

BOOK TWO

# LORDS OF CREATION™



**EXALTED**  
SECOND EDITION



—BOOK TWO—  
**LORDS OF  
CREATION™**

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# BOOK TWO

# LORDS OF

# CREATION<sup>TM</sup>

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# INTRODUCTION

We may not appreciate the fact; but a fact nevertheless it remains: we are living in a Golden Age, the most gilded Golden Age of human history—not only of past history, but of future history.

—Aldous Huxley, “Tomorrow and Tomorrow and Tomorrow”

The undisputed lords of the First Age are the mighty Solar Exalted, who rule Creation under the Mandate of Heaven with help from their Lunar mates, their Sidereal advisors and the Dragon-Bloods who run their day-to-day affairs, tend to their estates and command their armies. For over three millennia, these Exalts have worked to build a world of wonder that glorifies both themselves and their patron Incarnae. And with but a few missteps, they have succeeded. Yet, a darkness threatens to swallow this golden age—one born of the Great Curse levied against the Exalts in the dawn of time. Can this Age of Splendor be saved?

That may well depend on the Chosen newly Exalted into this era, the pinnacle of the wondrous First Age.

## HOW TO USE THIS BOOK

**Dreams of the First Age—Lords of Creation** is a guide to the Exalted of the First Age, both Terrestrial and Celestial. It offers players and Storytellers the tools they need to generate characters in the Age of Splendor—from complete-character creation rules to new Charms and artifacts to powerful allies and loyal minions. With this information, and that provided by the other two books

## THIS IS NOT A COMPLETE GAME!

Despite its size, **Dreams of the First Age** is not a complete game. It is a supplement for **Exalted**, a game about near-divine heroes in a world of high fantasy. The game's core book describes the Solar Exalted, the rightful rulers of Creation, reborn into a world that has cast them as Anathema, demonic despots from a bygone era. This supplement does not describe the game's various core traits or present its rules for combat. This supplement instead gives in-depth information about the First Age: its society, its lands and the rules necessary to create and play Solar, Lunar, Sidereal and Dragon-Blooded characters in it. You'll need the **Exalted** core book for the basics, though.

included in this boxed set, it's possible to play games set at the height of the Solar Exalted's dominance of Creation, a time of glory... and madness.

### Chapter One: First Age Character Creation

This chapter provides all the tools necessary to create characters of all the Age's extant Exalt types: Solar, Lunar, Sidereal and Dragon-Blooded. In addition to standard character creation, each section offers alternative rules for creating Exalted much older than the norm (or in the case of Dragon-Bloods, much younger). This period in the history of Creation marked the last time such a broad range of

ages among the Exalt types interacted with one another on a regular basis.

### Chapter Two: The God-Kings' Prowess

This section of **Lords of Creation** devotes itself to new, high-Essence Charms, just the type that the movers and shakers of the Deliberative (whether portrayed by the players or the Storyteller) are likely to spring on the unsuspecting. Whether you prefer playing Terrestrial or Celestial Exalts, there are Charms aplenty for each Exalt type (and even more so for players of Eclipse Caste characters).

### Chapter Three: Wonders of the Age

Chapter Three presents a plethora of fantastic new artifacts the Princes of the Earth have developed to aid them in their rule over and protection of Creation. Everything from sublime cutlery to mighty shaping artifacts can be found within. There are even a number of new manse powers with which to customize characters' fabulous estates.

### Chapter Four: The Mortal

The Exalted are the undisputed masters of the Age, but every leader needs followers. This chapter is all about the mortal folk whom the Deliberative's Exalts command (and wield against one another in their endless intrigues). Be they mortal soldiers, thaumaturges, blessed races, Mountain Folk or Dragon Kings, the mortal servants of the Chosen are covered here in detail.

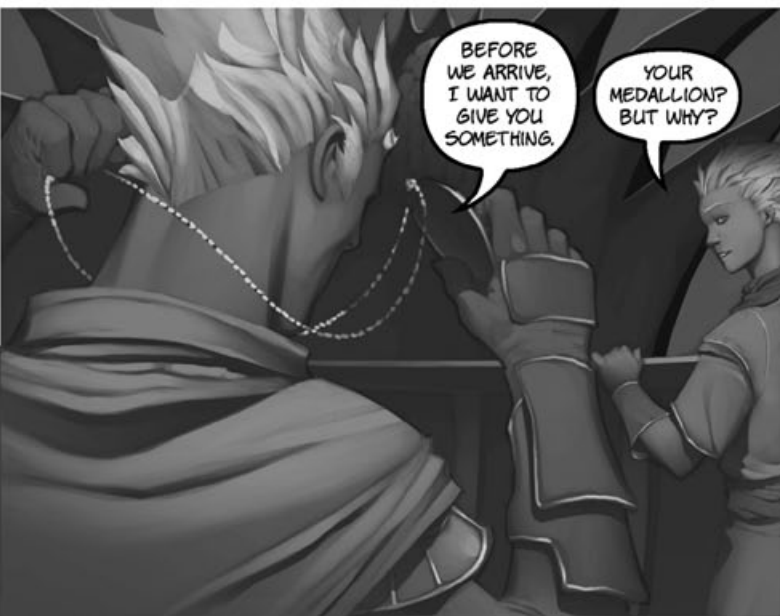
### Chapter Five: The Mighty

And what's an **Exalted** series without powerful allies and unbeatable villains to populate it? From the ostensible master of the Deliberative, the Hierophant, to a young(er) Chejop Kejak, this chapter provides Exalted of all stripes with which to people one's games.



I CAN SEE  
SOMETHING.  
IS THAT  
MOUNT MERU?

IT IS.  
VERY  
GOOD,  
ARLOT.



BEFORE  
WE ARRIVE,  
I WANT TO  
GIVE YOU  
SOMETHING.

YOUR  
MEDALLION?  
BUT WHY?



BECAUSE IT  
USED TO BE  
YOURS. YOU  
MADE IT.

YOU ALSO MADE  
ME PROMISE TO  
RETURN IT ONCE  
YOUR SOUL WAS  
REBORN.



I'LL TELL YOU  
MORE WHEN WE  
REACH YOUR  
MANSE.

I HAVE A  
MANSE?

IN THE  
CITY, YES. AND  
ANOTHER ON  
THE ISLE.




SO WE  
USED TO  
KNOW EACH  
OTHER?

SORT  
OF.

AND WE  
WERE  
FRIENDS?




THAT AND  
SO MUCH  
MORE.



# CHAPTER ONE

## FIRST AGE CHARACTER CREATION



The first step in entering the **Dreams of the First Age** is to create a character, an alter ego whose identity you assume when playing your role in the epic that is **Exalted**. As in most roleplaying games, your character and those of the other players represent the protagonists in a great epic, jointly written by the players and the Storyteller. Your character will change and grow over time, perhaps becoming a hero of legend or perhaps descending into the darkest villainy, but all such characters *begin* the same way—as dots on a page that you must bring to life. In **Exalted**, you typically begin the game as a newly Exalted Solar who must hide her talents from a world that hates and fears her due to centuries of Dragon-Blooded propaganda. Or the character might begin as a Dragon-Blooded noble trained from birth to view the Solars as demons from legend. Or a newly Exalted Lunar challenging the very definition of society while walking in primitive barbarian lands. Or a fresh young Sidereal agent of the Bureau of Destiny, hard-pressed to keep Creation running in the aftermath of so much chaos and destruction.

But those characters are for **Exalted** proper, a grim and gritty future that has yet to come to pass. In **Dreams of the First Age**, your character is a Prince of the Earth, regardless of what type of Exaltation comes to him. Whether he's a Solar, Lunar, Sidereal or Dragon-Blood, your character is *Exalted*, anointed by the gods and appointed by the Solar

Deliberative to rule over the greatest civilization that has ever existed. Your character's face adorns local currencies. Statues erected in his honor look out over the streets of the city where he lives. His lowliest kitchen servant has a standard of living that is the envy of most of Creation's mortals. Life is good.

First Age Dragon-Blooded are born into a society that trains them from birth to prepare for Exaltation. Celestial Exalted often have less preparation, but they have access to advanced technology and training techniques that can turn a street urchin into a refined lady within weeks. Regardless of the nature of Exaltation, all Exalts are expected to be literate, reasonably well educated and prepared to assume their duties as Princes of the Earth. Beyond that, your character has the traits you assign to her. These traits reflect your character's strengths and weaknesses and help determine how she interacts with other characters in the story. The rules in this chapter also help determine whether your character can perform a given action successfully, whether it's throwing a punch, picking a lock, seducing a beautiful maiden or balancing a ledger.

### CHARACTERS AND SERIES

The initial steps of the character-creation process require the Storyteller's involvement. Whenever possible,



the Storyteller should guide players through this process so that the characters are as thoroughly integrated into the story as possible. Players often find it frustrating to create a devastating warrior only to find that the primary focus of the story is court intrigue. It's worse when players design effete socialites based entirely on charm and civility, only to find that the story focuses mainly on violent battlefield conflict. A "fish out of water" character can be quite interesting to play, but less so when the player didn't plan on doing so and was caught unaware by the story's themes and focus. Simple communication can circumvent this problem.

It's also a good idea to take a few moments during the initial game session to give an overview of the setting history and the current status quo. Even experienced **Exalted** players might need to be reminded of the differences between that game and the one you hold in your hands, as many of the fundamental assumptions of **Exalted** are no longer applicable. Solar Exalted can be frightening figures, but here they're not condemned as demonic "Anathema" by an entire state religion dedicated to opposing them. Lunar Exalted are loyal subjects of the Realm. They have five castes, and they're not dependent on the moonsilver tattoos that are nearly universal in the Age of Sorrows. Sidereal Exalted are also loyal to the Solar Deliberative, though the first dark

suspensions about the Solars' fitness to rule are beginning to rear. The Sidereals have not yet broken the heavens in order to conceal their role in any Usurpation, so there is no Arcane Fate to hide their movements from prying eyes. Perhaps the Dragon-Blooded are the most different. In the Age of Sorrows, the Dragon-Blooded will become the undisputed rulers of Creation. In the First Age, that power has not yet come to them. While the Terrestrial Exalted are elevated above mortals, they remain little more than servants to the mighty Celestials.

As Storyteller, you should also give some thought to what types of Exalted you want in your series. **Exalted** proper is set in the Age of Sorrows, a time when historical forces conspire to make Solar and Lunar Exalted outlaws, Sidereals reclusive to the point of paranoia and Dragon-Blooded obsessed with exterminating Celestial Exalts. Consequently, stories in which different types of Exalts work together are somewhat rare. In **Dreams of the First Age**, however, all four Exalted types work together in support of the Realm. Therefore, nothing prevents players from creating characters of all four Exalted types for the same series.

There is one issue that the Storyteller of such a series must take into account, however. As a practical matter, there are significant gradations in power level between Celestial

and Terrestrial Exalted. In fact, differing power levels become apparent even among the three Celestial types over time. Celestial Exalted progress more quickly than Terrestrials do, with Solars progressing the fastest of all. A group of characters who are all the same Exalted type is much more likely to progress at an even rate than a mixed group is—to the detriment of non-Solar characters in general and Dragon-Blooded characters in particular. That said, if the players don't object to this situation, they can find interesting roleplaying opportunities in playing characters who begin at comparable power levels but drift apart as some leave the rest far behind.

As a final option, players can even choose to play heroic mortal characters. They could be members of a Celestial Exalt's retinue, personal aides to a Dragon-Blood or simply a group of mortal allies trying to find their way in this world of demigods.

After discussing the basics of the setting and what type of Exalts are permissible in the game, give the players character sheets and answer any questions they have. Most of the traits listed on the character sheet are fully described in the **Exalted** core book, though, not here. To reiterate: **This is not a complete game!** While it's quite extensive, **Dreams of the First Age** is a supplement for **Exalted**. The core Attributes, Abilities, primary Solar Charms and mechanical rules are all explained there. Additionally, the primary Charms unique to the Terrestrial, Lunar and Sidereal Exalted are found in the **Manuals of Exalted Power** devoted to those three Exalted types. This chapter does, however, contain character-creation

rules and explanations of the various Backgrounds that are available to characters—most of which differ substantially from their descriptions in other books. Chapter Two has additional high-Essence Charms for all four Exalted types.

## CHARACTER CREATION: AN OVERVIEW

Regardless of Exalt type, the initial steps of creating a character are fundamentally the same for all characters. Nearly every mortal in Creation has the same chance to receive Celestial Exaltation. Given the inherent demographics of First Age society, the overwhelming likelihood is that a future Celestial Exalt will be born into the lower classes. Each Exaltation—i.e., the empowered portion of the soul that cycles from one Exalted incarnation to the next—still seeks the same kind of person it always does. The Exaltation of a Twilight Solar will typically be drawn to an intellectual of one type or another, while the Exaltation of a Lunar is drawn to someone with a strong protective impulse. Since the overwhelming number of Creation's citizens are lower-class agricultural workers, that's just naturally where the Exaltations are likely to go. It is partly for this reason that the Deliberative strives so hard to improve the living standard and educational opportunities for the common folk of Creation. No one wants a future Prince of the Earth to spend his formative years suffering deprivation and want, growing ever more hostile toward the ruling class.

