding vitality. She adds (Martial Arts) natural soak against a **withering** attack, or subtracts one die from the damage of a **decisive** attack.

In Wood Aura, the Immaculate adds (Essence + Martial Arts) soak, or subtracts (Essence/2, rounded up) dice of **decisive** damage.

EYES OF THE WOOD DRAGON

Cost: 4m; Supplemental (Instant)

Keywords: Withering-only, Wood

Prerequisites: Martial Arts 3

Branch Charms: Soul-Marking Style

Perceiving the path of living Essence through chakras and meridians, the Immaculate lands a precise strike to disrupt her foe's vital energies. She adds (Perception) raw **withering** damage and can make piercing attacks (**Exalted**, p. 586) with Wood Dragon attacks.

In Wood Aura, the Immaculate doesn't suffer a Defense penalty for making a piercing attack.

ESSENCE 2

MIND-OVER-BODY MEDITATION

Cost: 5m, 1wp; Simple (Instant)

Keywords: Perilous, Wood

Prerequisites: Martial Arts 3, [Wood Dragon Vitality](#)

Branch Charms: [Wood dragon Form](#)

The Immaculate is keenly aware of the rhythm and circulation of her body's vital forces, sensing bruises and cuts as disturbances in its course. Closing her eyes in a moment of intense focus, she rights the flow of her living Essence and seals her wounds. She rolls (lower of Essence

or Stamina), healing a level of non-aggravated damage for each success, minimum one.

This Charm can only be used once per scene, and only while in combat.

SOUL-MARKING STYLE

Cost: 3m, 2i; Supplemental (Instant)

Keywords: Decisive-only, Wood

Prerequisites: Martial Arts 4, [Eyes of the Wood Dragon](#)

Branch Charms: [Wood Dragon Form](#)

Striking through her enemy's flesh to reach at his spirit, the Immaculate drives a thorn of deadly Essence into his soul. As long as her **decisive** attack deals damage, further Wood Dragon attacks are guided by her awareness of the soul mark, granting the benefits of aiming (**Exalted**, p. 196) against that foe for the scene. Spirits suffer a -1 crippling penalty on all actions for the scene.

WOOD DRAGON FORM

Cost: 10m; Simple (One Scene)

Keywords: Form, Wood

Prerequisites: Martial Arts 4, [Mind-Over-Body Meditation](#), [Soul-Marking Style](#)

Branch Charms: [Spirit-Wracking Method](#), [Death-Pattern-Sensing Attitude](#), [Unbreakable Fascination Kata](#)

The Immaculate strikes her own pressure points and chakras with a series of quick, precise blows, bringing her Essence into perfect alignment. She gains (lower of Essence or Stamina) temporary -1 health levels the first time she enters this form in the scene.

She keeps these health levels even if she leaves this form. At the end of the scene, these temporary health levels fade, and all damage contained in them returns to her normal health track.

Additionally, when the Immaculate lands a **decisive** attack from 12+ Initiative that incapacitates a non-trivial enemy, she resets Mind-Over-Body Meditation.

Special activation rules: When the Immaculate heals enough damage from Mind-Over-Body Meditation or similar effects to reduce her wound penalty, she may reflexively enter this Form.

SPIRIT-WRACKING METHOD

Cost: 7m; Supplemental (instant)

Keywords: Withering-only, Wood

Prerequisites: Martial Arts 4, [Wood Dragon Form](#)

Branch Charms: [Spirit-Rending Technique](#)

The Immaculate chastises unruly spirits with strikes that carry the seeds of her vital Essence, to blossom within the spirit's anima. Her **withering** attack against a spirit doubles 8s on the damage roll, but doesn't grant her any

Initiative. She rolls a die of lethal **decisive** damage for every 10 on the **withering** damage roll, ignoring Hardness.

A spirit crashed by her attack suffers agonizing pain, doubling its wound penalties and the crippling penalty from Soul-Marking Style until it recovers from crash.

ESSENCE 3

DEATH-PATTERN-SENSING ATTITUDE

Cost: 5m, 2i (+1wp); Reflexive (Until Next Turn)

Keywords: Perilous, Wood

Prerequisites: Martial Arts 4, [Wood Dragon Form](#)

Branch Charms: [Wood Dragon's Succor](#)

Her senses fully attuned to the web of living Essence that surrounds her, the Immaculate foretells the approach of impending death. She gains the benefits of a full defense (**Exalted**, p. 196) to block attacks from enemies marked with her Soul-Marking Style, and ignores the Defense penalty from their surprise attacks.

If the Immaculate is ambushed by a marked foe, she may pay one Willpower to block it. Her Parry is limited to (her Essence/2, rounded up), and cannot be raised higher or benefit from other Charms.

SPIRIT-RENDING TECHNIQUE

Cost: 8m, 1wp; Supplemental (Instant)

Keywords: Decisive-only, Wood

Prerequisites: Martial Arts 4, [Spirit-Wracking Method](#)

Branch Charms: [Wood Dragon's Succor](#)

Having placed her mark on a truculent god, the Immaculate rends its Essence apart from within. She adds (Willpower) dice to a **decisive** damage roll against a spirit marked by her Soul-Marking Style, and deals aggravated damage. If this incapacitates a spirit, the Immaculate gains (its Essence) motes.

UNBREAKABLE FASCINATION KATA

Cost: 5m, 1wp; Simple (instant)

Keywords: Wood

Prerequisites: Martial Arts 5, [Wood Dragon Form](#)

Branch Charms: [Enthralling Blow Attack](#)

Moving in a sinuous, vine-like kata, the Immaculate entrances her foes. She makes an inspire roll with (Appearance + Performance) against one or more enemies that can see her to fill them with fascination. Each enemy whose Resolve is beaten cannot attack on his next turn, and cannot move away from the Immaculate without disengaging that turn.

Once an enemy has resisted this influence with Willpower, he's immune to losing his attack for the rest of the scene, but must still disengage to move away from

the stylist. An enemy who carries the Immaculate's soul mark must pay Willpower to resist twice before gaining this immunity.

ESSENCE 4

ENTHRALLING BLOW ATTACK

Cost: 10m, 5i; Reflexive (Instant)

Keywords: Perilous, Withering-only, Wood

Prerequisites: Martial Arts 5, [Unbreakable Fascination](#)
[Kata](#)

Branch Charms: [Soul Mastery](#)

The Immaculate transitions through the undulating motions of her Unbreakable Fascination Kata into a sweeping blow that sends foes reeling. Upon using this Charm's prerequisite, the Immaculate reflexively rolls a single **withering** attack against each enemy in close range whose Resolve she beat, even if they resisted with Willpower. She rolls damage separately against each hit enemy, but only gains Initiative from the highest damage roll. Damaged enemies cannot take any move actions on their next turn.

An enemy crashed by Enthralling Blow Attack suffers the full effects of the Immaculate's Unbreakable Fascination Kata until he recovers from crash, even if he's already paid Willpower to resist.

In Wood Aura, in addition to gaining Initiative from the highest damage roll, the Immaculate gains up to (Essence/2, rounded up) Initiative from each additional damage roll.

WOOD DRAGON SUCCOR

Cost: 15m, 1wp; Simple (Instant)

Keywords: Wood

Prerequisites: Martial Arts 5, [Death-Pattern-Sensing](#)
[Meditation](#), [Spirit-Rending Technique](#)

Branch Charms: [Soul Mastery](#)

The Wood Dragon lives so that all may live. To use this Charm, the Immaculate must have Initiative 12+. She lays hands on another character, activating pressure points with gentle touches as verdant Essence flows from her hands to suffuse his body and heal his wounds. She rolls (Initiative), healing her ally one level of non-aggravated damage for each success, to a maximum of (his Stamina + Resistance) levels. She suffers an unpreventable level of bashing damage for every two health levels she heals this way, rounded down.

Using this Charm resets the Immaculate to base Initiative. If she expends her Wood Aura, she only loses Initiative equal to the total levels of damage healed, to a minimum of her base Initiative. A character can only benefit from this Charm once per day.

ESSENCE 5

SOUL MASTERY

Cost: 5m, 1wp, 1ahl; Simple (Instant)

Keywords: Decisive-only, Wood

Prerequisites: Martial Arts 5, [Enthralling Blow Attack](#), [Wood Dragon Succor](#)

Standing at the center of life and death, the Immaculate unleashes the legendary secret technique of Wood Dragon style. A swirling black-green aura wreathes her weapon as she strikes at her opponent's very soul. This

Charm can only be used against an enemy suffering from the Immaculate's Soul-Marking Style. She rolls a gambit against him, with a difficulty of (his Essence + Willpower - wound penalty), minimum 6. Success destroys him utterly. Spirits are permanently destroyed, the undead crumble into dust, and the living die as their souls are struck into Lethe, ensuring that they'll reincarnate rather than lingering as ghosts. Constructs and similar beings neither living or dead are unaffected.

Soul Mastery can only be used once per scene.



Chapter Three: SIDEREAL MARTIAL ARTS

Sidereal Martial Arts styles are the legendary secret arts of the Fivescore Fellowship. They are abstract and esoteric, each a philosophical meditation upon a concept or cosmic principle: consumption, decay, Essence, possibility, time, and more. While most Martial Arts styles are rooted in the physicality of battle, Sidereal Martial Arts transcend it, warping and transforming reality itself.

Effects that refer to Martial Arts include Sidereal Martial Arts, but the specific limitations on learning and teaching Sidereal Martial Arts trump anything to the contrary.

Learning Sidereal Martial Arts

Among the **Exalted**, only Sidereals, Getimians, Solars, Abyssals, and Infernals can learn Sidereal Martial Arts. Some rare or unique beings may also be able to learn them or even create them at the Storyteller's discretion – for example, the Deathlord known as the Bishop of the Chalcedony Thurible can use Sidereal Martial Arts and has created the Albicant Sepulcher of Extinction style, a bleak expression of the Neverborn's feverish desire for total destruction.

Before a character can begin learning Sidereal Martial Arts, she must learn either all Charms of a single Martial

Arts style or a total of ten Charms among any number of styles. Sidereal Martial Arts Charm costs ten experience for characters for whom Martial Arts is a Caste or Favored Ability and twelve experience for others. Solars with Supernal Martial Arts and other Exalted with similar advantages don't apply them to Sidereal Martial Arts.

Only Sidereals are capable of learning Sidereal Martial Arts without a mentor and creating new styles. Other characters must seek out a Sidereal's tutelage. However, Sidereal Essence is intrinsically instructive, making it possible for such characters to learn Sidereal Martial Arts through repeated battles against a Sidereal stylist.

New Keyword: Enlightenment

Attaining the apex of Sidereal Martial Arts' power demands an understanding of subtle cosmic principles and a harmony with the nature of reality beyond many students. Sidereals always gain the benefits of a Sidereal Martial Arts' Enlightenment effects. Getimians access Enlightenment effects based on whether their Essence's current nature is Flowing or Still. Other Exalted can't ordinarily access Enlightenment effects.



Charcoal March of Spiders Style

It's said this style was created when an ancient Sidereal witnessed Asna Firstborn, mother of pattern spiders, kill and consume her mate. Enlightened by the sublime horror-beauty of the act, they attained an understanding of the cosmic principles of consumption. Its practitioners emulate the movements of pattern spiders, striking with venomous techniques that devour Essence, dissolve souls, and reweave reality.

Students fast throughout their training as they undergo grueling regimens that hone their body and guide them to this style's enlightenment elaborate footwork drills, aerial contortions while dangling upside-down from silken threads, striking the surface of vats of poison and acid, and meditating while surrounded with heaping platters of delicacies.

Charcoal March of Spiders Weapons: This style's unarmed attacks are sweeping rapid kicks and four-fingered strikes that can jab pressure points as easily as they gouge eyes. It's also compatible with fighting chains, knives, meteor hammers, nunchaku, rope darts, seven-section staffs, and whips.

Armor: This style is incompatible with armor.

Complementary Abilities: Athletics supports stylists' mobility. **Nature:** Flowing.

THE SCRIPTURE OF CONSUMPTION

Once, there was a small maiden...

*who climbed a whirlwind over water,
over and over, until she reached the top
and became a mother.*

To one child, she said "I have many things to show you."

*And to another, she said "You may rest within my home
and eat, no need to fly."*

And to a third, she said "How beautiful you are."

*And as each heard her words and came to the center of the
web,*

she ate them.

CHARCOAL MARCH OF SPIDERS CHARMS

ESSENCE 3

RAIN OF UNSEEN THREADS

Cost: 5m (1m); Reflexive (One Scene)

Keywords: Mute

Prerequisites: Martial Arts 3

Branch Charms: [Nest of Living Threads](#), [Unnatural Many-Step Stride](#), [Maw of Dripping Venom](#)

*The martial artist casts strands of fate from her sleeves or
fingertips, spinning reality itself into hair-fine threads.*

The stylist may create threads of Essence, with the following benefits:

- She can use threads to take actions out to medium range: attacking with weapons, picking up or otherwise interacting with objects, or performing simple tasks that could be done with one hand. The threads are exceptional equipment (**Exalted**, p. 580) for weaving, climbing, laying snares, swinging between handholds, etc. They're also exceptional equipment for lifting or suspending heavy objects – a feat of strength rolled with (Wits + Martial Arts), using (Essence + Wits) instead of Strength to determine if the feat can be attempted.
- The stylist can attack with the threads. They're light weapons with the Bashing, Martial Arts, Thrown (Medium), Disarming, Flexible, Grappling, and Subtle tags. They count as style weapons.
- The stylist can still flurry while grappling an enemy with a thread and suffers no Defense penalty. If the stylist grapples an enemy from beyond close range, she can only take restrain or drag actions, and a character can sever the thread – ending the grapple – with a difficulty (stylist's rounds of control) gambit. The stylist can have up to a total of (Wits) enemies grappled at a time. While grappling multiple enemies, on each, she may either restrain them all, expending two rounds of control over each of them; make a savaging attack against them; or release them. Withering savaging attacks use a single attack roll but roll damage separately against each grappled foe. Only the single highest withering damage roll awards Initiative. **Decisive** savaging attacks divide her Initiative evenly among all foes (rounded up) to determine the damage rolled against them, ignoring Hardness.

NEST OF LIVING STRANDS

Cost: —(+1wp); Permanent

Keywords: Enlightenment

Prerequisites: Martial Arts 4, [Rain of Unseen Threads](#)

Branch Charms: [Charcoal March of the Spiders Form](#)

*Hundreds of nearly invisible threads spit from the stylist's
hands, whipping around physical and spiritual leverage
points to weave the world into her web.*

The stylist may pay a one-Willpower surcharge when she uses Rain of Unseen Threads to weave a web extending out to short range. At the start of each of her turns, it extends another range band outward, to a maximum of four range bands. The web has the following effects:

- The stylist's enemies treat the web as difficult terrain (**Exalted**, p. 199). Its -3 penalty applies on all physical actions rolled while in the web.
- The stylist receives heavy cover (**Exalted**, p. 199) from her web. Once her web reaches long range, it affords full

cover against enemies at long range or further. This cover extends to any character she protects with a defend other action.

- While in the web, the stylist waives the mote cost to create threads with Rain of Unseen Threads.

An enemy can clear their location of webbing with a difficulty 8 feat of strength that requires Strength 5, though it regrows on the stylist's next turn. An enemy with an edged weapon, firewand, or the like can also destroy webbing with a difficulty 4 gambit, rolled against Defense (stylist's Essence).

If the stylist moves from her location, the built-up webbing fades away, and a new web forms out to short range at the end of her movement. Otherwise, it continues to build, filling the air with strands of cobweb that eventually grow into an opaque forest of webbing surrounding the stylist, thick as stone.

Enlightenment: Once per story, the stylist may pay three levels of anima when she uses this Charm to have her web initially form out to long range. Spiders of anima scuttle through the web; their radiance extends the web's difficult terrain penalty to enemies' Stealth rolls.

UNNATURAL MANY-STEP STRIDE

Cost: 5m (+1wp); Reflexive (Until next turn)

Keywords: Enlightenment, Mute, Perilous

Prerequisites: Martial Arts 4, [Rain of Unseen Threads](#)

Branch Charms: [Dance of the Hungry Spider](#)

The martial artist scurries along the strands of fate like a pattern spider, moving with disturbingly inhuman grace.

The stylist can stand on thin air, finding footholds in the weave of fate, and can move vertically by running upward. Any movement action rolls she makes also count as threaten rolls against all enemies and bystanders – the way she moves is wrong, not how human limbs should move. Affected enemies flee the stylist or otherwise seek safety.

Enlightenment: When the stylist uses this Charm, she may pay a one-Willpower surcharge to dematerialize for its duration, becoming unable to interact with the material world or be harmed by it without the use of magic.

DANCE OF THE HUNGRY SPIDER

Cost: 5m, 1wp; Reflexive (One Scene)

Keywords: Enlightenment, Uniform

Prerequisites: Martial Arts 5, [Unnatural Many-Step Stride](#)

Branch Charms: [Charcoal March of the Spiders Form](#)

The martial artist moves with shifting and shuffling footwork, keeping her feet constantly in motion to emulate the spider, balanced on six legs and striking with two.

The stylist gains the following benefits:

- She's immune to grapple gambits, effects that would knock her prone or forcibly move her, or effects that specifically affect her lower body. This defense can be overwhelmed – after negating two such effects, the stylist becomes vulnerable to the third, after which this defense resets.
- Once per round, she can either reflexively glide one range band toward an enemy before attacking him or reflexively move one range band in any direction after an attack against her. This doesn't count as her movement action for the round.
- When she threatens characters with a movement roll using Unnatural Many-Step Stride, they're treated as having a Major Intimacy supporting the influence. As long as she beats a nontrivial target's Resolve, she gains one Initiative.

Enlightenment: The stylist waives the Willpower cost to dematerialize with Unnatural Many-Step Stride.

MAW OF DRIPPING VENOM

Cost: 5m, 1wp; Simple (Instant)

Keywords: Decisive-only, Enlightenment

Prerequisites: Martial Arts 5, [Rain of Unseen Threads](#)

Branch Charms: [Charcoal March of the Spiders Form](#)

The martial artist strikes her foe like a thousand venomous fangs, tainting her victim's Essence and dissolving his soul from the inside out.

To use this Charm, the stylist must have Initiative 15+. She makes a **decisive** attack. A damaged enemy suffers a poison with duration (stylist's Essence + levels of damage inflicted) rounds and a 3 penalty. Instead of taking damage, at each interval, he rolls (Sidereal's Essence) dice and loses motes equal to his successes. If he doesn't have enough motes, excess successes instead inflict that many levels of aggravated damage.

If this poison incapacitates a character, he falls comatose. The stylist may touch him to devour his soul, killing him instantly and permanently and granting her (his Essence x10) motes. Human souls devoured this way don't pass on to Lethe.

Enlightenment: When the martial artist devours a victim's soul, she may absorb his memories. She can't eidetically recall every moment of his life, remembering only to the extent that he did. This only conveys memories of events, not skills, though she may rely on his memories as a mentor for mundane traits (**Exalted**, p.

178). However, in doing so, she gains one of the target's Intimacies, chosen by the Storyteller, at the same intensity he had it at. She can't willingly erode this Intimacy for the rest of the story.

ESSENCE 4

CHARCOAL MARCH OF SPIDERS FORM

Cost: 10m; Simple (One Scene)

Keywords: Form, Perilous

Prerequisites: Martial Arts 5, [Dance of the Hungry Spider](#), [Maw of Dripping Venom](#), [Nest of Living Strands](#)

Branch Charms: [Cannibalistic Heritage Technique](#), [Jumping Spider Strike](#), [Water Spider Bite](#)

The martial artist shifts languidly through interwoven stances meant for eight legs, acting with grace and precision beyond humanity.

The stylist rolls Join Battle twice, using each roll to establish a new Initiative track. She still only takes one turn each round, but at any point where the martial artist's Initiative is relevant – determining her turn order, paying an Initiative cost, determining a **decisive** attack's damage, resetting to base – she chooses which of her three Initiative tracks she wants to use in that instant. If she resets to base Initiative after a successful **decisive** attack or the like, she must reset the Initiative track used for that effect.

The only exception is that when she resets to base Initiative, if one of her Initiative tracks is at or below base Initiative, she can't choose to reset that one unless all of them are that low.

If one of the martial artist's Initiative tracks is crashed, it's permanently lost. If this Charm ends, the stylist chooses which Initiative track she keeps but notes the other two, which she reuses instead of rolling if she reenters this Form that scene. Tracks lost to crash don't return for the rest of the scene.

Special activation rules: When the stylist lands a **decisive** attack against a nontrivial enemy on the same turn she moves into or out of close range with him, she may reflexively enter this Form.

CANNIBALISTIC HERITAGE TECHNIQUE

Cost: 5m, 1wp; Reflexive (Instant)

Keywords: Clash, Decisive-only

Prerequisites: Martial Arts 5, [Charcoal March of Spiders Form](#)

Branch Charms: [Pattern Spider Touch](#)

The martial artist moves her hands in swirling motions, creating a hungry vortex of whirling cobwebs and spiritual pressure and whirling cobwebs to devour an enemy's attack.

To use this Charm, the stylist must have Initiative 20+. She reflexively clashes an attack against her with this vortex as a **decisive** attack. She can do so against attacks made from any range, but she only rolls damage on a successful clash if her attacker is within close range – or, if Rain of Unseen Threads is active, medium range.

If the stylist wins the clash, the vortex engulfs and consumes her attacker's weapon or projectile. Mundane hand-to-hand weapons are destroyed entirely while artifacts are corroded and damaged to the point of being unusable until repaired (**Exalted**, p. 242). If her attacker was unarmed, he must instead choose between accepting a crippling injury (**Exalted**, p. 201) to the limb used to attack or adding his attack roll successes as damage dice to the stylist's clash. If he takes a crippling injury, it doesn't count against the once-per-story limit on doing so.

If Charcoal March of Spiders Form is active, the stylist may choose to combine more than one of her multiple Initiative tracks to determine her clash's damage. She chooses one track to keep, resetting if she succeeds or losing Initiative if she misses; the other tracks she used are expended as if crashed.

JUMPING SPIDER STRIKE

Cost: 15m, 1wp; Simple (Instant)

Keywords: Decisive-only, Enlightenment

Prerequisites: Martial Arts 5, [Charcoal March of Spiders Form](#)

Branch Charms: [Thumbnail Spider March](#)

The martial artist bounds forward to strike a distant foe with impossible speed and force, as if the all the tension of fate's tapestry was released through her.

The stylist makes an unblockable **decisive** attack against any enemy she can perceive regardless of distance, even out to extreme range, leaping to whatever range she wishes to attack from in a single monstrous bound. She must have an unobstructed path along which to leap. She strikes with terrible force, adding two dice of damage per range band crossed, maximum ten dice. An enemy incapacitated by this attack is reduced to nothing but blood and dust.

If the stylist uses this Charm from concealment or from extreme range, her target rolls

(Perception + Awareness) opposing her attack roll. If he fails, her attack is an ambush (**Exalted**, p. 203).

The stylist can use this Charm outside of combat, prompting a Join Battle roll for all involved parties. She can also use it against inanimate objects and structures, in which case she treats the attack as a feat of demolition.

with effective Strength 10, rolling (Strength + Martial Arts) with (Essence + range bands) non-Charm successes.

This Charm can only be used once per scene unless reset by successfully defending against an attack from long or extreme range by a nontrivial enemy.

Enlightenment: The stylist may use this Charm to mediate on a character for whom she holds a negative Major or Defining Tie, committing its mote cost indefinitely while she meditates. If that character comes within (Essence) range bands of her, she automatically and reflexively attacks him as above, without needing to perceive him. This is an ambush (**Exalted**, p. 203) unless the enemy was already aware of the Sidereal's location.

THUMBNAIL SPIDER MARCH

Cost: 15m, 1wp (+1wp); Simple (Instant)

Keywords: Decisive-only, Enlightenment

Prerequisites: Martial Arts 5, [Jumping Spider Strike](#)

Branch Charms: [Pattern Spider Touch](#)

The martial artist sweeps across the battlefield like the East's migrating thumbnail spiders, striking like thousands or millions of tiny, hungry spiders devouring all they swarm over.

The stylist moves up to two range bands, or three range bands if Dance of the Hungry Spider is active. At the conclusion of her movement, she makes a single undodgeable **decisive** attack roll against each enemy she came within range of at any point during her movement. She rolls damage separately for each; each attack has (Initiative/2, rounded up) damage dice. This attack can't be clashed, nor can counterattacks be used against it; the death of a single spider doesn't harm the swarm. This counts as the stylist's movement action for the turn.

This Charm can only be used once per scene unless reset when the stylist takes a movement action to come within close range of at least three nontrivial enemies while she has Initiative 20+.

Enlightenment: The stylist's attacks can strike dematerialized enemies. If the stylist is dematerialized – using Unnatural Many-Step Stride or other magic – she can pay a one-Willpower surcharge to strike materialized targets with it.

WATER SPIDER BITE

Cost: —(+5m); Permanent

Keywords: Enlightenment, Shaping (Soul)

Prerequisites: Martial Arts 5, [Charcoal March of Spiders Form](#)

Branch Charms: [Pattern Spider Touch](#)

The martial artist's venomous touch paralyzes her victim's Essence, numbing his inner power that she might feast on it.

The stylist can pay a five-mote surcharge when she uses Maw of Dripping Venom to enhance its venom with the following effects:

- Any notes the victim loses to the poison are granted to the stylist. She can't gain more than (Essence) motes per round total, no matter how many victims she has.
- No matter how many successes the poison's victim rolls, its duration can't be reduced below one round.
- While the victim's poisoned, the stylist's attacks against him steal motes equal to the damage roll's 10s. If she crashes him or deals enough **decisive** damage to increase his wound penalty, she steals motes for 9s as well.
- The stylist can use the victim's anima banner to pay the anima costs of her own Charms.

Enlightenment: When an enemy takes aggravated damage from the poison, the stylist's player chooses one of that character's ongoing Charms or other effects to end, awarding the stylist any motes that were committed to that effect as above. Permanent effects can't be negated.

PATTERN SPIDER TOUCH

Cost: 10m, 1wp; Simple (Instant)

Keywords: Decisive-only, Psyche, Shaping (Body, Fate, Mind)

Prerequisites: Martial Arts 5, [Cannibalistic Heritage Technique](#), [Jumping Spider Strike](#), [Water Spider Bite](#)

Branch Charms: [Grandmother Spider Mastery](#)

The martial artist has studied the eight secret motions for weaving the Loom that Asna Firstborn taught her teeming young; through them, she reweaves her enemies' fates.

The stylist makes a gambit against a crashed enemy. Its difficulty is (victim's Essence + Resolve, minimum 6). Success lets her inflict one of the following transformations:

Another Life Venom: The stylist transforms her target into a human of any appearance, though not a duplicate of an existing individual. She can alternatively give him the appearance of a god, demon, elemental, ghost, or other supernatural creature, though this doesn't grant any actual power beyond cosmetic supernatural displays. The stylist's player may briefly describe a backstory and social role for this new person – “a coal-hauler in the city's industrial district,” “a notorious local gossip,” “god of this cairn.” The stylist's will shapes reality through subtle manipulations of probability and alterations to the memories of trivial characters to bring

the victim into that role or the nearest feasible equivalent. His memories are suppressed and replaced by constructed memories suitable to his role and backstory that will hold up to at least modest scrutiny. His Intimacies are unchanged, though he may not be able to understand them immediately. If the victim finds evidence his memories have been compromised, he can pay one Willpower to either regain his memory of one scene or regain all memories associated with one of his Intimacies. Once he's spent a total of (stylist's Essence) Willpower this way, his memories are restored in full.

Inner Beast Awakening Venom: The stylist transforms her victim into an animal. His actions use the lower of his or the animal's dice pool (3 dice if it has no listed pool). He also uses its Evasion, Parry, and natural soak if they're worse than his own. He can attack with his animal form's natural weapons and make use of its non-latent special abilities and Merits, subject to the above restriction, but any dice added are Charm dice. His consciousness and intellect become typical for that animal. His memories and Intimacies are unaltered, but he typically loses his understanding of language and his capacity for higher reasoning may be diminished, among other potential effects. He can pay one Willpower to restore his mind for one scene; once he's spent a total of (stylist's Essence) Willpower this way, it's restored for the remainder of his transformation.

People-as-Things Venom: The stylist transforms her victim into an object or other inanimate natural phenomena with roughly the same mass as her victim. A victim typically becomes an object that typically has a similar appearance in some way: a statue, an oak tree that resembles him from a certain perspective, an empty suit of armor, etc. Victims remain conscious and aware of their surroundings but are typically unable to act. Exalted and other puissant beings may find ways to take actions as objects with stunts or clever use of Charms, facing penalties appropriate to their form. If the object is destroyed, the victim lapses into a coma-like state, but can potentially be brought back if it's repaired.

By default, these transformations are permanent, persisting until undone by magic like Order-Affirming Blow (**Exalted**, p. 334). The stylist may choose to set a limited duration for it as well as one or more conditional triggers her victim can satisfy to end the transformation.

Charms that let a character protect themselves from poison, like Immunity to Everything Technique (**Exalted**, p. 379), can be used against Pattern Spider Touch. However, magic that treats poison can't undo these transformations.

This Charm can only be used once per story unless reset by devouring the soul of an Exalt or Essence 6+ being with Maw of Dripping Venom. It can't be reset by the Dawn Caste anima or similar effects. If the stylist fails to transform her Charm, it doesn't need to be reset, though she can't use it again for the rest of the scene.

ESSENCE 5

GRANDMOTHER SPIDER MASTERY

Cost: —(+15m, 1wp); Permanent

Keywords: Enlightenment

Prerequisites: Martial Arts 5, [Pattern Spider Touch](#)

A web of endless invisible filaments surrounds the martial artist as she enters a stance of eightfold victory, seeming to split into many selves as she moves with a speed that transcends space and time.

The stylist can pay a fifteen-mote, one-Willpower surcharge when she uses this style's Form to gain the following benefits:

- Her extra Initiative tracks can be crashed normally, rather than being lost completely upon crash.
- She can flurry this style's Simple Charms with each other and other actions. This includes flurrying Charms that let her make attacks, but she must use a different Initiative track for each Charm's attacks.
- When she makes an attack, she may treat herself as being at any point within short range of her actual location for all purposes, including ranged attacks' Accuracy bonuses, the applicability of cover, whether she is within range for a clash or counterattack, etc. This doesn't let her attack at extreme range.
- When an enemy makes an attack against her, she may treat herself as being at any point within short range of her actual location for all purposes, including ranged attacks' Accuracy bonuses, the applicability of cover, whether she is within range for a clash or counterattack, etc. However, she can't negate an attack outright by "moving" her location to a point beyond its range—in such cases, the attack is still rolled normally.

Enlightenment: In addition to the above effects, the stylist waives the Willpower cost of this style's Charms.

Citrine Poxes of Contagion Style

This style is a contemplation on decay, both causing and reversing it. It was created long ago by the Joybringer and physician Perdurance of Blossoms, who sought aid from the Three Supreme Plagues, Heaven's foremost gods of disease. She seduced languid Kel-Aina, ruler of drunken moth sickness. Sylvi, the Crone of Fire, god of white sun fever, was won over by appeals to her storied pride. The nameless god of the uttermost West who presides over

jigsaw organ condition forbade Perdurance of Blossoms from ever speaking of the favor they demanded, and so it remains unknown.

Understanding disease, injury, and similar ailments as stemming from imbalances in one's Essence, this style's students inflict strange, terrible diseases by imbalancing enemies' Essence and curing maladies by resolving the underlying imbalance they arise from. Students study anatomy and memorize catalogues of diseases and their cures. This foundation undergirds esoteric regimens that hone a stylist's awareness and control of the flow of Essence through their body, until they can exert its full force through a fingertip or a needle's point.

Citrine Poxes of Contagion Weapons: This style's unarmed strikes target multiple pressure points in rapid succession or twist an enemy's limbs to wrench their bones and spine into or out of alignment. It's also compatible with darts and needles.

Armor: This style is incompatible with armor.

Complementary Abilities: Medicine provides foundational knowledge of anatomy and disease and is used with this style's healing techniques.

Nature: Flowing.

Special: Characters with any ten Medicine Charms can learn Citrine Poxes of Contagion style even without the requisite Martial Arts Charms to learn Sidereal styles (p. XX).

THE SCRIPTURE OF DECAY

*Once, there was a sickly maiden...
who told me this: "You shall know your enemies when they
teach you to forget
what is whole
and what is diseased."*

CITRINE POXES OF CONTAGION CHARMS

ESSENCE 3

PERFECT RECONSTRUCTION METHOD

Cost: 5m, 1wp; Simple (Instant)

Keywords: Decisive-only, Enlightenment

Prerequisites: Martial Arts 3

Branch Charms: [Spirit-and-Body Purification Touch](#)

The martial artist batters her patient's body back into alignment with the patterns of his Essence.