### BOOKS YOU MIGHT NEED

The following are other White Wolf books that are or could be necessary to play in this setting:

- **Exalted** is essential to playing the game. It contains all the rules for playing the game, as well as descriptions of all the relevant traits and a comprehensive list of starting Solar Charms.
- **The Manual of Exalted Power—The Dragon-Blooded** is essential for any game that includes Terrestrial Exalted characters. It contains a comprehensive list of starting Dragon-Blooded Charms.
- **The Manual of Exalted Power—The Lunars** is essential for any game that includes Lunar characters. It contains a comprehensive list of starting Lunar Charms and an explanation of how Lunar shapeshifting works. During the period when **Dreams of the First Age** is set, however, the Lunar Exalted have not yet suffered the Breaking of the Castes, nor have they begun using moonsilver tattoos to protect themselves from the Wyld. Accordingly, there are five Lunar Castes, and all Lunars are vulnerable to Shaping effects that target their bodies.
- **The Manual of Exalted Power—The Sidereals** is essential for any game that includes Sidereal characters. It contains the *exclusive* list of Sidereal Charms, as well as an explanation of how Sidereal Astrology works. During the period when **Dreams of the First Age** is set, Sidereal Exalted have not yet undertaken the Great Prophecy, let alone the Breaking of the Mask. (Those concepts are discussed on pp. 23 and 25–26 of **The Sidereals**.) Accordingly, Sidereal Exalted do not suffer or benefit from Arcane Fate.
- **The Books of Sorcery, Vol. I—Wonders of the First Age** is helpful for games set in the First Age, as it contains an extensive list of First Age magical devices.
- **The Books of Sorcery, Vol. II—The White and Black Treatises** is useful for games in which one or more players expect to play high-level sorcerers, as that book contains a long list of spells for use by characters.
- **The Books of Sorcery, Vol. III—Oadenol's Codex** is useful, as it offers information on how manses and other Essence-focusing constructs are made, as well as the ins and outs of thaumaturgy.

Once Exalted, the new Celestial is located by the Deliberative as soon as possible. He's cleaned up and given a crash course in all the things a young Exalt needs to know in order to properly rule the world. The Deliberative then arranges some kind of "starter job" for him, usually an apprenticeship with an experienced Exalted mentor or some unimportant duty that a new Celestial can perform to gain on-the-job training. The nature of this appointment is largely a function of how the player allocates her character's traits, especially her Background dots.

The rules are slightly different for a newly Exalted Dragon-Blooded character. While nothing is ever certain, the Deliberative has spent centuries overseeing Dragon-Blooded breeding and can predict with a high degree of accuracy which children of Dragon-Blooded families will Exalt. Of course, such predictions are much easier in the First Age. The events of the Usurpation and the Great Contagion have not devastated the Dragon-Blooded ranks, and the Terrestrial bloodlines are much purer. Most children of Dragon-Bloods with high Breeding are likely to Exalt, and the "lost eggs" so common to the Age of Sorrows are quite rare in the First Age.

Nearly all Dragon-Blooded characters are raised in Gentes that have faithfully served a particular Celestial Exalt (or more accurately, a particular Celestial Exaltation) for centuries. Even the death of the patron does not end his connection to the Dragon-Blooded family in his employ, as the future Solar who inherits his Exaltation will enjoy the same bond of fealty as her predecessor. Generally, Dragon-Blooded characters have a much better educational background than newly Exalted Celestials do, despite the best efforts of Celestial educational techniques. Dragon-Blooded characters also begin with free dots in Backgrounds that represent their placement by virtue of birth and Exaltation within a vast social infrastructure. There are two drawbacks to these benefits. One is that the Dragon-Blood's advantages are rarely his own. Instead, they are products of the Dragon-Blood's status as a favored lieutenant, a seneschal or even a majordomo to a Celestial Exalt. The other is that, as powerful as these advantages of status and training are in the short term, they will eventually be outstripped by the natural advantages of Exaltation.

For perspective, consider two characters. One is a starting Dragon-Blood whose family is vassal to a particular Solar Exalt. The other is a starting Solar who is the neophyte reincarnation of the Dragon-Blood's previous Solar patron. Initially, the Dragon-Blood has some advantages over the Solar—a superior understanding of the Solar's properties, of bureaucratic manipulation, of military tactics—which could cause the Solar to view him as a trusted advisor or even a mentor. After a few years, however, the Solar's superior learning curve will erase this advantage. The Solar might continue to value the Dragon-Blood's opinions, but it won't be because the Dragon-Blood knows anything the Solar doesn't.

Accordingly, the first steps in creating an Exalted character of any sort are to decide the character's concept, his place of origin and, above all, the nature of his Exaltation.

## ATTRIBUTES

The next step is to assign Attribute dots. This step works basically the same for all Exalted types (and really for any character). There are three categories of Attributes: Physical, Social and Mental. The Physical Attributes are Strength, Dexterity and Stamina. The Social Attributes are Charisma, Manipulation and Appearance. The Mental Attributes are Perception, Intelligence and Wits. All of these Attributes are defined in **Exalted**, pp. 101–102.

The player must decide which of the three Attribute categories is of primary importance to her character, then which one is secondary, and finally which one is tertiary. Depending on the type of Exaltation (and the age and experience of the character), the player allocates a set number of dots among the primary Attributes, a smaller number of dots among the secondary Attributes and an even smaller number among the tertiary Attributes. For example, a typical starting Solar character begins with eight dots to divide among her primary Attributes, six dots to divide among her secondary Attributes and four dots to divide among her tertiary Attributes. The number of dots available to each Exalted type is described under the specific character-creation rules for that type. All characters begin with one free dot in each Attribute.

Things are a little different for Lunar Exalted. Lunars focus their Charms through Attributes rather than Abilities and are better able to increase those Attributes. The player of a Lunar character must note which Attributes are associated with his character's caste. Lunar Caste Attributes are discussed more fully on page 17. The player then must select one non-Caste Attribute to be a Favored Attribute. Finally, after he allocates his starting Attribute dots among his primary, secondary and tertiary Attribute groups, he gains two additional Attribute dots to spend on any Caste or Favored Attribute.

No Attribute can be raised above five dots in a starting character.

## ABILITIES

The next step in character creation is determining the character's Abilities. There are 25 Abilities used in **Exalted**: Archery, Athletics, Awareness, Bureaucracy, Craft, Dodge, Integrity, Investigation, Larceny, Linguistics, Lore, Martial Arts, Medicine, Melee, Occult, Performance, Presence, Resistance, Ride, Sail, Socialize, Stealth, Survival, Thrown and War. These Abilities are defined in **Exalted** on pages 106–110. Some of these Abilities are modified for use in the First Age, as described on pages 28–30.

The default character-creation rules for **Dreams of the First Age** assume that a Celestial Exalt character has been Exalted for a year or so and has mastered all the skills that the Deliberative expects a neophyte Prince of the Earth to learn before he is released to seek his destiny. Not every

young Solar fully accepts the reasoning behind this required training. For example, a young Dawn Caste who is not from a military background might not see why she should be required to study military tactics just because of her caste when she has no interest in leading troops into battle. Fortunately, while the Deliberative doesn't force young Exalts to pursue a specific course of study, elder Exalts are usually on hand to "convince" their younger kin of the necessity of the training, sometimes with subtle mind-altering Charms. It is no coincidence that training in the Integrity Charms that best fend off such mental control is *not* part of the required training regimen. Young Exalts who wish to master such Charms must do so on their own.

The specialized training that all young Celestial Exalts must undergo is reflected in eight free Ability dots that all such characters receive. They are known as Celestial Training Abilities.

### CELESTIAL TRAINING ABILITIES

Bureaucracy, Presence or Socialize 1; Lore 2; Occult 2, Ride or Sail 1; two dots allocated among Archery, Martial Arts, Melee or Thrown

In addition to eight free dots in the Celestial Training Abilities, Celestial Exalts also begin with four free dots in Caste Training Abilities. These Abilities vary according to which type of Exalt the character is. Caste Training Abilities are discussed more fully in the sections for each individual Exalt type.

Dragon-Blooded characters begin with 12 free dots in Terrestrial Training Abilities, as a result of growing up in a Dragon-Blooded family and becoming better prepared for Exaltation. The default assumption of **Dreams of the First Age** is that a newly created Dragon-Blooded character will be a little older and more seasoned than a newly created Celestial Exalted character. Dragon-Blooded characters do not have castes and do not receive specialized Caste Training Abilities.

### TERRESTRIAL TRAINING ABILITIES

Archery 1, Bureaucracy 1, Lore 2, Martial Arts 1, Melee 1, Occult 1, Performance 1, Presence 1, Ride 1, Socialize 1, War 1

Once all free Training Abilities are allocated, the player can spend the rest of his Ability dots. The player must first note on his character sheet which Abilities are Caste Abilities

(except for Lunars, who do not have Caste Abilities) and then choose which Abilities are Favored Abilities. You cannot pick a Caste Ability as a Favored Ability. Exalted characters get price breaks on purchasing additional dots in Caste and Favored Abilities with bonus points and experience points. They also get price breaks on purchasing Charms associated with Caste and Favored Abilities. A character must have at least one dot in each Favored Ability, however, and he must generally split some of his starting Charms among Caste and Favored Abilities. Exactly how many Favored Abilities a character gets and how he must divide up his Charms is determined by Exalt type and explained in the specific sections pertaining to each Exalt type.

No Ability can be raised above three dots without the expenditure of bonus points. You can also spend bonus points to purchase Ability specialties. Each specialty gives you one extra die to roll in situations where the specialty applies. You can have a maximum of three specialty dots associated with a single Ability, and you can split those three dots up among different specialties or put multiple dots in a single specialty. For example, if you wish to specialize in Melee, you can have Melee (Daiklave +3), Melee (Daiklave +1, Sneak Attack +2) or any other combination your Storyteller approves.

### BACKGROUNDS

Solar Exalted, as the true Princes of Creation according to the Mandate of Heaven, begin with 20 dots to allocate among the various Backgrounds. Terrestrial Exalted, as the favored seneschals and adjutants of the Solars and the scions of established Dragon-Blooded Gentes, begin with 15 dots in Backgrounds. Sidereal and Lunar Exalts also begin with 15 dots to spend on Backgrounds. The various Backgrounds are discussed more fully beginning on page 30. Some Backgrounds limit who can take them. For example, only Dragon-Blooded may possess the Breeding Background, while only Lunars may possess the Heart's Blood Background.

No Background may be raised above three dots without spending bonus points. If a Celestial Exalt has five or more dots of Essence, she can purchase Legendary Backgrounds, which are essentially extra-powerful versions of normal Backgrounds. Legendary Backgrounds are explained on page 30.

### CHARMS AND OTHER MAGIC

Solar Exalted begin with 15 Charms, at least five of which must come from Caste or Favored Abilities. Lunar Exalted begin with a combination of 12 Charms or shape-shifting Knacks, with at least five Charms and one Knack coming from Caste or Favored Attributes. Sidereal Exalted begin with 12 Charms with at least five Charms coming from Auspicious or Favored Abilities. Dragon-Blooded begin with 10 Charms, with at least five Charms coming from Aspect or Favored Abilities. Siderals also get dots in Astrological Colleges, which facilitate Sidereal Astrology. Any character who has taken the Terrestrial Circle Sorcery Charm can substitute other Charm slots for sorcery spells on a one-for-one basis.

## FINAL TOUCHES

All Exalted characters begin with Essence 3. Personal and Peripheral Essence pools are calculated according to the rules outlined under each Exalt type.

All characters begin with five dots to allocate among the four Virtues: Compassion, Conviction, Temperance and Valor. Each Virtue begins with one free dot. A Virtue cannot be raised above four dots without spending bonus points. All Exalted characters are subject to the Great Curse levied against them by the Primordials. The precise way in which this Curse manifests against a particular Exalt is determined by the interaction of his Exalted type with his primary Virtue and is discussed more fully in **Exalted** (for Solar Exalted) and

in the **Manuals of Exalted Power** (for the Terrestrial, Lunar and Sidereal Exalted).

All characters begin with Willpower equal to the sum of their two highest Virtues. Starting Willpower can be improved with bonus points. The player must next choose a Motivation for his character (see **Exalted**, pp. 88–89) and select a number of Intimacies equal to his character's Compassion (see **Exalted**, p. 90).

Finally, the player can spend 18 bonus points to round out the character. The cost for most traits varies according to Exalt type. A Bonus Point Costs chart can be found on the Character Creation Summary pages for each Exalt type.

## MORTAL CHARACTERS

Instead of playing mighty Exalted, your players might wish to play as ordinary mortal citizens of the First Age. While the First Age is a utopia compared to the Age of Sorrows, Creation can still be dangerous for those who are not blessed with the power of Exaltation. To a mortal hero, ordinary bandits can be deadly, and a simple fever can end one's life if no First Age medical treatments are available. Although the mortal characters described here are heroic mortals, the Exalted (and especially the Solar Exalted) are demigods, and even those newest to Exaltation vastly outclass even the most experienced mortal. As a result, every character in a series should be Exalted or every character should be mortal, as a mixed series would be extremely unfair to mortal characters. Heroic mortal character creation is as follows.

### STEP ONE: CONCEPT

The concept is key to an interesting, three-dimensional character. Mortals choose Motivations as normal but have neither castes nor aspects. Heroic mortals still require heroic Motivations, but not ones as epic as those of the Exalted.

### STEP TWO: ATTRIBUTES

Prioritize Attributes as normal. Heroic mortals get six dots to spend in their primary category, four dots in their secondary, and three dots in their tertiary. Ordinary mortals have only four dots to spend in their primary category, and three dots to spend in each of the other two.

### STEP THREE: ABILITIES

Mortals do not have Caste Abilities. Heroic mortals get 25 dots to distribute among their Abilities, while normal mortals get 18. A heroic mortal may choose one Ability as a Favored Ability, complete with a discount. Such a character can never have any other Ability rated higher than his Favored Ability. Mortals may choose specialties as normal.

### STEP FOUR: ADVANTAGES

Mortals select Virtues as normal and distribute five dots among them. Mortals do not suffer from the Great Curse and have neither Virtue Flaws nor Limit Breaks. Mortals receive seven dots for Backgrounds, chosen from the following: Allies\*, Arsenal, Artifacts, Command\*, Connections\*, Familiar, Henchmen, Mentor\*, Panoply, Reputation, Resources. If a mortal takes a Background marked with an asterisk, her rating cannot exceed 3.

### STEP FIVE: FINISHING TOUCHES

Mortals calculate Willpower as normal. All mortals begin with an Essence of 1, which cannot be upgraded with bonus points. Some mortals develop the capacity to channel Essence, though, and can learn to increase their permanent Essence ratings with experience. Mortals choose Intimacies equal to their Compassion as normal.

To compensate somewhat for the vast gulf between mortals and the Exalted, mortal characters get 21 bonus points. These points may be spent on any traits except Charms, Essence and Backgrounds that are not available to mortal characters. Mortals can also spend bonus points to acquire mutation implants (see p. 47).



## SOLAR CHARACTER CREATION

This section discusses how to create a starting Solar character who has been Exalted for a year or so and who has just been released to forge his own destiny in Creation. At the end of the character-creation rules are alternative rules for more experienced Solar characters (either for Storyteller characters who serve as antagonists or for players' characters in games of a higher level of power and influence).

### STEP ONE: CHARACTER CONCEPT

Character concept answers two questions: Who was your character before Exaltation, and what is he on the road to becoming now that he is Exalted? Any mortal in Creation can receive the blessing of the Unconquered Sun, from a lowly fisherman in the Far West to a nomadic trader in the burning South to a voluptuous concubine on the Blessed Isle itself. Before you fill in any dots, ask yourself questions about your character. Where was he born? What was his lifestyle growing up? How did he feel about the Exalted before he became one? What did he do for a living? How old was he at the time of his Exaltation?

You can change your answers to these questions as you progress through character creation, but they give you a good foundation for creating a well-rounded and interesting character.

### CASTE

Solar Exalts are divided into five castes, which largely determine the societal role an Exalt is expected to play. The Unconquered Sun affords his Chosen great latitude in how they fulfill their responsibilities, but however a Solar chooses to approach his caste duties, he cannot evade them altogether if he hopes to retain the favor of Heaven and the respect of his peers. Each caste has five Caste Abilities associated with it. Each caste also has a unique anima power that Solars of that caste can use. Finally, Solars of a particular caste gain four free dots in Abilities due to specialized caste training (discussed more fully under Abilities). The five Solar castes are as follows:

**Dawn:** The Dawns are the generals and warriors of the Unconquered Sun. The Caste Abilities associated with the Dawn Caste are Archery, Martial Arts, Melee, Thrown and War. The Dawn anima power allows the Solar to become awesome and terrifying for the duration of the scene. The mechanics of this power are described in *Exalted*, p. 92.

**Zenith:** The Zeniths are the prophets, mystics and priest-kings of the Solar Deliberative. The Caste Abilities associated with the Zenith Caste are Integrity, Performance, Presence, Resistance and Survival. The Zenith anima power allows the Lawgiver to render dead bodies to dust and better combat creatures of darkness. The mechanics of this power are described in *Exalted*, pp. 93–94.

**Twilight:** The Twilights are the sorcerers, savants and engineers who have produced the awesome magitech wonders

that fuel the glories of the First Age. The Caste Abilities associated with the Twilight Caste are Craft, Investigation, Lore, Medicine and Occult. The Twilight anima power protects the Exalt with a shield of force. The mechanics of this power are described in **Exalted**, pp. 95–96.

**Night:** The night belongs to the spies and assassins who walk in dark places to protect the people from harm. The Caste Abilities associated with the Night Caste are Athletics, Awareness, Dodge, Larceny and Stealth. The Night anima power allows the Exalt to move with great stealth and to suppress his anima so that it doesn't glow brightly and give away his position. The mechanics of this power are described in **Exalted**, p. 98.

**Eclipse:** The Eclipses are the businessmen, diplomats and naval tacticians of the Realm who oversee its ever-stretching borders and who use diplomacy and guile to keep the dreaded Fair Folk at bay. The Caste Abilities associated with the Eclipse Caste are Bureaucracy, Linguistics, Ride, Sail and Socialize. The Eclipse anima power allows them to sanctify oaths that are backed by the power of Heaven itself. Also, Solars of this Caste are beneficiaries of millennia of diplomatic treaties and can freely enter Yu-Shan, Malfeas or the Wyld itself without fear of assault as long as their business is official. Finally, Eclipse Caste Solars, alone of all the Exalted, can learn the Charms of non-Solars. The mechanics of these powers are described in **Exalted**, p. 100.

## MOTIVATION

Motivation simply means this: "What is your character's goal in life?" When circumstances conspire to make the character either act in furtherance of or contravene his Motivation, it has implications for how the character regains Willpower and how he responds to certain social attacks. The implications of Motivation are more fully described in **Exalted**, pp. 88–89 and 172–173. Solar Motivations tend to be epic goals that, if fulfilled, will affect the lives of a large number of people: the conquest of a great kingdom, large-scale changes in all of Creation, a fundamental shift in the social paradigm of the human race.

## STEP TWO: ATTRIBUTES

A Solar Exalt gets eight dots to distribute among his primary Attributes, six dots to distribute among his secondary Attributes and four dots to distribute among his tertiary Attributes.

## STEP THREE: ABILITIES

A Solar Exalt gets eight free dots in Abilities by virtue of Celestial Training—one dot in Bureaucracy, Presence or Socialize; Lore 2; Occult 2; Ride or Sail 1; and two dots allocated among Archery, Martial Arts, Melee or Thrown. Members of each Solar Caste also receive specialized training in areas considered appropriate to their societal role. Some of these Abilities are Caste Abilities, but others are not. Collectively, these are called Caste Training Abilities. Each Caste gains free dots in those Training Abilities *in addition to*

the dots gained from the Celestial Training Abilities.

**Dawn Training Abilities:** two dots in Archery, Martial Arts, Melee or Thrown; one dot in Ride or Sail; War 1

**Zenith Training Abilities:** Bureaucracy 1, Performance 2, Presence 1

**Twilight Training Abilities:** Craft 1, Lore 1, Medicine 1, Occult 1

**Night Training Abilities:** two dots in Investigation or Larceny; one dot in Archery, Martial Arts, Melee or Thrown; Stealth 1

**Eclipse Training Abilities:** Integrity 1; Linguistics 1; one dot in Ride or Sail; one dot in Bureaucracy, Performance, Presence or Socialize

After noting all the free dots your character gets through training, pick her five Favored Abilities (which cannot be Caste Abilities). Divide 10 dots among your Caste and Favored Abilities. You must have at least one dot in every Favored Ability. Once that's done, allocate the other 18 Ability dots as you wish. You cannot raise an Ability above 3 without spending bonus points.

## STEP FOUR: ADVANTAGES

Advantages include a variety of traits that are not ranked and (usually) do not form dice pools. Rather, they consist of traits with static values such as Backgrounds, magical powers or Virtues.

### BACKGROUNDS

Backgrounds measure intangible traits that a character possesses and can use to her advantage, such as material wealth, social status, personal possessions or other such qualities. Some Backgrounds limit which Exalted types can possess them.

Solar Exalted begin with 20 points in Backgrounds. Also, all Solars begin with one free dot in the Cult Background and one free dot in the Manse Background (representing a manse somewhere in Meru, most likely a one-dot Air or Earth manse unless the player assigns more dots to improve the quality of this manse). A comprehensive list of Background traits, along with a description of each, begins on page 30.

### CHARMS

Each Solar begins with 15 Charms. At least five of them must be associated with either Caste or Favored Abilities.

### VIRTUES

Your character gets five dots to divide among the four Virtues. No Virtue rating can go above 4 without spending bonus points. Choose a Virtue that is rated at 3 or higher as your character's primary Virtue, then choose an appropriate Virtue Flaw. Virtues are explained more fully in **Exalted**, pp. 102–103, while Virtue Flaws for Solar Exalted are found on pages 103–105 of **Exalted**.

## STEP FIVE: FINISHING TOUCHES

All Solar Exalts begin with a permanent Essence rating of 3. The character's Willpower is the sum of his two

highest Virtues. You can raise your character's Willpower with bonus points, but you cannot raise it above 8 unless at least two Virtues are rated 4 or higher.

A Solar Exalt's Personal Essence pool is equal to  $([Essence \times 3] + Willpower)$ . His Peripheral Essence is equal to  $([Essence \times 7] + Willpower + [the \text{ sum of the character's Virtues}])$ . A Solar begins with seven health levels (-0/-1/-1/-2/-2/-4/Incapacitated) and can purchase more through the Solar version of the Ox-Body Technique Charm (see **Exalted**, p. 208).

A character begins with a number of Intimacies equal to his starting Compassion. Intimacies are more fully explained in **Exalted**, pp. 90 and 172–174.

## ALTERNATIVE SOLAR CHARACTER CREATION

The default character-creation rules for Solar Exalted assume that the character has Exalted fairly recently, that she has only recently finished her specialized training regimen and that she has only just assumed her role as a member of the Solar Deliberative. A Storyteller character created under those rules would count as a three-dot ally (per the Allies Background). The rules outlined here describe how to create more powerful Solars, whether to serve as more powerful antagonists or allies or for use in a series designed for elder characters.

Character creation for these more powerful Solars uses all the rules for standard character creation except as noted under each character's description.

### THE ESTABLISHED SOLAR (ALLIES •••• OR MENTOR •••)

The Established Solar has one or two centuries of experience in dealing with the intricate, cutthroat politics of the Deliberative and the practical realities of life outside Meru. She has probably acquired at least one significant principality for herself unless she has chosen to concentrate on direct service to the Deliberative (whether politically or in the military) to the exclusion of any personal agenda.

**Attributes:** The Established Solar begins with nine dots to allocate among her primary Attributes, seven for her secondary Attributes and six for her tertiary Attributes.

**Abilities:** After noting all Training Abilities, the Established Solar gets an additional 15 dots to divide among her Caste and Favored Abilities (with at least one dot in each Favored Ability), plus an additional 30 dots to spend as she wishes. The Established Solar also gets three free specialty dots to allocate as she wishes. Remember, you can never associate more than three specialty dots with a single Ability. The most dots you can have in any Ability is five or an amount equal to the character's Essence (whichever is higher).

**Backgrounds:** The Established Solar gets 30 dots to spend on Backgrounds. No Background can be raised above 4 without spending bonus points. An Established Solar can purchase six-dot Legendary Backgrounds with bonus points if she first raises her permanent Essence to 5.

**Charms:** The Established Solar gets 35 Charms, at least 12 of which must come from Caste or Favored Abilities.

**Virtues:** The Established Solar gets five dots to divide among her Virtues, which can be raised to 5 at this stage without spending bonus points.

**Essence:** The Established Solar begins with Essence 4.

**Bonus Points:** The Established Solar has 35 bonus points to spend.

### THE INFLUENTIAL SOLAR (ALLIES ••••• OR MENTOR ••••)

The Influential Solar is between 800 and 1,500 years old. A mover and shaker in the Deliberative and master of at least a moderately-sized dominion, he is respected by the majority of his peers, although even he must still tread cautiously against the hoary ancients who truly dominate Solar society.

**Attributes:** The Influential Solar begins with 12 dots to allocate among his primary Attributes, 10 to spend on his secondary Attributes and eight to spend on his tertiary Attributes.

**Abilities:** After noting all Training Abilities, the Influential Solar gets 25 dots to divide among his Caste and Favored Abilities (with at least one dot in each Favored Ability), plus 35 more dots to spend as he wishes. The Influential Solar also gets six free specialty dots to allocate as he wishes. Remember, you can never associate more than three specialty dots with a single Ability. The most dots you can have in any Ability is an amount equal to the character's Essence.

**Backgrounds:** The Influential Solar gets 40 dots to spend on Backgrounds. No Background can be raised above 5 without spending bonus points. An Influential Solar can purchase six-dot Legendary Backgrounds with bonus points.

**Charms:** The Influential Solar gets 85 Charms, at least 25 of which must come from Caste or Favored Abilities.

**Virtues:** The Influential Solar gets five dots to divide among her Virtues, which can be raised to 5 at this stage without spending bonus points.

**Essence:** The Influential Solar begins with Essence 6.

**Bonus Points:** The Influential Solar has 50 bonus points to spend.

### THE LEGENDARY SOLAR (ALLIES •••••• OR MENTOR ••••••)

The Legendary Solar is well over 1,500 years old. The Legendary Solars are figures of living myth—beings of immense power who could potentially destroy much of Creation if they were of a mind to do so. Queen Merela is such an entity, as is the Hierophant and most of his circle. Having such beings as allies is as much a curse as a blessing, as such a relationship invariably draws the younger Solar into Creation-shaking events. There is a reason that the phrase "May you gain the attention of important people" is considered a curse.

**Attributes:** The Legendary Solar begins with 15 dots to allocate among her primary Attributes, 12 to spend on her secondary Attributes and 10 to spend on her tertiary Attributes.

**Abilities:** After noting all Training Abilities, the Legendary Solar gets an additional 35 dots to divide among his Caste and Favored Abilities (with at least one dot in each Favored Ability), then 55 more dots to spend as he wishes. The Legendary Solar also gets 10 free specialty dots to allocate as he wishes. Remember, you can never associate more than three specialty dots with a single Ability. The most dots you can have in any Ability is equal to the character's Essence.

**Backgrounds:** The Legendary Solar gets 50 dots to spend on Backgrounds. A Legendary Solar can purchase six-dot Legendary Backgrounds without the need for bonus points.

**Charms:** The Legendary Solar gets 155 Charms, at least 75 of which must come from Caste or Favored Abilities.

**Virtues:** The Legendary Solar gets five dots to divide among her Virtues, which can be raised to 5 at this stage without spending bonus points.

**Essence:** The Legendary Solar begins with Essence 7.

**Bonus Points:** The Legendary Solar has 75 bonus points to spend.

## LUNAR CHARACTER CREATION

This section discusses how to create a starting Lunar character who has been Exalted for a year or so and has just been released to find her own path to stewardship. At the end of the character-creation rules are alternative rules for more experienced Lunar characters (either for Storyteller characters who serve as antagonists or for players' characters in games of a higher level of power and influence).

### STEP ONE: CHARACTER CONCEPT

Character concept for Lunar Exalted means exactly what it did for Solar Exalted: Who was your character before Exaltation, and what is she on the road to becoming now that she is Exalted? There are also some additional questions for a Lunar Exalt, mainly pertaining to her animal side, such as what her spirit shape and her Tell are.