The stylist makes a gambit to heal herself or another character, rolling Join Battle to calculate Initiative if she uses it outside of combat. The Initiative roll's difficulty equals (5 + patient's total levels of damage); no attack roll

is necessary unless he's unwilling. Success heals (Medicine + extra successes) levels of non-aggravated damage or converts that many levels of aggravated damage to lethal damage, maximum (her Essence + her Medicine + patient's Essence) levels.

If the stylist knows other Charms that can heal damage or grant temporary health levels to other characters in combat, she may use them reflexively with this Charm, waiving Willpower costs, to extend their benefits through the gambit as well. If they require a roll, she uses her Initiative roll instead. The stylist likewise waives the Willpower cost of Charms like Instant Treatment Methodology that let her use such Charms in combat.

SPIRIT-AND-BODY PURIFICATION TOUCH

Cost: —(Varies); Permanent

Keywords: None

Prerequisites: Martial Arts 5, [Perfect Reconstruction Method](#)

Branch Charms: [Citrine Poxes of Contagion Form](#)

The martial artist strikes with a gentle blow, cleansing a patient's body and spirit as cool rain washes away blood and tears.

Upon purchasing this Charm, the stylist expands Perfect Reconstruction Method with one of the following techniques, letting her forgo levels of healing to treat other ailments or empower her patient in other ways. She can use multiple techniques together. Some techniques require her to pay a surcharge; others require prerequisite techniques.

Essence-Aligning Touch: The stylist grants her patient four motes per level of healing she forgoes.

Will-Tempering Touch (+10m; requires Essence-Aligning Touch): The stylist grants her patient one Willpower per level of healing she forgoes.

Hex Negation Technique (Requires Will-Tempering Touch): The stylist can negate a Shaping effect or a sorcerous curse, like the spell Corrupted Words (**Exalted**, p. 472) by forgoing levels of healing equal to the Essence of the character responsible.

Spiritual Parasite Banishment (Requires Hex Negation Technique) The stylist can banish a possessing spirit by forgoing (its Resolve/2, rounded up) levels of healing.

Trauma-Erasing Touch (Requires Will-Tempering Touch): The stylist can forgo one level of healing to erase a scene's worth of memories that are painful, traumatic, or a source of grief or regret. If her target is unwilling, this fails unless her Initiative roll also beat his Resolve. A character presented with evidence of his erased

memories may pay three Willpower to restore a single scene's worth of them.

Impurity-Purging Flow: The stylist can completely purge a disease or poison from her target's system by forgoing levels of healing equal to a disease's morbidity or a poison's remaining duration.

Wound Negation Touch (Requires Impurity-Purging Flow): The stylist can permanently reduce crippling penalties from temporary injuries by one point per level of healing she forgoes; reducing an effect's penalty to zero negates it completely.

This Charm can be repurchased any number of times, each granting another benefit.

Enlightenment: The stylist can also learn the following techniques. Getimians can only use them while their Essence is Flowing.

Essence Template Restoration (+10m, 1wp; requires Wound Negation Touch): The stylist can heal permanent crippling effects, forgoing two levels per point of penalty for missing digits, a lost eye, a mangled foot, etc.; three levels per point for a severed hand, congenital blindness, organ failure, etc.; or four levels per point for severed limbs, destroyed vital organs, and other grievous maiming.

Psyche-Cleansing Technique (+10m, 1wp; requires Trauma-Erasing Touch): The stylist can lower a Derangement's intensity one step, to a minimum of Minor, by forgoing (its intensity) levels of healing. She can negate a Psyche effect by forgoing of healing equal to the higher of the Essence of the character responsible or the total Willpower cost to resist it.

FEVERISH ESSENCE INFECTION

Cost: 10m, 1wp; Simple (Instant)

Keywords: Decisive-only, Enlightenment

Prerequisites: Martial Arts 3

Branch Charms: [Spiritual Decay](#)

The martial artist has learned ten thousand subtle principles of infection and ten thousand ways in which each of them might be used.

Upon purchasing this Charm, the stylist chooses a supernatural disease – one of the diseases presented with this style, puppeteer's plague (**Exalted**, p. 235), cracked mirror blight (**Arms of the Chosen**, p. 61), or others. The Storyteller can veto disproportionately powerful diseases like the Great Contagion. The sacred diseases of the Three Supreme Plagues – drunken moth sickness, jigsaw organ condition, and white sun fever – are so closely entwined with this style's Essence that any stylist can master them. For other ailments, the stylist must first encounter the disease – either directly or through close interaction with a victim.

When the stylist uses this Charm, she makes a difficulty 3 gambit. Success exposes her victim to the disease. Mortals and trivial characters don't receive a roll against it. Others suffer infection even if their roll succeeds but automatically succeed on their first roll against the disease's morbidity.

This Charm can be repurchased any number of times, each adding a new disease to the stylist's repertoire.

Enlightenment: The stylist may make a damaging **decisive** attack instead of a gambit, inflicting the disease if she deals 3+ levels of damage.

SPIRITUAL DECAY

Cost: —; Permanent

Keywords: Enlightenment, Uniform

Prerequisites: Martial Arts 4, [Feverish Essence Infection](#)

Branch Charms: [Citrine Poxes of Contagion Form](#)

The martial artist understands the true nature of disease – not a malady of blood and flesh, but a disruption in the patterns and flows of Essence.

When the stylist uses Infectious Essence Discharge or other magic that transmits diseases, a victim who fails his



opposed roll loses motes equal to his 1s and 2s. Characters without motes lose Willpower instead.

Additionally, the stylist can infect automata, undead, and other beings who're intrinsically immune to disease. This doesn't overcome magic like Immunity to Everything Technique (**Exalted**, p. 379).

Enlightenment: Victims also lose Initiative for their 1s and 2s, which the stylist doesn't gain. If this crashes an enemy, he contracts the disease at Major Intensity.

ESSENCE 4

CITRINE POXES OF CONTAGION FORM

Cost: 20m, 1wp; Simple (One Scene)

Keywords: Form, Withering-only

Prerequisites: Martial Arts 5, [Spirit-and-Body Purification Touch](#), [Spiritual Decay](#)

Branch Charms: [Gentle Touch of the Wicked Hand](#), [Spiritual Perfection](#)

The martial artist corrupts and scars the world's Essence; a latticework of iron appears above her like scar tissue in the sky, drenched with blood and seawater as she brings forth Iphimedeia, the Revel Outside the Sealing of the Gates.

The stylist gains the following benefits:

- When an enemy comes within short range of her, he must roll against Iphimedeia (p. XX). Success renders him immune to this effect for the scene. Mortals and trivial characters fail automatically.
- When she crashes a diseased enemy, she may increase the intensity of one disease, maximum Defining. Incapacitating an enemy lets her raise a disease's intensity any amount.
- Diseased characters suffer a penalty equal to the highest intensity among diseases on rolls opposing her.
- She's immune to mundane poison and disease and adds (Essence) non-Charms dice on rolls against supernatural ailments. If a disease wouldn't normally allow a roll against it, she rolls at difficulty 5.
- Upon learning this form, the stylist adds Iphimedeia to the repertoire of diseases she can inflict with Feverish Essence Infection.

Special activation rules: When the stylist successfully infects a powerful enemy with a disease, she may reflexively enter this Form.

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Special activation rules: When the stylist successfully infects a powerful enemy with a disease, she may reflexively enter this Form.

GENTLE TOUCH OF THE WICKED HAND

Cost: 10m, 1wp; Simple (Instant)

Keywords: Decisive-only, Enlightenment

Prerequisites: Martial Arts 5, [Citrine Poxes of Contagion Form](#)

Branch Charms: [Essence-Shattering Typhoon](#)

Infusing Essence into pressure points and meridians corrupted by disease, the stylist ignites a conflagration of decay that consumes her victim from within.

The stylist makes a **decisive** attack against a diseased enemy with base damage ([Essence x Intensity] + attack roll extra successes), ignoring Hardness. This doesn't include or reset her Initiative. The stylist need only touch her victim; noticing the attack requires a (Perception + Medicine) roll against a difficulty of her (Manipulation + Medicine). She can make an ambush (**Exalted**, p. 203) without needing to establish concealment as long as her victim is willing to let her touch him.

Enlightenment: The stylist may add her Initiative to the attack's damage, resetting if she hits.

Reset: This Charm can only be used once per scene unless reset by landing a **decisive** attack that resets the stylist's Initiative and then crashing a diseased enemy.

SPIRITUAL PERFECTION

Cost: 10m, 1wp; Reflexive (Instant)

Keywords: Clash, Enlightenment

Prerequisites: Martial Arts 5, [Citrine Poxes of Contagion Form](#)

Branch Charms: [Glorious Citrine Protection](#), [Inner Dragon Unbinding](#)

The martial artist's understanding of the many vectors by which her Essence might be corrupted shields her from such afflictions.

The stylist clashes an attempt to inflict a poison, disease, crippling effect, Shaping effect, Psyche effect, possession, or sorcerous curse on her, rolling (Wits + Medicine), adding a free full Excellency (including target number reduction for Sidereals). If the effect is normally unrolled, the opposing character makes an appropriate (Attribute + Ability) roll. Success negates that effect and renders her immune to all further effects of that type for the scene.

Enlightenment: Success also negates all such effects already afflicting the stylist.

GLORIOUS CITRINE PROTECTION

Cost: 3m, 1wp; Reflexive (Instant)

Keywords: Uniform

Prerequisites: Martial Arts 5, [Spiritual Perfection](#)

Branch Charms: [Flare of Invulnerability](#)

The martial artist channels the flow of her Essence into a tenfold pattern of harmonious completion.

The stylist can use this Charm after being hit by an attack but before the damage roll, halving the damage she suffers, rounded down. If she used Spiritual Perfection, this Charm's Willpower cost is waived, and she still gains the benefits of a successful clash if she doesn't take damage.

Reset: This Charm can only be used against **decisive** damage once per scene unless reset by going a round without suffering any damage or harmful effects.

INNER DRAGON UNBINDING

Cost: 15m, 1wp; Simple (Instant)

Keywords: Enlightenment, Perilous

Prerequisites: Martial Arts 5, [Spiritual Perfection](#)

Branch Charms: [Essence-Shattering Typhoon](#)

The stylist acts in accordance with the quadrumvirate of redress: four patterns of Essence that overcome restraints on the heart, mind, body, and soul.

The stylist rolls (Stamina + Medicine) to negate any effect she suffers that she could heal with Spirit-and-Body Purification Touch. The roll's difficulty is the Essence of the character responsible, or a 1-5 difficulty for effects not used by a character. Success negates the effect; on failure, she can't use this Charm against that affliction again. In combat, this also counts as a Join Battle roll.

Enlightenment: This roll applies to all such effects the stylist suffers, even those she's not aware of.

Reset: Once per story unless reset by upholding a Major or Defining Intimacy using this style or Medicine.

ESSENCE 5

FLARE OF INVULNERABILITY

Cost: 5m; Reflexive (One Scene)

Keywords: Dual, Perilous

Prerequisites: Martial Arts 5, [Glorious Citrine Protection](#)

Branch Charms: [Essence-Shattering Typhoon](#)

The martial artist stirs her Essence into a furious conflagration of life and energy.

The stylist gains Hardness (Essence + Stamina + Medicine) and may use it in place of her soak if it's higher. When determining if her Hardness prevents damage **decisive** damage, her attacker uses only his Initiative, not damage dice from other sources. Against magical attacks that don't include an attacker's Initiative, he uses the lower of his Initiative or the attack's base damage.

This Charm ends if the stylist is crashed or goes a round without spending at least ten motes. In Citrine Poxes of Contagion Form, she need only spend five motes per round.

Reset: Once per scene.

ESSENCE-SHATTERING TYPHOON

Cost: 20m, 1wp; Simple (Indefinite)

Keywords: Aggravated, Enlightenment, Perilous

Prerequisites: Martial Arts 5, [Flare of Invulnerability](#), [Gentle Touch of the Wicked Hand](#), [Inner Dragon Unbinding](#)

The martial artist's fists blur as she pounds them against the air, infecting and shattering reality to unleash a storm of tainted Essence.

The stylist creates a miasma of spiritual decay, an environmental hazard imbued with a disease from Feverish Essence Infection's repertoire, with difficulty 5 and damage 4A/round. It must be resisted with (Stamina + Resistance), and damaged characters are exposed to the disease. Even inanimate matter is infected, with effects determined by the Storyteller. It extends out to short range; at the end of each turn after the one she used this Charm on, the hazard's range increases by one band. This Charm ends if the stylist takes a non-reflexive actions, moves or is moved, or is crashed.

If left uninterrupted, the environmental hazard expands by one mile per hour, maximum (Essence) miles. At this point, the Storyteller need not make individual rolls for trivial characters caught in the storm; he can simply narrate the mass deaths and panic that result. A difficulty 2 (Perception + Occult) roll lets a character discern the storm is actively emanating from a source at its center.

Enlightenment: While using this Charm, the stylist can sustain Flare of Invulnerability without needing to spend motes and waives the Willpower costs of Glorious Citrine Protection and Spiritual Perfection.

Reset: Once per story unless reset by accomplishing a major character or story goal using this style or Medicine.

SUPERNATURAL DISEASES

The following are among the maladies that Citrine Poxes stylists might wield.

DRUNKEN MOTH SICKNESS

Those who consume food or drink within which a spirit's been bound risk contracting drunken moth sickness. The spirit's thoughts – or those of a Citrine Poxes stylist – infect the victim's mind with one of the spirit's Principles – or one of a Citrine Poxes stylist's.

The victim counts as having that Principle at this disease's intensity. Drunken moth sickness has virulence and morbidity (spirit or stylist's Essence + 2) and an interval of one day. It's a Psyche effect as well as a disease; rolls against it use (Wits + Integrity) instead of (Stamina + Resistance). It can also be cured by exorcism, using the spirit or stylist's Resolve. Medical treatment is useless unless enhanced by magic.

Minor: The victim can't regain Willpower from sleep if she's acted against the Principle the day before.

Major: As above, and when the victim has the opportunity to act on the Principle, the Storyteller may force him to do so unless he enters a Decision Point and cites an Intimacy of equal or greater intensity to spend one Willpower. This counts as a botch toward the limit the disease can inflict (**Exalted**, p. 234).

Defining: As above, and when the victim acts in a way that aligns with the Principle, the Storyteller chooses one of his Intimacies to weaken by one step. He can spend one Willpower to resist a Defining Intimacy being weakened.

Death: The victim's mind is emptied of all but the disease's Principle, suppressing his other Intimacies and preventing him from taking any action that doesn't directly advance the Principle. Death typically results from dehydration or similar self-neglect. This can kill even the **Exalted**, though they may be more resilient to deprivation than mortal victims.

JIGSAW ORGAN CONDITION

This bizarre disease occurs in nature, but it's vanishingly rare. The Convention on Pestilence has documented a total of forty cases in the Second Age and has no conclusive theory as to its cause. It fractures the victim's Essence, weakening his body's physical integrity and coherence. The least harm can sever limbs or cut loose organs, but such wounds are trifling concerns. A severed limb stuck back on its stump will regrow and reattach; a swallowed organ slides back into place.

A detached body part doesn't bleed, deteriorate, or decay; neither does the flesh from which it was expelled. Reattaching it is a miscellaneous action. While characters suffer ill effects from losing vital organs like hearts and lungs, this isn't fatal as long as the organ remains intact. Attacking a detached body part is treated as attacking the victim for all purposes, including him being able to use his Charms to defend.

Jigsaw organ condition has virulence 5, morbidity 4, and an interval of one day. Medical treatment is useless unless enhanced by magic. It's a Shaping effect that alters the body as well as a disease.

Minor: The first time the victim takes **decisive** damage each scene, he suffers a crippling injury (**Exalted**, p. 201) commensurate to the damage dealt, though it doesn't reduce damage. Injuries inflicted by this disease don't count against the once-per-scene limit. Detached body parts heal instantly upon being reattached.

Major: As above, and when the victim suffers enough **decisive** damage to increase his wound penalty, he suffers a commensurate crippling injury. Reattached body parts don't heal until the current scene ends.

Defining: As above, and the victim suffers a crippling injury when he's crashed. Use half the **withering** damage, rounded up, instead of **decisive** damage to determine the injury's severity. Reattached body parts don't heal until the victim's received a full night's rest.

Death: The victim loses all physical coherence, sloughing off skin, muscle, organs, and bone until his body has fallen apart completely. This incapacitates him but isn't fatal: his tissues remain alive and capable of reattachment, but no amount of care can keep up with the pace of his deterioration. The **Exalted** and similarly resilient beings never reach this stage.

WHITE SUN FEVER

Those who spend too long meditating on the numinous, the transcendent, and the infinite are at risk of this rare fever of the soul. It festers in its victim's Essence, posing the greatest threat to the most powerful. The hallucinations, disorientation, and spiritual malaise it causes grow stronger as its victim spends Essence, seeping deeper into their soul.

White sun fever has virulence and morbidity (victim's Essence + 2) and a one-day interval. Medical treatment is useless unless enhanced by magic.

Minor: Once per day, the victim loses one Willpower when he spends five or more motes in an instant, suffering exacerbated symptoms.

Major: As above, and hallucinations at the edge of the victim's peripheral vision inflict a -1 penalty on rolls requiring intense focus, concentration, or attention to detail and -1 Resolve. Spending five or motes in an instant exacerbates this, increasing both penalties by one for the rest of the scene, maximum (victim's Essence).

Defining: As above, and the victim's penalty is added to the mote cost of all magic he uses. Effects without mote costs are unaffected.

Death: The victim's Essence rages unrestrained, destroying his body from within while his mind is locked in a ceaseless hallucination, a fever-dream that lasts until

his Essence has fully consumed him. Mortals never reach this stage.

IPHIMEDEIA, THE REVEL OUTSIDE THE SEALING OF THE GATES.

Iphimedeia's only known vector in the modern age is Citrine Poxes of Contagion style. Sidereals debate its nature. Evidence of a mysterious Fourth Supreme Plague? A weapon of the enemies of the gods? A terrible secret hidden in the Essence of all things? It warps and melts its victim's flesh and drives them to feverish dancing. If someone who wishes to have a child is infected and subsequently recovers, his player may choose to have him become pregnant, regardless of whether he could normally bear children.

Iphimedeia's virulence and morbidity is equal its victim's Resolve; the greater his composure and self-restraint, the harder the sickness is to resist. It has a one-day interval. Medical treatment is useless unless enhanced by magic. Its flesh-warping symptoms are a Shaping effect, while the compulsion to dance is a Psyche effect.

Minor Symptom: The victim suffers one die of aggravated damage each day, ignoring Hardness, as her flesh distorts. She adds (Intensity) successes on dance-based Performance rolls. If he can dance without facing any meaningful risks or consequences, he must do so, requiring him to flurry to take any action other than dancing. He may pay one Willpower to resist for a day.

Major Symptom: As above, but the victim's flesh is noticeably warped, imposing a -1 crippling penalty on physical rolls. The damage it inflicts increases to (victim's Resolve) dice; the first roll occurring upon reaching Major Intensity. The compulsion to dance now applies even when doing so is dangerous, even in combat.

Defining Symptom: As above, but the victim's body is half-melted and constantly deteriorating. The crippling penalty increases to -3 and the damage inflicted increases to (victim's Resolve + 5) dice; the first roll occurring upon reaching Defining intensity. Spending Willpower only lets him reduce the urge to dance for a scene, not a day.

Death: The victim's warped and distorted flesh finally slips free as he completes one final dance, shaking off globs of skin and muscle until all that remains is his spasming skeleton.

Emerald Gyre of Aeons Style

Jehu Khor aged a thousand years in a single blow from the Prince of Hours, and glimpsed the shape of eternity thereby. He spent the remainder of his life both creating

this style to express this understanding and authoring the Tractate of Eternity. The text is infamously impenetrable, equal parts metaphysical treatise, theory of history, and mystical allegory. It has no end and no beginning, endlessly recursive. Interpretations vary wildly: Raxevi Alzira views the Tractate as an allegory of the events of Creation's history; Countervalent Raven sees it as a guide to escaping the prison of eternity.

Students of this style consume heavy quantities of hashish, salvia, and other drugs that alter their perception of time before practicing circle walking, breathing exercises, and weapon drills. They also devote much time to the study of Khor's text, or at least their teacher's explanation of it. One traditionally concludes their training by penning their own exegesis, creating a body of interpretation, critiques, and commentary as dense as the text itself.

Emerald Gyre of Aeons Weapons: This style specializes in striking while moving, using open-palm blows and spinning kicks whose force comes from the stylist's spiraling body movements. It's also compatible with kusarigama, meteor hammers (p. XX), nunchaku (p. XX), rope darts (p. XX), staffs, seven-section staffs, and wind-and-fire wheels.

Armor: This style is incompatible with armor.

Complementary Abilities: Stylists use Lore to study this style's foundational text and to understand the nature of time so that they may manipulate it.

Nature: Flowing.

THE SCRIPTURE OF ETERNITY

One day, there'll be a maiden...

Who'll slip free of Time's clutches and stand outside eternity.

*But try as she might,
she won't be able to escape
her memories*

or her hopes for the future.

Perceiving the nature of her prison, She'll see how many times she'll escaped and how many times she failed.

"Do you understand now?" asked Time, "There is no end and no beginning."

EMERALD GYRE OF AEONS CHARMS ESSENCE 3

FUTURES BEST AVOIDED

Cost: 5m, 2i, 1wp; Reflexive (Instant)

Keywords: Clash, Perilous

Prerequisites: Martial Arts 3

Branch Charms: [Striking Through Eternity](#)

Winding her mind through eternity's gyre, the stylist remembers that which is yet to come.

The stylist can use this Charm when she would be disadvantaged due to a surprising event or something she hasn't noticed: facing a surprise attacking, failing an Awareness roll to notice a trap, a thief sneaking past her bedchamber while she's asleep, etc. It can be used against ambushes, though this doesn't let her use other magic to enhance the roll.

The stylist rolls (Intelligence + Lore) against an enemy's opposed roll or a peril's difficulty adding a free full Excellency. If successful, she foresees – or rather, remembers – this eventuality in time to defend against it as though she'd noticed the threat in advance. Against attacks, this counts as a clash.

This Charm can also be used against threats that are more narrative in nature than an attack or trap or that would disadvantage the stylist even if she succeeds on her roll or doesn't get a chance to roll. The stylist rolls as above, opposing an appropriate (Attribute + Ability) roll by the relevant character – or the character with the highest such pool, if there are multiple characters. If successful, her player may reveal a preparation she's taken for this, which must be something she could have feasibly done in the last few minutes with the materials available to her. She might reveal she's awoken everyone in her camp just before a midnight raid by bandits, or that she's wearing armor under her clothes in anticipation of a trusted friend's betrayal.

STRIKING THROUGH ETERNITY

Cost: 15m, 1wp; Simple (Instant)

Keywords: Uniform

Prerequisites: Martial Arts 5, [Futures Best Avoided](#)

Branch Charms: [Emerald Gyre of Aeons Form](#)

The stylist's blow echoes through the future, striking at multiple points along her enemy's progression through time.

The stylist makes a **withering** or **decisive** attack against an enemy. If it hits, the attack is repeated at the end of the round as a surprise attack, inflicting a –2 Defense penalty. It benefits from all magic used to enhance the original attack, but the stylist can't use additional effects to benefit it. **Decisive** attacks have the same base damage as the initial attack and don't reset the stylist's Initiative. She doesn't need to still be within range of the enemy when the attack recurs.

Reset: This Charm can only be used once per scene unless reset by landing a **decisive** attack at 12+ Initiative against a crashed enemy.

THEN IS NOW

Cost: 10m, 1wp; Simple (Instant)

Keywords: Enlightenment, Shaping (Object)

Prerequisites: Martial Arts 3

Branch Charms: [The Perpetual Moment](#)

All things revolve through eternity's gyre, but the stylist has learned to spin back history.

The stylist rolls (Intelligence + Lore) to revert an inanimate object that fits within a single range band to a state it held in the past. If the object is being held, worn, or used by someone, this is a difficulty 3 unarmed gambit against him.

The stylist can either revert the object to its condition at the time of a previous interaction she's had with it or by a set amount of time. She could repair a broken weapon, revert a door to a time before it was locked, or revert an ancient skeleton to a fresh corpse to determine its cause of death.

The difficulty of the roll depends on the amount of time unwound: difficulty 3 for up to a year, difficulty 5 for up



to a decade, difficulty 7 for up to a century, or difficulty 10 for any amount of time. The difficulty can't exceed the difficulty to destroy the object with a feat of demolition, at which point the stylist can revert the object to its constituent components before it was created. She can't unmake artifacts, but she can revert them to damaged states.

Enlightenment: Once per day, the stylist can use this Charm on an objects or structure that fit within three range bands.

THE PERPETUAL MOMENT

Cost: 15m, 1wp; Simple (Instant)

Keywords: Decisive-only, Enlightenment

Prerequisites: Martial Arts 5, [Then Is Now](#)

Branch Charms: [Emerald Gyre of Aeons Form](#)

The stylist slows time's flow, trapping her enemy a half-step behind her in eternity's gyre.

The stylist makes a **decisive** attack against a lower-Initiative enemy. If its damage equals or exceeds (target's Integrity or Resistance), he suffers the following effects:

- Acting on his turn requires him to flurry to take a single action. He can still take actions that couldn't normally be flurried, like using Simple Charms.
- All of his movement counts as being through difficult terrain.
- His onslaught penalty doesn't refresh at the start of his turn – instead, it's reduced by one.

This effect ends at the end of the scene or if the target crashes or incapacitates the stylist. **Enlightenment:** The target's onslaught penalty doesn't decrease on his turn.

ESSENCE 4

EMERALD GYRE OF AEONS FORM

Cost: 15m, 1wp; Simple (One Scene)

Keywords: Dual, Form

Prerequisites: Martial Arts 5, [Striking Through Eternity](#), [The Perpetual Moment](#)

Branch Charms: [Battered by Eternity's Tides](#), [Doomed to Repeat](#)

The stylists circle walks in a pattern that seems to defy geometry, trailing echoes of her past and future selves as she traces out the shape that Jehu Khor witnessed in the depths of time.

The stylist gains the following benefits:

- She may pay one Willpower to flurry two Simple Martial Arts Charms, or Charms that are compatible with martial arts attacks. If she flurries two Simple Charms that both let her make attacks, she can combine their

effects in a single attack as long as they aren't incompatible in any way. (This doesn't apply to Charms that let her make multiple attacks or area-of-effect attacks).

- She ignores all penalties from flurries that include at least one Lore or Martial Arts action.
- Her attacks add dice equal to her target's onslaught penalty. If this exceeds her dice limit, the excess is added as dice of **decisive** or post-soaking **withering** damage
- Her enemies' onslaught penalties apply on movement actions opposed by her.

Special activation rules: When the stylist increases an enemy's onslaught penalty to -4 or higher, she may reflexively enter this Form.

BATTERED BY ETERNITY'S TIDES

Cost: 10m, 1wp; Simple (Instant)

Keywords: Dual, Enlightenment

Prerequisites: Martial Arts 5, [Emerald Gyre of Aeons Form](#)

Branch Charms: [The Moment That Is Murder](#)

The force of countless blows strikes not as they land, but all at once, sending enemies spiraling away from the stylist as they impact.

The stylist makes a **withering** or **decisive** attack. If she crashes her target or 3+ **decisive** damage, the impact of the blow is held in abeyance, as is that of subsequent attacks against him. (They still deal damage normally). At the end of the round, the enemy experiences each impact simultaneously sending him one range band away from the stylist's position when she used this Charm, plus an additional range band for each other attack that's hit him since then, maximum long range.

If the enemy collides with an object or surface, he suffers damage as per a fall of the same range (**Exalted**, p. 232) – or, if only sent back to close range, suffers (Strength) dice of **decisive** damage, ignoring Hardness This is normally bashing, although some objects may inflict lethal damage. The total damage successes also count as a feat of demolition to destroy the impacted object or surface, adding +1 to the stylist's effective Strength to determine what feats she can accomplish for each range band the enemy was flung back.

Alternatively, this Charm can be used purely for a feat of demolition, rolling (Strength + [Athletics or Martial Arts]) with a free full Excellency, adding +5 to her effective Strength to determine what feats she can accomplish. She can attempt feats of strength that would normally be impossible for her size and leverage, letting her target objects or portions of structures extending one range band beyond what she could normally accomplish. With

Essence 5, this increases by one range band per five extra successes.

Enlightenment: This can knock an enemy out to (Essence) range bands. Collision damage can't exceed that for a long-range fall.

DOOMED TO REPEAT

Cost: 5m, 5i, 1wp; Reflexive (Instant)

Keywords: Counterattack, Perilous

Prerequisites: Martial Arts 5, [Emerald Gyre of Aeons Form](#)

Branch Charms: [Lotus Labyrinth Durance](#)

The stylist intertwines her enemy's failures in the present with the mistakes to be made in his future.

The stylist can use this Charm after someone she can perceive fails a roll, making a special (Intelligence + Lore) counterattack opposed his (Wits + [Integrity or Resistance]). If successful, he must repeat that action on his next turn (or repeat it immediately, outside of combat). He must target the same character, use the same Charms, and so on – for instance, if he fails an attempt to seduce a merchant, he repeats the exact same words. He can still flurry the action normally.

If changed circumstances make it impossible to repeat the action precisely, the enemy must repeat as much as possible. If the target of a failed attack has moved out of range, he may repeat the attack against a different enemy. If the enemy no longer has enough motes to pay the cost of all Charms used on the first action, he must use as many as possible on the second.

Reset: This Charm can't be used against the same character more than once per scene.

LOTUS LABYRINTH DURANCE

Cost: 8m, 1wp; Simple (Instant)

Keywords: Decisive-only, Enlightenment, Psyche

Prerequisites: Martial Arts 5, [Doomed to Repeat](#)

Branch Charms: [Histories Yet Unwritten](#), [The Unwinding Gyre](#)

Revealing the endless coils of eternity, the stylist imprisons her foe in an endless succession of a single day.

The stylist makes a gambit to impart a lesson unto an enemy, represented by an Intimacy of her choice. Its difficulty is her target's (Essence + base Resolve), but it's reduced by his onslaught penalty at the time she attacks. If successful, her enemy bears witness to the shape of eternity: in the time it takes him to blink, he relives the past day up until the moment of being struck, at which point he returns to the beginning of the day.

If the enemy chooses to internalize the stylist's lesson as a Defining Intimacy, he emerges from this unscathed. If he rejects it, the endless succession ends only when his will is broken, causing him to lose all Willpower and fall to Initiative 0. The stylist gains all Initiative he gains this way. Afterwards, his memories of the repeated day fade, preventing him from recalling specific details about it.

Alternatively, this Charm can be used to train a student, letting him incur experience debt (p. XX) to learn a single Charm or spell whose prerequisites he meets or up to (stylist's Essence) dots of social or Mental Attributes, Abilities, or specialties. This can't confer Charms, spells, or specialties the stylist doesn't know or raise his traits above the stylist's own. She can teach Charms she's chosen for Histories Yet Unwritten without needing to use it.

Enlightenment: When using this Charm for training, the stylist's student can learn Charms, spells, and specialties that she doesn't know and raise his trait minimums above hers. In order to learn a spell, he must have been able to feasibly access a teacher or record of it within the repeated span of time.

HISTORIES YET UNWRITTEN

Cost: 5m per Charm, 1wp; Simple (Indefinite)

Keywords: Enlightenment

Prerequisites: Martial Arts 5, [Lotus Labyrinth Durance](#)

Branch Charms: [Today Is Tomorrow](#)

Contemplating who she is and who she may become, the stylist takes on the power and the pain of her future.

Upon learning this Charm, the stylist's player chooses five Martial Arts Charm or Charms compatible with Martial Arts attacks or parries. She must meet their prerequisites, but can use the Charms she picks to meet the prerequisites for others chosen with this Charm.

Using this Charm causes the stylist to experience a flood of memories and emotions from a possible future self, gaining access to up to (Essence) of these Charms for five motes each. However, this communion with her future self changes who she is in the present – she must change one of her Major or Defining Intimacies in a way that reflects a profound change that might happen in her future. For instance, she might change a Tie of love to a Circlemate to one of heartbreak.

The stylist can go into experience debt (p. XX) to learn a Charm she's chosen for Histories Yet Unwritten. The training time necessary is divided by her (Essence + Lore). If she learns one of the chosen – either by going into debt or paying experience normally – she chooses another Charm to replace it.

Enlightenment: The stylist may choose her Exalt type's native Charms for Histories Yet Unwritten even if they aren't compatible with Martial Arts. Once per story, she can use this Charm during downtime to access a qualifying Charm that she hasn't chosen for it.