### FIRST AGE LUNARS VS. LUNARS IN THE AGE OF SORROWS

In the First Age, there is no such thing as a "Casteless Lunar." Initially, all Lunars are technically casteless, with their caste mark shifting with the lunar cycle. Eventually, over the course of several months, the caste "settles" on the one most appropriate to the Exalt's personality and sensibilities. Lunars need do nothing to "fix" their castes, they do not wear moonsilver tattoos (except perhaps as decoration), and they do not have the total immunity to Shaping effects that target their physical forms as they have in the Second Age. When confronted by the prospect of Wyld mutation or other comparable Shaping effects, Lunars add two dice to all rolls to resist. Despite Second Age propaganda to the contrary, Lunars in the Era of Dreams cannot practice Sidereal Martial Arts.

### CASTE

Like Solars, Lunar Exalted are divided into five castes that largely determine what societal role an Exalt is expected to play. The distinctions between the Lunar castes are somewhat blurred compared to the sharper divisions that separate the Solar castes. For example, while Full Moon Lunars are the preeminent warriors of the Lunar Exalted, it is the Half Moons who are the leading tacticians.

Lunars do not have Caste Abilities. Instead, each of the five Lunar Castes is associated with three Attributes. Like all Exalted, however, each Lunar caste has a unique anima power. Finally, although Lunars do not have Caste Abilities per se, members of each particular caste do gain four free

dots in certain Abilities due to specialized caste training (discussed more fully under Abilities). The five Lunar castes are as follows:

**Full Moon:** The Full Moons are the warriors of Luna—not generals or soldiers as the Dawn Caste Solars are, but savage berserkers who epitomize Luna’s strength and directness. The Caste Attributes for Full Moons are Strength, Dexterity and Stamina. The anima of a Full Moon allows her to spend five motes to double her speed and leaping distances for a scene and also to double her Strength for the purpose of feats of strength. This effect stacks with other increases, but only by adding a factor equal to the original value, not by continuing to multiply by two. That is, a Lunar who increases her running speed twice moves at three times her normal speed, not four. This power activates automatically when the Full Moon has spent 11+ motes of Peripheral Essence.

**Waxing Moon:** The Waxing Moons are the priests and courtiers of Luna, elegant wordsmiths and fiery orators who represent the Moon’s power over the emotions. The Caste Attributes for the Waxing Moons are Charisma, Manipulation and Appearance. A Waxing Moon can channel 10 motes of Essence through his anima. Doing so causes it to glow with a silvery light and illuminate an area with a radius of (Essence x 5) yards in all directions. While this power is in effect, the Waxing Moon gains additional lethal and bashing soak equal to his Essence against all attacks from creatures of the Wyld. In addition, he can add his Essence to the minimum number of dice rolled for post-soak damage against creatures of the Wyld. This effect comes into play automatically when the Waxing Moon has spent 11+ motes of Peripheral Essence. For purposes of this effect, “creatures of the Wyld” includes Fair Folk, Fae-Blooded and any being with more than five points of Wyld mutations.

**Half Moon:** The Half Moons are the judges of Luna, ruthless strategists who advised the Dawn Caste Solars on military tactics and the Zenith Caste Solars on legal policy with equal aplomb. The Caste Attributes for the Half Moons are Charisma, Perception and Intelligence. The Half Moon anima power costs five motes and allows her to add dice equal to her permanent Essence to Join Battle, Join Debate and Join War rolls, and to all rolls to detect unexpected attacks for the remainder of the scene. This power activates automatically when the Half Moon has spent 11+ motes of Peripheral Essence.

**Waning Moon:** The Waning Moons are sometimes referred to as the rogues of Luna—brash, impudent and cunning tricksters who defy conformity and convention. The Caste Attributes for the Waning Moons are Dexterity, Manipulation and Wits. A Waning Moon’s anima power allows him to spend 10 motes to craft an illusion that makes him appear to be one other person he knows (without the need for stealing that form through the Lunar ritual hunt). The illusion affects all senses, and while protected by it, the Waning Moon can add an amount equal to his Essence to any social action to successfully pose as the person he im-

personates or to appear generally trustworthy. Alternatively, this power can be used to bathe the Waning Moon in an array of ever-shifting shadow and silver light that makes him difficult to see clearly. Doing so adds an amount equal to his Essence to the difficulty of any attempts to identify him by sight (assuming the investigator did not see him before this power was activated). If a Waning Moon who is hiding behind an illusion activates his anima banner at any level, it automatically pierces the illusion and the anima power defaults to its obfuscation function. Also, if the Lunar spend 11+ motes of Peripheral Essence, that aspect of the power automatically activates.

**No Moon:** The No Moons are the thinkers of Luna—scholars and sorcerers who walk alongside the Twilight Solars on the strange roads they travel. The Caste Attributes for the No Moons are Perception, Intelligence and Wits. A No Moon can draw upon the darkness that falls on the nights of the new moon. She must spend at least one mote of Essence and can spend up to twice her permanent Essence in motes. For the remainder of the scene, she will be surrounded by an inky black penumbra that inflicts a -1 external penalty on all attackers who cannot see through darkness. Additionally, the cost of Charms that explicitly require an Occult roll, as well as the cost of any spells cast, are reduced by a number of motes equal to what the No Moon spent to activate her anima (to a minimum of half the Charm or spell’s normal cost). Whenever the No Moon spends 11+ motes of Peripheral Essence, this power activates at full strength (i.e., as if she had spent twice her permanent Essence in motes).

### SPIRIT SHAPE AND THE TELL

Each Chosen of the Moon gains two additional characteristics upon Lunar Exaltation. The first is a spirit shape, which is a second natural shape in addition to the Lunar’s normal human shape. Generally, the spirit shape is that of an animal to whom the Lunar has a totemic connection. In addition, each Lunar has a singular characteristic known as a Tell, which is a mark present in all her forms for those with the wit to see it. The spirit shape and the Tell are explained more fully in *The Manual of Exalted Power—The Lunars*, pp. 98 and 127–130.

### MOTIVATION

Motivations for Lunar characters work pretty much as they do for Solar characters except in their scope. While the Unconquered Sun desires children with epic Motivations who wish to change the world, Luna pays more attention to the protective instinct. The Motivations of her Exalts tend to focus on protecting something important, be it a small village or an entire continent.

## STEP TWO: ATTRIBUTES

A Lunar Exalt gets eight dots to distribute among her primary Attributes, six dots to distribute among her secondary Attributes and four dots to distribute among her tertiary Attributes. Additionally, note which Attributes are Caste Attributes

(as noted under the descriptions of the five Lunar castes) and pick a fourth Attribute as a Favored Attribute. You get two extra dots to place in either Caste or Favored Attributes. No Attribute can be raised above 5 for a starting character.

## STEP THREE: ABILITIES

A Lunar Exalt gets eight free dots in Abilities by virtue of Celestial Training—one dot in Bureaucracy, Presence or Socialize; Lore 2; Occult 2; one dot in Ride or Sail; and two dots allocated among Archery, Martial Arts, Melee or Thrown. Members of each Lunar caste also receive specialized training in areas considered appropriate to their societal role. Collectively, these are called Caste Training Abilities. Each caste gains free dots in those Abilities *in addition to* the dots gained from the Celestial Training Abilities. You cannot raise an Ability above 3 without spending bonus points.

**Full Moon Training Abilities:** one dot in either Archery, Martial Arts, Melee or Thrown; Resistance 1; Survival 1; War 1

**Waxing Moon Training Abilities:** Performance 1, Presence 1, Socialize 1, Survival 1

**Half Moon Training Abilities:** Investigation 1, Presence 1, Survival 1, War 1

**Waning Moon Training Abilities:** Larceny 2, Stealth 1, Survival 1

**No Moon Training Abilities:** Craft 1, Lore 1, Occult 1, Survival 1

After noting all the free dots your character gets through training, pick three Favored Abilities, one of which must be Survival. Divide five dots among your Favored Abilities. You must have at least one dot in every Favored Ability. Once that's done, you get 20 more Ability dots to allocate as you wish.

## STEP FOUR: ADVANTAGES

Advantages function for Lunars as they do for Solars except that Lunars have access to some Backgrounds (such as Heart's Blood and Solar Bond) that are not available to other Exalted.

### BACKGROUNDS

Lunar Exalted begin with 15 dots in Backgrounds. Also, all Lunars gain one free dot in the Cult Background. A comprehensive list of Background traits, along with a description of each, begins on page 30.

### CHARMS

Each starting Lunar chooses a total of 12 Charms and Knacks. (Knacks are special Charm-like powers that help to facilitate Lunar shapeshifting.) The Lunar's 12 choices must consist of at least four Charms and at least one Knack. At least four of his total Charms must be associated with the Lunar's Caste or Favored Attributes.

### VIRTUES

Lunars get five points to divide among the four Virtues. No Virtue rating can go above 4 without spending bonus points.

Choose a Virtue that is rated at 3 or higher as your character's primary Virtue and then choose an appropriate Virtue Flaw. Virtues are explained more fully in *Exalted*, pp. 102–103, while Virtue Flaws for Lunar Exalted are found in *The Manual of Exalted Power—The Lunars*, pp. 121–123.

## STEP FIVE: FINISHING TOUCHES

All Lunar Exalts begin with a permanent Essence rating of 3. The character's Willpower is the sum of his two highest Virtues. You can raise your character's Willpower with bonus points, but you cannot raise it above 8 unless at least two Virtues are rated 4 or higher.

A Lunar Exalt's Personal Essence pool is equal to (Essence + [Willpower x 2]). His Peripheral Essence is equal to ([Essence x 4] + [Willpower x 2] + [the character's highest Virtue x 4]). A Lunar begins with seven health levels (-0/-1/-1/-2/-2/-4/Incapacited) and can purchase more through the Lunar version of the Ox-Body Technique Charm (see *The Manual of Exalted Power—The Lunars*, p. 156). Unlike the Ox-Body Techniques practiced by other Exalted, the Lunar version also confers two additional Dying health levels every time it is taken (see *Exalted*, pp. 150–151).

A character begins with a number of Intimacies equal to his starting Compassion. Intimacies are more fully explained in *Exalted*, pp. 90 and 172–174.

## ALTERNATIVE LUNAR CHARACTER CREATION

The default Lunar character counts as a two-point ally (per the Allies Background). More powerful Lunars are constructed according to the rules outlined here.

### THE ESTABLISHED LUNAR (ALLIES ••• OR MENTOR ••)

The Established Lunar is a few centuries old. She is typically a powerful warrior, regardless of caste, and she might be able to draw upon the resources of a powerful Solar mate (depending on whether she possesses the "Solar Bond" Background).

**Attributes:** The Established Lunar begins with 11 dots to allocate among her primary Attributes, nine to spend on her secondary Attributes and eight to spend on her tertiary Attributes. She also gains two additional dots to allocate among Caste and Favored Attributes.

**Abilities:** After noting all Training Abilities, the Established Lunar gets an additional 13 dots to divide among his Favored Abilities (with at least one dot in each Favored Ability), then 25 more dots to spend as he wishes. The most dots you can have in any Ability is five or an amount equal to the character's Essence (whichever is higher).

**Backgrounds:** The Established Lunar gets 20 dots to spend on Backgrounds. No Background can be raised above 4 without the need for bonus points. An Established Lunar can purchase six-dot Legendary Backgrounds with bonus points if she first raises her permanent Essence to 5.

**Charms:** The Established Lunar gets a combination of any 30 Charms and Knacks. She must have at least five of each, and at least 10 Charms must come from Caste or Favored Attributes.

**Virtues:** The Established Lunar gets five dots to divide among her Virtues, which can be raised to 4 at this stage without spending bonus points.

**Essence:** The Established Lunar begins with Essence 4.

**Bonus Points:** The Established Lunar has 35 bonus points to spend.

### THE INFLUENTIAL LUNAR (ALLIES •••• OR MENTOR •••)

The Influential Lunar is between 800 and 1,500 years old. A powerful servant of Luna, he has probably either outlived a Solar mate or learned how to cope with a Legendary one. He might have a principality of his own or rule one on behalf of his mate.

**Attributes:** The Influential Lunar begins with 13 dots to allocate among his primary Attributes, 11 to spend on his secondary Attributes and nine to spend on his tertiary Attributes. He gains two additional dots to allocate among Caste and Favored Attributes.

**Abilities:** After noting all Training Abilities, the Influential Lunar gets an additional 20 dots to divide among his Favored Abilities (with at least one dot in each Favored Ability), then 30 more dots to spend as he wishes. The Influential Lunar also gets six free specialty dots to allocate as he wishes. Remember, you can never associate more than three specialty dots with a single Ability. The most dots you can have in any Ability is equal to the character's Essence.

**Backgrounds:** The Influential Lunar gets 30 dots to spend on Backgrounds. No Background can be raised above 5 without spending bonus points. An Influential Lunar can purchase six-dot Legendary Backgrounds only with bonus points and Storyteller approval.

**Charms:** The Influential Lunar gets 74 Charms or Knacks, at least eight of each, and 22 of which must come from Caste or Favored Attributes.

**Virtues:** The Influential Lunar gets five dots to divide among her Virtues, which can be raised to 5 at this stage without spending bonus points.

**Essence:** The Influential Lunar begins with Essence 6.

**Bonus Points:** The Influential Lunar has 50 bonus points to spend.

### THE LEGENDARY LUNAR (ALLIES ••••• OR MENTOR •••••)

The Legendary Lunar is between 1,000 and 2,000 years old. Few Lunars live to this remarkable age, as the inherent brutality of Lunar existence results in most of them dying in battle. The philosopher Ingosh Silverclaws is a Legendary Lunar.

**Attributes:** The Legendary Lunar begins with 16 dots to allocate among her primary Attributes, 13 to spend on

her secondary Attributes and 10 to spend on her tertiary Attributes, as well as an additional two dots to divide up among Caste and Favored Attributes.

**Abilities:** After noting all Training Abilities, the Legendary Lunar gets 30 dots to divide among his Favored Abilities (with at least one dot in each Favored Ability), then 45 more dots to spend as he wishes. The Legendary Lunar also gets 10 free specialty dots to allocate as he wishes. Remember, you can never associate more than three specialty dots with a single Ability. The most dots you can have in any Ability is equal to the character's Essence.

**Backgrounds:** The Legendary Lunar gets 40 dots to spend on Backgrounds. A Legendary Lunar can purchase six-dot Legendary Backgrounds with bonus points.