THE UNWINDING GYRE

Cost: 10m, 3i, 1wp; Reflexive (Instant)

Keywords: Enlightenment, Perilous, Uniform

Prerequisites: Martial Arts 5, [Lotus Labyrinth Durance](#)

Branch Charms: [Today Is Tomorrow](#)

Sighting along the flow of time, the stylist severs a course of events from its cause.

The stylist can use this Charm after an enemy succeeds on an action, rolling (Intelligence + Lore) against his roll's successes. If the action was unrolled, he rolls an appropriate (Attribute + Ability) pool. If the stylist succeeds, the consequences of that action: an attack deals no damage, movement is reversed, a drawn weapon returns to its sheath, an influence roll has no effect. The enemy isn't refunded any costs he paid as part of that effect. This can't be used against actions that affect no one but the enemy, like an Awareness roll to notice something, an introduce fact roll, or using a Simple Charm that confers a benefit on him without affecting others.

Alternatively, the stylist can use this Charm to undo a similar occurrence that wasn't caused by a character: a field catching flame, a building collapsing, Wyld mutation, etc. She rolls against the difficulty of an environmental hazard or similar effect, or the difficulty it would have taken to stop the event from occurring if there isn't one associated with it, maximum 10.

If the stylist uses Futures Best Avoided against an ambush, she can use this Charm to defend if the attack hits.

Enlightenment: This Charm can be used to undo actions with no external effect.

Reset: Once per scene.

ESSENCE 5

TODAY IS TOMORROW

Cost: 5m, 1i, 1wp; Reflexive (Until next turn)

Keywords: Enlightenment, Perilous, Uniform

Prerequisites: Martial Arts 5, [Histories Yet Unwritten](#),

[The Unwinding Gyre](#)

Branch Charms: [The Moment That Is Murder](#)

Walking the coiling path of time, the stylist puts the distance of seconds between herself and her foes.

If the stylist is hit by an attack or suffers from another harmful power, its effects doesn't take place immediately – instead, it's delayed until the end of the round. This includes Psyche effects, but not other social influence. She doesn't suffer any effects used by characters she crashes or incapacitates before the end of the round.

If the stylist crashes or incapacitates the enemy who used one of the delayed effects, that effect is negated entirely.

Enlightenment: The stylist can negate an effect by landing an attack that deals 5+ **withering** damage or 3+ **decisive** damage to the enemy who used it.

Reset: Once per scene unless reset by negating a delayed effect used by an enemy whose strength is comparable to or greater than the stylist's.

THE MOMENT THAT IS MURDER

Cost: 30m, 10i, 1wp; Simple (Instant)

Keywords: Decisive-only

Prerequisites: Martial Arts 5, [Battered by Eternity's Tides](#), [Today Is Tomorrow](#)

Moving with a speed beyond that of time itself, the stylist this style's ultimate killing art, a technique that Jehu Khoor forbade his disciples to use.

The stylist makes a **decisive** attack against any number of enemies she can perceive within medium range, blurring between them all in a split-second, ending her movement anywhere within medium range of her starting point. This has a base damage of (Initiative/2) against each enemy. Trivial characters are hit automatically and slain instantly.

Against enemies whose onslaught penalty equals or exceeds their Essence, this attack is unblockable and undodgeable for them. If it exceeds their Essence by three or more, the attack becomes an ambush for them.

Reset: Once per scene, unless reset by gaining 20+ Initiative in a single tick.

Obsidian Shards of Infinity Style

One morning, as the philosopher-assassin Ei Zou trimmed his whiskers while waiting for his tea to steep, he saw himself in his mirror and was enlightened. He had no words with which to express his understanding of the infinite; rather, his teaching was shaped like a knife. This is Obsidian Shards of Infinity style. It is a contemplation of the interplay of choice and possibility, of reality and its reflections. It is thus a killer's art, for every decision murders countless futures.

The only way to learn this style is to face one of its practitioners; no student or victim of Ei Zou has ever surpassed him in that. Students cultivate insight,

imagination, and Essence by contemplating koans, navigating mirror-filled labyrinths, and undergoing prolonged sensory deprivation. They must be ever vigilant, for their teacher might attack at any time. Some Sidereals follow Ei Zou's practice of ambushing those in whom he saw potential, conferring enlightenment with a knife's edge.

In battle, the Obsidian Shards stylist breathes with a steady rhythm, is constantly aware of all possible angles of attack, and makes no unnecessary movement. Every mirror is a weapon to them; thus, they keep their blades well-polished and choose wisely the sites of their ambushes. Many a boudoir

Obsidian Shards of Infinity Weapons: This style emphasizes knifehand strikes, often delivered two-handed; rapid successions of kicks, and joint locks. It's compatible with khatars, sais, and knives, which are traditionally dual wielded.

Armor: This style is incompatible with armor.

Complementary Abilities: Stealth is a significant part of this style, befitting its creator.

Nature: Still.

OBSIDIAN SHARDS OF INFINITY CHARMS ESSENCE 3

THE FIRST KOAN

*Ei Zou asked his shadow, "What is the shape of reality?"
His shadow said, "I'm hungry. Why don't you stop asking questions and find me something to eat?"
Ei Zou was struck by a realization.*

RIPPLE IN THE SILVERED GLASS

Cost: 5m, 1wp; Reflexive (Instant)

Keywords: Decisive-only, Enlightenment

Prerequisites: Martial Arts 3

Branch Charms: [Vanished Within the Glass](#)

Perception is inextricable from reality; space and time are illusions obscuring the truth.

The stylist can use this Charm on her turn to reveal that a character within medium range of her has actually been somewhere within short range of his apparent location all along. Any appearances to the contrary were but a trick of perspective. Against unwilling characters, this requires a difficulty 3 gambit with (Perception + Martial Arts), opposed by their (Manipulation + Integrity) roll. This doesn't count as her attack for the round, but she can only use it once per turn.

If the stylist can see a target in a reflective surface, she can use this Charm on him as long as he's within (Essence) range bands.

Enlightenment: Upon winning Join Battle, the stylist can use this Charm any number of times and without needing gambits against unwilling targets, waiving the Willpower cost of uses past the first.

A LIKENESS OF ABSENCE

Cost: 10m, 1wp; Reflexive (Instant)

Keywords: Decisive-only, Enlightenment, Mute, Perilous

Prerequisites: Martial Arts 4, [Ripple in the Silvered Glass](#)

Branch Charms: [Black Shards Fall Like Ice](#)

Consider: There are many kinds of nothingness.

After a **decisive** attack roll against her, but before the damage roll, the stylist can use this Charm to roll (Initiative + current temporary Willpower), negating levels of damage equal to her successes. Uncountable damage is negated without needing a roll or resetting Initiative.

If the attack deals no damage, the stylist shatters into black glass as reality recognizes a new possibility for her location. She reappears somewhere within short range and may reflexively roll Stealth to establish concealment. This counts as defending against the attack.

The reflective shards of glass are a one-time environmental hazard with difficulty (Perception) and damage (Essence, maximum 5) against all characters – friend or foe – within close range of the stylist's original apparent location.

Enlightenment: This Charm's Willpower cost is waived against enemies who are currently suffering Derangements, Psyche effects, or visibility-based penalties.

Reset: Once per scene, unless reset by successfully establishing concealment against all enemies and then making a surprise attack that crashes or deals 3+ **decisive** damage to a nontrivial enemy.

BLACK SHARDS FALL LIKE ICE

Cost: 15m, 1wp; Simple (Instant)

Keywords: Decisive-only, Enlightenment

Prerequisites: Martial Arts 5, [A Likeness of Absence](#)

Branch Charms: [Obsidian Shards of Infinity Form](#)

Every choice creates the future that follows it – but sometimes, all choices lead to the same inevitable outcome.

The stylist makes ([lower of Essence or Perception] + 1) undodgeable **decisive** attacks against a single enemy, seeming to multiply into countless reflections that strike

from every possible angle. Each attack has base damage (Perception); she divides her Initiative evenly among them, rounded up, to determine their total damage. Each ignores Hardness and Defense bonuses from full defenses and light or heavy cover. If there's any possible angle from which an enemy behind full cover could be attacked, she can do so, though he receives +3 non-Charm Defense. The defend other action and similar effects can't protect characters from this attack unless enhanced by magic capable of defending against unblockable and undodgeable attacks.

Once all attacks are complete, the stylist appears anywhere she chooses within close range of her target as the reflections shatter into reflective black glass. This is a one-time environmental hazard with difficulty (Perception) and damage (Essence, maximum 5) against all characters— friend or foe – within close range of her victim, except the stylist.

Enlightenment: Non-Excellency Charms need only have their cost paid once to apply to all attacks the stylist makes.

VANISHED WITHIN THE GLASS

Cost: 5m, 1wp; Simple (Until the grapple is released)

Keywords: Decisive-only

Prerequisites: Martial Arts 4, [Ripple in the Silvered Glass](#)

Branch Charms: [Obsidian Shards of Infinity Form](#)

There are no boundaries, save those created by perception.

The stylist makes a grapple gambit against an enemy within close range of a reflective surface that's at least as large as he is. Charms that increase the distance the stylist can throw a grappled enemy increase the range from which she can trap him in a reflective surface for the grapple's duration. If successful, she traps him within that surface. While trapped, he can perceive the outside world and speak with characters in it, but has no physical presence. The stylist is capable of attacking him by striking at the mirror.

Each turn, the trapped enemy can attempt to escape the mirror, making a difficulty (stylist's Essence) roll using (Mental Attribute + Occult) to find a way out or (Strength + Athletics) to make one. Success removes one round of grapple control, or two rounds with 3+ extra successes.

He can also be freed by using a feat of demolition to destroy the mirror, but the difficulty to do is increased by (Essence), even if it normally wouldn't require a roll. Breaking the mirror from the outside causes him to suffer five dice of **decisive** lethal damage, ignoring Hardness – which the stylist and her allies are free to take advantage of.

THE SECOND KOAN

One day, Ei Zou told his shadow, "I'm sick of you watching me. I'm going to kill you."

His shadow asked, "How can you kill me when you don't even know how much I weigh?"

Ei Zou agreed and went to find scales.

ESSENCE 4

OBSIDIAN SHARDS OF INFINITY FORM

Cost: 25m, 1wp; Simple (One scene)

Keywords: Clash, Dual, Form, Mute

Prerequisites: Martial Arts 5, [Black Shards Fall Like Ice, Vanished Within the Glass](#)

Branch Charms: [Glimpse of Infinity](#)

Look upon the infinite, and grasp enlightenment like a knife.

The stylist gains the following benefits:

- Once per round, she can clash an attack against her with a **decisive** attack. If she was in concealment, she can reflexively roll Stealth to reestablish it. She can't clash unexpected attacks.
- Her appearance is indistinct and amorphous, more reflection than flesh, inflicting a -3 penalty on attacks against her. This counts as a darkness-based penalty.
- She can attack enemies within medium range by striking a surface they're reflected in. If there's a reflective surface within close range of the enemy, she can instead attack him through any reflective surface. These becomes surprise attacks, inflicting -2 Defense.
- Her eyes become black and glassy, granting a bonus dot of Perception, which can raise it above 5. Unlike with most bonus dots, this is counted by any Obsidian Shards Charms that use her Perception. She ignores penalties from darkness or excessive light and can't be blinded by magic.

Special activation rules: When the stylist establishes concealment against all enemies, she may reflexively enter this Form.

GLIMPSE OF INFINITY

Cost: 15m, 1wp; Simple (Instant)

Keywords: Decisive-only, Enlightenment, Psyche

Prerequisites: Martial Arts 5, [Obsidian Shards of Infinity Form](#)

Branch Charms: [Shattered Self Duality](#)

Those who cling to their selfhood blind themselves to infinity.

The stylist strikes her target's own perception of himself, a **decisive** attack opposing the higher of his Defense or Resolve. Appropriate Intimacies can bolster his Resolve against this. It ignores Hardness and does not deal damage; instead, each success on the damage roll causes

the enemy to lose one Willpower. The stylist resets to base Initiative as usual.

If the stylist's damage roll successes beat her target's Willpower or if he's depleted of all temporary Willpower, his mind is flooded with visions of other lives he might have lived, until he can no longer tell which life is real:

- He gains a Defining Principle of "I'm not sure who I am." It supports all Psyche effects used against him. It can't be weakened or altered by any means, except as below.
- He suffers a -3 penalty on mental rolls, social rolls that involve his identity or history, and Willpower rolls against Derangement.
- Whenever his memory of his past becomes relevant – meeting an old friend, recounting a story his mother told him, trying to remember who his spouse is – he must roll (Wits + Integrity) at difficulty (stylist's Perception + 3). On a failed roll, he instead remembers the details of a possible life, determined by the Storyteller.

Some characters are especially susceptible to this: Getimians, whose true lives never happened; people suffering Derangements, Psyche effects, or other magic that impede their ability to tell what's real; and the Fair Folk, whose identities are supremely mutable. Such characters halve their base Resolve against both against the attack roll and to determine if they suffer the Psyche effect.

When a victim succeeds on a roll to remember his true past, learns something important about himself that he'd forgotten, or has some experience that affirms his true identity, he may pay three Willpower to weaken the instilled Principle by one step. Once this Principle has been fully eroded, the Psyche effect ends. He gradually regains any forgotten memories over the next few months, though he won't forget memories of his other lives.

Enlightenment: If the stylist is within close range of a reflective surface showing her target, she can use this Charm by striking at him, making the attack unblockable and undodgeable.

SHATTERED SELF DUALITY

Cost: 15m, 1wp; Simple (One Scene)

Keywords: None

Prerequisites: Martial Arts 5, [Glimpse of Infinity](#)

Branch Charms: [Draw Forth Every Shard](#), [Splintered Ego Nemesis](#)

Nothing exists in itself; reality is defined by its reflection.

The stylist manifests her reflection within close range of herself. Its appearance is almost identical to hers, save for subtle evidence of it having lived a different life, such as a missing tattoo, a scar, or a lack of laugh lines. If there's a reflective surface that's at least as large as the stylist is within long range, she may have her reflection emerge from it instead.

This has the following effects:

- She and the reflection are treated as a single character, sharing all traits, except for their health track. The reflection has (Essence + 3) -0 levels.
- Her player can take actions through either her or her reflection (or both, with a flurry), subject to the usual rules on how many actions she can take in a turn.
- If she flurries one of her actions with one of her reflection's actions, she ignores flurry penalties and can combine two of the same action, except for attacks and Shape Sorcery rolls.
- If she takes a reflexive move action, both she and her reflection can move.
- She waives Black Shards Fall Like Ice's Willpower cost.
- Neither she nor her reflection appear in mirrors.

If the stylist's reflection is incapacitated, it shatters into black glass, reappearing after a day. Until then, the stylist can't use this Charm.

Special activation rules: The stylist can use this Charm reflexively when she uses this style's Form.

DRAW FORTH EVERY SHARD

Cost: —(+5m); Permanent

Keywords: Dual, Perilous

Prerequisites: Martial Arts 5, [Shattered Self Duality](#)

Branch Charms: [Echoes of Infinity](#)

Shatter what is, and reveal all that could be.

The stylist may pay a five-mote surcharge when she uses Shattered Self Duality to manifest countless reflections, forming a battle group of one. She gains the following benefits:

- She gains Size (Essence/2, round up) and Magnitude (10 + Size). She doesn't have Drill or Might and can still use Charms.
- She adds (Size) dice on attack rolls and **withering** damage rolls.
- She adds +(Size) soak.
- She can make both **withering** and **decisive** area attacks and engage gambits (**Exalted**, pp. 208-209). On **withering** attacks, only the highest damage roll awards Initiative. On **decisive** attacks, she divides her Initiative evenly among all hit enemies (rounding up) to determine

the damage rolled against them. Area attacks are incompatible with Simple Charms.

- She has (10 + Size) Magnitude. This is separate from her health track, representing the destruction of her reflections. Each time she loses a dot of Size, she rolls (Wits + Martial Arts) instead of making a rout check. On a failed roll, this Charm ends, and she suffers a level of unpreventable lethal damage.
- She can't benefit from command actions or Charms that specifically enhance battle groups.

The stylist still waives Black Shards Fall Like Ice's Willpower cost and doesn't appear in mirrors, but doesn't gain any other benefits of Shattered Self Duality's base effect.

Reset: Once per scene.

ESSENCE 5

SPLINTERED EGO NEMESIS

Cost: 15m, 1wp; **Mins:** Martial Arts 5, Essence 5

Type: Simple

Keywords: Decisive-only, Enlightenment

Duration: One scene

Prerequisites: [Shattered Self Duality](#)

Branch Charms: [Echoes of Infinity](#)

Not all possibilities can coexist. Choose carefully which ones you let survive.

The stylist rolls a (Perception + Martial Arts) gambit against an enemy within short range of a reflective surface that's at least as large as he is. The gambit's difficulty is the higher of her target's Essence or base Resolve. If successful, she draws her enemy's reflection forth from the mirror to fight him. Its appearance mirrors the target's, but has some subtle difference.

The reflection's traits are identical to the target's (including how many motes, Initiative, Willpower, undamaged health levels, etc. it has). It has copies of all artifacts and other equipment the target possesses. It has a Defining Tie of hatred toward him, a Defining Tie of loyalty toward the stylist, and no other Intimacies. Its sole goal in combat is to kill the target – while it will act in self-preservation, it won't attack other enemies, help the stylist or her allies, or the like.

Once the scene ends, the reflection and its equipment shatter into reflective black glass. Equipment taken from it likewise shatters into glass unless retrieved by the next round's end. The target doesn't appear in mirrors until



then. If the reflection is incapacitated, the target doesn't regain it until the story ends. Mortals never regain them.

Enlightenment: This Charm's duration becomes indefinite. The stylist must pay one Willpower each subsequent day to maintain it.

Reset: Once per scene.

ECHOES OF INFINITY

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

Keywords: Mute

Duration: Permanent

Prerequisites: [Draw Forth Every Shard](#), [Splintered Ego Nemesis](#)

Branch Charms: [Breathing on the Black Mirror](#)

Embody all possibilities, commit to none.

The stylist may pay a five-mote, one-Willpower surcharge when she uses this style's Form to gain the following benefits:

- She gains a second bonus dot of Perception.
- When attacking enemies through their reflection, she can strike out to (Essence) range bands away.
- The Form and this style's other Charms are Mute.
- When she uses the Form to clash an attack, she may reflexively use Glimpse of Infinity, Splintered Ego Nemesis, or Vanished Within the Glass instead of making a normal attack, waiving their Willpower cost.

BREATHING ON THE BLACK MIRROR

Cost: 20m, 2wp; Simple (Instant)

Keywords: Perilous

Prerequisites: [Echoes of Infinity](#)

Reality is a lie. Perception is a lie. The only truth is that which you choose.

The stylist rolls her Initiative at a difficulty equal to the highest number of undamaged health levels possessed by any enemy. If she succeeds, combat ends as the crossroads of possibility unfold before her. The Storyteller and each other player can each propose a plausible outcome for the battle that relates to one of the stylist's Intimacies, or another character's Intimacy that's directly relevant to the battle. Each proposed outcome must carry some meaningful consequence or cost that the stylist must accept, rather than giving an unconditional victory – except for the Storyteller, who can offer unconditional victory. Conversely, proposals in which the stylist is defeated or is unable to accomplish his goals must bring some benefit or reward commensurate to that setback.

Example outcomes include:

- Just as the stylist seems to be on the brink of defeat, the tide is turned by the arrival of her beloved son and his reinforcements – but he'll suffer a grievous, life-threatening injury.

- The fight ends in a draw as an even greater danger appears. The stylist and her enemies join forces against it, in accordance with her Principle of "The enemy of my enemy is my friend."

- As she pursues her foe through his fortress-manse, the stylist comes across her trusted Circlemate, whom she came her to rescue – but in the time it takes to free them, her foe will escape.

A nontrivial character's player can veto him being incapacitated, killed, or harmed in a way that has long-lasting personal consequences, like suffering a crippling injury. Likewise, courses of action opposed to a Major or Defining Intimacy can be vetoed.

Once everyone who wants to make a proposal has, the stylist's player chooses one and briefly narrates how it unfolds – or can have the player who proposed it do narrate it. This experience is indescribable for those present in the scene. As the stylist contemplates the possibilities that lie before her, they all seem to exist simultaneously. Their understanding of reality begins to crack under the strain, until the stylist finally makes her choice, and they shatter. Enemies with Resolve lower than the successes on the stylist's Initiative roll suffer the effects of Glimpse of Infinity.

If the stylist doesn't choose any of the options above, combat resumes, but her moment of indecision causes her to suffer from Glimpse of Infinity along with the affected enemies.

Reset: Once per story.

THE THIRD KOAN

A lifetime later, as Ei Zou lay on his deathbed, his shadow rose up, leering. "Do you concede?" it asked.

Ei Zou said, "I know you now," and shattered his shadow with a single strike.

"Now you are gone forever," he said, and stepped into his shadow's place.

Prismatic Arrangement of Creation Style

Essence is immanent in all things, even the least grain of sand. It is both primal substrate of reality and the grand cosmology of worlds raised upon it. The flow of Essence is the dance of all things. Prismatic Arrangement of Creation style is a meditation on the world's Essence. Drawing from the primal force that gave rise to all things, it's considered the most foundational Sidereal Martial

Art, and is among the most commonly practiced within the Bureau of Destiny.

The style's creator is thought to have trained under many martial artists among the Exalted and the spirits of the world, studying the nature of each master's Essence to attain understanding of another facet of reality. Learning the style requires refining one's control over Essence through breathing exercises, secluded meditation, and cyclically expending and respiring Essence. Students also seek out spirits, other **Exalted**, places of geomantic power, and other manifestations of Essence to expand their understanding of Essence beyond their own.

Prismatic Arrangement of Creation Weapons: This style's unarmed strikes are primarily pushing blows that disrupt enemies' balance and footing, along with offensive elbow and shoulder strikes. It's incompatible with weaponry.

Armor: This style is incompatible with armor.

Complementary Abilities: Stylists gain Lore and Occult as they study the world's Essence. Some incorporate Performance into this style, another path to understanding the dance of all things.

Nature: Both Flowing and Still.

THE SCRIPTURE OF ESSENCE

*Once, there were maidens...
and their names were Treasure
and Power,
and Heaven and Earth.
The last maiden's name was Divinity.
These were their names, but they knew them not.*

PRISMATIC ARRANGEMENT OF CREATION CHARMS ESSENCE 3

DEADLY STARMETAL OFFENSIVE

Cost: 5m; Supplemental (Instant)

Keywords: Uniform

Prerequisites: Martial Arts 3

Branch Charms: [Four Magical Materials Form](#)

The stylist's fingernails sharpen, elongate, and harden, flashing with the rainbow sheen of starmetal.

The stylist adds a free full Excellency on an attack roll.

Reset: Once per scene unless reset by using a Form Charm.

FIVE JADE FURY

Cost: 4m; Supplemental (Instant)

Keywords: Dual, Stackable

Prerequisites: Martial Arts 3

Branch Charms: [Four Magical Materials Form](#)

A halo of elemental power radiates from the stylist's blow, her Essence embodying the rarefied substance of Creation.

The stylist's attack gains one of the following benefits:

Black Jade (Water): Moving with the fluidity of black jade, the attack inflicts its onslaught penalty before the attack roll and ignores Defense bonuses from light and heavy cover and the full defense action.

Blue Jade (Air): Striking with the swiftness and precision of blue jade, the stylist adds (Lore or Occult) dice on an attack roll. Its onslaught penalty is increased by one.

Green Jade (Wood): Imbuing her attack with the vitality of green jade, the stylist heals a level of non-aggravated damage if she crashes or deals 3+ levels of **decisive** damage to an enemy.

Red Jade (Fire): Channeling the destructive power of red jade, the stylist adds (Lore or Occult) to the raw damage and Overwhelming of a **withering** attack or adds up to (Essence) attack roll extra successes as **decisive** damage dice.

White Jade (Earth): Embodying the stability of white jade, the stylist adds (Essence, maximum 5) to the Initiative awarded for crashing an enemy with a **withering** attack or adds half that value, rounded up, to her base Initiative after a **decisive** attack.

The stylist can use this Charm multiple times to enhance the same attack with different effects.

ORICHALCUM SHEATHING STANCE

Cost: 5m, 3i; Reflexive (Instant)

Keywords: Dual, Perilous

Prerequisites: Martial Arts 3

Branch Charms: [Four Magical Materials Form](#)

Golden Essence limns the stylist's skin, girding her with orichalcum's invincibility.

The stylist can use this Charm after an attack roll against her to gain (Essence + [Lore or Occult]) armored soak against a **withering** attack or (Essence + [Lore or Occult]) Hardness against a **decisive** attack. If she doesn't take damage, she channels the attack's force inward, gaining motes equal to the attack roll's 10s, maximum (Essence).

FLICKERING MOONSILVER APPROACH

Cost: 5m, 1wp; Simple (Instant)

Keywords: Uniform

Prerequisites: Martial Arts 3

Branch Charms: [Four Magical Materials Form](#)

The stylist's movements emulate moonsilver's fluid and mutable nature, rendering her location indeterminate until she strikes.

The stylist makes a **withering** or **decisive** against an enemy within medium range, appearing within close range of him as she strikes. He rolls (Perception + Awareness) against her attack roll; if he fails, it becomes a surprise attack (**Exalted**, p. 203). The stylist doesn't move through the space she crosses, letting her bypass obstacles and hazards. This counts as her movement action.

ASTROLOGY INTERRUPTION METHOD

Cost: 1m, 1wp; Reflexive (Instant)

Keywords: None

Prerequisites: Martial Arts 3

Branch Charms: [Sequential Essence Disruption](#)

Strumming the threads of fate, the stylist shakes loose curses and predictions.

Touching a character, the stylist negates all fate-altering Shaping effects affecting him and renders him immune to such effects for the scene.

Alternatively, when the stylist makes a roll with any Ability, she can use this Charm may negate any effects that increase her roll's target number or decrease an opposing roll's target number.

Characters with this Charm are immune to arcane fate.

SEQUENTIAL ESSENCE DISRUPTION

Cost: 1m, 1wp; Supplemental (Instant)

Keywords: Decisive-only

Prerequisites: Martial Arts 5, [Astrology Interruption Method](#)

Branch Charms: [Essence Redirection Technique](#), [Spell-Shattering Palm](#)

Striking at the pattern of her foe's Essence, the stylist impedes and redirects its flow.

To use this Charm, the stylist must have Initiative 10+. When she deals **decisive** damage, she may forgo (his Essence/3, rounded up) levels of damage to negate one of her target's ongoing magical effects. This doesn't affect Permanent Charms.

This Charm can also enhance grapples, letting the Sidereal forgo (enemy's Essence) rounds of control to negate an effect.

ESSENCE REDIRECTION TECHNIQUE

Cost: 2m, 1wp; Reflexive (Instant)

Keywords: Enlightenment, Perilous, Uniform

Prerequisites: Martial Arts 5, [Sequential Essence Disruption](#)

Branch Charms: [Soul-Fire Shaper Form](#)

Using gentle touches to divert the Essence flowing through an attack, the stylist channels its power into her own.

When a lower-Initiative enemy attacks the stylist, she may cancel a single non-Excellency Supplemental or Reflexive Charm or Evocation with an Instant duration enhancing the attack. This Charm must ordinarily be declared before the attack is rolled but can be used after the attack roll to negate a Charm declared after the roll.

If the stylist clashes the attack or makes a counterattack against it, she can pay the negated effect's cost to apply it to her clash or counterattack. She can do so even if that effect isn't normally compatible with Martial Arts, but it must otherwise make sense for it to enhance her attack.

Enlightenment: The stylist doesn't need to pay the cost of the negated effect to apply it to her clash attack or counterattack.

SPELL-SHATTERING PALM

Cost: 5m (+0-3wp); Reflexive (Instant)

Keywords: Clash, Decisive-only, Enlightenment

Prerequisites: Martial Arts 5, [Sequential Essence Disruption](#)

Branch Charms: [Soul-Fire Shaper Form](#)

Delicate threads of spellcraft unravel as the stylist yanks and pulls at them.

When a character the stylist can perceive casts a spell that targets her, she clashes the final Shape Sorcery roll with a **decisive** ([Intelligence or Wits] + Martial Arts) attack. Against ritual spells or other unrolled spells, the caster rolls (Intelligence + Occult) for the clash. Winning the clash negates the spell's effect, including its effects on other characters. The stylist doesn't make a damage roll or reset her Initiative.

Against spells of a Circle the stylist can't cast, she must pay a surcharge of one Willpower per circle she falls short – e.g., a Terrestrial Circle sorcerer would need to pay a two-Willpower surcharge to clash Solar Circle sorcery. Sorcerous initiation doesn't aid in clashing necromantic spells or vice versa.

Enlightenment: The stylist can channel and redirect a clashed spell's Essence back at the caster, dealing (spell's Circle x2) dice of lethal damage, ignoring Hardness. This doesn't reset her Initiative.

DEMESNE EMULATION PRACTICE

Cost: —(2m or 4m); Permanent

Keywords: None

Prerequisites: Martial Arts 3

Branch Charms: [Demesne-and-Manse Form](#)

The martial artist's stance bends the flows of Essence around her, becoming a nexus through which the world's breath flows.

Upon purchasing this Charm, the stylist chooses (Lore or Occult) hearthstones (including Linked stones). She can reflexively manifest one of these hearthstones as a jewel upon her brow, committing two motes for a lesser hearthstone or four motes for a greater hearthstone. Hearthstones that enhance weapons benefit her unarmed attacks. She gains the increased mote recovery for being in an attuned greater demesne (**Exalted**, p. 160). The hearthstones are indestructible but don't survive the stylist's death. The Storyteller should veto hearthstone choices that are overpowered if made permanent, like the Gem of Incomparable Wellness.

While in a Martial Arts Form, if the stylist makes an attack that benefits from the manifested hearthstone, she adds one die of post-soak **withering** or **decisive** damage, or two dice for a greater hearthstone.

WAYS OF EXALTATION

Cost: 5m, 1wp; Simple (Indefinite)

Keywords: Enlightenment

Prerequisites: Martial Arts 3

Branch Charms: [Gods Ways](#)

The martial artist strikes her throat, abdomen, spine, brow, and crown in a lightning-swift blur, altering the pattern of her Essence to conceal her Exaltation.

The stylist chooses an Exalt type she's familiar with and a Caste or Aspect, causing her anima banner to take on an appropriate appearance and mimicking effects like the anima flux of the Dragon-Blooded. If she uses native Charms with overtly supernatural effects, they change to resemble the mimicked Exalt type's magic. She adds (Anima) dice on rolls with chosen Caste or Aspect's Attributes or Abilities and adds (Anima/2, rounded up) to static values based on them.

If the martial artist uses this Charm to emulate a Dragon-Blood, she can enter Elemental Aura using the Immaculate Dragon styles' Charms or Five Jade Fury, letting her access the Immaculate Charms' Aura benefits.

Enlightenment: While emulating a different Caste of the stylist's Exalt type, she gains that Caste's anima powers in addition to her own.

GOD WAYS

Cost: 15m, 1wp; Simple ((Essence) Turns)

Keywords: Enlightenment, Psyche

Prerequisites: Martial Arts 5, [Ways of Exaltation](#)

Branch Charms: [Games of Divinity Form](#)

The martial artist dissolves into pure spirit, coiling around a victim's soul or pouring her Essence into an object.

The stylist makes a (Charisma + [Lore or Occult]) gambit against the Resolve of an enemy within short range. Its difficulty is 5 against mortals and trivial characters and (higher of Willpower or 7) for others. If successful, the stylist dematerializes and possesses that character. She can't take actions herself, but dictates target's actions, including spending his motes and Willpower on Charms or other magic. This lasts until the Sidereal has taken (Essence) turns while possessing him. If she tries to force a character to violate one of his Major or Defining Intimacies, he regains control of his own actions until his next turn. If the martial artist's anima flares, it shines through her host, making him seem to be Exalted.

Alternatively, the martial artist can possess a mundane object, rolling (Charisma + Martial Arts) against difficulty 1 for objects that could be held in one hand, 3 for objects the size of a person, or 5 for objects the size of a wagon. Anything larger can't be possessed. Success lets her dematerialize and inhabit it. She can still act using her own traits, lending the object whatever animation and flexibility is necessary to do so. This lasts until she's taken (Essence) turns or (Essence) non-reflexive actions outside of combat

Any damage or harmful effects that befall a possessed character or object don't apply to the martial artist; magic capable of attacking dematerialized characters is necessary to harm her.

Enlightenment: The martial artist can use this Charm for ten motes and one Willpower to dematerialize for one scene without possessing anything.

ESSENCE 4

FOUR MAGICAL MATERIALS FORM

Cost: 10m, 1wp; Simple (One Scene)

Keywords: Enlightenment, Form

Prerequisites: Martial Arts 5, [Deadly Starmetal Offensive](#), [Five Jade Fury](#), [Flickering Moonsilver Approach](#), [Orichalcum Sheathing Stance](#)

Branch Charms: [Prismatic Arrangement of Creation Form](#)

The martial artist's stance, breathing, footwork, and Essence embody the magical materials, transforming her into a living artifact.

The stylist gains the following benefits:

- Her unarmed attacks gain artifact traits (Accuracy +5, Damage +10B/3).

- She reduces the cost of this Charm's prerequisites by two motes.
- She's immune to crippling effects and ignores crippling penalties.
- She can use Evocations she's awakened from a jade, orichalcum, moonsilver, or starmetal artifacts without needing that artifact, letting her use weapon Evocations through unarmed attacks. She can't use Evocations whose effect requires the artifact.

Enlightenment: The stylist becomes resonant with jade, moonsilver, orichalcum, and starmetal while in the form.

Special activation rules: The stylist can reflexively enter this Form when she uses all four of its prerequisite Charms in a round.

Other Magical Materials

This style has no Charm for soulsteel, but the potential exists. Sidereals lack the affinity for death's Essence necessary to create such a Charm themselves, but a Sidereal who's learned all this style's Charms could do so with an Abyssal's aid, as could an Abyssal who's mastered this style.

Similarly, a Sidereal would need the aid of a character who's resonant with adamant, like an Adamant Caste Alchemical, to create a Charm for Adamant.

In Four Magical Materials Form, such Charms would receive its discount and the stylist could use Evocations of weapons made from their materials. With Enlightenment, she'd gain resonance with them.

SOUL-FIRE SHAPER FORM

Cost: 10m, 1wp; Simple (One Scene)

Keywords: Enlightenment, Form

Prerequisites: Martial Arts 5, [Essence Redirection Technique](#), [Spell-Shattering Palm](#)

Branch Charms: [Prismatic Arrangement of Creation Form](#)

The Sidereal acts in perfect balance with the cosmos, bringing the world around her into alignment with her victory.

- She adds +2 effective Essence, maximum 10, for magic that uses Essence ratings in calculations (but not for any other purpose).
- Once per round, she may reduce the Willpower cost of Astrology Interruption Method, Essence Redirection Technique, Sequential Essence Disruption, or Spell-Shattering Palm by one.
- When she would gain Initiative, she may exchange some or all of it for that many motes instead. She can't do so when resetting Initiative.

- When paying Willpower, she may spend five motes in place of a point of Willpower.

Enlightenment: The stylist counts as having Essence 10 for calculations.

Special activation rules: The stylist can reflexively enter this Form when she goes from dim anima to bonfire in a single instant.

DEMESNE-AND-MANSE FORM

Cost: 10m, 1wp; Simple (One Scene)

Keywords: Aggravated, Dual, Enlightenment, Form

Prerequisites: Martial Arts 5, [Demesne Emulation Practice](#)

Branch Charms: [Prismatic Arrangement of Creation Form](#)

Adapting the stately grandeur of an ancient temple, the martial artist channels and directs Creation's geomancy through her stance and movements.

The stylist gains the following benefits:

- She gains the benefits of any number of hearthstones chosen with Demesne Emulation Practice, manifesting a unique stone in the colors of her anima on her brow.
- Demesne Emulation Practice's damage bonus increases to (Essence/2, rounded up) for lesser hearthstones and (Essence, maximum 5) for greater hearthstones. Her **decisive** attacks deal aggravated damage, blazing with raw Essence.
- While fighting in a demesne or manse, she recovers an additional mote at the end of each round. She gains an additional mote if it's a greater demesne or manse, and another mote if she's attuned to it.
- She adds (Essence/2, rounded up) non-Charm successes on Lore and Occult rolls involving geomancy, including demesnes, manses, or hearthstones.

Enlightenment: While fighting in a demesne or manse, the stylist adds ([Lore or Occult]/2, rounded up) to her base Initiative.

Special activation rules: The stylist can reflexively enter this Form when she Joins Battle while her mote pools are full or while in a demesne or manse.

GAMES OF DIVINITY FORM

Cost: 10m, 1wp; Simple (One Scene)

Keywords: Form

Prerequisites: Martial Arts 5, [God Ways](#)

Branch Charms: [Prismatic Arrangement of Creation Form](#)

Moving with infinitely baroque complexity, the martial artist comes as close to perfect beauty as any imperfect being can.

The stylist gains the following benefits:

- Her Appearance adds bonus dice (**Exalted**, p. 218) on all opposed physical rolls against enemies who can perceive her.
- She gains +1 Evasion against characters with Resolve lower than her Appearance (including bonus dots).
- Enemies can't attack her or take harmful actions against her unless they spend one Willpower to resist for the scene. Characters whose Resolve is lower than her Appearance or who have positive Ties toward her must pay two Willpower instead.
- Any character – friend or foe – who witnesses the martial artist in this Form must succeed on a (Wits + Integrity) roll at a difficulty of the stylist's Appearance (including bonus dots) or become addicted to viewing this Form, with –3 withdrawal penalty (**Exalted**, p. 167). Other depictions of the Games of Divinity, like dreamstones, can substitute for the Form.

Enlightenment: Characters addicted to this Form count as having a Major Tie of Obsession toward the stylist.

Special activation rules: The stylist can reflexively enter this Form when she succeeds on an Appearance-based influence roll or a dance-based Performance roll in with 5+ successes.

ESSENCE 5

PRISMATIC ARRANGEMENT OF CREATION FORM

Cost: 30m, 2wp; Simple (One Scene)

Keywords: Form

Prerequisites: Martial Arts 5, [Demesne-and-Manse Form](#), [Four Magical Materials Form](#), [Games of Divinity Form](#), [Soul-Fire Shaper Form](#)

The martial artist vanishes into the world's Essence, dancing the dance of all things before returning to the world, at one with it.

The stylist gains either the benefits of all this style's other Forms or up to three Martial Arts Forms she knows of any style. If she chooses the latter option, only one Form can be from a Sidereal Martial Art. Combining Forms of different styles lets her use each style's weapons and the best of their armor compatibility with each of the other styles.

If the stylist satisfies the special activation rules of a Form she knows, she may swap it for one of the chosen Forms, as long as it's still a permissible combination.

Enlightenment: Upon entering this Form, the stylist gains one Initiative for each style she's learned all Charms for (including this one), maximum (Essence + [Lore or Occult]). Sidereals count Archery, Brawl, Melee, and Thrown as completed styles if they've learned their prayer strip Charm.

Chapter Four: SORCERY

Across Creation, sorcerers are known and feared as figures of great and dangerous power, said to be capable of slaying a man with a gesture or calling up storms with a glance. The magic of sorcery is fundamentally different from Solar Charms. A Solar Charm is an expression of the Solar's own Essence through supreme mastery of skill. Sorcery is the art of shaping the Essence of the world itself, willing it into accordance with the sorcerer's whims. To work sorcery is to command essential forces, consort with strange spirits, and call up impossible wonders.

Spells and Sorcerous Workings

The powers of sorcery are divided into spells and sorcerous workings. A spell is a discrete power with a defined cost and effects. Sorcerous workings, on the other hand, are great feats and projects. Workings require considerable time and effort to complete, and their expansive scope often requires the Storyteller and the sorcerer's player to work together in defining its precise effects.

THE THREE CIRCLES

Sorcery is divided into three circles of understanding and power. In the Old Realm, these were called the Terrestrial

Circle, the Celestial Circle, and the Solar Circle—for only the Solar Exalted could master the last. Realm-trained sorcerers sometimes speak of these as the Emerald, Sapphire, and Adamant Circles, though the last is spoken of only in legends and rumors since the disappearance of the Sun's Chosen.

Solar Exalted must begin by mastering the Terrestrial Circle, then progress into higher circles of understanding. The Lunar and Sidereal Exalted may master the Terrestrial and Celestial Circles, but the final secrets of the Solar Circle elude them. Dragon-Blooded, Liminal Exalted, and mortals are only capable of initiating into the Terrestrial Circle. The Abyssal Exalted command similar raw power to their Solar counterparts, but focus on the dread secrets of necromancy.

BECOMING A SORCERER

Sorcery is a mountaintop of enlightenment to which many paths lead. Most sorcerers are guided along their path by an instructor—promising young talents receive instruction from master sorcerers of the Realm at the Heptagram Academy, while others are taught by demons, elementals, or stranger things yet. A few sorcerers forge their own path—following contemplative or meditative



disciplines that purify and enlighten the mind, mastering relics or domains of power, or seeking out lost libraries and ancient grimoires. All paths demand effort, dedication, and the willingness to abandon old views and deeply-held beliefs. Those who attain sorcerous enlightenment see the world through new eyes, gaining a deeper insight into the nature of all things. For the Solar Exalted, this is expressed by learning the Terrestrial Circle Sorcery Charm (**Exalted**, p. 360). Other Exalted have their own equivalents.

SORCEROUS MOTES AND THE SHAPE SORCERY ACTION

When a sorcerer turns her skin to bronze, calls up a fiery kraken from the molten depths of the earth, or bind the greatest demons of Hell, she is not drawing upon her own Essence. Sorcery manipulates the energies of the world around the sorcerer, shaping it into patterns and matrices that achieve her ends. When a sorcerer casts a spell, the motes that power it are not drawn from her own Essence pools. Instead, she must take shape sorcery actions to manipulate the flow of Essence around her and channel sorcerous motes into the casting of the spell.

To take a shape sorcery action, the sorcerer must first declare the spell she is attempting to cast, and then roll (Intelligence + Occult). Each success contributes one sorcerous mote to the casting of the spell. If this is sufficient to meet the spell's cost, it is cast immediately. If not, the sorcerer must continue focusing Essence into the spell in subsequent rounds. She may choose to take additional shape sorcery actions, rolling and adding successes towards the total, until she has enough to cast the spell. Once she has reached the total, she unleashes it immediately and reflexively.

The shape sorcery action itself is a combat action which cannot be included in a flurry. A sorcerer can pause in the act of gathering sorcerous motes to perform other actions, such as attacking or disengaging from an enemy, but loses three sorcerous motes at the end of every round where no sorcerous motes were gathered. If she uses a ritual that allows her to reflexively gather sorcerous motes for a turn, this counts as if she had used a shape sorcery action—sorcerer-assassins often find such techniques efficacious in their chosen trade, allowing them to fluidly switch between fighting and shaping spells.

If the sorcerer begins casting a different spell from the one she has started shaping, then her current spell is prematurely aborted, and all gathered sorcerous motes disperse and are lost. If she simply stops gathering motes, she will continue losing three sorcerous motes per round until she has none remaining, at which point the spell is lost.

Some spells require an extended period of shaping Essence to cast, generally on the order of hours or longer. Keeping track of the accumulation of sorcerous motes in these cases is less relevant than the time invested in the spell, and so they are simply noted as having a cost of "Ritual."

ADDITIONAL SPELL CASTING RULES

- **Willpower:** Most spells cost at least one point of Willpower, as it takes a significant investment of the sorcerer's will to grasp and wield the Essence of the cosmos. This cost must be paid up front, when the sorcerer first begins shaping the spell. If the spell is cast successfully, the realization of the sorcerer's design fulfills her, restoring one point of Willpower spent to fuel the spell. If the spell is lost, aborted, or countered, then all spent Willpower is simply lost.

- **Commitment:** Sorcerous motes are never committed, regardless of a spell's duration.

- **Casting in Crash:** A sorcerer in Initiative Crash regains no Willpower spent on her spells, even when she casts successfully. Additionally, all spells cost an additional three sorcerous motes to complete while crashed.

- **Control Spells:** All sorcerers have at least one control spell. A control spell is a signature spell at which a sorcerer excels beyond all others, imbuing it with some special measure of her mystic will and personal prowess. Many spells enjoy special benefits when selected as a control spell, and many shaping rituals (see below) give special benefits to a sorcerer's control spell.

COUNTERMAGIC

One sorcerer can unravel another's spell as it's being shaped. Countering a spell as its cast is an (Intelligence + Occult) roll, with every two successes draining one sorcerous mote from the spell's completion. If the sorcerer knows the spell she is attempting to counter, then each success drains one mote. She must be within short range of the sorcerer whose spell she wishes to counter, and she must be initiated into that spell's circle. If countermagic reduces the total sorcerous motes invested in a spell to zero, the casting is broken, requiring the enemy sorcerer to attempt casting it anew. Also, the mystic backlash of a shattered spell prevents the enemy sorcerer from taking a shape sorcery action on his next turn. Countermagic is a combat action that cannot be placed in a flurry.

DISTORTION

Once a spell has been cast, its effects cannot be undone, but a skilled sorcerer may mute, twist, or weaken them with a distort action. This is an extended (Intelligence +

Occult) action, with a difficulty based on the circle of the targeted spell—1 for Terrestrial Circle, 3 for Celestial Circle, and 5 for Solar Circle. The goal number of the action, as well as the precise effects, are specified in the text of each spell if it can be distorted, often diminishing the spell's advantages or inflicting a drawback on its caster. Other spells, such as those that last only for an instant or that summon a being that exists independently of the spell, cannot be distorted. Distortion has a terminus of five rolls—if a sorcerer fails to achieve her goal, she cannot attempt to distort the spell again. As with countermagic, the sorcerer needs to be within short range of the spell's target or effect, and must be initiated into that spell's circle. Attempting to distort a spell that the sorcerer does not know imposes a -2 penalty on all distortion rolls. Distortion is a combat action that cannot be placed in a flurry.

UNDOING A SPELL

Sometimes, a sorcerer may want to completely revoke the effects of a long-term spell—for example, lifting the curse of Corrupted Words that prevents one of the sorceress Mnemon's minions from revealing the details of a secret alliance. Such feats require a sorcerous working (p. 483) of Ambition 3 and the same circle as the spell to be undone. The Storyteller may adjust these guidelines to better suit the circumstances or narrative, making it harder or even impossible to dispel an effect if doing so would utterly undermine the functionality of that spell, or making it easier to undo effects that he feels the players should be able to remove more easily.

SHAPING RITUALS

As the sorcerer grows in knowledge, her mastery of the universe opens new paths to power, allowing her to perceive and draw upon new sources of Essence to fuel her magic. These are shaping rituals, a catch-all term for alternate ways in which a sorcerer may gain sorcerous motes. Shaping rituals can be used to represent a sorcerer's unique path to power—a bargain with a spirit, a legendary relic, a taboo that must be kept. Five sample archetypes are listed below. Each has multiple shaping rituals associated with it, along with Merits and other benefits that may be purchased by any character who has mastered one of the archetype's shaping rituals. (All such sorcerous Merits are of the purchased variety.) These archetypes are not meant to be comprehensive or confining—they're an illustration of what a sorcerer might look like, included to help players realize their character concepts.

BARGAIN WITH MARA

You have met the demon Mara, the deer-footed creature of shadows who pursues lovers marked by dark destinies

and feeds them stolen souls. You may have met her as she sojourned through Creation, or seen her lovely, wicked face in dreams—perhaps you even summoned her yourself to make your bargain. Through cunning, charisma, or pleasing offerings, you have made a pact with her, taking the power of the Shadow Lover for your own.

SHAPING RITUALS

- *Lovelorn Remembrance Ensorcellment*: Like Mara herself, the sorcerer draws power from those who love her. The Essence of their adoration is clay in her hands, taking form in her sorcery. Whenever she takes a shape sorcery action while within medium range of a character with an unrequited Tie of love (or a similar emotion) towards her, she may reap additional sorcerous motes equal to that Intimacy's value (for example, four motes from a Defining Tie). Intimacies can only be tapped for motes in this fashion once per day, and the sorcerer cannot harvest power from love she reciprocates. Normally she may only drain one Intimacy to fuel the casting of a spell, but she may draw power from any available Intimacies when casting her control spell. She cannot draw more than ten sorcerous motes per scene with this ritual.

- *Wanton Soul Leash*: When the sorcerer seduces and sleeps with a willing mortal, she may choose to draw the soul out of his body, leaving it an inanimate husk that soon dies of deprivation. The extracted soul lingers invisibly around her, tethered to her by umbral chains. As a miscellaneous action, the sorcerer may offer up one of her bound souls to Mara in exchange for power once per scene, rolling (Essence + Willpower) and gaining that many sorcerous motes. She retains these motes until the end of the scene, and may spend them towards any spells she casts. Additionally, a bound soul may be reflexively expended in place of a point of Willpower when paying the cost of the sorcerer's control spell. She cannot have more than (Essence + Occult) souls bound to her at one time.

- *Secret Midnight Whispers*: The sorcerer draws power from shadow and darkness, weaving it into her spells. Whenever she begins a scene in darkness or shadow heavy enough to qualify as concealment for attempting stealth, she gains three sorcerous motes, which last until the end of the scene and can be spent towards any spells she casts. Additionally, whenever she takes a shape sorcery action to shape a spell while in stealth, she gains an additional sorcerous mote as long as the spell's target is unaware of her. She also receives these benefits while under the night sky during the new moon or Calibration, even without being concealed.

OTHER BENEFITS

Infernal Nobility (Merit •): Demons recognize the sorcerer as one favored by Mara. First Circle demons are treated as having a Minor Tie of terrified awe towards her, while Second and Third Circle demons have a positive Minor Tie of respect, or some variation suited to their nature.

Dark Paramour (Merit ••): Mara appears in the sorcerer's dreams, feeding her with fragments of stolen souls. Once per story, the sorcerer's player may declare that she is visited by Mara in a dream while sleeping. She does not recover Willpower from that sleep, but receives some significant benefit determined by the Storyteller—tutelage in a new spell in a single night, double 9s on all shape sorcery spells for the next day, the service of a First Circle demon as a gift from Mara, or something similar. She also wakes with a Minor Principle of "I take pleasure in death and suffering," or strengthens that Intimacy if she already possesses it.

Demonic Tattoos: Mara has marked the sorcerer, taking one or more of her own souls and rendering it down into a midnight-black tattoo that spirals around her chakras. The sorcerer may unlock Evocations from these tattoos that allow her to manipulate or gain power from shadows or darkness, alter her control spell to incorporate elements of darkness and subversion, or manipulate or empower summoned demons, such as by turning them into living shadows.

PACT WITH AN IFRIT LORD

You have stood in the court of one of the ifrits or another elemental lord of fire. Beneath the judgment of his burning eyes, you passed whatever test of righteousness he saw fit to impose. The pact you struck lets you draw strength from the element of fire and shape its destructive power to your will.

SHAPING RITUALS

• *Fiery Essence Invocation:* Whenever the sorcerer takes a shape sorcery action, she may draw an additional (Essence) sorcerous motes from any fire within medium range, coaxing its power into her spell. This diminishes the flame—a hallway of torches will be extinguished by a single invocation, while a bonfire might die down to small flames after the first, then go out altogether after the second. However, if the sorcerer is fighting near (or in!) a burning building, she has a nearly endless source of sorcerous motes to draw on. She may draw from fire elementals or other spirits of flame as well, draining (Essence) motes from their pools, but only if her shape sorcery roll exceeds their Resolve, and no more than once per scene against any one spirit. When the sorcerer draws Essence to fuel her control spell, flames are not

diminished, and spirits do not lose the motes drawn from them.

• *Fire and Ash Mantra:* Vaunted The sorcerer's patron offers her power in exchange for burnt offerings, breathing in the smoke of her tribute and rewarding her with glory. The sorcerer may make a prayer roll (Charisma + Performance, difficulty 5 minus the Resources value of any sacrifices offered along with the prayer) seeking power from her patron. Success grants her sorcerous motes equal to (her Essence + extra successes on the roll). These motes last for the duration of the story, and can be spent towards any spell she casts. She cannot pray for power more than once a day, and receiving new motes replaces any granted by past prayers.

• *Unquenchable Furnace of Power:* The sorcerer has learned to cultivate the flames of passion in her own heart, using them to stoke the power of her spells. Whenever she would gain a point of Willpower from upholding an Intimacy that represents a passionate emotion or fervent belief, she may instead claim 5 sorcerous motes. These motes last until the next sunrise, and can be spent towards any spell she casts. Additionally, she may shed a level of intensity from such an Intimacy to channel its fire towards a spell she is shaping, adding sorcerous motes equal to the (original) intensity of the Intimacy. She cannot tap an Intimacy more than once per day this way.

OTHER BENEFITS

Unburnt Majesty (Merit ••): Having contracted with a lord of flame, the sorcerer commands the fealty of lesser fires. She doubles 8s on rolls to resist environmental hazards based on fire or heat, and adds her Essence to both soak and hardness against purely flame-based attacks such as firewand blasts.

The Burning Name (Merit ••): With the utterance of her patron's name, the sorcerer may call forth flames, sending them streaming from her eyes, fingertips, or mouth. She might use this to light a campfire or incinerate ropes that bind her hands, and can also use it as an attack, rolling (Intelligence + Occult) to direct the flames, which are treated as a light mundane weapon with the lethal, thrown (short), and mounted tags.

Suzerain of Endless Flame (Merit ••): Fire answers readily to the sorcerer's will. Whenever the sorcerer casts a spell that creates or manipulates fire as its primary effect, or summons a fire elemental, its cost is lowered by three sorcerous motes. If it's her control spell, she may also waive a single point of Willpower from its cost once per day.

RAKSI'S TUTELAGE

Raksi trains Silver Pact students with a curriculum distilled from the greatest trove of sorcerous knowledge in Creation, albeit one filtered through the lens of her own experiments and experiences. Guiding them through study and critique of First Age texts, hallucinogen-induced vision quests, and mystical trials, she reveals sorcery in all its gruesome splendor.

SHAPING RITUALS

- *Balancing on the Edge*: Once per story, after rolling Shape Sorcery, the sorcerer may propose a twist or caveat for the spell being shaped—something that diminishes the spell's effect or her control over it, but doesn't negate its purpose or function. A Death of Obsidian Butterflies might veer off course, inflicting collateral damage on bystanders as well as targeted foes; her Peacock Shadow Eyes might continue to shine noticeably for hours. If the Storyteller accepts, she reflexively makes a second Shape Sorcery roll. If she used an Excellency to enhance the first roll, she applies the same benefits to the second one for free—and, if she's shaping her control spell, she likewise carries over the benefits of all effects that enhanced her first roll.

- *Sigil-Skin Geometry*: The sorcerer can roll (Intelligence + [Linguistics or Lore]) at difficulty 2 to mark her skin with carefully devised sigils and formulae over several hours, binding her to one spell. She gains a pool of sorcerous motes equal to her extra successes, which can only be spent on the bound spell. If binding herself to a control spell, she adds (higher of Essence or 3) non-Charm dice on the roll. She can only be bound to one spell at a time and can't roll more than once a day.

- *Terror-Relishing Art*: Once per scene, when the sorcerer succeeds on a threaten roll or a roll to inspire fear against a nontrivial character, she gains sorcerous motes equal to the Attribute used, which last until the scene ends. If she successfully influences a higher-Essence character, she gains additional sorcerous motes equal to the difference in their Essence ratings.

OTHER BENEFITS

Scar-Strengthened Will (•••): Having endured the worst of Raksi's mind-bending sorceries unbroken, the sorcerer gains +2 Resolve as a Charm bonus against fear-based influence and social influence conveyed through spells or sorcerous workings.

Sage of Three Circles (••••): The sorcerer has studied the Book of Three Circles, and its eerie knowledge has taken root in her. Once per story, she may cast a sorcery spell she doesn't know, although she must still meet its prerequisites. Thereafter, she may learn that spell without a mentor or source. The Storyteller may deem some spells aren't contained in the book, primarily those newly invented by Second Age sorcerers.

ROOT-LORE

There is a language in the world's trees, herbs, and flowers, each teaching subtle lessons that reveal Creation's deepest mysteries. Not every herbalist and apothecary can divine these secret lessons; initiation into sorcerous root-lore requires both slow, careful study of Creation's flora and a piercing insight into the truths behind them. Those who walk this path read secret wisdom from the petals of flowers, and draw power from roots and herbs.

SHAPING RITUALS

- *Master Apothecary Enlightenment*: Successfully introducing a fact about herbs or treating a patient using herbal medicine awards the sorcerer (Intelligence + extra successes) sorcerous motes, which last until the story ends. Completing a basic or major crafting project to create a medicine, drug, poison, etc. from plants grants (Intelligence + silver points awarded + [gold points awarded x 2]) sorcerous motes, which last until the story ends. The sorcerer can only have sorcerous motes from one use of this ritual at a time; to accept more, she loses any from previous uses.

- *Sorcerer's Harvest*: When the sorcerer takes a Shape Sorcery action within medium range of a prominent living plant, such as a tree, large hedge, or flower garden, she can draw (Essence) sorcerous motes from it towards the spell. She can also draw power from a wood elemental within medium range, draining (her Essence) motes from him, but only if her Shape Sorcery roll exceeds his Resolve. Each such source can only be tapped once per day. Drawing motes to cast a control spell doesn't count towards the once-per-day limit.

- *Thousand Blossom Arts*: The sorcerer can spend a few hours foraging in the wilderness to retrieve a puissant plant, a difficulty 2 (Intelligence + Survival) roll. The roll's difficulty is increased in areas with sparse plant life. Collecting multiple reagents raises the difficulty by 2 but provides an effectively unlimited stock. Once per scene, she may incorporate a reagent into a spell, contributing (highest of Intelligence, Lore, or Survival) sorcerous motes towards it. Reagents retain their power for a week and can only be used by the sorcerer who harvested them.

OTHER BENEFITS

Greenfriend (•): The sorcerer is one with the flora of Creation and worlds beyond. Treat wood elementals, sentient plants, and similar beings as having a Minor Tie of affection toward her.

Ever-Blossoming Mastery (••): When the sorcerer casts a spell that creates or manipulates plants, wood, or associated spirits, it costs three fewer sorcerous motes. If

it's her control spell, she may waive one point of its Willpower cost once per day.

Esoteric Botany (•••): Once per week, the sorcerer may add (Occult) Charm dice on a Survival roll to forage for plants, a Lore roll to introduce facts about them, or a Craft roll to create medicines, poisons, etc. from them.

SCARRED BY NIGHTMARES

Perhaps you were a child lost in the warped depths of the Wyld or a hero treading where the logic of the world crumbles away. Perhaps you were already an initiated sorcerer, wracked by maddening dreams or secrets best left unknown. However, it happened, you saw it. Something numinous, a forgotten god or primal monster that spanned the horizon, more beautiful than anything you've ever seen and more horrifying than anything you've seen since. You caught only a glimpse of this outer thing, but it has marked you. A sliver of the Wyld now resides within the deepest dreaming parts of your mind, and the power of chaos serves your sorcerous will.

SHAPING RITUALS

- *Esoteric Dream Endowment:* When the sorcerer sleeps, her player may describe the strange visions that haunt her. She recovers no Willpower from sleep, instead rolling (Wits + Occult) and gaining one sorcerous mote per success. These motes last until the next time she sleeps, and can be spent towards any spell she casts. If the sorcerer spends all of the sorcerous motes granted by a dream casting her control spell, each counts as two motes towards meeting the spell's cost. Once per story, the sorcerer's player may stunt to describe how the current situation was somehow symbolized by her dreams, essentially declaring that her past dreams retroactively foreshadow the present. Doing so awards her a number of sorcerous motes equal to (her Essence x [stunt level + 1]), which last for the duration of the scene.

- *Heart of Miraculous Madness:* The sorcerer abides by an esoteric taboo or is victim to a delusional belief inspired by the Wyld energies inside her mind, a Defining Derangement which can-not be removed or altered (**Exalted**, p. 168). If she works her delusions or taboo into the description of a stunt, she gains sorcerous motes equal to the stunt's rating. If she is stunting the casting of her control spell, add two to the bonus. These motes last until the next time she sleeps, and can be spent towards any spell she casts. If the Derangement causes in-character hardship that would be sufficient to gain Splat experience from the Flaw (**Exalted**, p. 167), she gains 10 sorcerous motes, which last for the duration of the story. After the first time this bonus is awarded in a story, subsequent awards are lowered to the sorcerer's (Essence).

- *Gorging on Passions Chalice:* The sorcerer may feed on emotional energies like the raksha, shaping the passions

of others through spellcraft. Once per scene, when another character forms, strengthens, or weakens an Intimacy that represents an emotional feeling, the sorcerer may feed from it, gaining sorcerous motes equal to the intensity of the Intimacy (its new rating if it was strengthened, or the old one if weakened). These motes last for the duration of the story, and can be spent towards any spell she casts. The fervent passions of the Exalted represented by Limit are even more potent nourishment. Whenever a character, including the sorcerer herself, gains a point of Limit, the sorcerer may draw power from that, gaining sorcerous motes equal to the character's current Limit. She may draw ten sorcerous motes from a character in Limit Break, but only once during the duration of that Break.

OTHER BENEFITS

- **Child of Madness (Merit ••••):** The sorcerer is immune to the twisting power of the Wyld, and need never fear mutation, delusion, or addiction from time spent in chaos. However, her Wyld affinity makes her vulnerable to iron, causing her to take aggravated damage from weapons made of it as though she were one of the raksha.

- **Miracles of Shadow and Chaos (Merit ••••):** The sorcerer may warp the substance of chaos to her will. She doubles 8s on any shape sorcery rolls made in the Wyld, and can perform sorcerous workings without needing to pay experience costs. However, such miracles fade to shadow outside the Wyld. If she used a free working to give herself opalescent wings, they would fade away as soon as she entered Creation, only to reappear when she returns to the Wyld. A palace enchanted to fly could do so freely through the skies of chaos, but would fall subject to gravity in Creation. The Storyteller may retroactively charge the player experience points for any working that circumvents or cheats this limitation in play.

STUDENT OF THE HEPTAGRAM

Graduates of the Heptagram initiate into sorcery through many different paths. The following is only the most common initiation.

SHAPING RITUALS

- *Sorcerous Archives:* Once per story, the sorcerer may research arcane texts and roll (Intelligence + Lore), gaining sorcerous motes equal to the successes that last until the story ends. Access to a sorcerous library or mentor adds one bonus die, or two for an especially comprehensive library or skilled mentor.

- *Sevenfold Art Invocation:* The sorcerer channels Essence through esoteric formulae and rigorous-ly-practiced mudras. Once per scene, when she stunts the first shape sorcery roll of a spell with invocations or

mudras, she gains (stunt rating + 2) sorcerous motes towards completing the spell. Enhancing her control spell doesn't count against this once-per-scene limit.

- **Geomantic Mandala:** The sorcerer channels Essence through elemental geomancy, gaining one additional sorcerous mote each turn she spends shaping a spell in an elementally aspected demesne or manse. Once per story, she may tap an elementally aspected hearthstone to which she's attuned to gain five sorcerous motes (ten from a greater hearthstone) until the end of the scene. Doing so renders that hearthstone defunct until the story ends.

OTHER BENEFITS

Geomantic Prodigy (Merit •••): Well-versed in sacred geometry and esoteric principles of architecture, the sorcerer may add (Occult) dice on a Craft (Architecture or Geomancy) roll once per week. These count as Charm dice.

Spirit Speaker (Merit •): The sorcerer has been schooled in consorting with spirits and other magical beings. When she rolls a social action against such beings or asserts Resolve or Guile against them, she benefits from any Occult specialties in that type of being as though she had them in the relevant social Ability.

Words of Binding (Merit ••): The sorcerer doubles 9s on rolls to bind summoned demons or elementals.

SOUL-PERFECTING ELIXIR

Through study of the arts of alchemy and the bodily humors, you have brewed the Soul-Perfecting Elixir, a draught that transformed your body into a living cauldron. Yours is a sorcery rooted in the corporal, sustained by the balance of vital forces and the flow of Essence along meridians. Through the consumption of alchemical catalysts and adherence to ascetic practices, you maintain your body as a pure vessel through which sorcerous forces may be channeled into the world.

SHAPING RITUALS

- The sorcerer can brew a draught that catalyzes an upswell of power from within. Creating a single dose of this potion is a difficulty 2 (Intelligence + Craft) roll that takes a few hours, with an increased difficulty if the sorcerer lacks access to a wide range of alchemical components and/or a properly stocked workshop for brewing. Brewing a larger batch increases the difficulty by 2, but provides the sorcerer with effectively as much of the potion as she needs. Drinking this potion is a miscellaneous action, rolling (Stamina + Occult) and gaining a sorcerous mote for each success. These motes last for the duration of the scene, and can be spent towards any spell she casts. She may only benefit from

one draught each scene, and the balance of reagents to humors means the potion only benefits the sorcerer who brewed it. A prepared draught retains its efficacy for about a week, meaning that even a large batch will soon become dilute and powerless. The sorcerer may prepare special elixirs that permanently retain their efficacy, but provide sorcerous motes that can only be spent casting her control spell.