**Charms:** The Legendary Lunar gets 140 Charms and Knacks, with at least 20 of each. At least 35 Charms must come from Caste or Favored Attributes.

**Virtues:** The Legendary Lunar gets five dots to divide among her Virtues, which can be raised to 5 at this stage without spending bonus points.

**Essence:** The Legendary Lunar begins with Essence 7.

**Bonus Points:** The Legendary Lunar has 75 bonus points to spend.

## SIDEREAL CHARACTER CREATION

This section discusses how to create a starting Sidereal character who has been Exalted for a year or so and who has just been given an assignment by the Bureau of Destiny. At the end of the character-creation rules are alternative rules for more experienced Sidereal characters (either for Storyteller characters who serve as antagonists or for players' characters in games of a higher level of power and influence).

### STEP ONE: CHARACTER CONCEPT

Character concept for Sidereal Exalted is no different than it is for other Exalted: Who was your character before Exaltation, and what is she on the road to becoming now that she is Exalted? The chief difference is that those chosen for Sidereal Exaltation seem to be more thoughtful, intellectual and (according to some) manipulative than the average members of the other Exalted groups. Of course, many Solars and Lunars are more intellectual and manipulative than even the most cunning Sidereal. The difference is that Sidereal Exaltation seems to seek out those who actively prefer to manipulate events from behind the scenes and who are willing to forsake personal glory for the fulfillment of their goals.

### CASTE

Like Solars and Lunars, Sidereal Exalted are divided into five castes that largely determine the societal role the Exalt is expected to play. The Sidereal caste divisions are more... metaphysical than those of the other Exalted types. That is, each caste is associated with one of the Five Maidens instead of all five being the product of a single Incarna's unified

## FIRST AGE SIDEREALS VS. SIDEREALS OF THE AGE OF SORROWS

During the Usurpation, the Sidereals essentially “broke” one of the 25 heavenly constellations in an effort to conceal their complicity from divine censure. The constellation in question was called the Mask, and while the stars that formed it continued to shine, the constellation itself was irreparably damaged for purposes of Sidereal astrology.

The Breaking of the Mask had two effects. First, Sidereals were no longer able to use the Mask for “ascending and descending destiny” effects in Sidereal astrology that targeted themselves (see **The Manual of Exalted Power—The Sidereals**, p. 203). Second, all Sidereals were supernaturally occluded by an effect called the “Arcane Fate,” which prevented most beings from recognizing and remembering them. This Arcane Fate makes it difficult for modern Sidereals to form lasting relationships with anyone other than fellow Sidereals and gods.

In the First Age, the Mask has not yet been broken. Accordingly, Sidereals do not suffer the effects of Arcane Fate. They can also grant themselves the benefits of the Mask’s ascending and descending destiny effects.

design. Also, because Sidereal Exalted are charged with the maintenance of fate and destiny, their castes are designed to personify arcane astrological principles more than concrete job assignments.

Like the Solars, each Sidereal caste is associated with five Caste Abilities. Because of the Sidereals’ fate-based connection to these Abilities, however, the Abilities are typically referred to as Auspicious Abilities instead. Mechanically, there is no distinction between Castes Abilities and Auspicious Abilities. Like all Exalted, each Sidereal caste has a unique anima power. Finally, members of each caste gain four free dots in certain Abilities due to specialized caste training (discussed more fully under Abilities). The five Sidereal castes are as follows:

**Journeys:** The Chosen of Journeys regulate fate as it pertains to travel, movement and distance. The Auspicious Abilities for the Chosen of Journeys are Resistance, Ride, Sail, Survival and Thrown. As an anima power, the Sidereal can spend 10 motes to activate the Lesser Sign of Mercury. This effect triples running Move and Dash actions for him and any of his allies (including their mounts) within (Essence x 10) yards. The mechanics for this power are more fully explained in **Exalted**, p. 334, and in **The Manual of Exalted Power—The Sidereals**, p. 109.

**Serenity:** The Chosen of Serenity regulate fate as it pertains to life, love, recreation and procreation. The Auspicious Abilities for the Chosen of Serenity are Craft, Dodge, Linguistics, Performance and Socialize. As an anima power, the Sidereal can spend 10 motes to activate the Lesser Sign of Venus. This effect adds a number of automatic successes equal to her Essence to all Performance rolls made by her or her allies within (Essence x 10) yards. The mechanics for this power are more fully explained in **Exalted**, p. 334, and in **The Manual of Exalted Power—The Sidereals**, p. 111.

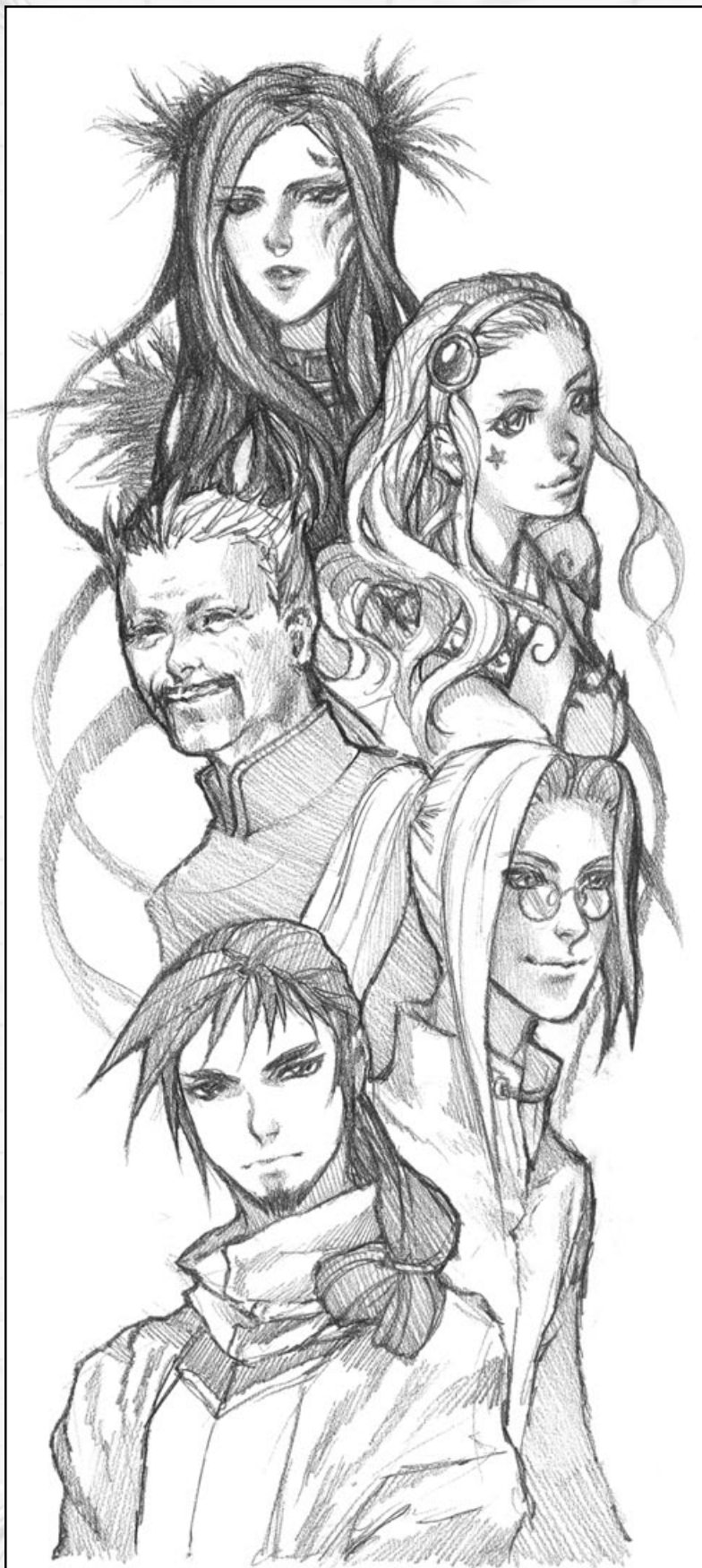
**Battles:** The Chosen of Battles manipulate fate in the context of combat and direct conflict. The Auspicious Abilities for the Chosen of Battles are Archery, Athletics, Melee, Presence and War. By spending 10 motes, the Sidereal can invoke the Lesser Sign of Mars as an anima power. This effect reduces damage rolled in Step 10 of attack resolution by one health level (to a minimum of zero). This effect protects both the Sidereal and her allies within (Essence x 10) yards. The mechanics for this power are more fully explained in **Exalted**, p. 334, and in **The Manual of Exalted Power—The Sidereals**, p. 113.

**Secrets:** The Chosen of Secrets shape fate where it applies to concealed actions and hidden knowledge. They also see to it that some things that are best forgotten remain so... or become so. The Auspicious Abilities for the Chosen of Secrets are Investigation, Larceny, Lore, Occult and Stealth. As an anima power, the Sidereal can spend 10 motes to invoke the Lesser Sign of Jupiter. Doing so renders him and his allies within (Essence x 10) yards immune to mind reading and unnatural mental influence from opponents with an Essence less than his own. Against opponents with an equal or higher Essence, those protected by the Lesser Sign of Jupiter add an amount equal to the Sidereal’s Essence to the MDV of any affected person. The mechanics for this power are more fully explained in **Exalted**, p. 334, and in **The Manual of Exalted Power—The Sidereals**, p. 115.

**Endings:** The Chosen of Endings shape fate as it applies to change, death and completion. The Auspicious Abilities for the Chosen of Endings are Awareness, Bureaucracy, Integrity, Martial Arts and Medicine. By spending 10 motes, the Sidereal can invoke the Lesser Sign of Saturn as an anima power. Doing so increases the damage inflicted by her and her allies within (her Essence x 10) yards by one level, applied after rolling in Step 10 of attack resolution, as long as an attack inflicts at least one level of damage before considering the effect. The mechanics for this power are more fully explained in **Exalted**, pp. 334–335, and in **The Manual of Exalted Power—The Sidereals**, p. 117.

## MOTIVATION

Motivations for Sidereal characters work pretty much as they do for Solar characters except in their scope. While the Unconquered Sun desires children with epic Motivations who wish to change the world, the Maidens are subtle and prefer efficiency over grandiosity. The Motivations of Sidereal Exalts



tend to focus on perfecting the efficiency of organizations, kingdoms or nations. While a Sidereal might *desire* to conquer a kingdom, the practical effect of his status as a heavenly bureaucrat makes it unlikely he can maintain such authority. Therefore, his Motivation is more likely to make him seek to put *someone else* on a throne—someone he can rule from behind the scenes without taking too much time away from his heavenly duties.

## STEP TWO: ATTRIBUTES

A Sidereal Exalt gets eight dots to distribute among her primary Attributes, six dots to distribute among her secondary Attributes and four dots to distribute among her tertiary Attributes.

## STEP THREE: ABILITIES

A Sidereal Exalt gets eight free Ability dots by virtue of Celestial Training—one dot in Bureaucracy, Presence or Socialize; Lore 2; Occult 2; Ride or Sail 1; and two dots allocated among Archery, Martial Arts, Melee or Thrown. Like Solars and Lunars, members of each Sidereal Caste also receive Caste Training Abilities. Each caste gains free dots in those Training Abilities *in addition* to the dots gained from the Celestial Training Abilities. You cannot raise an Ability above 3 without spending bonus points.

**Journeys Training Abilities:** one dot in Athletics or Survival; Linguistics 1; Martial Arts 1; one dot in Ride or Sail

**Serenity Training Abilities:** one dot in Craft, Medicine or Performance; Martial Arts 1; Presence 1; Socialize 1

**Battles Training Abilities:** two dots in Archery, Melee or Martial Arts; War 2

**Secrets Training Abilities:** one dot in Awareness or Investigation; one dot in Larceny or Socialize; Martial Arts 1; Stealth 1

**Endings Training Abilities:** one dot in Awareness or Dodge; Martial Arts 2; Stealth 1

After noting all the free dots your character gets through training, pick four Favored Abilities. Divide 10 dots among your Auspicious and Favored Abilities. You must have at least one dot in every Favored Ability. Once that's done, you get 15 more Ability dots to allocate as you wish.

## STEP FOUR: ADVANTAGES

Advantages function for Sidereals as they do for Solars.

## BACKGROUNDS

Sidereal Exalted begin with 15 dots in Backgrounds. Also, all Sidereal Exalted begin with one free dot in the Cult Background and one free dot in the Backing (Bureau of Destiny) Background. A comprehensive list of Background traits, along with a description of each, begins on page 30.

## CHARMS AND ASTROLOGICAL COLLEGES

Each Sidereal begins with 12 Charms. At least five Charms must be associated with the Sidereal's Auspicious or Favored Abilities. A Sidereal may begin with up to three Sidereal Martial Arts Charms as long as his traits meet the Charms' prerequisites.

Sidereal Exalted also have the ability to directly manipulate the Loom of Fate and, by extension, the future of Creation. Ordering such changes in the Loom of Fate requires a specialized formal language and a technical understanding of how the Loom functions. This power is referred to as Sidereal astrology. A Sidereal's training in Sidereal astrology is represented by dot ratings in colleges. There are 25 colleges, five for each of the Five Maidens, each of which correlates to one of the 25 heavenly constellations and to one of the 25 Abilities. You have seven dots to spread among all the colleges, and at least four of those dots must be placed within the five colleges associated with the character's Maiden. The mechanics of Sidereal astrology are described in *The Manual of Exalted Power—The Sidereals*, pp. 189–213.

## VIRTUES

Sidereals get five points to divide among the four Virtues. No Virtue rating can go above 4 without spending bonus points. Choose a Virtue that is rated at 3 or higher as your character's primary Virtue and choose an appropriate Flawed Fate. Virtues are explained more fully in *Exalted*, pp. 102–103, while Flawed Fates for Sidereal Exalted are found in *The Manual of Exalted Power—The Sidereals*, pp. 118–119.

## STEP FIVE: FINISHING TOUCHES

All Sidereal Exalts begin with a permanent Essence rating of 3. The character's Willpower is the sum of her two highest Virtues. You can raise your character's Willpower with bonus points, but you cannot raise it above 8 unless at least two Virtues are rated 4 or higher.