- By abstaining from rich foods, drugs, sexual intercourse, and other indulgences that compromise the balance of forces within her body, the sorcerer may draw greater power from within. So long as she abides by this ascetic lifestyle, she receives (Stamina) sorcerous motes after a night of sleep, plus additional sorcerous mote for every point of deprivation penalties she suffers. These sorcerous motes last until she next sleeps, and can be spent towards any spell she casts. Additionally, once per story, she may spend a scene in meditation to unlock (Essence + Stamina) sorcerous motes which last the duration of the story. Compromising the ascetic lifestyle of this shaping ritual causes the sorcerer to lose all motes granted by it, and denies her its benefits for the remainder of the story.

OTHER BENEFITS

Deep Breath Cultivation (Merit •••••): The humors governed by the element of air reside in the lungs, nourishing the entire body with vital energies. As long as the sorcerer abides by an ascetic lifestyle, she may completely refill her Essence pools with an hour of meditation, and adds her Stamina to the number of motes she recovers each hour while active.

Flowing Intention Cultivation (Merit ••••): The humors governed by the element of water gather in the kidneys, the corporal embodiment of the sorcerer's perseverance and effort. As long as she abides by an ascetic lifestyle, she may waive the Willpower cost to add a bonus success to an action once per day.

Living Spirit Cultivation (Merit •••): The humors governed by the element of wood reside in the liver and are the physical medium of spiritual awareness. The sorcerer rolls (Stamina + Resistance) against a poison or disease, her mastery over these humors adds her Occult in bonus dice to the roll.

Pure Heart Cultivation (Merit ••): The humors governed by the element of fire find their seat in the heart, animating the body and bridging the boundary between flesh and mind as blood flows from the heart to the brain. Once per day, when her Resolve is overcome by influence that opposes an Intimacy based on temperance or abstinence, she may lower the Willpower cost to resist it by one point.

Vital Focus Cultivation (Merit •••): The humors governed by the element of earth rest in the spleen, the bodily fulcrum through which the mind's intelligence permeates through the spirit. Deprivation penalties and wound penalties do not apply to any mental actions that the sorcerer takes, including shape sorcery actions.

THE JASMINE GEMS OF MISHIKO

The ghost of the Moon-Touched sorceress Mishiko often appears to her students in the twilight minutes between day and night as a young girl shaped from moonfire. She's tied to Creation by a number of crystalline flowers that emerge unbidden from unexpected places – the sepulcher of an ancient shaman; the site of a lengthy, difficult birth; the vista that inspired a painter's first work; a tree that once shaded a traveling sage. Each is a sorcerous relic (Exalted, p. 470) as well as a conduit to Mishiko. Gentle and astute, her wisdom comes in the form of poetry, parables, and uncomfortable truths, spurring students to explore and discover. Many young Lunars find the gems gravitating towards them as if by fate, though elders speculate that some subtler force is at work.

SHAPING RITUALS

- *Remembrance of Mishiko:* Once per day, the sorcerer may make an offering to Mishiko, rolling (Charisma + Performance) at difficulty (5 – Resources value of her sacrifice). She gains (Essence + extra successes) sorcerous motes, which last until the story ends or she makes another offering.
- *Sorcerer's Quest:* When the sorcerer learns of a place she must go to advance a major character or story goal or succeeds on a Survival roll to navigate to such a place, she gains one sorcerous mote, which lasts until the story ends, up to a maximum of 10 sorcerous motes. Once per story, when she upholds an Intimacy by entering such a place for the first time, she gains (Essence x Intimacy) sorcerous motes, which last until she leaves.
- *Twilight Koan:* Mishiko appears every dawn and dusk to pose a seemingly nonsensical question to the sorcerer. The sorcerer's player can stunt an action with a description of her realizing an answer to this koan, gaining (higher of Intelligence or Lore) sorcerous motes which last until the scene ends. Once she's done so, she must wait until the next sunrise or sunset for Mishiko to pose a new koan before doing so again.

OTHER BENEFITS

Cryptic Insights (••): Once per story, the sorcerer may confer with Mishiko when she rolls to introduce a fact, adding (higher of Essence or 3) non-Charisma successes and letting her use one of Mishiko's Lore backgrounds in

sorcery, the Underworld, the First Age, or any other mysteries the Storyteller deems Mishiko is aware of.

Evocations: Exalted sorcerers may awaken Evocations from a jasmine gem as a three-dot artifact (Arms of the Chosen, p. 18). These may allow greater communion with Mishiko, or draw on themes of mystery, discovery, and questing to enhance her sorcery.

THE PATH OF THE CELESTIAL DESIGN

Sidereals trained in sorcery by the Bureau commonly seek initiation through the Path of the Celestial Design, a meditation upon the numinous pattern that undergirds the Celestial Bureaucracy. This pattern is the divine order by which the Celestial Bureaucracy binds Heaven to Creation and gods to their purviews, forged by the Ancients and reforged by the Incarnae. Through meditation upon it, sorcerers draw on Heaven's power to work miracles of sorcery.

This initiation is also common among gods who are sorcerers, as well as some elementals, Heaven's Dragons, and others in the Celestial Bureaucracy's employ.

SHAPING RITUALS

- *Arbiter of Harmonious Balance:* Once per scene, when the sorcerer creates, strengthens, or facilitates a bureaucratic process, cooperative relationship, negotiation, business deal, or similar arrangement, she gains (Bureaucracy + extra successes) sorcerous motes, which last until the story ends. If the arrangement was between gods, she gains additional sorcerous motes equal to the (highest god's Essence/2, round up). If her achievement wasn't rolled, she rolls (Charisma + Bureaucracy) for this. She can only have sorcerous motes from one use of this ritual at a time; gaining more replaces any previous uses.
- *Dignity of the Divine Magus:* Once per scene, when the sorcerer succeeds on an influence role to assert the authority of a bureaucratic position she holds or a god on whose behalf she's acting, she gains (Bureaucracy) sorcerous motes. She can also gain this benefit when she's insulted, cheated, slandered, or otherwise treated rudely or unfairly. If she spends these sorcerous motes on a harmful spell that targets someone who's slighted her, she adds (Bureaucracy) dice on any rolls involved.
- *Writ of Auspicious Patronage:* The sorcerer may seek patronage from a prominent god of the Celestial Bureaucracy: one of the most high-ranking of terrestrial gods or a celestial god who has their own purview. This patronage is formally submitted to the Celestial Bureaucracy by burning a silk petition signed by both sorcerer and patron. Once per day, she can invoke her patron to gain (his Essence/2, round up) sorcerous motes, which last until the scene ends. If her patron has a

positive Major or Defining Tie to her, she gains (his Essence) motes instead. If she spends these sorcerous motes on a spell that's thematically related to her patron's purview, each mote spent counts as two. She can have any number of patrons, but can only benefit from one each day.

Gods don't give their patronage freely, as they can be punished under Heaven's law for spells cast under their auspices. For purposes of persuasion, it's typically a serious task (**Exalted**, p. 216), though it may be life-changing for sorcerers known to have abused past patrons' trust. Gods may revoke their patronage if it's misused. The Storyteller should make it clear to a player in advance when a course of action will risk her patronage. Gods might also revoke their patronage out of political convenience if it's central to a story involving political intrigues among spirits.

OTHER BENEFITS

The Song of Heaven (•): Gods hear the harmony of the Celestial Bureaucracy in the sorcerer's voice. Gods who've heard her speak this scene count as having a Minor Tie of fascination or respect toward her, whichever best fits their Intimacies.

Visage Made Law (•••): When someone forges the sorcerer's signature or credentials or falsely claims to be her or to be acting on her behalf, she makes a special (Perception + Bureaucracy) read intentions rolls against him, imposing a -2 Guile penalty for being unaware of observes.

THE TALISMAN OF TEN THOUSAND EYES

A phylactery of great sorcerous puissance, this talisman is wrought from rune-etched orichalcum and set with a gleaming ruby of ten facets. Each facet seems to reflect ten more within its depths, which reflect even more, creating the illusion of infinity that gives this relic its name. You have claimed the talisman as your own, using it either to initiate yourself into sorcery or as a wellspring of power to draw upon. Its ten thousand eyes are ever watchful, giving warning when malefic forces roam unchecked, and serving as a lens through which you may cast your sight or presence.

SHAPING RITUALS

- *Ruby Eyed Insight:* The sorcerer may hone her senses through the talisman to open her inner eye, paying a point of Willpower whenever she makes an Awareness roll to Join Battle or notice a hidden threat while wearing the talisman. She gains one sorcerous mote for every two successes on this roll. These motes last for the duration of the scene, and can be spent towards any spell she casts. If she is joining battle against or searching out malevolent

sorcerous forces—enemy sorcerers, bound demons, strange beings created by sorcery—she also adds her Occult in bonus dice to the roll.

- *Empowering Facet Focus:* When the sorcerer takes the first shape sorcery action to begin casting a spell and stunts it with a description of how she casts the spell through the talisman or draws on its power, she gains (stunt rating + 2) sorcerous motes towards completing this spell. This benefit can only be received once per scene. Stunts to enhance the sorcerer's control spell do not count against the once per scene limit.

- *Astral Wellspring Enlightenment:* A sorcerer with an Essence pool may spend a scene in meditation to commit ten motes to the talisman. Once she begins shaping a spell while wearing the talisman, she may draw on the power she's invested, contributing up to (Essence + 2) sorcerous motes towards the spell until the full commitment of ten motes has been converted into ten sorcerous motes, or the spell is cast (or countered). Committed motes are converted to sorcerous motes on a one-to-one basis normally, but are converted into two sorcerous motes when casting the sorcerer's control spell. The sorcerer must wait until she's had a full night's sleep before she can charge the talisman again.

OTHER BENEFITS

Astral Meditation (Merit •): The talisman serves as a gate-way through which the sorcerer may send her presence to distant corners of Creation. Once per day, while wearing the talisman, she may waive the Willpower costs of a spell that allows her to sense things remotely or project her presence from afar, such as Silent Words of Dreams and Nightmares.

Eye of Crimson Warning (Merit ••): The ruby set in the talisman pulses with warning light when it comes with-in ten miles of dangerous sorcerous forces—a sorcerer wreaking havoc with spells, a demon bound to ill ends or unbound and rampaging, an ancient curse fallen upon the land. Any tracking rolls the wearer makes to pinpoint or chase down such perils enjoys double 9s.

Evocations: Exalted sorcerers may master Evocations of the Talisman of Ten Thousand Eyes. These Evocations typically enhance the wearer's senses, both mundane and spiritual, or directly enhance or alter spells.

WANASAAN EXORCIST

The Wanasaan exorcists awaken their sorcerous potential through ceremonial drowning in the Silent Isle's frozen spring, seeing the truth of the world on the threshold of life and death.

SHAPING RITUALS

• *Living Ancestor Reverence*. The sorcerer draws empowerment from offerings of paper effigies and other grave goods made to her ghost while she yet lives. The sorcerer may draw (the offering's Resources rating) sorcerous motes from such a sacrifice once per day. These motes vanish at sunrise.

• *Drowning in Mystery*: Suspending herself in a basin or body of salt water, the sorcerer draws power from the moment she stood on the verge of death. After an hour of submerged meditation, she rolls (Wits + Occult), gaining sorcerous motes equal to the successes. These last until she performs this ritual again, or until the end of the story. She cannot perform this ritual more than once per day.

• *Drink Deep of Lethe*. By compelling a ghost to abandon its unnatural existence and return to the cycle of reincarnation, the sorcerer may breathe in the remnants of its Essence. After incapacitating a ghost or similar shade or using social influence to convince it to pass on (a life-defining task, **Exalted** p. 216), she rolls (Stamina + Occult) with (the ghost's Essence) bonus dice, gaining sorcerous motes equal to the successes. These motes last until the story's end, although she cannot stock more than ([Essence + Willpower] x4) sorcerous motes with this ritual at a time.

OTHER BENEFITS

Eyes in Both Worlds (Merit •••): The sorcerer lingered a little longer than most at the edge of death's marches during her initiation. She can perceive dematerialized ghosts as though they were material.

Breath Without Air (Merit •••): Having drowned once, the sorcerer is proof against it a second time. She may breathe normally in water. Water Aspects ignore a single point of wound penalty while submersed, shedding the weakness of the living.

...And Many More

SPELLS

TERRESTRIAL CIRCLE SPELLS

BECKONING THAT WHICH STIRS THE SKY

Cost: Ritual, 2wp

Keywords: None

Duration: (1 + threshold successes) hours

As the sorcerer recites ancient prayers to deities long forgot-ten beneath the open sky, huge chitinous limbs emerge from above, weaving the wind and clouds to her will. Shaping the weather is an (Intelligence + Occult) roll that takes a few minutes to complete, with a difficulty based both on how drastic the change the sorcerer wishes to make is and how typical the desired weather is for her

current climate and season. Creating a light rain in a temperate climate might only be difficulty 1, while strengthening a heavy rain to a thunderstorm or halting it completely might be difficulty 2-3. Summoning a tempest from blue skies, or utterly stifling a hurricane, would be difficulty 7+. Likewise, any attempt to create rain might incur increased difficulty if attempted in a desert, as would calling a blizzard outside of the winter season.

If the sorcerer succeeds, That Which Stirs the Sky weaves the desired weather in an area out to (Essence + threshold successes) miles from the point cast the spell. It lasts for (1 + threshold successes) hours before reverting to normal. Sub-sequent castings by any sorcerer cannot alter the weather within the spell's range until its duration elapses. Characters within the weather can identify its unnatural origin with a (Perception + [Occult or Survival]) roll of difficulty 1-5, with subtler alterations being more difficult to detect.

A sorcerer with this as her control spell may create sorcerous weather that follows her as she moves; this costs half her threshold successes, rounded up.

Distortion (Goal Number: 10): Distorting this spell reverses the alteration to the weather. It doesn't merely revert back to its previous conditions, but is changed in the other direction – if the original sorcerer had calmed a thunderstorm, distortion would result in an even greater storm; if she'd summoned rain, distortion could result in intensely arid heat.

CIRRUS SKIFF

Cost: 15sm, 1wp

Keywords: None

Duration: Until ended

The sorcerer calls down a Cirrus Skiff to bear her skyward, a small white puffy cloud just large enough for her and one other passenger to ride upon. The cloud descends from the sky and hovers near the sorcerer like a faithful puppy until she steps on, at which point it rises into the air, obeying her mental commands. It is slow-moving, managing a pace of only (Essence x 6) miles per hour, but is virtually unlimited in its flight capability, able to rise upward with no limit other than the ability of its caster to endure the rarefied air of the upper atmosphere. In combat, the sorcerer rolls (Wits + Occult) in place of standard movement rolls to mentally direct the cloud, but otherwise faces no complications or penalties.

If the sorcerer wishes to sleep, study, or otherwise rest on the Cirrus Skiff without having to give it constant instructions, she may give it a set command, such as "Fly a mile up into the air and stay there" or "Circle around the satrap's palace," which it will obey until she gives it new orders. The sorcerer may disembark from the skiff

for up to one scene without ending this spell, but any absence beyond that ends the spell, sending the cloud flying back up into the stratosphere.

A character who knows Cirrus Skiff as her control spell may cast it with an Indefinite duration. Her conjured cloud will follow after her after she disembarks, eagerly awaiting her return without ever leaving. It will follow simple instructions from the sorcerer, even when she's not riding it, and can be summoned by the sorcerer's call from anywhere in Creation, proceeding to her side at the best speed it can manage.

Distortion (Goal Number: 7): Distorting a Cirrus Skiff weighs it down, turning the cloud into a heavy, dense fog for a scene. The sorcerer suffers a -3 penalty on the (Wits + Occult) rolls to control the distorted skiff's movement, and it cannot fly above long range from the ground. If it is already higher than that, it begins dropping at a rate of two range bands per round, in addition to any other movement the sorcerer takes.

BLOOD LASH

Cost: 10sm, 1hl, 1wp

Keywords: None

Duration: Until dismissed

The sorcerer scourges her own spirit with a masochistic invocation, forcing blood from her open wounds to coalesce into a long, scarlet whip tipped with black barbs. The whip has direlash traits (ACC +5, DMG +10, DEF +0, OVW 3; Tags: Lethal, Melee, Natural, Disarming, Grappling, Flexible, Reaching). The sorcerer halves her wound penalty, rounded down, when attacking, grappling, or parrying with the lash. This spell's health level cost is waived if the sorcerer has any non-bashing damage in her health track.

The lash gains additional powers as the sorcerer's wound penalty rises:

- -1: **Whipped Dog Infliction** (3m; Reflexive; Instant): After damaging an enemy, the sorcerer reflexively rolls a threaten action against him. Wound penalties don't apply to this roll; they're instead converted to bonus dice.
- -2: **Endless Crimson Coils** (5m; Supplemental; Instant; Uniform): The blood lash extends to attack out to short range. If the sorcerer grapples an enemy at range, she may choose to pull him instantly to close range, or leave him where she is. If she chooses the latter option, however, the grappled character can be freed from the clinch by an ally with a difficulty 3 gam-bit.
- -4: **Bloodthirsty Scarlet Serpent** (5m, 1wp; Simple; Instant; Decisive-only): The sorcerer makes a **decisive** attack as the blood lash grows a terrible fanged maw, draining her victim's vitality. She heals a level of non-

aggravated damage for every 3 levels of damage dealt to a living nontrivial enemy, minimum 1. Endless Crimson Coils' and Whipped Dog Infliction's costs are waived if used with this power. This power can only be used once per scene, unless reset by taking 7+ levels of **decisive** damage.

A sorcerer with Blood Lash as her control spell is covered with dark, prominent veins. She can control any blood she sheds until it dries, causing it to move as she wills. Using the blood to assist in actions provides exceptional equipment bonuses (Exalted, p. 580). The blood's movement is rarely sufficient to attempt rolled actions, but if the Storyteller deems it possible, the sorcerer rolls normally. This power has no range limit, but doesn't provide any mechanism for the sorcerer to perceive what she's doing beyond the reach of her senses.

Distortion (Goal Number: 10): The blood lash congeals, inflicting bashing damage instead of lethal, and losing the Flexible tag. The sorcerer's wound penalty is treated as one lower for purposes of the lash's powers.

CORRUPTED WORDS

Cost: 15sm, 1wp

Keywords: Psyche

Duration: Indefinite

The sorcerer speaks words that bind the tongue—she evokes a seething, bilious mass of green Essence between her hands and casts it down the throat of a victim at short range, where it dissolves into a ward that censors that character's mind. As she does, she forbids the victim from speaking of a single subject, which may be as specific as "The letters I secretly send to the All-Seeing Eye at the end of every month" or as broad as "The existence of Sidereal Exalted." It is impossible to defend against this curse barring magic that can perfectly dodge or parry uncountable damage such as Heavenly Guardian Defense, but the sorcerer must roll (Intelligence + Occult) against the victim's Resolve to successfully bind his will.

A cursed character feels waves of nausea if he even thinks of trying to communicate anything about the topic. If he tries to do so despite this warning, he becomes overwhelmed with wracking pain and begins vomiting up dozens of fat, white maggots, rendering that action or any other impossible for at least a turn. This applies to all forms of communication—speaking, writing, telepathy, or any desperate signals the victim tries to use to circumvent the restriction of this curse—and persists until the cursed character ceases trying to violate the ban. This spell may be ended by the sorcerer's death or may be willingly released, as the sorcerer reaches a hand down the victim's mouth and recites the last word of this spell

backwards to extract a slimy egg-sac full of squirming larvae that is the physical embodiment of this curse.

A sorcerer who knows Corrupted Words as her control spell may cast it with no obvious display of magical intervention other than a faint flash of green in her eyes, leaving her victim uncertain as to the affliction's source.

Distortion (Goal Number: 15): Distorting this curse makes it possible for the victim to speak around the forbidden subject matter for five minutes. He must speak using circumlocutions, flowery metaphors, or cryptic symbolism to communicate the broad gist of the topic, and cannot go into any level of detail beyond the most superficial. This does not avert the inevitable tide of maggots, but gives the victim enough time to speak before he must disgorge them.

DEATH OF OBSIDIAN BUTTERFLIES

Cost: 15sm, 1wp

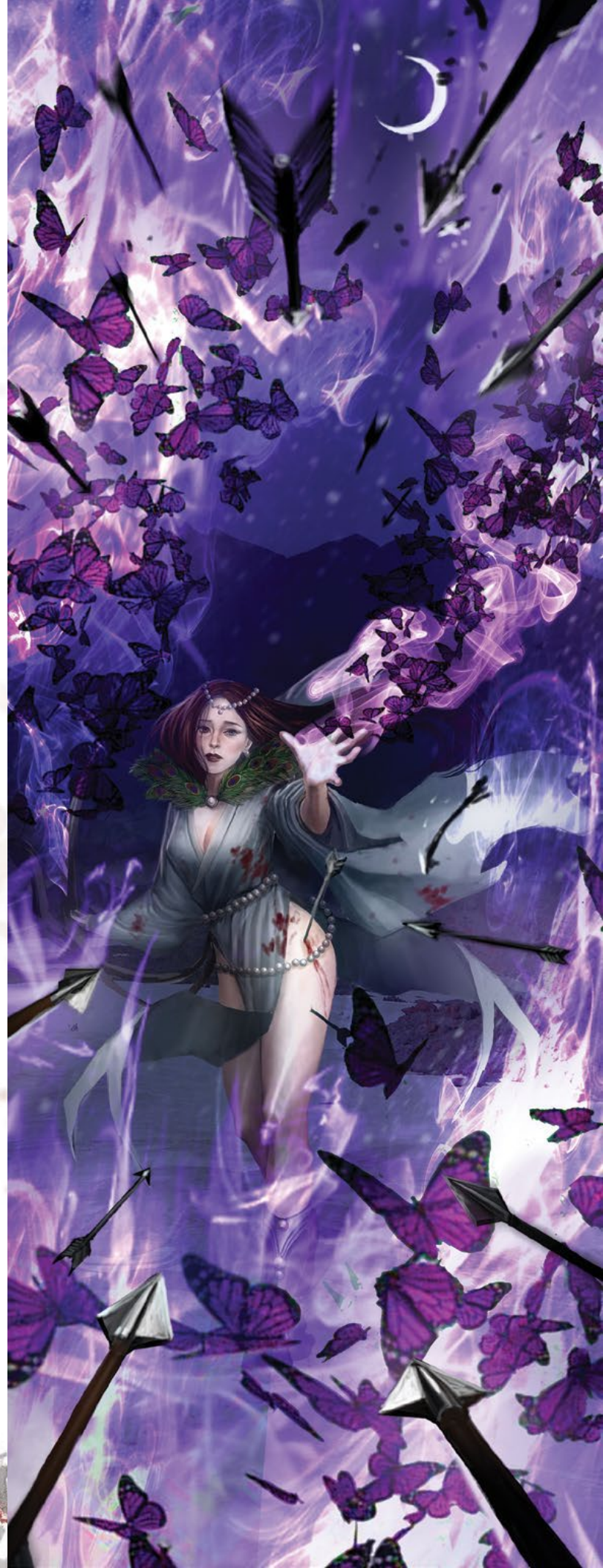
Keywords: Decisive-only, Perilous

Duration: Instant

Sculpting Essence into volant black glass, the sorcerer unleashes a cascade of obsidian butterflies. She rolls (Perception + Occult) as an undodgeable **decisive** attack applied in a line against enemies out to medium range. This line is wide enough to strike all opponents within the width of a single range band and reaches high enough to strike aerial enemies who are at short range to the ground (medium range enemies in the air can still be targeted by directing the butterflies to fly along an upward path, rather than a horizontal one). Battle groups are especially vulnerable to being cut down by this spell, taking a -2 penalty to Defense against it.

The attack deals raw damage equal to the sorcerer's (Essence + extra successes), or (Essence + Occult + extra successes) against a battle group. It does not reset the sorcerer to base Initiative. Scenery made of wood, glass, or other fragile materials is generally destroyed. After this spell has been cast, the obsidian butterflies fall to the ground and shatter, creating terrain that may be hazardous for bare-footed characters to traverse—treat as an environmental hazard inflicting two dice of lethal damage, difficulty 2 to resist with a (Dexterity + Athletics) roll, and if the character is barefoot, difficult terrain as well. Any character wearing armored boots can generally ignore the debris.

A sorcerer who knows Death of Obsidian Butterflies as her control spell gains (Essence) bonus dice to the spell's attack roll. When her emotions run hot, butterfly silhouettes rise from her shadow. When she is angry, her fingernails turn to sharp volcanic glass, making it possible to cut cloth or paper, rend wood or flesh and other similar stunts.



DEMON OF THE FIRST CIRCLE

Cost: Ritual, 2wp
Keywords: None
Duration: Instant

The sorcerer conjures one of the least monsters of the Demon Realm into Creation, breaking and binding it to her will. This spell requires a ritual that begins at sundown, and ends at the stroke of midnight. A faint green glow traces out a rift between Creation and Hell, and a First Circle Demon of the sorcerer's choice is drawn forth, howling with rage, fear, or sorrow.

Demons summoned by this spell must be bound with an (Intelligence + Occult) roll against their Resolve. The sorcerer may choose to make the demon her personal slave for a year and a day, giving it a Defining Tie of loyalty to her that cannot be weakened or altered by any means and setting its Resolve to 0 against any influence rolls she makes. Alternatively, she may assign it to complete a specific task—"Construct a tower using these plans," "Murder Magistrate Yang," "Dig a tunnel through this wall"—for as long as it takes to complete. Task-bound demons form a Defining Principle of "I must complete my task," which is similarly impervious to tampering. On a failed binding roll, the sorcerer is unable to bind the demon, and must make a (Wits + Occult) roll against a difficulty of the demon's Willpower to banish it back to Hell. If she fails, then the demon is unleashed, unbound, into Creation—and is most likely very angry at her.

FLIGHT OF THE BRILLIANT RAPTOR

Cost: 15sm, 1wp
Keywords: Decisive-only, Perilous
Duration: Instant

The sorcerer shapes flames of diamond and ruby into the form of a majestic bird of prey, evoking the elemental majesty of the garda birds. The player rolls (Perception + Occult) as a **decisive** attack against an enemy at up to long range, then sends the raptor streaking forth to consume her foe in deadly flames. The brilliant raptor embodies the sorcerer's will, with a base lethal damage equal to (her Initiative + current temporary Willpower), and resets her to base Initiative on a successful attack. As long as the raptor deals 3+ levels of damage to its target, it ignites a bonfire (p. 230) that engulfs him and all terrain within short range of him, and burns until the end of the scene.

A sorcerer who knows Flight of the Brilliant Raptor as her control spell may use it to attack a target one range band beyond long range by paying an extra 5sm when casting the spell.

FLIGHT OF SEPARATION

Cost: 15m, 1wp
Keywords: None
Duration: Indefinite

Reciting a short paeon in praise of things both small and many, the sorcerer disintegrates into a flock of dozens of diminutive birds. Her consciousness is diffused across many bodies, becoming the flock's guiding intelligence. She designates a location within ten miles, and begins flying towards it. The flock uses her normal traits, but the only actions she can take are movement actions and dodging. She gains +2 Evasion, although not against area-of-effect attacks, and adds (higher of Essence or 3) dice on disengage and withdraw rolls. Outside combat, she flies at $([Dexterity + Athletics] \times 2)$ miles per hour. The sorcerer can end this reflexively spell at any time. It also ends once she's reached her destination, or is incapacitated.

Sorcerers with Flight of Separation as their control spell can speak to and understand birds, though some species may not make for the best conversation. All birds and bird-like spirits are treated as having a Minor Tie of fondness for her.

Special activation rules: After collecting the required sorcerous motes to cast this spell, the sorcerer may hold it in readiness rather than casting it. She suffers a -1 penalty on all actions and to all static values while doing so, as she must will her body not to burst into birds. Once readied, she can cast it reflexively at any time, although if any enemies are at close range, she must reflexively disengage against them. On failure, the spell is lost.

Distortion (Goal Number 10): Distorting the Flight of Separation undermines the unity of the various birds of the sorcerer's flock-self, sending them darting in different directions. In combat, she must make a difficulty 2 (Wits + Integrity) roll each turn to control the flock, suffering one die of Hardness-ignoring bashing damage on failure as parts of herself fly away. Outside of combat, she must make this roll for each mile of flight, and failure halves her speed, rounded down, for that mile.

FLORAL FERRY

Cost: 20sm, 1wp
Keywords: None
Duration: Until journey is completed

Tossing a leaf, petal, or fruit into a body of water, the sorcerer beckons it with mudras of the turning seasons to grow into a small, seaworthy craft. This is a ship with the following traits (Exalted, p. 244):

Speed: Magically impelled +2; current +1; oars +1; empty cargo hold +1



Maneuverability: +3; Hull: -1/-2/-4/Incapacitated
Cargo: One ton. The ship can comfortably carry a half-dozen passengers.

Upon casting this spell, the sorcerer names the destination she intends to sail to. If she has even approximate knowledge of its location, the Flory Ferry will sail itself towards that destination, using the sorcerer's (Essence + Occult) for sailing rolls. However, it lacks the sapience to engage in pursuit or naval combat. Other characters can attempt to sail it, although the Speed bonus from its magically impelled travel becomes a -1 penalty if they attempt to travel anywhere but the named destination. Once it's reached its destination and its crew has disembarked, the ferry shrinks back into the foliage from which it was summoned.

Sorcerers with an Essence pool may use the following powers while this spell is active:

Barque of Durant Heartwood (10m, 1wp; Simple; One day): The ship's hull hardens to thick bark, gaining (Essence/2, rounded up) -0 Hull levels. Once they fade

away, damage marked in them rolls over into regular Hull levels.

Hay-Fever Seabloom (5m; Supplemental; Instant; Pilot): Thick, sticky pollen trails in the Floral Ferry's wake. Success on an interval of a naval pursuit while fleeing a ship imposes a penalty of (sorcerer's Intelligence) on the pursuing captains' next interval.

Whirling Maple-Seed Swiftness (10m, 1wp; Simple; One day; Pilot): As long as the sorcerer helms the Floral Ferry, its total Speed is doubled.

A sorcerer with this as her control spell may awaken Evocations from the Floral Ferry.

Distortion (Goal Number: 5): Distorting the Floral Ferry allows the opposing sorcerer to name a new destination that it will sail itself towards.

IMPERVIOUS SPHERE OF WATER

Cost: 15sm, 1wp

Keywords: None

Duration: One scene

Water streams from the sorcerer's outstretched palms, twisting and coiling like flowing serpents into a dome that encompasses her and her allies. The dome extends out to short range from the sorcerer, although those within find that they can breathe the water as easily as air. While the dome is translucent, its surface provides full cover (**Exalted**, p. 199) to those within it against attacks from without, and vice versa. Moving into or out of the dome requires a (Strength + Athletics) roll at a difficulty of (sorcerer's Intelligence). If the sorcerer takes any non-reflexive actions, this spell immediately ends. Once the spell ends, the sphere collapses, and can be collected to drink.

A sorcerer with this as her control spell can take move actions without ending this spell. The sphere moves with her, although it doesn't drag those within its area along with it, flowing around them without friction.

Distortion (Goal Number: 12): Distorting this spell strips the water of its breathability, causing those within the dome to begin drowning (**Exalted**, p. 232). It ceases to provide cover to those within (but not without) the dome, and characters may enter (but not exit) the dome without a roll. The dome remains intact even if the sorcerer takes an action that would end the spell.

INFALLIBLE MESSENGER

Cost: 5sm, 2wp

Keywords: None

Duration: Until message is delivered

The sorcerer shapes a small, six-winged messenger spirit to convey her words to another character. The spirit flies with immense speed, capable of crossing hundreds of miles in an hour or all Creation in less than a day—only the boundaries between realms of existence will stop it from delivering its missive. Upon arrival, the cherub is visible only to its intended target, to whom it can deliver a message of up to five minutes in length before dissipating. Sorcerers can convey social influence through the Infallible Messenger, but cannot normally use their Charms to enhance the roll.

A sorcerer who knows Infallible Messenger as her control spell may pay an additional point of Willpower to project her senses through the cherub's own, allowing her to use Awareness and Investigation Charms while delivering the missive. Having this spell as her control will also cause a number of tells to begin manifesting in the sorcerer's vicinity, even when the spell has not been cast. It may appear in murals or paintings that she owns, carved amongst the gargoyles of her residence, or briefly fluttering in the periphery of a mirror's reflection.

INVULNERABLE SKIN OF BRONZE

Cost: 20sm, 1wp

Keywords: None

Duration: One day

The sorcerer suffuses the void between her skin and the surrounding air with Essence, weaving a second skin of shining bronze, supple and flexible as silk but cold and impervious as any metal. The Invulnerable Skin of Bronze gives the sorcerer +6 natural soak and Hardness 6, while rendering her immune to poison delivered through contact. Her metal-armored limbs deal lethal damage and use the traits of medium weapons when she makes unarmed attacks. While her mobility is not normally impaired, she is considered to be wearing medium armor, which might deny her the use of certain Martial Arts styles or other effects. Her bronze skin is also heavy—she will sink in water or mud, and fragile surfaces won't support her weight.

In addition, characters with an Essence pool gain access to the following powers while this spell is active:

- **Brazen Aegis Rebuke** (3m, 1wp; Reflexive; Instant; Counterattack, Decisive-only): Even hardened steel recoils from the Invulnerable Skin of Bronze, ringing off its indestructible surface. After being hit with an at-tack in close combat, the sorcerer may use this power to counterattack with a disarm gambit. This counterattack is both unblockable and undodgeable.

- **Invincible God-Metal Flash** (10m, 2a or 3a; Reflexive; Instant; Decisive-only): When even the Invulnerable Skin of Bronze cannot withstand the force of an enemy's blows, the sorcerer may shed it in a burst of protective Essence. While her anima is at the burning or bonfire level, she may use Invincible God-Metal Flash to reduce the raw damage of a **decisive** attack by her (Essence + 5), discharging her anima through the spell. The skin of bronze shatters as it absorbs the attack, and the sorcerer cannot cast it again until its original duration has elapsed. Her anima is returned to the dim level.

- **Sorcerer's Impervious Mantle** (4m; Reflexive; Instant; Withering-only): The sorcerer's Essence surges through her armored skin, reducing the minimum damage of a **withering** attack by one.

A sorcerer who knows Invulnerable Skin of Bronze as her control spell may add her Essence to the soak and Hardness bonus she receives as long as she is unarmored. Even without the spell, her skin takes on a faint bronze tint. She may also add her Essence to her soak when the spell is not in effect.

Distortion (Goal Number: 12): Distorting the spell forces the sorcerer to feel the full weight of her metal skin bearing down on her, imposing a -4 mobility penalty for one scene. If her total mobility penalty exceeds (the

higher of her Strength or Athletics), then she loses the ability to take reflexive move actions, and must take a miscellaneous action to cross a range band even under normal circumstances. Distortion also disables all three of the spell's special powers.

KEEL CLEAVES THE CLOUDS

Cost: 25sm, 2wp

Keywords: None

Duration: One day

As fog or clouds touch the seas, the sorcerer speaks honeyed lies to a ship, convincing it that it may sail forward upon them. The enchanted ship may sail over mist, fog, or other vapors as though they were water, and can ascend vertically through such vapors until it's skimming over their surface. In sufficiently misty environs, it's even possible for the ship to rise high enough to sail on the clouds themselves. However, while vapor-borne, the ship cannot benefit from Speed bonuses from oars or currents. If this spell ends, or there's no vapor left for the ship to sail on, it descends downwards, landing safe and undamaged, albeit potentially landlocked.

A sorcerer with this as her control spell is constantly wreathed by pale mists, though she may disperse them with a thought unless distracted by involved activity, deep contemplation, or tumultuous emotion. She may walk on mist or fog as though it were solid ground, albeit as difficult terrain (Exalted, p. 199).

Distortion (Goal Number: 8): Distorting this spell causes mist to envelop the ship in a thick cloud, making it all but impossible for its crew to see outward. Sail rolls to pilot it suffer a -3 penalty, and those aboard have no warning if it's about to run out of mist that can support it.

MISTS OF EVENTIDE

Cost: 7sm, 2wp

Keywords: None

Duration: Three rounds

The sorcerer lulls the Essence of air into sleep, transforming it into an opalescent fog of slumber. Mists of Eventide creates a cloud centered on a point out to medium range from the sorcerer, spreading to engulf all characters within short range of the center. Each round that a character breathes or has skin exposed to the mist, he must roll against its poison (Damage 3i/round, Duration 6 rounds, -3 penalty). Characters who are crashed while suffering from the Mists of Eventide's effects do not take damage from it—instead, they fall into magical slumber, rendered comatose for a single day.

Special activation rules: Mists of Eventide can only be cast once per scene, unless reset when a Mists-poisoned opponent falls into Initiative Crash.

A sorcerer who knows Mists of Eventide as his control spell can control the dreams of anyone who sleeps within his mists, causing them not only to dream what he commands, but to physically act out those dreams while sleepwalking. They can even be forced to battle their allies. Controlling someone in this fashion costs one point of Willpower per individual. Sorcerers with Mists of Eventide as their control spell sleep fitfully with their eyes wide open unless surrounded by the mists.

Distortion (Goal Number: 5): Distorting the mists weakens their efficacy, halving the duration of each dose. Additionally, an opposing sorcerer may wake a character forced into magical slumber with distortion actions targeting him, made at the same goal number.

PEACOCK SHADOW EYES

Cost: 7sm, 2wp

Keywords: Psyche

Duration: One scene

The sorcerer's eyes blaze with many-colored flames that enrapture and entrance. She rolls ([Intelligence or Manipulation] + Occult) against the Re-solve of a character within medium range. Success induces a trance, imposing a -2 Resolve penalty on the target. He can still act, as if sleepwalking, but retains no memories of time spent in this trance, rationalizing away the effects of any social influence used on him during this time as his own emotions. Attacking or otherwise harming a target shatters the trance immediately. Blind characters and those without eyes are immune to this spell.

If a character's suppressed memories would endanger a Major or Defining Intimacy—e.g., if the sorcerer revealed the existence of an imminent threat to the object of such an Intimacy during a trance—he may spend two Willpower to resist this Psyche effect, reclaiming his memories. Any social influence used on him during the trance remains in place.

This spell is subtle but noticeable; onlookers with a Resolve higher than the sorcerer's roll—including her victim, if she fails to beat his Resolve—can roll (Perception + Occult) opposing it. Success lets them recognize she's employed some form of supernatural power; otherwise, they dismiss it as a trick of the light.

The irises of a sorcerer with Peacock Shadow Eyes as her control spell are alive with luminous shifting colors. She treats her Appearance as one higher on influence rolls to inspire fascination with herself or any influence rolls against characters affected by this spell, but suffers a -2 penalty on disguise rolls.

Distortion (Goal Number: 12): If the trance is distorted in the scene this spell was used, the target experiences

cryptic flashbacks of the suppressed scene. After (6 – Integrity) days, he can spend Willpower to resist, as above, in the absence of a threat to his Intimacies.

SCULPTED SEAFOAM EIDOLON

Cost: 10sm, 2wp

Keywords: None

Duration: One day

The sorcerer shapes foam and aqueous reflections into a simulacrum of reality. From nothing, she may create a lifelike, convincing water-replica of a person, an animal up to the size of a horse, or an object up to the size of a wagon. She rolls (Manipulation + Occult) to determine the quality of the illusion. The illusion performs lifelike motions, is capable of simple speech, and has scent, body heat, and other sensory qualia, though it's not capable of taking actions. While the sorcerer is present, she may direct the illusion's behavior; if she goes further than long range from it reverts to a default pattern of behavior that is realistic but uncomplicated.

A character within short range can roll (Perception + Awareness) opposing the sorcerer's initial roll to realize its illusory nature. Touching the eidolon's water-sculpted surface grants three bonus dice on this roll. A character who speaks with the eidolon may realize it's illusory by reading its intentions, opposing the sorcerer's initial roll.

A sorcerer with this as her control spell may create up to (Manipulation) separate illusions each time she casts it.

Distortion (Goal number: 10): Distorting this spell allows the opposing sorcerer to wrest control of the illusion away from the sorcerer who cast it.

SILENT WORDS OF DREAMS AND NIGHTMARES

Cost: Ritual, 1wp

Keywords: None

Duration: One dream

Staring into a polished mirror, still pond, or other reflective surface, the sorcerer brandishes a scrap of clothing, lock of hair, or similar symbolic link to another character, using it to gain power over that person's dreams. The next time the target sleeps, he experience an especially vivid and memorable dream created by the sorcerer. She rolls (Intelligence + Presence) to instill, persuade, or inspire the dreaming character, as best fits the imagery and emotional tenor of the dream she creates. He cannot apply any Intimacies to enhance Resolve against this influence, nor can he pay Willpower to resist unless the influence threatens one of his Intimacies. The symbolic link to the dreamer is burnt to a fine white ash upon his waking, requiring the sorcerer to procure another before she can cast this spell on him again.

A sorcerer who knows Silent Words of Dreams and Night-mares as her control spell may cast it without needing a link to her target, so long as she has interacted with him in person previously. Once she has done so, she must meet with him once more before she can cast this spell without a link again.

Distortion (Special): Distorting the Silent Words of Dreams and Nightmares requires the opposing sorcerer to find either the character who cast it or the spell's victim before he sleeps. Instead of having a set goal number, every two successes the distorting sorcerer accumulates before the terminus of the action elapses adds +1 to the victim's Resolve against the dream's influence, up to a maximum bonus of +4.

SPOKE THE WOODEN FACE

Cost: 5sm, 1wp

Keywords: None

Duration: One scene

Closing her eyes and entering a trance, the sorcerer projects her awareness into a tree that bears her visage. To use this spell, the sorcerer must have first carved a like-ness of her face into the bark of a living tree, a basic Craft (Woodworking) project with difficulty 1. Casting this spell lets her perceive and speak through the face, regardless of distance. She may make Perception-based rolls from its vantage or make influence rolls as she speaks through it, but cannot enhance her actions with Charms. While using this spell, she can't sense anything through her own body nor take actions with it, unless she chooses to end it prematurely. Taking damage automatically ends this spell.

While the sorcerer isn't speaking, her projected presence can't be detected without the use of magic. A character who knows or suspects that a tree has been marked for use with this spell may destroy the carved visage to render it unusable. This usually doesn't require a roll, unless the tree has been reinforced with other magic.

A sorcerer with this as her control spell may simultaneously project herself into up to (Perception) separate wooden faces, seeing and speaking through all of them simultaneously.

Distortion (Goal Number: 5): To distort this spell, a sorcerer must be within short range of the tree, not the sorcerer. Distortion renders the wooden face blind, deaf, and mute (Exalted, pp. 168-169), plunging the casting sorcerer into sensory isolation that causes her to lose one Willpower.

STORMWIND RIDER

Cost: 15sm, 1wp

Keywords: None

Duration: One hour

Bending the winds to her will, the sorcerer creates a servile dust devil to ride. The Stormwind Rider is treated as a flying mount (p. 202), although it cannot take the sorcerer to more than short range above the ground. (Wits + Occult) replaces the usual rolls for all combat movement actions. The whirl-wind can carry up to (Essence x 2) additional characters, or one hundred pounds of cargo in place of a single passenger. While it cannot soar as high as the Cirrus Skiff, the Stormwind Rider can travel at nearly 100 miles an hour and maneuver through forests or cities. In a race with other characters, the sorcerer rolls (Intelligence + Occult + current temporary Willpower) for each interval. In combat, characters within the Stormwind Rider are treated as having light cover against attacks made from outside of it, and vice versa. A passenger who is crashed or hit with a **decisive** attack is knocked out of the whirlwind, and suffers falling damage if applicable.

A sorcerer who knows Stormwind Rider as her control spell is buffeted by winds whenever she is beset by strong emotions. Sudden movements cause a small vortex powerful enough to scatter papers, upset furniture and topple someone caught off-guard. Her vertical leaps are buoyed by wind, allowing her to leap upward a single range band as her movement action; she can do so up to (Stamina) times before needing to rest.

In addition, characters with an Essence pool gain access to the following powers while this spell is active:

- **Enduring Tempest** (5m; Reflexive; Instant): Once this spell's duration has elapsed, the sorcerer may use Enduring Tempest to extend its duration for another hour. She may do so for as long as she has Essence to continue using this power.

- **Zephyr Rush** (1m, 1wp; Supplemental; Instant): The sorcerer whips the Stormwind Rider into a sudden frenzy of speed, allowing her to move up to two range bands with a single movement action in combat or doubling 8s on one interval of a race.

Distortion (Goal Number: 15): Distorting a stormwind rider causes it to buck and swerve violently in its flight, threatening to throw off its riders. All characters carried by the whirlwind must succeed at a difficulty 4 (Dexterity + Athletics) roll to maintain balance, although the sorcerer who cast it may substitute (Wits + Occult). Characters who fail their roll fall out of the whirlwind.

SUMMON ELEMENTAL

Cost: Ritual, 2wp

Keywords: None

Duration: Instant

Drawing and shaping Essence through one of the five elements, the sorcerer calls an elemental into being and binds it to her will. Casting this spell requires a ritual of four hours as the sorcerer channels Essence through icons of the element, draws up sigils of creation and binding, or communes with the appropriate Elemental Dragon. At the end of her ritual, she summons an elemental of up to Essence 3 into existence, creating it out of pure Essence rather than calling it from somewhere else.

Once summoned, the elemental must be bound to the sorcerer's will, as per Demon of the First Circle (p. 473), except that an elemental cannot break free—if the binding fails, the elemental simply disperses back into raw Essence, and the sorcerer doesn't regain the Willpower spent on the spell. At the end of a bound elemental's term of service or assigned task, it usually undergoes the same fate of dissipation, although elementals who have



developed a fully-formed personality and identity may persist past the end of their binding at the Storyteller's discretion. Summon Elemental can only be cast once per day.

STALWART EARTH GUARDIAN

Cost: Ritual, 1wp

Keywords: None

Duration: Twelve hours

Drawing a geometric figure in the soil or tracing it out on stone with chalk, the sorcerer wards herself and her allies from harm. This figure spreads out to close range from its center. Characters within the ward gain +1 Defense and +1 Resolve against any attacks or other effects used on them from without. Characters outside the ward but within medium range of its center come under attack as the earth turns against them, an environmental hazard with difficulty (higher of Essence or Intelligence) and Damage 1B/round. Characters who fail a roll against the hazard treat moving through it as difficult terrain (Exalted, p. 199) for that round. In addition, the churning earth makes stealthy approaches all but impossible, increasing the mobility penalty of characters caught within it by -2 and making enough noise to awaken anyone sleeping inside the ward.

A sorcerer with this as her control spell has a certain earthiness to her, smelling of plowed soil and loamy clay. She can use her fingernails to etch lines in stone, an exceptional tool (Exalted, p. 580) for Craft rolls to work stone or Linguistics rolls to inscribe writing on it.

Distortion (Goal Number: 15): Distorting this spell inverts the ward, nullifying its effects outside while causing those within to suffer the environmental hazard and mobility penalty.

THUNDER WOLF HOWL

Cost: 15sm, 1wp

Keywords: Decisive-only

Duration: Instant

White winds swirl around the sorcerer as she draws forth the ancient echo of a slain behemoth's death-howl. The sorcerer designates a point within medium range as the center of a deafening thunderclap that extends out to short range from that point. Characters caught within it, including allies, roll (Stamina + Resistance) at a difficulty of (the sorcerer's higher of Essence or Intelligence). Battle groups suffer a penalty of (their Size). Characters who fail suffer base **decisive** damage of (Essence)B, ignoring Hard-ness, and the sorcerer divides her Initiative evenly among them, rounding up, to determine the total damage rolled against them. As long as one character fails his roll, the sorcerer resets to base

Initiative. A character that takes damage is deafened (Exalted, p. 198) until he receives medical treatment, and suffers a crippling penalty on all actions equal to the number of 10s on the damage roll. This penalty falls by one at the end of each of that character's turns. Objects and structures made of wood, glass, and similarly flimsy or fragile material suffer damage at the Storyteller's discretion.

A sorcerer with this as her control spell increases the difficulty and base damage of this spell by one each. When overcome with strong emotion, her voice booms and echoes like the peal of distant thunder.

UNSLAKABLE THIRST OF THE DEVIL-MAW

Cost: 15sm, 1wp

Keywords: None

Duration: Instant

The flesh of one of the sorcerer's hands splits to reveal a monstrous gaping mouth with fangs of tourmaline and a squirming viridian tongue. The maw leeches away at water, condensing vapor from thin air and desiccating plants or living flesh. She rolls (Intelligence + Occult) as an unblockable **decisive** attack against all characters, including allies, in a ninety-degree arc out to medium range. Against battle groups, it's unblockable and undodgeable. Each character hit suffers ([sorcerer's Intelligence + extra successes] - [lower of target's Stamina or Resistance])A dice of **decisive** damage, minimum one die. This doesn't include the sorcerer's Initiative or reset her to base Initiative. Enemies with no body moisture whatsoever, such as fire elementals or bonesiders, are immune. Conversely, enemies primarily made of liquid, such as water elementals, don't subtract anything from the damage. Trivial plant life within range is completely desiccated, dying instantly.

Moisture siphoned by this spell is gathered into a sphere of solid water that floats above the sorcerer's hand for up to a few minutes after casting this spell. The sorcerer may direct it into a container for storage, or it can be drawn on with Charms such as Elemental Sheath (p. XX). Even if there are no victims of her spell, she may gather water with it in all but the most arid environments.

A sorcerer with this as her control spell has a devil-maw permanently opened on one of her palms. Unarmed attacks with that hand deal aggravated damage and gain the Piercing tag (Exalted, p. 586) against enemies that have any body moisture, draining it through their armor. Against water elementals and similar enemies, her unarmed attacks deal an additional die of **withering** or **decisive** damage.

VIRTUOUS GUARDIAN OF FLAME

Cost: 15sm, 2wp
Keywords: None
Duration: One day

The sorcerer draws a flaming sword from her own heart, shaping a fiery sentinel to keep vigil over her. As she completes the spell, the burning blade collapses into a will-o-the-wisp no larger than a torchlight—the sorcerer may conceal the Virtuous Guardian of Flame by commanding it to rest within an existing lit lantern or torch she carries. Should she be attacked, the wisp flares back into sword shape to fend off her enemy, protecting her as per the defend other action (Exalted, p. XX) with a Parry of ([higher of Essence or Intelligence] + 1). The virtuous guardian can even notice threats of which the sorcerer is unaware, rolling (Essence + Perception + Occult) to detect hidden enemies. Wooden projectiles or weapons successfully blocked by the guardian are burnt to ashes. If it parries an unarmed attack or other natural attack, the attacker suffers one die of lethal damage, ignoring Hardness. Even when its parries fail, its flames blunt the force of attacks against her, adding (Essence) natural soak against all but unblockable attacks.

The guardian has soak (Essence + 5), Hardness (Essence), and (Essence + Intelligence) –0 health levels. When the sorcerer Joins Battle, it gains Initiative equal to hers. It cannot take any actions of its own; instead, this Initiative is used solely as a buffer against **withering** attacks. If the guardian is crashed, it dissipates for a scene, unable to protect the sorcerer, but reforms after that. If its health track is filled with damage, it's utterly destroyed, and the sorcerer cannot resummon it until its full duration has elapsed.

A sorcerer with this as her control spell may awaken Evocations from it, enhancing the guardian's defensive power or wielding it offensively.

Distortion (Goal Number: 15): Distorting the virtuous guardian lets the distorting sorcerer temporarily usurp it from its caster, stealing its protection away from her for one scene.

WOOD DRAGON'S CLAWS

Cost: 5sm, 1wp
Keywords: None
Duration: Until dismissed

The sorcerer transforms her hands into huge, gnarled claws of thorny oak, like those of the majestic elemental dragons of wood. Slashing with these claws uses the traits of a light artifact weapon with the same tags as an unarmed attack, save that its damage tag is lethal rather than bashing. They are compatible with Martial Arts styles that use claw-type weapons or rending strikes, such as Tiger style. They render the sorcerer's hands

incapable of fine manipulation such as writing, wielding a weapon, or turning a doorknob.

In addition, characters with an Essence pool gain access to the following powers while this spell is active:

• **Bramble Hell Torment** (10m; Simple; Instant; Decisive-only): When the sorcerer makes a **decisive** savaging attack against a clinched enemy, her claws explode into impaling spikes, adding (Essence) successes to the damage roll. This power can only be used once per grapple.

• **Living Thorn Transformation** (3m; Reflexive; Instant): Warping and twisting her claws, the sorcerer may grant them the tag of her choice for the rest of the scene. She might extend them into a lash of scourging brambles to grant them the flexible tag, reshape them into a bludgeoning club-fists to grant them the smashing tag, or similar. Only one tag can be granted by this power at a time.

Distortion (Goal Number: 12): Distorting the Wood Dragon's Claws causes them to begin growing wildly, engulfing the enemy sorcerer's arms in a tangle of twisting roots. He cannot take any actions that require the use of his arms, including attacking, until he has succeeded on an extended (Strength + Athletics) roll (difficulty: 2; interval: one round; goal number: 10) to break free of this entanglement. If he is grappling an enemy when the distortion occurs, the distraction of his own spell turning on him allows that character to reflexively break free. The spell cannot be dismissed while it is distorted.

CELESTIAL CIRCLE SPELLS

CANTATA OF EMPTY VOICES

Cost: 15sm, 2wp
Keywords: Perilous
Duration: Instant or until ended

A choir of silver-white wraiths surrounds the sorcerer, inciting utter agony with their keening song. This is an environmental hazard against all enemies within short range, with a resistance difficulty equal to the sorcerer's Intelligence (use [Stamina + Resistance]) and Damage 2L. Characters who fail the roll lose a point of Willpower, while battle groups instead immediately check for rout.

Once the sorcerer has begun the Cantata of Empty Voices, she may sustain it with an unrolled shape sorcery action taken on each subsequent turn at no additional cost. As she continues the song, its range expands—to medium range on the first subsequent turn, then to long range. Every three turns after that, it expands to cover another range band, until it ultimately spreads to a maximum radius of one mile. At this point, the Storyteller should not

make individual rolls for each trivial opponent or hapless bystander caught in the cantata, but simply describe the mass deaths and panicked, fleeing mobs that result.

A sorcerer who knows Cantata of Empty Voices as her control spell may maintain it even during Initiative Crash. As long as she recovers from the crash without being hit with a **decisive** attack, the casting of the spell proceeds uninterrupted.

Distortion (Goal Number: 10): Distorting the cantata neutralizes its killing power, converting all damage dealt by it to bashing and preventing it from rolling over to inflict lethal damage. While the enemy sorcerer might be able to inflict wide-scale harm, the spell will not result in death by itself, and recovery will be much easier for its victims.

CLOUD TRAPEZE

Cost: 30sm, 1wp

Keywords: None

Duration: Until dismissed

Wrapping her fingers in a fiendish cat's cradle, the sorcerer weaves vapor and Essence into a massive barge of cloud-stuff. The cloud lifts the sorcerer and (Essence x 10) tons of cargo and willing characters within long range, flying at a rate of (Essence x 10) miles per hour. Strong winds, natural or magical, might propel the cloud trapeze at faster or slower speeds. If the sorcerer must navigate the trapeze through obstacles or perils, she rolls (Wits + Occult) to do so. In combat, the sorcerer may move the cloud and everything in it one range band in any direction as a miscellaneous action, which counts as her move action for the turn. Its passengers aren't affected by ill weather, extreme temperatures, or similar perils of aerial travel.

The cloud trapeze conceals those within it, imposing a -3 penalty on any vision-based rolls made against characters or objects within it by those outside of it. However, those within the trapeze can see out of it as though it were transparent. If the cloud trapeze ascends high enough to travel among other clouds in the sky, it requires a difficulty 5 (Perception + [Occult or Survival]) roll or the use of weather-predicting magic like Weather-Anticipating Intuition (Exalted, p. 389) to discern.

The sorcerer must remain aboard the trapeze to direct its course, though she need not constantly focus on piloting it. If she disembarks, the cloud descends swiftly, depositing its passengers and cargo as safely as possible before dissipating.

A sorcerer with Cloud Trapeze as her control spell adds (Intelligence/2, rounded up) to her Essence when determining the trapeze's carrying capacity and speed. While

within medium range of mist, fog, or a body of water, she can make a difficulty 2 (Intelligence + Occult) roll as a miscellaneous action to shape water vapor into a solid bridge, ladder, or similar structure spanning one range band.

Distortion (Goal Number: 10): Distorting a cloud trapeze inverts its opacity, rendering it transparent to those outside while obscuring the view of those within it.

DEMON OF THE SECOND CIRCLE

Cost: Ritual, 3wp

Keywords: None

Duration: Instant

Celestial sorcerers may call upon demons of the Second Circle, baleful spirits that serve the Yozis. The ritual to summon a Second Circle Demon is much like that described in Demon of the First Circle, save that it can only be performed on the night of the new moon (and then only once per lunar cycle), or once during one of the five black nights of Calibration. Instead of pulling the demon through a glowing green glyph, tongues of green fire trace out a mandala that is the demon's name written in the alphabet of Hell, and it emerges from this circle at the sorcerer's call.

The roll to bind Second Circle Demons is the same as with First Circle Demons, but failure is more dangerous. If the sorcerer fails her (Intelligence + Occult) roll against the demon's Resolve by three successes or more, then she is unable to banish the demon, and must contend with its wrath or wiles.

HIDDEN JUDGES OF THE SECRET FLAME

Cost: 20sm, 1wp

Keywords: None

Duration: Varies

The Hidden Judges of the Secret Flame swore themselves to the Unconquered Sun shortly after his Creation. Offering up a sacred vow, the sorcerer entreats them to punish the wicked.

The sorcerer summons a hidden judge, a wraithsome figure of blue flame clothed in uttermost black. She rolls (Charisma + Occult) to entreat them to punish someone who's grievously wronged her or another, or who's willfully broken Heaven's law. The difficulty depends on the severity of the offense: difficulty 3 for the most severe; difficulty 5 for less severe offenses that still involve violence, significant corruption, or the like; and difficulty 7 for lesser offenses. The sorcerer is incapable of lying to the summoned judge. If successful, the judge sets out to tirelessly pursue the wrongdoer until he's imposed a fitting punishment. If the sorcerer summons the judge to the site of an injustice in progress, it may be that no roll is necessary.



Alternatively, a judge may be summoned at difficulty 3 to advise the sorcerers in legal matters for either a season or for the duration of a specific legal matter. The sorcerer remains incapable of lying to them. Judges may perform similar duties if convinced of their righteousness.

Control: When the sorcerer realizes someone is lying, she may cause her eyes to flash brilliantly with a hidden judge's blue balefire. Those who see this add (her Essence) successes on rolls to see through the same lie for the rest of the scene. Trivial characters gain a Minor Tie of suspicion toward the liar from witnessing this.

Distortion (15): Distorting this spell lets the opposing sorcerer beguile the judge, causing them to pursue someone else whom he truly believes has committed an offense of equal severity to that which the judge was summoned to punish.

Hidden Judge

Essence: 5; **Willpower:** 8; **Join Battle:** 12 dice

Personal: 100

Health Levels: -0x6/-1x2/-2x2/-4x2/Incap.

Actions: Bureaucracy: 12 dice (see Learned Hand of Justice); Investigation: 14 dice; Legal Knowledge: 14 dice (see Learned Hand of Justice); Read Intentions: 12 dice; Resist Poison/Disease: 8 dice; Senses: 12 dice; Social Influence: 10 dice; Stealth: 8 dice; Tracking: 12 dice Appearance 3 (Hideous), Resolve 7, Guile 7

Combat

Attack (Daiklave): 14 dice (Damage 12L/4)

Attack (Grapple): 10 dice (8 dice to control)

Combat Movement: 10 dice

Evasion: 3; **Parry:** 6

Soak/Hardness: 10/10

Intimacies

Defining Principle: Justice must come to the wicked.

Defining Principle: Punishment must be proportionate and purposeful.

Defining Tie: The Unconquered Sun (Loyalty)

Major Tie: Victims of Crime (Protection)

Merits

Learned Hand of Justice: Judges double 7s on Bureaucracy and Legal Knowledge rolls involving the Celestial Bureaucracy or other legal systems they're familiar with. A scene spent observing, studying, or interacting with a legal system is sufficient familiarity for the judge.

Sworn to the Unconquered Sun: A judge's attacks deal aggravated damage against creatures of darkness.

Offensive Charms

Sacred Blade Summoning (2m; Reflexive; Instant; Essence 1): The judge's daiklave bursts into blue flame and reappears in their hand. Alternatively, it can be banished to Elsewhere or called back in a burst of flame.

Sword of Heaven's Verdict (8m; Supplemental; Instant; Decisive-only; Essence 3): The judge adds up to five attack roll extra successes as dice of decisive damage. Against the wrongdoer they've been summoned to pursue or someone who's grievously wronged another in the judge's presence, they add all extra successes instead.

Defensive Charms

Wreathed in Righteousness (10m, 1wp; Reflexive; Until next turn; Counterattack, Decisive-only, Perilous; Essence 5): The judge gains +2 Parry and can make decisive counterattacks in response to each attack made against them. Counterattacks against the wrongdoer they've been summoned to pursue or those who's grievously wronged another in the judge's presence add +5 dice of damage.

Mobility Charms

Implacable Justiciar (10m, 1wp; Simple; Indefinite; Essence 5): As long as the judge is pursuing the wrongdoer, they can move up to fifty miles per hour and pass through all mundane obstacles and barriers as if dematerialized. If the wrongdoer can travel faster than that, the judge matches his speed.

Social Charms

Come Forth to Justice (10m, 1wp; Supplemental; Instant; Essence 3): Double 7s on an influence roll to inspire remorse or convince someone to accept punishment. Resisting requires citing a Major or Defining Intimacy in a Decision Point, and costs two Willpower.

Perjury-Abjuring Charge (5m; Supplemental; Instant): When the judge makes an influence roll to convince someone to tell the truth or reveal something he's hidden, he can't use Intimacies based on self-interest, fear, or disregard for law or negative Ties toward the judge or their summoner to defend against that influence. Even if they fail, the judge can tell if their target's response is a lie

Weight the Scales (10m; Simple; Instant; Essence 2; Eclipse): Roll Read Intentions against everyone the judge can see. Success reveals what each character would consider a just punishment for a given act, or for a given individual based on what he knows of her misdeeds. The judge can leverage information revealed this way as though it were a Minor Intimacy.

Miscellaneous Charms

Scheme-Unveiling Contemplation (10m, 1wp; Supplemental; Instant): Double 7s on an Investigation or Tracking roll, succeeding automatically unless opposed by magic. Every three extra successes reveal a clue about a character's identity, motives, past crimes, or countermeasures taken against pursuers. This can oppose magic like Traceless Passage.

IMPENETRABLE VEIL OF NIGHT

Cost: 30sm, 1wp

Keywords: None

Duration: One day

A twisting nexus of living shadows takes form between the sorcerer's hands. As she completes the spell, she casts the umbral tangle upward, where it expands into a column of ebon darkness centered on the sorcerer that extends out one mile in horizontal diameter and immeasurably high vertically. Within the Impenetrable Veil of Night, torches, lanterns, and even anima banners cast light out only to half their usual range, while speech and noises echo in strange, unnatural ways. Even characters with supernatural senses capable of seeing in mundane darkness still suffer a -2 penalty on all Awareness or Perception-based rolls made within the veil. A battle group that is caught within the darkness immediately makes a rout check at +1 difficulty.

A sorcerer who knows Impenetrable Veil of Night as her control spell speaks with a distorted voice, as if she were always standing within the nihil of the spell. Light subtly flees her body. She gains three bonus dice on Stealth rolls made to stay hidden while moving in combat at night or in shadowy environs, but loses the same amount of dice in broad daylight while in open spaces. She also gains a +2 bonus to movement actions made at night, but a -2 penalty to movement actions made in open daylight.

Distortion (Goal Number: 15): Distorting the veil causes the darkness to part around the sorcerer, out to medium range from her, for up to an hour.

INCOMPARABLE BODY ARSENAL

Cost: 30sm, 2wp

Keywords: None

Duration: (Essence) hours

The sorcerer reshapes her body into a clanking metallic form of rust-streaked black iron, mimicking her human appearance but roughly cast, studded with rivets where segments of her metal skin meet. While in this form, the sorcerer may reflexively produce any manner of mundane weapons from her body—rusty iron spikes burst from her skin, knives extend from fingertips, an arm lengthens into a broadsword or warhammer, and jagged metal blades fire from her mouth. None of these weapons can be disarmed or destroyed. The spell grants her benefits and

drawbacks equivalent to heavy artifact armor (p. 599), while rendering her capable of functioning without air, completely immune to mundane poisons, and unaffected by extremes of temperature, even when they manifest as environmental hazards. She doubles 9s on all ([Strength or Stamina] + Ability) rolls, and adds one success to all **withering** and **decisive** attack rolls.

A sorcerer who knows Incomparable Body Arsenal as her control spell may create and master Evocations for it, which can only be used while this spell is active. These Evocations can enhance the armor-nature of this spell, its weapons, or a combination of both.

In addition, characters with an Essence pool gain access to the following powers while this spell is active:

- **God-Weapon Armament** (8m; Reflexive; Indefinite; Stackable): When the sorcerer manifests a weapon from her Incomparable Body Arsenal, she may use this Charm to grant it the traits of an artifact weapon. The weapons created with this Charm can take on exotic and overtly magical forms—an artifact firewand might manifest as a dragon-headed helm that spit fires, while razor claws might take the form of foot-long serrated claws extending from the fingers of one hand. Multiple invocations of this Charm can be stacked to create multiple artifact weapons.

- **Metal Behemoth Might** (10m; Supplemental; Instant): When the sorcerer attempts a feat of strength, she may add +2 to her effective Strength for determining what feats she may attempt. This is not added to her dice pool.