A Sidereal Exalt's Personal Essence pool is equal to  $(\text{Essence} \times 2) + \text{Willpower}$ . His Peripheral Essence is equal to  $(\text{Essence} \times 6) + \text{Willpower} + [\text{the sum of all Virtues}]$ . A Sidereal begins with seven health levels (-0/-1/-1/-2/-2/-4/Incapacited) and can purchase more through the Sidereal version of the Ox-Body Technique Charm (see *The Manual of Exalted Power—The Sidereals*, p. 127), each level of which confers an additional -0 health level.

A character begins with a number of Intimacies equal to his starting Compassion. Intimacies are more fully explained in *Exalted*, pp. 90 and 172–174.

## ALTERNATIVE SIDEREAL CHARACTER CREATION

The default Sidereal character is a two-dot ally (per the Allies Background). More powerful Sidereals are constructed according to the rules outlined here.

### THE ESTABLISHED SIDEREAL (ALLIES ••• OR MENTOR •••)

The Established Sidereal is four or five centuries old. Ironically, she tends to get far more respect from other Solars and Lunars (especially in her age group) than she does from her Sidereal peers. Sidereal culture is even more staid and averse to change than the Deliberative is.

**Attributes:** The Established Sidereal begins with nine dots to allocate among her primary Attributes, seven to spend on her secondary Attributes and six to spend on her tertiary Attributes.

**Abilities:** After noting all Training Abilities, the Established Sidereal gets an additional 13 dots to divide among his Auspicious and Favored Abilities (with at least one dot in each Favored Ability), then 25 more dots to spend as he wishes. The most dots you can have in any Ability is five or an amount equal to the character's Essence (whichever is higher).

**Backgrounds:** The Established Sidereal gets 20 dots to spend on Backgrounds. No Background can be raised above 4 without spending bonus points. An Established Sidereal can purchase six-dot Backgrounds with bonus points if he first raises his permanent Essence to 5.

**Charms:** The Established Sidereal gets 30 Charms. At least 10 Charms must come from Auspicious or Favored Abilities.

**Colleges:** The Established Sidereal has 14 dots to spread among all the colleges, and at least seven of those dots must be placed within the five colleges associated with the character's Maiden.

**Virtues:** The Established Sidereal gets five dots to divide among her Virtues, which can be raised to 4 at this stage without spending bonus points.

**Essence:** The Established Sidereal begins with Essence 4.

**Bonus Points:** The Established Sidereal has 35 bonus points to spend.

### THE INFLUENTIAL SIDEREAL (ALLIES •••• OR MENTOR ••••)

The Influential Sidereal is between 800 and 1,500 years old. She has probably acquired a position of some importance within the Bureau of Destiny and has mentored perhaps dozens of younger Celestial Exalts through the difficult transition into their new status.

**Attributes:** The Influential Sidereal begins with 12 dots to allocate among his primary Attributes, 10 to spend on his secondary Attributes and eight to spend on his tertiary Attributes.

**Abilities:** After noting all Training Abilities, the Influential Sidereal gets an additional 20 dots to divide among

his Auspicious and Favored Abilities (with at least one dot in each Favored Ability), then 30 more dots to spend as he wishes. The Influential Sidereal also gets six free specialty dots to allocate as he wishes. Remember, you can never associate more than three specialty dots with a single Ability. The most dots you can have in any Ability is equal to the character's Essence.

**Backgrounds:** The Influential Sidereal gets 30 dots to spend on Backgrounds. No Background can be raised above 5 without spending bonus points. An Influential Sidereal can purchase six-dot Legendary Backgrounds only with bonus points and Storyteller approval.

**Charms:** The Influential Sidereal gets 74 Charms, at least 22 of which must come from Auspicious or Favored Abilities.

**Colleges:** The Established Sidereal has 22 dots to spread among all the colleges, and at least 10 of those dots must be placed within the five colleges associated with the character's Maiden.

**Virtues:** The Influential Sidereal gets five dots to divide among her Virtues, which can be raised to 5 at this stage without spending bonus points.

**Essence:** The Influential Sidereal begins with Essence 6.

**Bonus Points:** The Influential Sidereal has 50 bonus points to spend.

## THE LEGENDARY SIDEREAL (ALLIES •••• OR MENTOR ••••)

The Legendary Sidereal is probably well over 2,000 years old. While she probably keeps a low profile in Creation, her every utterance in Yu-Shan sends ripples through the Celestial Hierarchy. She probably serves as one of the highest-ranking officials of the Bureau of Destiny. The ranking Sidereals in each of the five Bureau divisions are all Legendary figures.

**Attributes:** The Legendary Sidereal begins with 15 dots to allocate among her primary Attributes, 12 to spend on her secondary Attributes and nine to spend on her tertiary Attributes.

**Abilities:** After noting all Training Abilities, the Legendary Sidereal gets an additional 30 dots to divide among his Auspicious and Favored Abilities (with at least one dot in each Favored Ability), then 45 more dots to spend as he wishes. The Legendary Sidereal also gets 10 free specialty dots to allocate as he wishes. Remember, you can never associate more than three specialty dots with a single Ability. The most dots you can have in any Ability is equal to the character's Essence.

**Backgrounds:** The Legendary Sidereal gets 40 dots to spend on Backgrounds. A Legendary Sidereal can purchase six-dot Legendary Backgrounds with bonus points.

**Charms:** The Legendary Sidereal gets 140 Charms, at least 35 of which must come from Auspicious or Favored Abilities.

**Colleges:** The Legendary Sidereal has 35 dots to spread among all the colleges, and at least 15 of those dots must be placed within the five colleges associated with the character's Maiden.

**Virtues:** The Legendary Sidereal gets five dots to divide among her Virtues, which can be raised to 5 at this stage without spending bonus points.

**Essence:** The Legendary Sidereal begins with Essence 7.

**Bonus Points:** The Legendary Sidereal has 75 bonus points to spend.

## DRAGON-BLOODED CHARACTER CREATION

This section discusses how to create a starting Dragon-Blooded character. In this case, "starting" is something of a misnomer, as a Dragon-Blooded created via these rules represents a character who has been Exalted for five to 10 years and has established himself as an individual of some importance. Such a character is one who can realistically fight alongside a young Celestial Exalt, though his Celestial peers will almost certainly outstrip him over time. At the end of the character creation rules are alternative rules for more-experienced Dragon-Blooded characters (either for Storyteller characters who serve as antagonists or for players' characters in games that are premised on a higher level of power and influence). Preceding that are rules for younger, freshly Exalted Dragon-Blooded more consistent with starting characters from *The Manual of Exalted Power—The Dragon-Blooded*.

### STEP ONE: CHARACTER CONCEPT

The character concept phase for Dragon-Blooded differs somewhat from that of Celestial Exalted. The basic questions remain the same, but a Dragon-Blooded character starts her journey in a much different place than the typical Celestial Exalt does. While most Celestial Exalts are born into the lower classes, almost all Terrestrial Exalts are born into prestigious Dragon-Blooded families. Even the non-Exalted members of these families lead lives of wealth and privilege unimaginable to the vast majority of Creation's citizenry. Nonetheless, all the wealth and power of all of Creation's Dragon-Blooded pales in comparison to that of the Celestial Exalts to whom all Dragon-Blooded owe their fealty.

In short, Dragon-Blooded do not begin their lives as rice farmers or simple fishermen. Instead, they are the scions of businesspeople, military officers and savants of the highest order. While Celestial Exaltation generally manifests in adulthood—roughly between the ages of 18 and 40—Terrestrial Exaltation almost always occurs in one's teens. Nearly all Dragon-Blooded children receive an excellent education specifically designed to prepare them for Exaltation. After Exaltation, these young recipients are removed to special training academies to prepare them for lives of service to the Celestial Exalted.

## ELEMENTAL ASPECT

Unlike Solar Exalts, Dragon-Blooded do not have castes. Instead, each Dragon-Blood is aligned with one of five elemental dragons and consequently carries the “aspect” of one of the five elements. Each of these aspects is associated with five Abilities in much the same way Solar castes are. Dragon-Blooded Charms are also keyed to Aspect Abilities just as Solar Charms are keyed to Caste Abilities. Like all Exalted, each elemental aspect also carries a unique anima power. Because Dragon-Blooded do not have castes, they do not receive specialized training to fulfill any particular societal role. The five elemental aspects are as follows:

**Air:** The Aspect Abilities for Air Aspects are Linguistics, Lore, Occult, Stealth and Thrown. The Dragon-Blood can spend five motes to attune his anima to the winds. For the duration of a scene, he is surrounded by a swirling vortex of air that functions as a weakened version of the Stormwind Riderspell. The Dragon-Blood may triple his leaping distance, and he takes no damage from falls. Finally, he may add an amount equal to his Essence to his DV versus Thrown and Archery attacks. This power automatically activates if the Air Aspect has spent 11+ motes of Peripheral Essence. The mechanics for this power are more fully explained in **The Manual of Exalted Power—The Dragon-Blooded**, p. 113.

**Earth:** The Aspect Abilities for Earth Aspects are Awareness, Craft, Integrity, Resistance and War. For five motes, the Earth Aspect can acquire the durability of stone.

For the rest of the scene, she may soak all lethal damage with her full Stamina, and she can add a number of dice equal to her Essence to all rolls to resist grappling attacks or avoid knockback. Finally, she adds her Essence to her Stamina for all purposes, but only while her feet rest on earth or stone. This power automatically activates if the Earth Aspect has spent 11+ motes of Peripheral Essence. The mechanics for this power are more fully explained in **The Manual of Exalted Power—The Dragon-Blooded**, p. 115.

**Fire:** The Aspect Abilities for Fire Aspects are Athletics, Dodge, Melee, Presence and Socialize. By spending five motes, the Fire Aspect can surround himself with a corona of fire that inflicts no damage on himself or his possessions but adds his Essence in lethal damage dice to bare-handed or grappling attacks made by him. Anyone who attacks the Fire Aspect barehanded or by grappling suffers an equal amount of fire damage. This power automatically activates if the Fire Aspect has spent 11+ motes of Peripheral Essence. The mechanics for this power are more fully explained in **The Manual of Exalted Power—The Dragon-Blooded**, p. 117.

**Water:** The Aspect Abilities for Water Aspects are Bureaucracy, Investigation, Larceny, Martial Arts and Sail. The Water Aspect can spend five motes to possess complete water freedom for a day. She can breathe water as easily as air, she is incapable of drowning, and she ignores any and all environmental penalties for being underwater. She can also walk across water as if it were solid land. This power



automatically activates if the Water Aspect has spent 11+ motes of Peripheral Essence. The mechanics for this power are more fully explained in **The Manual of Exalted Power—The Dragon-Blooded**, p. 119.

**Wood:** The Aspect Abilities for Wood Aspects are Archery, Medicine, Performance, Ride and Survival. By spending five motes, the Wood Aspect can render herself completely immune to plant-based poisons for a scene. Furthermore, while this power is active, the Wood Aspect's touch is poisonous, with the poison inflicted carrying the following traits: Damage (Essence)/Minute; Toxicity (Essence); Tolerance (None); Penalty  $-(\text{Essence})/2$ , rounded up. The Wood Aspect also adds her Essence to her DV versus Archery attacks and any attacks that rely on wooden weapons. This power automatically activates if the Wood Aspect has spent 11+ motes of Peripheral Essence. The mechanics for this power are more fully explained in **The Manual of Exalted Power—The Dragon-Blooded**, p. 121.

### MOTIVATION

Like all Exalted, Dragon-Blooded tend to have grand and epic Motivations. In the First Age, however, the Motivations of most Dragon-Blooded are not nearly so grand as those of their successors in the Age of Sorrows. The Usurpation is still centuries away, and while a handful of Dragon-Blooded might rebel against the worst excesses of the Solar Deliberative, the idea of completely overthrowing the Solars and seizing control of Creation still seems like an absurd fantasy to any Dragon-Blooded treasonous enough to consider it.

Consequently, most Dragon-Blooded Motivations tend to involve advancing their own agendas or those of their Gentes, usually through exceptional or exemplary service to their Solar patrons. Military service is the most common means for young Dragon-Bloods to achieve that goal, but sizeable numbers of the Dragon-Blooded seek wealth, power, status within the Deliberative bureaucracy, sorcerous knowledge or more esoteric goals.

### STEP TWO: ATTRIBUTES

A Terrestrial Exalt gets eight dots to distribute among her primary Attributes, six dots to distribute among her secondary Attributes and four dots to distribute among her tertiary Attributes.

### STEP THREE: ABILITIES

A Terrestrial Exalt gets 12 free Abilities by virtue of Terrestrial Training—Archery 1, Bureaucracy 1, Lore 2, Martial Arts 1, Melee 1, Occult 1, Performance 1, Presence 1, Ride 1, Socialize 1 and War 1. The Dragon-Blooded do not get the same degree of specialized caste-related training that Celestial Exalts receive, since aspects simply do not define societal roles. After noting the five Abilities associated with your character's aspect, pick three Favored Abilities. Divide 10 dots among Aspect and Favored Abilities, making sure that you must have at least one dot in every Favored Ability. Once that's done, you get 20 more Ability dots to allocate as you wish. You cannot raise an Ability above 3 at any point without spending bonus points.

## DEFENSE-FROM-ANATHEMA METHOD?

The Charm known in the Second Age as Defense-From-Anathema Method (see **The Manual of Exalted Power—The Dragon-Blooded**, p. 146) carries a very different name and purpose in the First Age. Its intention will be perverted in the Usurpation, its name altered, and existing records of its original meaning and function systematically erased by the Immaculate Order and the Sidereal Exalted. For now, however, it is considered among the most honorable of Charms; knowing it is a mark of great station, for it means that a Terrestrial is allowed to frequently consort directly with the Celestial Exalted themselves.

The following Charm replaces Defense-From-Anathema Method. Where its mechanics conflict, this Charm takes precedent. To be clear, this is the Charm that Dragon-Blooded of the Age of Sorrows will use to hunt their onetime leaders—only its name changes.