- **Unstoppable Juggernaut Endurance** (5m, 1wp; Simple; Indefinite): The sorcerer may reinforce her vitality with this spell, gaining one -2 health level and two -4 health levels. Damage fills these temporary health levels before the sorcerer's natural health levels of the same wound penalty, and the levels fade away when filled with damage. This power can only be used once during the spell's duration.

Distortion (Goal Number: 15): Distorting the Incomparable Body Arsenal wreaks a terrifying transformation on the opposing sorcerer as the metallic components of his transformed body spike inwards, goring innards and mutilating limbs. This inflicts a crippling comparable to an amputation (chosen by the original caster), as the enemy's arms are rendered useless by the jagged metal spikes exploding inside them or metal plates weld themselves over his eyes to blind him. Once the spell ends, the distortion's mutilation is undone along with the usual transformation. The caster may attempt to recover the distorted spell to full functionality by making an extended roll with (Wits + Occult), with a difficulty of 3, an interval of one action (which cannot be flurried) and a goal number of the total number of cumulative successes achieved on the

distortion roll, rounded up. If she succeeds, the distortion is reversed.

INSIDIOUS TENDRILS OF HATE

Cost: Ritual, 2wp

Keywords: Psyche

Duration: (Manipulation) days

For two long hours, the sorcerer feeds her malice into a fire until it blazes green as the sun of Hell. At the ritual's culmination of the ritual, she casts a symbolic link to her intended victim into the flames – either a piece of the target's body, such as hair, nail clippings, or blood taken within the past three days or an object of personal significance to him.

As she completes the ritual, smoke envelops the target, wherever he may be, seeping into his skin and soul. The sorcerer rolls (Manipulation + Occult) against the Resolve of the victim and anyone within short range of him. Anyone affected by the spell becomes paranoid and hateful, perceiving insults in every word and assuming the worst of everyone. This functions as an inspire roll to create hatred, but can't be resisted with Willpower, and its effects last the spell's duration. Affected characters' positive Major Ties are treated as Minor, while positive Minor Ties are suppressed entirely.

A sorcerer with Insidious Tendrils of Hate as her control spell exhales subtle wisps of acrid smoke from her mouth and nostrils when she exhales. She adds (Essence) dice on rolls to inspire hatred, including this spell's roll, and on influence rolls leveraging hatred-based Intimacies.

Distortion (Goal Number: 10): Distorting this curse on an individual lets him spend one Willpower to resist the inspired hatred, though his positive Ties still remain diminished for the spell's duration.

IVORY ORCHID PAVILION

Cost: Ritual, 1wp

Keywords: None

Duration: One day

As the sorcerer spends a few minutes tracing the borders of this spell with her footsteps, a spire of ivory rises from the ground like the calyx of an immense flower carved from marble. Once she completes the circuit, the central pillar unfurls its petals to reveal a splendid mansion. Ornate furniture, silk curtains, and fine beddings adorn the chambers of the palace, and the pleasant scent of fresh orchids is everywhere. Feasting tables within the mansion's dining room are replete with fresh fruits and nuts and bowls of wine, never seeming to run empty, though vanishing if taken outside. Any character who enters the Ivory Orchid Pavilion and partakes of its amenities or sleeps within it is treated as having a Major

Tie of blissful contentment towards dwelling within it until the end of his stay—most spirits and cultured sorcerers consider this a luxury rather than an imposition, relishing the chance to forget their troubles. Once this spell ends, the mansion folds back into the ground, safely depositing all guests outside. For five years after the casting of the spell, white orchids will grow from the ground where it was cast.

A sorcerer who knows Ivory Orchid Pavilion as her control spell may cast it with a duration of Indefinite. The mansion will remain standing for as long as she stays within it.

Distortion (Goal Number: 10): Distorting an Ivory Orchid Pavilion subtly inverts the blissful atmosphere of the sanctum, transforming the Intimacy imposed by this spell into a Major Tie of suspicion and distrust of all other characters within the pavilion. This inversion lasts until it leads to a scene in which built-up suspicion comes to a head in a dramatic fashion.

MAGMA KRAKEN

Cost: 30sm, 1wp

Keywords: None

Duration: One scene

Calling to the Essence of fire and earth that roils deep beneath her, the sorcerer wills ten tentacles of lava to erupt from the ground, shaking the earth as they burst forward in torrents of molten stone. She designates where each appears, out to as far as long range from her. Together, these form the Magma Kraken. It is rolled into battle with the sorcerer's (Wits + Occult), and has a base Initiative equal to her Essence. As it erupts from the ground, any character who is at the point where a tentacle emerges must make a difficulty 2 (Dexterity + Athletics) roll to avoid it, or else be flung one range band away and knocked prone by the eruption.

The Magma Kraken may act on its turn to make a **withering** or **decisive** attack, grapple an enemy, or wreak general havoc on the scenery. It uses the sorcerer's (Intelligence + Occult + Essence) for all attack and feat of strength rolls, and each tentacle can strike out to short range from its location. If it becomes necessary for the kraken to make a roll for another action, such as opposing an enemy's stealth attempt, its dice pool is equal to the sorcerer's ([Relevant Attribute] + Occult + Essence). Magma Kraken tentacles have Parry and Evasion values of 5, and 10 points of soak. **Withering** attacks made by the Magma Kraken are treated as medium artifact weapons with the lethal, grappling, and reaching tags. If the kraken uses multiple tentacles to attack, it makes a single attack roll and divides the successes among all targets to determine who is hit, before rolling damage separately for

each. Its base Strength is equal to the sorcerer's Essence rating.

- **Withering** attacks made by the Magma Kraken are treated as medium artifact weapons with the lethal, grappling, and reaching tags. If the kraken uses multiple tentacles to attack, it makes a single attack roll and divides the successes among all targets to determine who is hit, before rolling damage separately for each. Its base Strength is equal to the sorcerer's Essence rating.

- **Decisive** attacks add the sorcerer's Essence to their base damage. If the kraken attacks multiple enemies, it makes one attack roll and does not divide those successes, but instead divides its Initiative among each enemy that it strikes to determine the raw damage of the attack. It must assign at least three points of Initiative to each enemy.

- The kraken may only attempt to grapple a single enemy each turn, and receives a flat total of (five + sorcerer's Essence) successes on the control roll. The kraken suffers no penalties from grappling, but a tentacle being used to clinch an enemy cannot make attacks against anyone else.

- Destroying scenery such as setting fire to vegetation, melting through stone walls, or uprooting statues counts as a feat of strength. The kraken is treated as having

Strength 10 for determining the feats it may attempt, and doubles 7s on the roll. It may use multiple tentacles together to perform a feat with no penalty.

The Magma Kraken cannot be grappled or defeated with standard **decisive** attacks; destroying a tentacle instead requires a difficulty 5 gambit, stunted in a way that could reasonably disrupt a living pillar of molten stone. At the Storyteller's discretion, attacks or hazards that affect an area or multiple targets and deal 5+ levels of damage can also destroy any tentacles within their range. Destroying a tentacle frees any character being grappled by it. If all ten of the kraken's tentacles are destroyed, the spell ends. At the end of the scene, the tentacles or their broken remains harden into obsidian and remain fixed where they stand or lie.

A sorcerer who knows Magma Kraken as her control spell is forever chased by magmatic flame. An open fire curls into tentacles around her, or a torch flame licks out from its sconce to light her pipe. When she is angry, the walls or ground become blistered and hot, with faint tentacle shapes writhing in rising smoke. The sorcerer can use these effects to intimidate, set fires, melt minor obstacles and perform other similar stunts.



Distortion (Goal Number: 10): Distorting a Magma Kraken renders it incapable of perceiving and attacking the distorting sorcerer as well as all allies within close range of her (though this is of limited use if it is already grappling her). If this distortion renders the kraken incapable of perceiving any enemies at all, it will begin using its tentacles to lash out at random in hopes of striking a hidden foe.

MIRROR NEMESIS VIZIER

Cost: Ritual, 2wp

Keywords: None

Duration: One week

Guising herself in an enemy's visage, the sorcerer binds his reflection to herself to bear witness against its master.

Tracing a foe's name in her blood or spittle upon a mirror, the sorcerer binds his reflection to bear witness against him.

The sorcerer performs a ritual to bind the reflection of someone she has a negative Tie toward. This takes a few minutes and requires her wear some symbolic link to him – a piece of his clothing, a piece of his hair worn in a locket, etc. She rolls (Wits + Occult) against his Guile, adding (Intimacy) non-Charisma dice. Success changes her reflection into the target's own, leaving him without a reflection. The reflection advises her on the target's weaknesses and plots – although it is a willful, chaotic, and frustrating advisor. For other characters, noticing the sorcerer's altered reflection is a ([Wits or Perception] + Awareness) against the sorcerer's (Essence), which fails automatically unless enhanced by magic.

The sorcerer may spend one Willpower to ask the reflection a question about her target, rolling (Manipulation + Occult) against a difficulty of the target's Guile and adding (Intimacy) bonus dice. If successful, she's able to outwit it into giving a useful answer. It has extensive knowledge of the target's habits, instincts, skills, vulnerabilities, and Intimacies, and may be aware of other aspects of his life, though it's not aware of his current activities while it's bound.

Control: The reflections of those the sorcerer's previously used this spell on occasionally appear in mirrors alongside her own. She may cast it without a link if she's previously interacted with her target in person. Once she does, she must meet him in person again before she can cast this spell on him without a link again.

Distortion (15): A rival sorcerer may twist the spell to empower the reflection, granting it +3 Guile. He may do so from afar if it's his own reflection. If casting sorcerer fails a roll to interrogate the reflection, it disgorges

convincing lies that seem true, but ultimately serve the original target.

MASQUERADE OF COQUELICOT VEILS

Cost: 20sm, 2wp

Keywords: Psyche

Duration: (Essence) days

A crimson haze fills her surroundings as the sorcerer issues a mandatory invitation to the Court of Coquelicot Veils, a numinous presence that costumes all in its penumbra with masks and cloaks of every shade of red.

The spell enchants a single location out to a mile from the sorcerer. Anyone who enters or tarries in the area is clothed in an illusory costume of random design that disguises their appearance, voice, scent, and nature, including distinctive supernatural displays like anima banners. Attempts to identify others under this enchantment automatically fail unless supplemented by magic, and even then suffer a –(sorcerer's Essence) penalty.

Characters can spend two Willpower to tear off their illusory costume, reasserting their identity. This disguise also sloughs off if a target leaves the enchanted location.

Control: The sorcerer can spend five motes to instantly don a random costume as if they'd cast the spell. It is not as flawless as the true spell; she rolls (Manipulation + Occult + Essence) to determine the difficulty to see through the illusion.

Distortion (15): A sorcerer within the masquerade may warp the spell so that its disguises no longer conceal one of the following features: voice, scent, or nature.

MOLTEN SHAPE OF SHIFTING GLASS

Cost: 20sm, 2wp

Keywords: None

Duration: One scene

The Hyaline Bloom sought to shine like the sun, but shattered beneath the weight of such magnificence. As the sorcerer recites an ode to it, she takes on its nature, becoming a thing of living, liquid glass that shimmers with molten heat.

This transformation grants the sorcerer the following benefits:

- She can ignite or melt mundane materials with a touch, requiring a miscellaneous action. Against an object that's in use by someone, this requires a difficulty 3 unarmed gambit.
- She can flow through any opening that isn't watertight. This always ignites or melts mundane materials surrounding the opening.

- Grapple gambits against her suffer a -4 penalty on the attack and control rolls. They fail automatically unless enhanced by magic.
- An enemy who hits her with an unarmed attack or spends a round grappling her suffers (her Essence) dice of lethal damage, ignoring Hardness.

The sorcerer also gains the following powers while transformed:

Jagged Shard Revenge (5m; Reflexive; Instant; Counterattack, Decisive-only): When the sorcerer is dealt lethal damage by an attack at close range, she may use this power to make a (Stamina + Occult) **decisive** counterattack as her shed blood turns to shards of glass. This deals (her Essence) dice of lethal damage, ignoring Hardness, and doesn't reset her Initiative.

Unseen in Stillness (3m; Supplemental; Indefinite): As the sorcerer makes a Stealth roll, she sheds all heat from her glassy form to become completely translucent, but immobile. 1s and 2s subtract successes on opposing Awareness rolls, and they fail automatically unless enhanced by magic. However, taking any physical action breaks this concealment.

Glass-Bending Flourish (4m; Supplemental; Instant; Uniform): The sorcerer stretches her sinuous limbs of glass to take a physical action at short range.

Control: The sorcerer's hands glow from within with molten light, though this can be hidden with gloves or similar. They count as exceptional equipment for tasks involving smithing, cooking, glassblowing, etc. This spell's duration becomes one day.

Distortion (10): The sorcerer's body cools and becomes brittle. She suffers a -2 penalty on Strength and Dexterity rolls and counts as being in difficult terrain.

PRINCE OF THE FALLEN TOWER

Cost: 20sm, 1wp

Keywords: None

Duration: (Essence) hours

A shimmering doorway of foul water opens, beckoning forth a twenty-foot ogre covered in rust-colored chitin and weeping sores, one of the Princes of the Fallen Tower sealed away long ago. The prince is largely unintelligent, but will obey the sorcerer's commands faithfully, and forms a Defining Tie of loyalty to her that can't be weakened or altered. If summoned into combat, it rolls Join Battle immediately. She can't have more than (Essence) princes summoned at a time.

A sorcerer with Prince of the Fallen Tower as her control spell may pay a one-Willpower surcharge to summon a prince permanently, which doesn't count against her

limit on summoned princes. It counts as her familiar (**Exalted**, p. 161). It gains an additional Charm, comparable in strength to those below, at the end of each story. She can only have one permanently summoned prince at a time; if it dies, she may summon a new one, which retains any Charms gained by its predecessors.

Distortion (Goal Number: 7): Distorting the prince causes it to lose access to its Corrupting Touch Merit and Glory-Blighting Corruption Charm for one scene.

Prince of the Fallen Tower

Essence: 3; **Willpower:** 5; **Join Battle:** 10 dice

Personal Motes: 30

Health Levels: -0x4/-1x4/-2x4/-4x2/Incap.

Actions: Feats of Strength: 14 dice (may attempt Strength 10 feats); Resist Poison/Illness: 12 dice; Senses: 8 dice; Threaten: 9 dice

Appearance 5 (Hideous), Resolve 4, Guile 3

Combat

Attack (Unarmed): 14 dice (Damage 15B/3; see Maker's Bane) **Attack (Grapple):** 8 dice (9 dice to control). Makes unopposed grapple rolls against smaller opponents, unless they use magic like Dragon Coil Technique (**Exalted**, p. 280).

Combat Movement: 7 dice

Evasion 2; Parry 6

Soak/Hardness: 10/4

Special Abilities

Corrupting Touch: The prince may destroy up to ten cubic feet of mundane wood, stone, or metal as a miscellaneous action. Targeting a worn or wielded object requires a difficulty 3 gambit

Maker's Bane: The prince's unarmed attack ignores four points of soak or Hardness from mundane armor and deals aggravated damage to earth- and wood-based spirits.

Charms

Glory-Blighting Corruption (1m, 1wp; Reflexive; Instant; Decisive-only): When the prince lands a **decisive** attack that deals 3+ levels of damage, it may waive one level to corrupt an artifact attuned by the wielder. The lightness conferred by attunement weakens, imposing a -2 mobility penalty, and its Evocations incur a one-mote surcharge. Removing this corruption requires a major repair project (**Exalted**, p. 242).

Red Rending Fury (5m; Supplemental; Instant): The prince doubles 7s on a feat of demolition.

Sword-Shattering Sinew (3m, 2i; Reflexive; Instant; Decisive-only, Perilous): The prince adds its soak to its Hardness against an attack. Mundane weapons that fail to overcome this Hardness are destroyed.

Merits

Entropic Urge: The prince treats any influence that would cause it to cease engaging in destruction as unacceptable influence (**Exalted**, p. 220), even the orders of the sorcerer that summoned it.

Legendary Size: The prince doesn't take onslaught penalties from the attacks of smaller opponents (magically inflicted onslaught penalties still apply). The **withering** attacks of smaller enemies can't drop it below 1 Initiative unless they have a post-soak damage of 10 dice (although attackers can still gain the full amount of Initiative damage dealt). The **decisive** attacks of smaller enemies can't deal more than (3 + attacker's Strength) levels of damage with a single attack, not counting levels of damage added by magic.

SHADOWS OF THE ANCIENT PAST

Cost: 10sm, 2wp

Keywords: None

Duration: One scene

The sorcerer calls up the lingering echoes of the past to reenact themselves before her. The sorcerer may choose a specific time in the past she wishes to view, such as "One hundred years ago, on the first day of Ascending Air," or a subjective time that relates to something in the scene, such as "When this corpse died." The spell creates translucent, insubstantial illusions that fill the room or area and display the events of the specified point in time. The sorcerer may mentally pause the action for detailed examination with Awareness or Investigation actions, or accelerate the flow of time within the illusion so that up to an entire day passes by in the space of the scene. Attempting to view events from more than five centuries ago call only vague, indistinguishable images that rarely convey useful details. The events of the recent present—within the past year or so—have yet to form substantial echoes, providing only the barest of imagery conjured.

A sorcerer who knows Shadows of the Ancient Past as her control spell may mentally record all illusions conjured by any casting of this spell. She may cause them to reappear at a later point at any time by taking a shape sorcery action at no cost.

Distortion (Goal Number: 5): Distorting this spell allows the opposing sorcerer to falsify the illusions for the duration of the spell, warping and obfuscating the truth.

While she cannot totally eliminate the information the casting sorcerer is attempting to discern, she may introduce all manner of contradictory evidence, red herrings, or misleading images in an attempt to throw him off the trail.

THORN OF COLD REBUKE

Cost: 10sm, 2wp

Keywords: Decisive-only

Duration: Instant or Indefinite

Pursing her lips, the sorcerer breathes out a puff of shimmering mist that condenses into a javelin of ice and hurls it forward to fall at a point within long range, shattering into a burst of icy blue mist. She rolls an unblockable (Dexterity + Thrown) **decisive** attack with (Occult) bonus dice against all characters, friend or foe, within medium range of the spear's impact. This attack deals (Intelligence) dice of lethal damage to those caught within it, ignoring Hardness, and the sorcerer divides her Initiative evenly among all of them, rounding up, on top of this. Battle groups instead take (sorcerer's Intelligence + Initiative) dice of damage, without counting against her total Initiative.

For (Essence) hours thereafter, an eerie cold fills the area, a difficulty (sorcerer's Intelligence), Damage 1B/hour hazard. Exposed surfaces freeze over for the duration, becoming difficult terrain (**Exalted**, p. 199) and imposing a -3 penalty on balance-related rolls. Bodies of water freeze into icebergs and floes, which are naval hazards (**Exalted**, p. 244) requiring a single roll at difficulty (sorcerer's Intelligence); failure inflicts a point of Hull damage and leaves the ship immobilized, requiring it to be broken free before it can move. These are capable of damming all but Creation's widest rivers.

A sorcerer may choose to withhold the Thorn of Cold Rebuke, wielding it as a spear (Accuracy +3; Damage 12L/4; Defense +1; Tags: Lethal, Melee, Thrown (Short), Piercing). If she wishes, she can use her entire turn to make a **decisive** attack that shatters the spear and unleashes a freezing vapor, as per the spell's primary effect.

A sorcerer with Thorn of Cold Rebuke as her control spell may extend its effects to (Essence) days, choking the area with unmelting ice. Spirits of water and wood are treated as having a Minor Tie of fear toward her, cowed by her wintry presence. While she wields the Thorn, it's exceptional equipment (**Exalted**, p. 580) for intimidating such spirits.

TORRENTIAL CASCADE

Cost: 25sm, 2wp

Keywords: Perilous

Duration: Instant or Until ended

The sorcerer sings in a meaningless glossolalia that evokes the Storm Who Drowned the World. A churning pillar of water takes form above her, drawn from nearby lakes and rivers, deep aquifers, and the clouds themselves if need be. It then collapses in a great wave, engulfing a nine-ty-degree arc in any direction out to short range. This is a difficulty (Intelligence), damage 1B environmental hazard. Battle groups that fail their roll against the hazard must immediately check for rout (**Exalted**, p. 209). Mundane structures less than one range band high and similar in-animate objects suffer uncountable damage (**Exalted**, p. 205) at the Storyteller's discretion, as the wave uproots trees, crushes stone buildings, and washes away fields of crops. Characters caught in the wave suffer a -3 on rolls other than those against the hazard and begin to drown (**Exalted**, p. 232), although succeeding against the hazard lets them breach the water long enough to take in a breath.

Once the sorcerer's begun casting, she can sustain the spell with an unrolled Shape Sorcery action on her turn at no cost, causing the wave to advance another range band, maximum long. Any characters who failed their roll on her previous turn are dragged with the wave. If the wave has caused significant structural damage, the hazard's damage increases by one die each subsequent round from the debris that swirls within the wave. Some environmental circumstances, like being dammed by a structure the Storyteller deems too sturdy for the wave to break through may block its flow, in which case it's redirected in one or more different directions, at the Storyteller's discretion.

Once the wave's reached long range, the sorcerer ceases casting it, or the sorcerer is crashed, it collapses, drenching the ground with water. Earthen surfaces caught in the spell's area become difficult terrain (**Exalted**, p. 199) until they dry out; the Storyteller dictates the consequences of draining water on other surfaces.

A sorcerer with Torrential Cascade as her control spell can guide and shape the wave as it moves. She can cause it to change direction in mid-course or flow around obstacles that would normally block it, and may cause it to split and harmlessly flow around certain characters or structures. When she experiences strong emotions, nearby bodies of water become agitated, furiously roiling and churning.

Distortion (Goal Number: 10): Distorting the Torrential Cascade causes it to flow harmlessly around the distorting sorcerer and anyone within close range of him



for the duration. This can be accomplished even by a sorcerer already engulfed in the wave.

TRAVEL WITHOUT DISTANCE

Cost: 25sm, 2wp

Keywords: Perilous

Duration: Instant

The sorcerer shapes a blazing corona of Essence around herself through mudras that describe the warp and weft of space. As she completes the spell, she is engulfed in whirling clouds of Essence and energy, and then is gone. She may reappear in any location within (Essence x 10) miles, as long as she has seen it before, either firsthand or through scrying magics. She appears in a safe location at the chosen duration in a swirling vortex of light sure to impress the locals. Travel Without Distance is mildly disorienting—the sorcerer suffers a -2 fatigue penalty on all actions for (6 - Stamina) hours afterwards, and cannot cast it again until this penalty has run its course. This spell is highly valued by both the Sidereal and Lunar Exalted, who maintain hidden meeting-places that can only be reached with this spell.

A sorcerer who knows Travel Without Distance as her control spell may bring up to (Essence + 1) willing characters within short range along with her when she casts this spell. All transported characters suffer the fatigue penalty from disorientation.

WARDEN THE NEPENTHEAN GARDENS

Cost: 25sm, 2wp

Keywords: None

Duration: (Essence) hours

In the waning days of the Divine Revolution, war-weary Ancients took to wrecking a Creation they thought they might soon lose, and thus were the wardens of the nepenthean gardens exiled beyond reality to a realm of smoke and loneliness. Through will and work, a sorcerer may loosen this exile, drawing a warden back into Creation to resume its benevolent work.

These gentle beings speak no language but understand all, even the calls of animals. While they gain a Major Tie of loyalty and gratitude towards their summoner, they offer their healing gifts freely whenever safe to do so, even to the sorcerer's foes.

Control: The spell's duration extends to one day, and once per story she may permanently release one of the wardens from their exile; while forever grateful, they never remain in her retinue for more than a story, instead venturing into the world to continue their healing work.

Distortion (20): The sorcerer wracks a warden within medium range with visions of the prison-realm to which

they will soon return, inflicting a (sorcerer's Essence) penalty on their actions and removing the effects of Inviolate Purpose.

Warden of the Nepenthean Gardens

A warden of the nepenthean gardens is a pearly, many-armed being standing roughly ten feet tall; their wrinkled flesh overflows with bountiful patches of healing fungi.

Essence: 5; **Willpower:** 7; **Join Battle:** 5 dice

Personal: 100

Health Levels: -0x4/-1x6/-2x6/-4x6/Incap.

Actions: Comforting Influence: 12 dice; Feats of Strength: 9 dice (can attempt Strength 5 feats); Medicine: 14 dice; Read Intentions: 12 dice
Appearance 1, **Resolve** 5, **Guile** 1

Combat

Attack (Unarmed): 7 dice (Damage 10B)

Attack (Grapple): 10 dice (10 dice to control)

Combat Movement: 4 dice

Evasion: 1; **Parry:** 3

Soak/Hardness: 12/5

Intimacies

Defining Principle: All living beings deserve my gifts.

Defining Tie: The wounded and ill (Devotion)

Major Tie: The sorcerer (Gratitude)

Merits

Inviolate Purpose: The warden treats any influence that would prevent them from attending to those in need of healing as unacceptable.

Defensive Charms

Who Strikes the Innocent? (5m; Reflexive; Instant): An attack against the warden removes one success for each 1 or 2 rolled.

Social Charms

A Plea for All Life (15m, 1wp; Supplemental; Instant): The warden releases a wordless, bone-vibrating plea, doubling 8s on a persuade roll to halt hostilities. This waives penalties for targeting multiple characters and can be understood without a shared language. Characters must spend an extra point of Willpower to resist in a Decision Point. Once per scene.

Miscellaneous Charms

Pain Finds No Purchase (7m; Reflexive; One scene): Characters within short range reduce their total penalties from wounds, illness, and disease by 5. The warden may reflexively spend one Willpower to extend this to medium range until the start of their next turn.



Merciful Resurgence (10m, 1wp; Simple; Instant): Allies within short range roll (their current wound penalty) dice, healing one level of non-aggravated damage for each success. The warden can reactivate this Charm on their next turn, paying a cumulative ten mote surcharge – twenty motes for the second use, thirty for the third, etc. Characters who have intentionally maimed or killed in the scene cannot benefit from this Charm. Once per scene.

Gentle Ministrations (15m; Simple; One day): One resting character under the warden's care doesn't suffer damage or ill effects from ongoing poison or disease.

Bountiful Pharmacy Flesh (4m; Simple; Instant): The warden metabolizes a remedy from their body's fungi, removing the need for equipment when treating mundane afflictions.

WHEEL OF THE TURNING HEAVENS

Cost: 15sm, 2wp

Keywords: Psyche

Duration: One hour

The sorcerer shapes a slender needle of prismatic light and looses it into the sky, where it explodes into a swarm of sparkling constellations. The false stars linger in the sky, tracing lazy orbits that entrance all who look upon them.

The sorcerer makes a (Manipulation + Occult) roll, doubling 9s, against the Resolve of everyone within a mile who can see the open sky. Those overcome by the spell stare contentedly at the lights unless provoked or endangered, taking only reflexive actions. Characters can enter a Decision Point and cite a Major or Defining Intimacy that compels them to resist, allowing them to spend one Willpower to shake off the enchantment. Actions that don't directly serve or flow from the cited Intimacy suffer a –2 penalty as his mind returns time and again to how pleasant it would be to look back up at the display. At the end of the spell, anyone entranced loses all

memory of the spell and what happened during it, as per arcane fate; some savants suggest, in half-remembered accounts, that this wasn't always the case.

Control: The sorcerer can shape dazzling displays of light which count as exceptional equipment to entertain, distract, or inspire feelings of joy and wonder. When using this to enhance social influence, she may spend anima to add one non-Charm success for each level spent.

Distortion (15): The sorcerer may spend one Willpower to free up to (Essence) characters at short range from the spell's entrancement. Characters freed this way must roll (Wits + Integrity) against the original caster's (Manipulation) at the end of the spell, or else forget the events as normal.

SOLAR CIRCLE SPELLS

BENEDICTION OF ARCHGENESIS

Cost: Ritual, 3wp

Keywords: None

Duration: Instant

Chanting from one sunrise to the next, the sorcerer calls down a soft, warm rain that carries life-giving Essence. Over the course of this spell's ritual, the rain falls on up to (Essence x 100) squares miles of land which the Solar wishes to revitalize with the Benediction of Archgenesis. If the land is infertile, such as an arid desert, marshy bog or rocky mountain face, then the Benediction transforms it into arable terrain, encouraging plant growth and making it possible to sustain a productive agricultural community off the land. Weather is temperate, with only enough rain to keep crops well-watered and unseasonably pleasant temperatures year-round. Animal populations from other regions migrate to the newly-fertile ground, while indigenous species have been known to grow to prodigious sizes off the bounty conjured by the benediction. Even the spirit world is affected—elementals become far more likely to arise from the blessed land,

while displaced gods may seek to find a position of stewardship over the terrain, flora, or fauna of the region.

If the land is already fertile, Benediction of Archgenesis causes life to grow at an almost impossible rate. Fields of wheat grow to tower over those that tend them, while man-sized pumpkins and gourds become a common sight. Animals flock to the lush vitality of the region to the point of overpopulation. While this swell is enough to multiply the bounty of a single year's harvest by nearly a hundred-fold, the surge of growth can easily deplete the soil of nutrients and create ecosystem imbalances that will persist for years. Unless the sorcerer is vigilant in counterbalancing the effects of this lush growth, she may leave famine in her wake for years thereafter.

Benediction of Archgenesis can only be cast once per story. The geomantic upheaval it causes prevents the sorcerer from casting it within one thousand miles of any region that she has previously blessed with the spell within the same year, with the exception of performing a second casting of the spell to transform a barren region made fertile into a supernaturally lush overgrowth.

A sorcerer who knows Benediction of Archgenesis as her control spell reduces the distance requirement to one hundred miles. Wherever she goes, life tends to spring up in her wake—flowers grow around her when she sleeps, grasses become taller in her footsteps and her home becomes a veritable wildlife sanctuary if she isn't careful.

Distortion (Goal Number: 30): Distorting the Benediction of Archgenesis causes all plant life within (Essence) miles of the distorting sorcerer to wither and die, leaving a barren dead zone within the blessed land. Animals in the blighted region are driven outwards as the ecosystem collapses in an instant. Herbivorous creatures may stampede or raid the food supplies of settlements within or near the blessed lands, while predators respond to the flight of their prey by turning man-eater, attacking any human settlements they can find. Even the spirits of the blighted land are corrupted, each one gaining a Major Derangement (p. 168) that some-how turns them against their original purpose or makes them harmful to humankind, assigned by the Storyteller. Note that spells can only be distorted once—an enemy sorcerer could create a rotting nexus of corruption at the heart of the Benediction of Archgenesis, but she could not utterly undo the spell without a sorcerous working.

DEATH RAY

Cost: 25sm, 2wp

Keywords: Aggravated, Decisive-only, Perilous

Duration: Instant or until ended

The Solar Exalted devised this spell to terrify the enemies of the gods. Holding her arms out before her and her

hands closely together, the sorcerer makes a series of motions with her fingers that turns her conjoined hands into a channel for a flow of destructive energy. The sorcerer unleashes a violent stream of red Essence that pours from her hands, slicing through scenery and incinerating those who stand in its path. Wherever the Death Ray passes, it leaves a trail of molten slag behind it. Only the strongest magical substances are immune to the melting and carving power of this attack. The sorcerer rolls Intelligence + Occult as a **decisive** attack roll, adding Essence successes. The attack strikes all enemies in a line out to short range from her, adding extra successes and the Solar's current temporary Willpower to the raw damage roll. Mundane weapons can-not parry the attack and are immediately destroyed upon such an attempt. Any enemy that takes 3+ levels of damage from the Death Ray is blown back one range band and falls prone. Making this attack does not immediately reset the Solar to base Initiative. Death Ray is a tremendous torrent of power. While it is being released, the Solar may not move herself to a different range band without ending the spell, though she may be conveyed to another range band by other means (atop the deck of a ship, for example).

On the Solar's next turn, she may continue casting this spell by rolling another shape sorcery action—maintaining the spell for another round costs 5 sorcerous motes. Each additional round of casting extends the range of the spell by one band, out to a maximum of six. The Solar may continue focusing the attack along its original path, or change its direction to a different angle, even an aerial one. She keeps the successes of her original attack roll, but rolls damage separately for each new round. If the sorcerer lacks the sorcerous motes needed to continue casting this spell or chooses not to continue it, then she immediately resets to base Initiative (if not already lower). Her turn is then delayed appropriately.

In addition to incinerating enemies, the destructive energy of this Charm also wreaks havoc on the terrain. A single round of exposure to Death Ray will reduce anything made of earth or stone into molten slag, creating a lava hazard (**Exalted**, p. 230). Death Ray can scythe through oak trees like stalks of grain and can cut a wooden ship in half with relative ease. The Storyteller may adjudicate alternative, but equally punishing, effects for terrain that cannot be sliced or melted into lava. Sorcerers may take advantage of this stone-melting power to carve messages into mountainsides, liquefy fortress walls, or perform similar feats of massive but precise destruction.

A sorcerer who knows Death Ray as her control spell may gain sorcerous motes whenever the Essence blast directly incapacitates a character or deals damage to a battle

group. She gains sorcerous motes equal to the Essence of an incapacitated character, or the Size of a damaged battle group. These last for the duration of the scene, but may only be spent to pay the cost of subsequent castings of Death Ray.

Distortion (Goal Number: 10): Distorting the Death Ray gives the opposing sorcerer a measure of protection from it, causing the destructive energy to bend and warp around him before continuing on its original course. This causes Death Ray to automatically miss the opposing sorcerer for one round.

DEMON OF THE THIRD CIRCLE

Cost: Ritual, 4wp

Keywords: None

Duration: Instant

The Demons of the Third Circle are the very souls of the Yozis themselves. They are beings of world-shaping

power and apocalyptic fury. The ritual to summon one of these dread fiends into Creation can only be performed on a night of Calibration, the five days of darkness that takes place between years, and only once each Calibration. Each Third Circle Demon has its own unique manifestation upon being summoned. Ligier, the Green Sun, appears in a pillar of emerald flames that descends from the starless sky to strike the earth. Ienimea, the River of Faces, condenses as a cloud of mist from the breath of all present before erupting forth from its ephemeral depths. Erembour, That Which Calls to Shadows, rises out of the sorcerer's own shadow, laying an inhumanly alluring hand on her shoulder.

Failure to bind a Third Circle Demon is catastrophic. Reversing a failed summoning is impossible, leaving the demon unbound to fulfill its malevolent urges or alien agenda.



RAIN OF DOOM

Cost: 40sm, 3wp

Keywords: Aggravated

Duration: Until sunrise

The Rain of Doom can be called down only as the setting sun touches the horizon, as the sorcerer stands at the boundaries of what she'd consign to destruction. The sky darkens at an unnatural pace, with thick, oily clouds that roil with thunder forming over an area the size of a small city (or a major district of a metropolis such as Nexus). The storm gathers for an hour, building in intensity, until it finally climaxes in a downpour of apocalyptic devastation that lasts until sunrise. The spell can be countered by any opposing sorcerer within the affected area during the one-hour period in which it takes form, assuming a sorcerer can recognize the signs of an oncoming Rain of Doom.

The Rain of Doom has the following effects:

- Caustic rain falls, a difficulty 4 environmental hazard that deals one die of aggravated lethal damage per round to anyone beneath the open sky. Even after a character has found shelter, he continues suffering from the corrosive rain at a reduced difficulty of 2 until he's stripped off all clothing and armor worn in the downpour. Most mortals and animals die within seconds of exposure, and the Storyteller need not roll dice for each individual victim.
- The Rain of Doom wreaks mass destruction on any structures or objects caught in its downpour. Any mundane object left unattended in the rain is destroyed. Wooden structures may be dissolved entirely by the downpour, while even stone and metal are damaged, their faces burned and pitted. Only manses, magically reinforced structures, or deep subterranean buildings are safe from this desolation. If it becomes dramatically relevant to see if a structure will remain intact to provide shelter to characters, the Storyteller can make a roll of five dice at intervals of an hour. One success is sufficient to damage structures made of wood or any weaker material, three successes will damage structures made of stone, and five successes will damage those made of metal. It takes two intervals of damage to destroy a house-sized structure, and five to collapse a mighty palace—prior to total collapse, the structure may begin to partially dissolve, creating openings in the roof and walls through which the rain might enter to menace those within.
- Any character bold or insane enough to try and fight while exposed to the storm must contend not only with the corrosive rain, but with harsh winds that impose a 3 penalty on all actions he takes. In addition, at the end of each round that a character spends under the open sky, the Storyteller rolls one die. On a 1, that character is

struck by a lightning bolt, and takes ten dice of lethal damage which ignores Hardness.

- The runoff from the Rain of Doom remains potent until neutralized by the touch of daylight, causing any character who comes into contact with the runoff to roll against the environmental hazard of the rain. Even after sunrise, the rain's poison guarantees that nothing but stunted scrub will grow on the land washed by the storm's runoff for years or even decades to come.

A sorcerer who knows Rain of Doom as her control spell may move the storm through the sky at a rate of (Essence x 3) miles in an hour. She is often followed by dark clouds and natural light becomes gray in her presence, making others feel uneasy. When outdoors, she takes a -2 penalty on all social influence actions other than threaten.

Distortion (Goal Number: 20): Distorting the Rain of Doom creates a break in the storm's downpour surrounding the sorcerer, large enough to shelter a single structure or a large group of people. Within this break, no acidic rain falls and lightning will not strike, although the mundane effects of the storm's winds still remain in force.

SORCEROUS WORKINGS

Sorcerous workings allow characters to permanently reshape the world through their occult skill, enacting blessing, curses, or transformations. Renewing the fertility of a barren field, creating life in a vat of alchemical reagents, raising a city up from its foundations to sit in the sky—all of these miracles can be achieved through sorcerous workings.

Every working begins with the sorcerer's intention: what she wishes to accomplish. Once this intention has been established—usually between the player and the Storyteller, if the sorcerer is a player's character—the working is then assigned three separate traits of Ambition, Finesse, and Means, which are discussed below. Enacting the working is an extended (Intelligence + Occult) roll, with a difficulty set by the Finesse of the working, a goal number set by its Ambition, and a terminus set by its Means. It has a base interval of one week.

While most of the actual process of performing the sorcerous working over a span of weeks can be relegated to downtime or off-screen, the sorcerer must remain active in its completion, spending time performing ritual actions, arcane experiments, or whatever methodology fits her aesthetic of sorcery to bring about the working. If the sorcerer is unable to attend to these duties for at least part of an interval—for example, a pressing crisis draws a Twilight Caste away from his sorcerous laboratory for a month of heroics elsewhere—then no roll can be made for

that interval (though it does not count towards the terminus). If a sorcerer persistently ignores a working in progress, the Storyteller might introduce complications as a result of this—hostile demons might emerge from a half-finished portal to Hell, or an incomplete blessing of fertility over a field might vent into the local wildlife, causing them to grow huge and aggressive. This should be thought of not as a way of penalizing the sorcerer, but as a way to bring narrative focus back to the working in a dramatic way.

Once a sorcerous working has been successfully completed, the sorcerer must pay experience points to finalize it. An Ambition 1 working costs 2xp, an Ambition 2 working is 4xp, and an Ambition 3 working is 8xp. Experience points spent on a working are not meant to be a poor investment—if a supernatural minion is slain, an enchanted bridge is washed away, a village under the sorcerer's blessing is put to the sword by a deathknight, or a working is otherwise made irrelevant, the experience points spent on a neutralized working are refunded to the sorcerer at the end of the current story. If the sorcerer is performing a working of a Circle below her level of mastery (for example, a Solar Circle sorcerer performing a Terrestrial Circle working), the cost is reduced by two experience points per Circle of difference, to a minimum of 1xp.

AMBITION

The Ambition of a sorcerous working is the power and scope of the miracle the sorcerer wishes to perform. Ambition is rated on a scale of 1 to 3, but each circle of sorcerous working has its own separate scale of Ambition—what might be a trivial feat of spellcraft for a master of the Solar Circle is a nigh-impossible feat for a newly-initiated sorcerer of the Terrestrial Circle. For each circle, an Ambition 1 working is what most sorcerers might consider a simple feat of magic, similar in power to what might be achieved by a spell of that circle. An Ambition 2 working is an exceptional feat of magic, with considerable power or scope beyond what any spell could achieve. An Ambition 3 working is the highest and most difficult feat of that circle's magic that can be imagined, defining the upper bound of what that circle of sorcery can accomplish. The Ambition of a working is set by the Storyteller based on the effect the sorcerer's player wishes to create, and determines the goal number of the working, listed in the tables below.

Terrestrial Circle Workings: Workings of the Terrestrial Circle are generally rooted in transforming, enhancing, or weakening pre-existing elements of the natural world, rather than directly invoking supernatural forces. When outright supernatural forces are invoked, their intervention is generally constrained



or specialized in some significant way. Emerald Circle workings are typically limited either in power or scope. An Emerald Circle working might enchant all the fields of a village, but only with a minor blessing—some-thing that would still be a marvel to the inhabitants of the village, but augments the natural properties of that area or protects it against a mundane threat or nuisance, rather than completely overwriting the nature of that region through magic. Conversely, the most powerful workings of this circle are confined to the scope of a single chamber within a larger structure or the transformation of a single character. As a general rule, any sorcerous feat the Storyteller feels should be routine for a Dragon-Blooded or mortal sorcerer should fall under this circle. Below are some examples:

Ambition 1 (Goal Number 5): Create or bind magical entities capable of performing mundane, household chores, but not much else, in service to a person, organization, or structure. Enchant a path to prevent travelers from becoming lost or lead them to a particular location. Invite an unbound First Circle demon into Creation in a ritual that culminates at midnight. Make permanent but small-scale geographical alterations, such as drawing up a freshwater spring or flattening a hill. Ward a town or neighborhood-sized region against a particular type of mundane nuisance, such as forest fires, crop-eating pests, or rabid animals.

Ambition 2 (Goal Number 10): Cross two different species of plant or animal to create a hybrid species with the best traits of both. Grant mutations to oneself or a willing subject. Instill a plant, animal, or object with human-level intelligence. Ward a chamber against scrying, teleportation, or intrusion by a particular type of spirit.

Ambition 3 (Goal Number 20): Bless a region to enhance its natural properties, causing a field to always deliver a bountiful harvest or a freshwater river to always run clean. Create a completely new but mundane form of life, or breed a specimen of an existing species with a minor supernatural power that augments its strongest traits. Place a curse on a small region in a way that diminishes, warps, or blights its mundane aspects such as flora, fauna, or natural resources, making it all but impossible to make a livelihood off the cursed land. Create a rift between two realms of existence that allows communication, possession, or similar forms of limited interaction, but not actual transportation.

Celestial Circle Workings: Workings of the Celestial Circle are miracles of outright supernatural power, either rewriting the laws of the natural world on a relatively large scale or instilling supernatural power into the mundane world. They can have scope sufficient to place

powerful blessings or curses upon an entire village or a particular neighborhood or feature of a city, and their power is either an overt manifestation of supernatural magic, or a dramatic and drastic change to the properties of the natural world. As a general rule, this is the circle for sorcerous workings that the Storyteller feels established Lunar and Sidereal sorcerers, as well as accomplished Solar sorcerers, should be capable of achieving without excessive effort, or that an exceptionally potent Dragon-Blood or mortal might be capable of attaining with great dedication, skill, and risk. Examples include:

Ambition 1 (Goal Number 25): Create a sorcerous bond between two characters that allows them to mentally communicate at any distance, or bestow a similarly useful but limited supernatural blessing. Create persistent illusions that haunt a structure or town-sized region. Invite an unbound Second Circle demon into Creation in a ritual that culminates on the night of the new moon. Transform a chamber so that its interior emulates the environment of any natural terrain within Creation. Ward a chamber or structure against all intruders with magical traps or barriers.

Ambition 2 (Goal Number 30): Alter the weather of a town-sized region over a long duration, extending the harvest season by a month every year or making every winter exceptionally harsh. Enchant fortifications to strengthen them against mundane assault or give them a measure of resilience to supernatural powers. Grant a supernatural power to one's self or to a willing subject, such as a burning gaze, a hypnotic tongue, or cursed blood that turns into deadly scorpions when shed. Make alterations to the nature of a willing supernatural being, such as imbuing a fire elemental with the aspect of earth to turn it into a being of molten magma, or reshaping a demon to express a different facet of its oversoul and altering its Charms to match. Spread mutations throughout the mundane flora and fauna of an entire ecosystem.

Ambition 3 (Goal Number 35): Create a loyal minion with supernatural powers comparable to a Second Circle demon or notable god. Enchant the architecture of an entire structure to grant it limited mobility, the capacity to rearrange its internal structure, intelligence comparable to a human, or similar powers. Open a permanent portal between two different realms of existence, such as a small shadowland or a faerie ring that leads travelers into the deep Wyld.

Solar Circle Workings: Solar Circle workings are the height of what can be accomplished by sorcery. They can rewrite the laws of reality, or write new ones into being. Their scale can be huge, encompassing entire cities at the low end of Ambition 1 or the whole of the cosmos at its

upper, nigh-unattainable end. Its power can bend time, space, or the boundaries of worlds to the sorcerer's will, and manipulate the fine workings of Essence down to the level of changing a being's very soul. As long as the Storyteller feels that something should be possible through a sorcerous working, it can be attained through workings of the Adamant Circle. Examples include:

Ambition 1 (Goal Number 40): Completely transform the terrain of a region to raise lush tropical paradises out of deserts, curse forests to wither away into scrubland, dry up seas, and so on. Enchant a village or small city-sized region to emulate the nature of another realm of existence, possibly acting as a point of meeting between the two worlds. Purify a hundred miles of shadowland or Wyld zone. Extract the soul of a willing mortal from his body and transfer it into a new vessel, such as an automaton, manse, or similar form. Restore someone's body to the prime of its youth. Ward an entire city against invasion with supernatural traps, barriers, or concealment.

Ambition 2 (Goal Number 50): Alter major metaphysical properties of a city-sized region: make it capable of moving across Creation, cause it to rise up and float in the sky, alter the nature of space within it so that it's bigger on the inside of its borders than the outside, meddle with the flow of time within it, make it invisible or intangible to those who do not meet certain conditions. Enchant a city-sized region or a group to change the nature of the afterlife for those who die within it, such as designating particulars of how they reincarnate or transforming the souls of the dead into elementals. Lay a potent curse on a city, region, or group of people that can only be broken when specific circumstances are met. Utterly transform the nature of a supernatural being—remaking a demon as a god, or turning an elemental into a specter composed of the corpse-elements of the Underworld, or similar.

Ambition 3 (Goal Number 75): Make subtle alterations to the metaphysics of the entire cosmos. Create a supernatural being of a singular nature and considerable power. Cast a city-sized region into a different realm of existence, or outside of time and space altogether, with set conditions for when it returns or how it can be accessed.

FINESSE

The Finesse of a sorcerous working is the extent to which a sorcerer controls how its effects manifest and what form they take, rated on a scale of 1, 3, or 5 and set by the player. The base difficulty of the (Intelligence + Oc-cult) roll to perform a sorcerous working at each interval is equal to the working's Finesse. While every sorcerous working is defined by the sorcerer's intention or goals in performing

it, Finesse determines the extent to which the sorcerer's player gets to dictate how this intent is fulfilled by the working. If, for example, a sorcerer wished to ward a chamber against demons, a Finesse 1 working and a Finesse 5 working would both be equally efficacious in fulfilling that goal—but the nature and mechanics of the Finesse 1 working would be decided almost entirely by the Storyteller, while those of the Finesse 5 working would be decided by the sorcerer's player.

FINESSE EFFECT

1. The Storyteller determines how the working manifests in the world. This will always be in accordance with the basic intent of the working— a sorcerer wishing to create a magical servant from clay who succeeds at a Finesse 1 working will never end up creating something that refuses to serve him—but all details of the final result are in the Storyteller's hands.
3. The sorcerer's player comes up with a rough description of how the working plays out in the world, which the Storyteller can then polish or embellish with catches, quirks, or twists that make the working more interesting or flavorful without undermining the core intent of the working.
5. The sorcerer's player defines exactly how sorcerous working plays out in the world, subject to Storyteller approval.

If the success of a sorcerous working is in jeopardy, the sorcerer's player may choose to lower its Finesse mid-project, abandoning some of her control over the outcome to make it more easily attainable. However, there are consequences to taking this patchwork approach to sorcery—each step of Finesse the sorcerer drops counts as one botch to complicate the final outcome of the working, as the sorcerer's abandoned designs leave metaphorical rough edges on her finished project.

MEANS

The Means of a sorcerous working are the resources that a sorcerer has available to put to use beyond the baseline of her own sorcerous power. Means can take many forms, but all of them have the same benefit—adding to the working's terminus. Multiple Means stack their benefit, and it is intended that more ambitious workings will require the extra rolls from these to succeed. A sorcerous working with no Means has a terminus of 5 rolls.

COMMON MEANS INCLUDE:

Complementary Abilities: A sorcerer who's mastered an Ability that naturally lends itself to the sorcerous working she's undertaking may claim that as one of her Means, allowing her to make one additional roll. Examples include using Medicine for a sorcerous working intended to

create a new form of organism, or Performance for a working to fill the air around her home with songs which befuddle those who approach uninvited. In order to claim this benefit, the sorcerer must have a rating of 5 in the complementary Ability, or a rating of 3+ along with an appropriate specialty. At the Storyteller's discretion, a sorcerer who's invested in a significant number of Charms or other supernatural powers that are either based on or enhance the complementary Ability may instead receive an additional two intervals from that Ability.

Complementary Spells: A sorcerer may claim one of her known spells as a Means if its function is related to the working she is trying to perform, allowing her to make one additional roll. A sorcerer attempting to breed a species of obsidian butterflies would obviously benefit from knowing Death of Obsidian Butterflies, while one attempting to create a rift through which demons can possess mortal cultists could claim benefits from knowing the spell to summon demons of the same circle as those brought through the rift.

Cooperation: The assistance of another sorcerer initiated into the Circle of the working allows for one additional roll. Alternatively, the sorcerer could receive assistance from a supernatural entity who, while not a sorcerer, possesses powers that naturally lend themselves to the completion of the working—a sorcerer trying to revive a dry riverbed might seek the assistance of a river god or water elemental, while one attempting to open a portal into the Underworld might seek help from an Abyssal Exalt. As a third alternative, a character might use a group of characters who are not sorcerers, but are well-versed in Occult, such as an infernal cult or a Heptagram class. Each of these alternatives can add one roll, but they don't stack with each other. In theory, a sorcerer who had access to a large organization of fellow sorcerers initiated into the Circle of the working could add two additional rolls from this Means, but such organized networks are few and far between in the current, fallen era.

Extra Time: A sorcerer willing to invest months or even years of preparation, research, and diligent practice into a sorcerer working may claim that extra time as one of her Means. Extending the interval of the roll from one week to one month allows the sorcerer to make one additional roll, while extending the interval to one cycle (three months) allows for two additional rolls. A sorcerer could receive three additional rolls by extending the interval to one year, but only the most dedicated of sorcerers are willing to retire from the world for that long.

Exotic Components: Esoteric or rare materials that the sorcerer has accumulated over the course of the story may

be consumed in the process of a working to count as a Means, allowing the sorcerer to make one additional roll. What counts for this category is left largely to the Storyteller's discretion, as he will generally be the one introducing these exotic components into the game. The severed head of a Wyld behemoth, carved with glyphs of abjuration and displayed prominently from the walls of a city, might aid in warding that city against the influence of the Wyld, while an orichalcum lantern lit with a tongue of sunfire found in a First Age ruin could be used as part of a working to purify a shadowland. At the Storyteller's discretion, exceptionally rare or powerful components, such as the withered corpus-fragments of a slain Deathlord, can add two additional rolls to an appropriate working.

Sorcerous Infrastructure: Sorcerous laboratories or ritual chambers stocked with esoteric texts, occult reagents, and other tools of the sorcerer's trade add one additional roll to a sorcerous working. It is no easy thing to assemble such infrastructure—even among the opulence of the Realm, most sorcerers must make do with basic, rudimentary study chambers tucked away in the far wing of a family manse. For a newly-Exalted sorcerer to assemble her own sorcerous infrastructure would be an adventure in itself. Sorcerous infrastructure from the First Age could provide two additional rolls to a working, if repaired and restored to full functionality.

BEYOND THE BOUNDARIES

Unlike spells, which demand initiation into the proper circle before they can be learned, it is possible for a sorcerer to perform a working of a Circle that she has yet to master. Working beyond the boundaries is difficult, dangerous, and always requires extraordinary effort on the part of the sorcerer. The sorcerer's player must describe the extraordinary efforts of her character and the great lengths to which she goes as she describes the enactment of the sorcerous working—it's not something that can be done routinely, easily, or safely.

Going beyond the boundaries of one's sorcerous initiation has the following consequences:

- The base difficulty of the (Intelligence + Occult) roll at each interval is increased by 2 for each Circle beyond the sorcerer's own initiation. For example, a Terrestrial Circle sorcerer attempting a Solar Circle working would make rolls at a difficulty equal to (4 + Finesse), rather than (Finesse). Because of this, most sorcerers deliberately choose a low Finesse for such workings.
- Each failed interval roll on a working counts as one botch to complicate the final outcome of that working. Actually, botching a roll completely ruins the effort, in

addition to adding disastrous consequences to that failure.

- Even the extraordinary efforts of working beyond the boundaries has limits. A Terrestrial Circle sorcerer cannot attempt Solar Circle workings of Ambition 3. Aspiring to such world-shaking miracles requires the sorcerer at least be initiated into the Celestial Circle.
- The default interval of such workings is increased from one week to three months, if reaching one Circle above the sorcerer's capacity, or one year if reaching two levels above the sorcerer's mastery. The requirement to gain additional means by dedicating extra time and effort to the working rises to one year, three years, or five years (for those reaching one Circle above their mastery), or three years, five years, or ten years (for Terrestrial Circle sorcerers attempting Solar Circle workings).

The experience point cost of such workings are increased by four points per Circle the sorcerer has not mastered.

UNDOING A SORCEROUS WORKING

Sorcereous workings are permanent marvels of magic. Once created, they cannot be countered or distorted. The closest thing to dispelling a working that a rival sorcerer can do is performing a working of her own intended to achieve the opposite effect. For example, if a Dragon-Blooded sorcerer of the Heptagram has blessed a trade route to speed travel along it, a Solar sorcerer might contest this working with one of her own to slow travel along that route to oppose the Dynast's working. However, while the mechanics of this might equate to the two workings canceling each other out, the Storyteller should keep in mind that both workings are still in place within the world. For example, if the Dynast's working was described as speeding travel by binding the native spirits of the region to tend to the road and provide aid to travelers along it, while the Solar's was as a curse of fear that panicked any steed brought onto the path and forced an irrational caution on travelers, then the Storyteller might narrate the interaction of these two effects. A merchant prince's horses refuse to set hooves upon the enchanted road, but eventually he finds minor elementals willing to haul his caravan. His heart is struck with worries and anxieties, but spirits whisper soothing reassurances into his dreams. In effect, he is able to complete the journey in the normal time it would take, neither benefitting from the Drag-on-Blood's working nor hindered by the Solar's, but the effects of both workings make his journey very strange.

Of course, the easiest way to stop a working is to prevent it from being completed. Sabotaging a sorcerer's Means makes it more difficult for her to complete the working, while killing her before it's complete ensures its failure. This will most often come up in the context of players

attempting to stop a working being enacted by an enemy sorcerer. Such preemptive measures require realizing that a working is taking place at all. Noticing the encroaching effects of a sorcereous working over a region is a difficulty 3 (Intelligence + Occult) roll, while discerning the exact effect of the working is difficulty 5. Lower both difficulties by one for characters who are sorcerers themselves, and by an additional one for characters who witness the sorcerer or his subordinates performing the ritual actions needed to enact the working.

A SAMPLE WORKING

Ivory Eyes, a Twilight Caste initiated into the Celestial Circle of sorcery, wishes to imbue her workshop with limited intelligence and mobility. The Storyteller, consulting the Ambition tables above, determines that this would be an Ambition 3 working of the Celestial Circle, requiring a total of 35 successes to complete. Ivory Eyes's player assesses her Means—she has a Craft rating of 5 and has invested in numerous Craft Charms, which the Storyteller agrees qualifies her for two additional rolls, for a total of seven intervals. Knowing she needs an average of about five threshold successes per interval to succeed on the working, Ivory Eyes's player decides to set the Finesse of the working at 3 to make sure she succeeds—risky, but she has a particular image in her head for how she wants the working to play out, so she's willing to gamble and hope her Occult Excellency can pick up the slack.

Over the next seven weeks, Ivory Eyes performs numerous arcane experiments and sorcereous modifications to her workshop. She successfully attains the 35 successes needed to complete the working, but also botched one of the rolls. Because the working had Finesse 3, Ivory Eyes's player describes how the working plays out in the world—she wants her workshop to be able to move around on spindly metallic limbs animated by sorcereous energies, and to have an intelligence that speaks to her through the flame of the forge. However, the Storyteller determines the exact details, such as how fast it can move and what dice pools its animating intelligence has access to, and might make some twists to the player's concepts—for example, deciding that the fire of the forge doesn't just speak, but becomes a living fire elemental bound inside the workshop, controlling its movement. However, because the intention of the working was to create a mobile, intelligent workshop, the bound fire elemental's personality should remain generally amicable to the purposes of moving the workshop where Ivory Eyes commands, and assisting in its operation.

However, there is one botch from Ivory Eyes' s attempts, which complicates the outcome of the working. The Storyteller decides that this manifests as the workshop' s animating elemental being hopelessly in love with the sorcerer, having a Defining Tie of obsessive infatuation towards her. While this doesn' t hinder the working' s ability to fulfill Ivory Eyes' s original intention, it may lead to awkward situations and dra-matic twists in play (or possibly to a very strange love story).

Thaumaturgy

While this book devotes itself to the greater magic of the Exalted—Charms, Evocations, and Sorcery—there is a fourth type of power, a species of unique occult miracles and holistic, ritualized magic known collectively as thaumaturgy. Thaumaturgy refers to efficacious rituals and useful tricks that can be deployed by those who have a special communion with the occult world. Those who can perform thaumaturgy are properly known as thaumaturgists.

Thaumaturgy is unique. As a form of magic, it is nowhere near as versatile as the Charms of the Exalted, nor as powerful as sorcery. Thaumaturgy is a bit of a cipher in that regard—most thaumaturgists are mortals who, for unknown reasons, form an instinct for a single mystic ritual, a communion with an occult secret of Creation that remains invisible to anyone else.

As thaumaturgists are unique individuals, so too are their rituals. This means that the instinctive secret or trick developed by one thaumaturgist might be completely unique to him, unseen in the world before his birth, and lost to the world after his death—unless he passes it on.

Thus thaumaturgy bears another distinction: books of thaumaturgy are useless for teaching thaumaturgy. A thaumaturgic ritual known to one thaumaturge may only be passed to another through direct teaching and practice. Simply observing the ritual in practice, or reading about it in a book isn' t sufficient. Such rituals are directly communicated and transmitted from thaumaturgist to thaumaturgist in a fashion that is one part spiritual communion, one part demonstration, and one part teaching lesson.

A thaumaturgist who is so inclined may keep his unique power a secret, never revealing the procedure behind his art. Such a specimen may rely on his unique talent for his daily bread, or even to curry the favor of sorcerers or the Exalted, who need the use of his power.

While this is sometimes the case, there is nevertheless a certain traffic in occult mysteries, particularly in places like Sijan, where the order of funerists depends on the induction of thaumaturgists into their ranks, so that they

might pass on the secrets of the funerary arts to future generations. Sijan puts a high premium on persons of such talent, offering them excellent housing, education, and official placement in the ministry of morticians. Fortune tellers, soothsayers, exorcists and shamans may all be examples of thaumaturgists who have used their unique power to take on a role in their environs, though such titles are not exclusive to those with power, any more than a mortician need also be a sorcerer.

ON SORCERERS AND THAUMATURGES

Mortal thaumaturges are exceedingly rare. In system terms, a mortal with thaumaturgy has the Thaumaturgist Merit (**Exalted**, p. 166). When one of the Chosen unlocks the power of sorcery, she gains this Merit automatically. Mortal sorcerers do not gain this Merit automatically, and it cannot be taught, either to mortals or the uninitiated Chosen. One is either born with the power of thaumaturgy or one is not.

A character with the Thaumaturgist Merit may learn thaumaturgic rituals. One-dot rituals cost three experience points to learn. These rituals represent the simplest and purest ritual magic available. Two-dot rituals are slightly more complex or difficult, and cost five experience points to learn. Training time for a thaumaturgy ritual is (dot rating) weeks.

EXAMPLE RITUALS

READING THE TEA LEAVES (• OR ••)

The one-dot ritual involves the taking of tea in order to divine a character' s destiny. The character whose destiny is to be read must empty tea leaves into a hot teacup, then dwell over the steam and reflections in the cup, and drink it down while emptying his mind of clutter. When the tea is gone, only the leaves remain, and the mystic may divine her target' s greater destiny with a difficulty 2 (Perception + Occult) roll. A greater destiny informs the character' s next defining accomplishment. It is not a prediction of where the character' s life will end, but rather the next major course it will take. The mystic may also read a character' s immediate destiny to get an idea of the most important life-event the character will engage in that day, though it is difficulty 4. Failing this roll still gives the thaumaturgist an accurate result, but the details are extremely hazy. Even when successful, the tea-reader often cannot explain or doesn' t understand what she sees.

She might see her client bumping into a woman on a nearby dock at sunset, but this doesn' t mean she knows who the woman is or why the event is significant.

The two-dot version of this ritual has almost the exact same procedure, but a different use. The mystic can use different flavors of tea with different seasonal associations to divine the best opportunities for success and failure a character has during a certain month. The mystic cannot dictate exactly what the tea will show her—she can't tell whether a merchant taking a trip down the Diamond Road to Gem will be beset by Yena's daughters—but she can generally see either the largest failure or success in the merchant's life during the time in which he plans to take the trip. This is a difficulty 3 roll, and failing it still gives accurate but hazy information, with the potential for mis-information. A botch for either ritual always misinforms.

Reading tea leaves is generally common. In a populace of ten thousand, there will be at least one tea reader if tea consumption is an important part of regional culture.

UNQUENCHABLE FLAME (••)

The mystic gathers kindling into a circle of rocks arranged so that the largest stones point to the four corners of Creation, and speaks a guttural, instinctual word. The kindling leaps to flame, even if it is soaking wet. If it is raining, the rain refuses to fall within a five foot radius of the fire's edge.

Unquenchable Flame is fairly uncommon. It was last seen practiced over ten years ago, by a huntsman of the Tenjosi Wetlands.

SECOND BREAD (••)

One who has this gift holds a piece of bread in his hands and tears it perfectly in half, then turns and tears the resulting ends, and continues turning and tearing according to his instinct. The resulting pieces equal twice the bread he started with. It costs one Willpower to use this ritual on a single large loaf of bread or several smaller hanks.

Almost every century since the rise of the Scarlet Empress has seen a prophet with the gift of Second Bread. The most recent was a madman in Nexus, who used old crusts to feed starving children until a Guildsman beat him into a coma for slowing down foot traffic.

EXORCISM (• OR ••)

With the one dot ritual the exorcist may attempt to banish a ghost with chanting, ritual gestures, and a variety of mystical appurtenances. She may pay one Willpower to begin an extended action with a difficulty of the ghost's Essence and a goal number of its Willpower, rolling (Intelligence + Occult) dice at each interval. Each roll is a combat action that cannot be placed in a flurry. She must remain within short range of the ghost she's exorcising,

which takes a -3 penalty on all actions while the exorcism is underway. Success dispatches it back to the Underworld. The exorcist must maintain concentration, and automatically fails if she is damaged by a decisive attack or crashed.

The two dot ritual allows an exorcist with a specialty in demon-ology, and with a specialty in knowledge of a specific demon, to drive that demon out of a host, causing spirit to flee into a clay vessel, statue, tree, cattle or other proxy for a month and a day. This ritual's procedure is the same as that of one to drive out a ghost, save that it uses the demon's Resolve as a difficulty. A sorcerer who has bound a sealed demon may free it by commanding it out of the containing vessel—if she can find it.

There is another two dot version of a demonic exorcism that involves forcing a spirit back into its sanctum, but this works for no more than a single night, has a goal number of (the spirit's Willpower x2), and a terminus of three, after which the same exorcist may not attempt to banish it for a year and a day.

Exorcists are uncommon, but not extremely so, and tend to be born near shadowlands.

SPEAK WITH OZASHUN (•••)

There is a stream running through the mountains ten miles west of Medo's capital. The Frozen Spring pass overlooks a section of this stream, where it runs into an open-mouth cave in the side of the mountain. This is the place where Ozashun may be called, during the night of the new moon, by thrusting a burning branch into the muddy shore opposite the cave and speaking the name of a child who trusts you. The darkness intensifies and drinks what little starlight makes it down through the towering pines, giving the impression of a wrinkled, ancient face, gape-mouthed, toothless. From its mouth comes a shadow on the water, four-legged, a predator like a fox or a wolf. Ozashun knows all the secrets of the mountain and the stream running through it, but only back through the last new moon. For every question it answers, it gains the power to enter a child's dream, to speak with and influence them. Perhaps it is a coincidence that the mountains and especially the area around the Frozen Pass are thick with child ghosts.

Speak with Ozashun is extremely rare, though it has been recorded more than once as a gift among the hill tribes of Medo.