### DRAGON'S PARABLE DEFENSE

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

**Keywords:** Combo-OK

**Duration:** One scene

**Prerequisite Charms:** Chaos-Warding Prana

Gaia ordered that the Dragon-Blooded should be the perfect army for the Celestial Host. Dragon's Parable Defense gets power from this unique relationship between Terrestrial and Celestial Exalted. The Terrestrial's Essence surges in response to the presence of the greater Chosen, bolstering his stolidity to make him immovable and inexorable: the perfect soldier. When using this Charm within (Essence x 100) yards of a Celestial Exalt, add the Terrestrial's Essence to his DVs and MDVs. The bonuses garnered from Dragon's Parable Defense apply to all attacks the character experiences, regardless of their source, so long as the Charm remains in effect.

## STEP FOUR: ADVANTAGES

Except as noted, Advantages function for Dragon-Blooded as they do for Solars.

### BACKGROUNDS

Terrestrial Exalted begin with 15 points in Backgrounds, as starting Dragon-Blooded characters are somewhat more experienced in Exaltation than their Celestial peers are. A comprehensive list of Background traits along with a description of each begins on page 30.

### CHARMS

Each Dragon-Blood begins with 10 Charms. At least five Charms must be associated with either Aspect or Favored Abilities.

### VIRTUES

Dragon-Bloods get five dots to divide among the four Virtues. No Virtue rating can go above 4 without spending bonus points. Choose a Virtue rated at 3 or higher as your character's primary Virtue. Dragon-Blooded do not have Virtue Flaws in the same sense as Celestial Exalted. Although Dragon-Blooded do accrue Limit, they do not have Virtue Flaws and do not suffer from Limit Break Conditions. Instead, when a Dragon-Blood suffers Limit Break, he acts in a certain manner determined by the interaction of his Virtues and his aspect. See **The Manual of Exalted Power—The Dragon-Blooded**, p. 123, for more information on this topic.

## STEP FIVE: FINISHING TOUCHES

All Terrestrial Exalts begin with a permanent Essence rating of 3. The character's Willpower is the sum of his two highest Virtues. You can raise your character's Willpower with bonus points, but you cannot raise it above 8 unless at least two Virtues are rated 4 or higher.

A Dragon-Blood's Personal Essence pool is equal to (Essence + Willpower + any gained from the Breeding Background). His Peripheral Essence is equal to ([Essence x 4] + Willpower + [the sum of the two highest Virtues] + any gained from the Breeding Background). A Dragon-Blood begins with seven health levels (-0/-1/-1/-2/-2/-4/Incapacitated) and can purchase more through the Terrestrial version of the Ox-Body Technique Charm (see **The Manual of Exalted Power—The Dragon-Blooded**, p. 146).

A character begins with a number of Intimacies equal to his starting Compassion. Intimacies are more fully explained in **Exalted**, pp. 90 and 172–174.

## ALTERNATIVE DRAGON-BLOODED CHARACTER CREATION

The default Dragon-Blooded character represents an "Established Dragon-Blood" rather than a young one and is considered a one-dot ally (per the Allies Background). More powerful Dragon-Blooded are constructed according to the rules outlined here, as are "young" Dragon-Blooded

who are less than a decade past Exaltation and who are just starting their careers.

### THE YOUNG DRAGON-BLOOD

The Young Dragon-Blood is a child compared to most Exalts. Rarely more than a decade past Exaltation, he might have a little more experience in some areas than recently Exalted Celestials, but they far outstrip him in raw power. Most Young Dragon-Blooded act as support personnel to Celestial Exalted, serving as secretaries, shield-bearers, apprentice sorcerers and even favored concubines. Dragon-Blooded characters assigned to Celestial Exalts pursuant to the Henchman Background are often Young Dragon-Blooded.

**Attributes:** The Young Dragon-Blood begins with only seven dots to allocate among his primary Attributes, six to spend on his secondary Attributes and four to spend on his tertiary Attributes.

**Abilities:** After noting all Training Abilities, the Young Dragon-Blood gets an additional 10 dots to divide among his Aspect and Favored Abilities (with at least one dot in each Favored Ability), plus 15 more dots to spend as he wishes. At this point, you cannot raise Abilities above 3 without spending bonus points.

**Backgrounds:** The Young Dragon-Blood gets 10 points to spend on Backgrounds. No Background can be raised above 4 without spending bonus points.

**Charms:** The Young Dragon-Blood gets seven Charms. At least four must come from Aspect or Favored Abilities.

**Virtues:** The Young Dragon-Blood gets five dots to divide among her Virtues, which can be raised to 4 at this stage without spending bonus points.

**Essence:** The Young Dragon-Blood begins with Essence 2.

**Bonus Points:** The Young Dragon-Blood has 15 bonus points to spend.

### THE INFLUENTIAL DRAGON-BLOOD (ALLIES •• OR MENTOR •)

The Influential Dragon-Blood is over 150 years old. While still very young by Celestial standards, she is around middle-aged for a Terrestrial Exalt and a canny operator with an abundance of field experience, despite the limitations of her Exaltation. The younger Gentes heads hold this level of experience, as do the ranking Dragon-Blooded officers.

**Attributes:** The Influential Dragon-Blood begins with nine dots to allocate among her primary Attributes, seven to spend on her secondary Attributes and five to spend on her tertiary Attributes.

**Abilities:** After noting all Training Abilities, the Influential Dragon-Blood gets 15 dots to divide among her Aspect and Favored Abilities (with at least one dot in each Favored Ability), then 26 more dots to spend as she wishes. The Influential Dragon-Blooded also gets five free dots in Specialties. The most dots you can have in any Ability is five or an amount equal to the character's Essence (whichever is higher).

**Backgrounds:** The Influential Dragon-Blood gets 18 points to spend on Backgrounds. No Background can be raised above 4 without spending bonus points. Regardless of Essence rating, a Dragon-Blooded can *never* possess a six-dot Legendary Background, except Breeding. With Allies 5 or Mentor 5 (and Storyteller permission), however, she might be able to borrow such a benefit for a time.

**Charms:** The Influential Dragon-Blood gets 24 Charms. At least 12 must come from Aspect or Favored Abilities.

**Virtues:** The Influential Dragon-Blood gets five points to divide among her Virtues, which can be raised to 4 at this stage without spending bonus points.

**Essence:** The Influential Dragon-Blood begins with Essence 4.

**Bonus Points:** The Influential Dragon-Blood has 35 bonus points to spend.

## THE LEGENDARY DRAGON-BLOOD (ALLIES ••• OR MENTOR •••)

The Legendary Dragon-Blood stands at the pinnacle of Terrestrial society. She is aged by the standards of her kind and probably relies on anagathic drugs to maintain herself. The more powerful and highly regarded Gentes leaders are Legendary figures, as are the personal assistants of some Legendary Celestial Exalts and the few Dragon-Blooded military personnel who have risen to the rank of colonel or commodore. No Dragon-Blood has risen to the rank of general or full admiral in centuries.

**Attributes:** The Legendary Dragon-Blood begins with 14 dots to allocate among his primary Attributes, 12 to spend on his secondary Attributes and 10 to spend on his tertiary Attributes.

**Abilities:** After noting all Training Abilities, the Legendary Dragon-Blood gets an additional 25 dots to divide among his Aspect and Favored Abilities (with at least one dot in each Favored Ability), then 30 more dots to spend as he wishes. The Legendary Dragon-Blood also gets nine free dots in specialties. Remember that you cannot associate more than three dots of specialties to the same Ability. The most dots you can have in any Ability is five or an amount equal to the character's Essence (whichever is higher).

**Backgrounds:** The Legendary Dragon-Blood gets 30 points to spend on Backgrounds. No Background can be raised above 4 without spending bonus points. Dragon-Blooded generally are forbidden to possess six-dot Legendary Backgrounds no matter how legendary their reputations are, with the exception of Legendary Breeding.

**Charms:** The Legendary Dragon-Blood gets 70 Charms, at least 20 of which must come from Aspect or Favored Abilities.

**Virtues:** The Legendary Dragon-Blood gets five dots to divide among her Virtues, which can be raised to five at this stage without spending bonus points.

**Essence:** The Legendary Dragon-Blood begins with Essence 5. A Dragon-Blood cannot raise her permanent Es-

sence above 7 except through extraordinary means, such as rare hearthstones, strict dietary regimens, et cetera.

**Bonus Points:** The Legendary Dragon-Blood has 50 bonus points to spend.

## NEW AND ALTERED TRAITS

### ABILITIES

Except as noted here, all Abilities function exactly as described in **Exalted**.

### ARCHERY

In addition to conventional bows and arrows (which, other than powerbows, are used mainly for hunting and archery contests), the Archery Ability is also the default Ability used for targeting and firing weaponry including most kinds of projected-Essence weapons such as implosion bows and Essence cannons.

### LINGUISTICS

The Linguistics Ability serves two functions. First, it provides dice for all dice actions pertaining to written communication, speech writing and poetry, as well as code-breaking and other forms of cryptography. More importantly, each dot taken in Linguistics represents fluency (and literacy) in an additional language.

**Old Realm** is the language most often spoken by Exalted when communicating among themselves. The language that will be called "Old Realm" in the Second Age is called the same in the First Age because it predates even that period. In the beginning, it was the only language *anyone* spoke. Even the language of the Dragon Kings evolved long after Creation was formed, as the reptilian creatures desired a unique language that was incomprehensible to their human slaves. Savants believe that Old Realm was woven into the fabric of Creation by the Primordials at the dawn of time itself. In addition to being the preferred tongue of Exalted in polite society, Old Realm remains the language spoken by spirits and demons (as the Primordials presumably encoded it into their very beings). The Fair Folk intuitively understand it as well, either upon entering Creation or when they first interact with beings from Creation in the Wyld. Old Realm also serves as the basis for the linguistic component of spells that require speech as a prerequisite to casting.

As the Solars began their conquest of the Wyld, they created new languages to assist in the functioning of the Order Conferring Trade Pattern. Each of these artificial languages represents a significant modification to Old Realm designed to conceptually reinforce reality in the areas where it is spoken. These languages include:

**Earthtongue** is the language associated with the Blessed Isle itself. Linguistically, it is the new language that is closest in structure and syntax to Old Realm. As it is spoken primarily by the lower classes of the Blessed Isle, it is also referred to as "Low Realm" by cultural elitists.

**Flametongue** is the language spoken by the people who dwell in the Threshold regions of the South. It is most notable for having an elaborate nomenclature for navigational terms calculated to assist caravans in finding their way to the next oasis across hundreds of miles of trackless desert.

**Forest-tongue** is the language spoken by those who dwell in the trees of the Great Eastern Forest. The East is vitally important to the medical profession, as the vast majority of medicinal plants come from that region. Accordingly, a significant portion of medical terminology used across Creation originated in Forest-tongue.

**Riverspeak** is the language associated with the River Province. Riverspeak has also become the most commonly used trade language in all of Creation, with many Riverspeak trading terms entering into the other languages as loan words.

**Skytongue** is the language associated with the Threshold areas of the North. Among Skytongue's curiosities is that the language has over 200 different words for snow and ice, an essential feature for regions where the ground remains snow covered year round.

**Seatongue** is the language associated with the Great Western Ocean. As with Flametongue, much of its artificial syntax is designed to aid sailors in communicating navigational concepts. Also, Seatonque is perhaps the most "religious" of the directional languages, and many of its most common idioms are interwoven with subtle prayers to local seadeities. Every "hello" or "goodbye" spoken in Seatonque subtly praises the sea and weather gods and helps to make sure that weather patterns in that turbulent region evolve in ways helpful to the Order Conferring Trade Pattern.

In addition to the directional languages, other important languages include:

- **Clawspeak:** An artificial language created by Lunar savants to make it easier for Stewards to "write" while wearing animal forms.

- **Dragontongue:** The first artificial language, created centuries ago by the Dragon Kings as a way of establishing social dominance over the humans who served as their slaves at the time. The Dragon Kings themselves call this language "High Holy Speech."

- **Rocktongue:** The language of Autochthon's strange children, the

Jadeborn. It was once intensively studied by early Twilight savants, as the language's exacting vocabulary contained a number of peerlessly nuanced terms relating to manufacturing, craftsmanship and creativity, and some keystone concepts of early motonic theory were found within. It is now considered a subject unworthy of interest, as all of its secrets were long ago uncovered.

- **Pelagial:** The unique language spoken by the mysterious pelagials who dwell on the Western sea floor.

Besides those listed here, there are innumerable other tongues spoken in Creation, albeit by small and insular groups of speakers. The strange gray beings that became so skilled in artifice that the Great Maker Autochthon devoured them for their hubris left arcane works in their advanced language. Various remnants from the Primordial War may yet retain their own rare speech, and occasionally, the Wyld produces new breeds with unknown tongues. In remote areas, some of the more paranoid Solars have magically forced a unique language onto the humans who serve them and obliterated their ability to speak any other tongue. Whether they did this to facilitate some arcane magical process or simply to



make it impossible for those humans to live anywhere save under the Solars' protection is not debated openly. Some Solar linguists even speculate that it is possible to develop "programming languages" to aid in the creation of animating intelligences or, more disturbingly, help to reinforce the power of Social-keyword Charms by devising a language that overrides the listener's will.

### LORE

In the First Age, virtually every human in Creation has at least one dot in Lore. The educational system enacted by the Solar Deliberative is comprehensive, and literacy is nearly universal. Any character who begins without any dots in Lore most likely represents a child who was shipwrecked on a desert island or abandoned by his parents to be raised by wolves. Even then, Exalted instructional Charms and technology would see that such a "wild child" could be inculcated with a rudimentary education (sufficient for Lore 1) within a few weeks. It is unheard of for an illiterate person to Exalt, let alone be allowed into polite Exalted society without first achieving the equivalent of Lore 2.

### OCCULT

In the First Age, magic and science are so integrated that basic magical principles are taught to small children in public schools. Any reasonably educated person has Occult 1 or higher.

### RIDE

In the First Age, the Ride Ability, in addition to being used to control mounts and other beasts of burden, is also used for piloting rolls for certain types of artifact vehicles. Specifically, a character must use her Ride Ability when piloting one-person vehicles that, because of their design, handle like horses. Examples of such artifacts include swift riders, *Windblade*-class personal transports, warbirds and clockwork steeds.

### SAIL

In the First Age, the Sail Ability, in addition to being used to operate and maintain conventional water vehicles, is also the default Ability used for piloting large land and air vessels, which handle similarly to First Age watercraft. Examples of such artifacts include battle carriers, traveling pagodas, skysleds, and *Manta*-class transports.

## BACKGROUNDS

The following Backgrounds are available to **Exalted** characters. Some Backgrounds are limited in who can possess them. For example, only Dragon-Blooded may possess the Breeding Background (or even derive any benefit from it, since only Terrestrial Exaltation is passed through family lines).

Backgrounds are rated from 1 to 5. Celestial Exalts who possess a permanent Essence of 5 or higher can purchase Legendary Backgrounds. Essentially a sixth dot in the relevant Background, a Legendary Background provides incredible benefits far in excess of those granted by the lower levels

of the Background. Possessing a Legendary Background is a twin-edged sword, though. Creation's most powerful Exalts rely upon these Legendary Backgrounds as the source of much of their authority. Such luminaries do not take kindly to young upstarts throwing around Legendary Backgrounds in a reckless or impudent manner. Tread cautiously. Neither mortal nor Dragon-Blooded characters may possess Legendary Backgrounds, except Legendary Breeding, which is only open to Terrestrials.

Some Backgrounds are interconnected. That is, to acquire a rating above a certain level, the character must also have a commensurate rating in a different but connected Background. This concept is explained more fully under each relevant Background.

### ACQUAINTANCES (SIDEREALS ONLY)

As agents of the Bureau of Destiny, the Sidereal Exalted have a peerless understanding of fate and destiny as those concepts apply to everything in Creation, especially to mortals. Over the centuries, the Five-Score Fellowship has developed many innovative techniques for exploiting that understanding. For example, Sidereal astrologers realized early on that the Loom of Fate placed exacting limits on each Sidereal's ability to manipulate it via astrological effects. Specifically, it is impossible for any Sidereal Exalt to have more concurrent astrological effects in effect than he has dots of permanent Essence. Usually. By interweaving his own destiny with that of a mortal (either through the Breaking the Wild Mortal Charm or simply establishing a rapport with her), the Sidereal can subsume her fate into his own... for bookkeeping purposes, anyway. Sidereals euphemistically refer to mortals with whom they have established such a relationship as "acquaintances."

Essentially, a Sidereal's acquaintances are mortals whom the Sidereal considers friends (or at least treats as friends, if only to gain the benefits of this Background). The Sidereal must visit his acquaintances regularly and maintain genial relations with them. More importantly, the mortal cannot know that the Sidereal is an Exalt. The effect that allows Sidereals to use acquaintances essentially involves using the Loom's own properties to deceive the Loom itself. Accordingly, the effect relies on manipulation of the constellation known as the Mask, and taking advantage of this effect requires the Sidereal to actively employ deception against the person whose fate he is appropriating.

Each dot of Acquaintances represents a number of people who know the Sidereal under a cover identity and not as an Exalt. Because acquaintances perceive the Sidereal through the lens of the Mask, the Sidereal does not need to go to elaborate lengths to deceive the mortal about her identity. The player decides how her acquaintances know her character. They might think of her as the woman who tells the best stories or that merchant who always has sweets for the kids. There is no support for these front identities. An acquaintance who decides to visit "that cloth merchant"

for his daughter's wedding can't find her store, but he won't think much of it afterward.

For each dot in this Background, the Sidereal can increase by one the number of concurrent astrological effects he can maintain. There is no such thing as Legendary Acquaintances. Manipulating the Loom to that extent is beyond even elder Sidereals.

**Trait Effects:**

X None. You've made no effort to connect with any mortals. Why?

- One person, such as a merchant or a courtesan, thinks of you as a friendly acquaintance, and then only when he sees you. +1 concurrent astrology effects.

- A small handful of people recognize you, remember your name and think well of you when they see you. Alternatively, more people know you as no more than a friendly stranger. +2 concurrent astrology effects.

- A close-knit group welcomes you warmly as one of its own, though the regulars almost never miss you when you're gone. Examples include opium den regulars, inhabitants of a tiny farming village or a group of bandits. Alternatively, more people recognize and think well of you. +3 concurrent astrology effects.

- You've developed a close relationship with one mortal, and several mortals consider you a personal friend. Alternatively, you have up to three tight groups that happily acknowledge you among them and a spread of casual acquaintances as well. Your fronts can be the same identity in multiple places, multiple identities among the same group (in which case you choose which is "on" when you approach that group) or combinations thereof. +4 concurrent astrology effects.

- Your front gives you a recognized social position among a community as large as a town, city neighborhood or group of similar size. The Connections Background for the same sort of group can enable a character to wield these acquaintances more effectively. Alternatively, you have as many as five lesser fronts. +5 concurrent astrology effects.

## ALLIES

An ally represents a character under Storyteller control with whom a player's character has some kind of mutually beneficial relationship. They could be friends, business partners, lovers or peers in the same organization. Allies in **Dreams of the First Age** are generally more powerful than allies from **Exalted**. Since the players' characters themselves are more powerful, they have little need of help from their social and physical inferiors.

## ACQUAINTANCES IN THE AGE OF SORROWS

The ability of the Sidereals to use the Mask in order to benefit materially from acquaintances will be crippled after the Usurpation. Desperate to avoid censure for its role in the overthrow of the Solar Exalted, the Bronze Faction wreaks widespread astrological damage calculated to occlude not just its role in the Usurpation but also its very existence, stretching the Mask to its breaking point—and beyond it. The Breaking of the Mask successfully makes it impossible for Sidereals to be prosecuted by any god of Yu-Shan for their role in the Usurpation. Unfortunately, it also inflicts on the Sidereals the curse of the Arcane Fate, which makes it nearly impossible for anyone to even remember who the Sidereals were, including their mortal friends and allies. Even worse, the damage to the Mask prevents the Sidereals from using many of its effects for astrological purposes. Sidereals lose the ability to use the ascending and descending destiny effects associated with the Mask on themselves, and with it, they lose the ability to trick the Loom of Fate into allowing them extra astrology effects through the Acquaintances Background.

Acquaintances are still quite useful in the Age of Sorrows, though. A Sidereal can still develop acquaintances, and such mortals will remember the Sidereal (to an extent), allowing the Sidereal to develop limited versions of the Allies and Contacts Backgrounds.

The ally relationship is typically (but not always) a peer relationship in which the two characters hold roughly equal power and status. If there is a gross power disparity among the two characters in favor of the Storyteller character, the Storyteller may declare that the relationship is unequal and that the player must purchase the Mentor Background instead. Purchasing a character as a mentor is actually cheaper than buying him as an ally, but only because the mentor is clearly in the dominant position. Allies trade favors all the time. A character must *request* a favor from his mentor, who is free to *demand* a service from her student.

The player can, however, establish an ally relationship in which he is more powerful than the other character. The traits here indicate the general power level of an ally at each dot level, but the player can opt to take a lower power ally than his dot rating would indicate. The difference between the actual rating and the ally character's traits represents some hold over the ally that gives the character greater influence over her. For example, an Influential Dragon-Blood typically represents a two-dot ally. If the player purchases an Influential Dragon-Blood ally at the four-dot level, the ally is extremely loyal to and protective of the character and is

more likely help him even when doing so puts her at personal risk. If the player purchases the same Dragon-Blood at the five-dot level, she might be hopelessly enamored of him or he might know some dark secret that allows him to blackmail the Dragon-Blood into utter obedience.

Celestial Exalted are frequently supported by entire squads of Dragon-Blooded employees, bodyguards, soldiers and lackeys. Unless one of these Dragon-Bloods is particularly powerful and has a particularly close relationship with the character, such lackeys are better described by the Henchman Background.

## Trait Effects:

**X** You have no powerful allies, though you might have mortal or even inferior Dragon-Blooded servants (as represented by the Retainers Background) or soldiers under your authority (as represented by the Command or Henchman Backgrounds).

- Your ally is a starting Dragon-Blooded character, a Dragon King, a minor terrestrial god or an extremely influential mortal.

- Your ally is a starting Lunar or Sidereal, an Influential Dragon-Blood, an elder Dragon King, a major terrestrial god, a minor god of Yu-Shan, or a Jadeborn.

- Your ally is a starting Solar character, an Established Lunar or Sidereal character or an important god of Yu-Shan.

- Your ally is an Established Solar character, an Influential Lunar or Sidereal, a Legendary Dragon-Blood, a celestial censor or a division head in Yu-Shan.

- Your ally is an Influential Solar character, a Legendary Lunar or Sidereal character or a bureau head in Yu-Shan.

## LEGENDARY ALLY

This ally could potentially reshape Creation itself according to your request. Perhaps your ally is one of Creation's Legendary Solars such as Queen Merela or the Hierophant. Or perhaps you have somehow found the favor of one of Yu-Shan's most powerful deities. Any being in Creation or Yu-Shan save the Unconquered Sun or Gaia can represent a legendary ally, though only a fool calls upon a legendary ally for anything but the direst of circumstances.

## ARSENAL

In the First Age, the science and art of weapon manufacture has been raised to dizzying heights, with the result that magical weapons that will one day be considered priceless artifacts are sometimes given out as graduation presents to friends or even acquaintances after their commencement from a military academy. In this era, a vast infrastructure exists for the creation and maintenance of artifact weapons. As a consequence, anyone sufficiently wealthy can purchase

minor magical weapons. A mortal could wield an artifact weapon, provided he can afford one, he can get the permit to carry one and he can figure out to attune one.

The last requirement is not as onerous as it sounds. In this era, many mortals have been trained to manipulate Essence in minor ways sufficient to attune a low-level magical device. Furthermore, the technology exists to dedicate a hearthstone to a magical weapon so that anyone can use it, although such dedicated hearthstones are prohibitively expensive for all but the wealthiest of Exalted. Modifying a magical device so that it will function properly in mortal hands increases the Arsenal rating of the item by one and also requires the character to dedicate a hearthstone with a rating equal to the item's adjusted rating to its operation.

The Solar Deliberative classifies magical weapons and armaments based on their power and versatility. This classification is represented mechanically by the device's Arsenal rating. It is trivially simple for any Celestial Exalt to acquire an Arsenal rating of 1 or 2, and if such a character begins without any dots in Arsenal, it is because he has simply not bothered to fill out the requisite paperwork. Technically, there is a five-day waiting period before even an Exalt can legally purchase Essence-projecting weapons, but that restriction is seldom enforced against Celestial Exalts with any degree of influence. Simpler artifact weapons such as daiklaves and powerbows can be acquired in an afternoon once an Exalt has registered the weapons with I AM.

The Arsenal Background doesn't just represent the character's ability to outfit himself with powerful weapons. It also represents his ability to outfit any troops he has as part of his Command Background (see pp. 35-36). If the character's Arsenal and Wealth ratings are each two dots higher than he needs to acquire a particular weapon and his Arsenal rating is higher than his Command rating, he can supply such weapons to his troops in sufficient numbers to add bonus dice in mass combat.

## Trait Effects:

**X** None. Your troops (if you have any) must make do with mundane swords and armor... and hope that no Fair Folk show up. Personally, you have access to minor thaumaturgical talismans and alchemical potions that are unregulated by the Deliberative and that you can easily afford even without Celestial resources.

- You possess basic magical armor and weapons, as well as more powerful thaumaturgical talismans. You can arrange for select mortal retainers to receive gunzosha armor, but you don't have clearance to field an entire gunzosha unit. Such armaments have a Wealth cost of 1 if the character is supplying the retainers himself.

- You can acquire personal Essence-discharge weapons or magical power armor such as common warstriders or dragon armor. You can arm your

soldiers with minor thaumaturgical talismans, ashigaru armor or alchemical weapons in sufficient numbers to add a +1 bonus to the unit's Might. Such armaments have a Wealth cost of 2 if the character is supplying the unit herself.

••• You can acquire magical siege weapons, field Essence-weapons or a noble warstrider. You can purchase personal flying or aquatic craft with military capabilities. You can equip your soldiers with more sophisticated thaumaturgical weapons or outfit enough soldiers with gunzosha armor to add a +2 bonus to the unit's Might. Such armaments have a Wealth cost of 3 if the character is supplying the unit herself.

•••• You can purchase troop transports (land-, air- or sea-based), as well as personal command ships comparable to a light cruiser. You can acquire intelligent automaton soldiers or bio-engineered "super-soldiers." You can equip your soldiers with Essence-discharge weapons or magical power armor. This level of Arsenal adds a +3 bonus to the unit's

Might. Such armaments have a Wealth cost of 4 if the character is supplying the unit herself.

••••• You can purchase an intelligent royal warstrider for yourself. Your arsenal includes massive Essence weapons capable of decimating a city. Your personal command ship is the equivalent of a *Dawning Sun Indomitable*-class heavy battlecruiser, which is supported by multiple indomitable conquest platforms and probably at least one thousand-forged dragon. Those soldiers under your command who are not wearing power armor or warstriders are armed with heavy Essence-discharge weapons and protected by personal Essence force shields. You possess an extensive collection of unique and arcane large theater weapons, such as intelligent acids that swim toward enemy vessels in the water and eat through any parts of the ship not protected by magical materials or missiles that turn every living thing within a one-mile radius to glass. This level of Arsenal adds a +4 bonus to the unit's Might. Such armaments have a Wealth cost of 5 if the character is supplying the unit herself.

## LEGENDARY ARSENAL

You possess at least one weapon of mass destruction on par with a directional Titan or the Eye of Autochthon, or else you have dozens of thousand-forged dragons that are under your exclusive control. If you don't have Backing or Connections commensurate with this



Background, you had better keep it secret or risk turning the entire Deliberative against your “rogue state.” The Deliberative is probably very worried. The armaments supplied to your forces make them a match for any force in Creation or Yu-Shan, provided that you also have Legendary Backing or Wealth to pay for their upkeep. The Storyteller may also require you to possess other traits in order to properly use such an artifact (such as, for example, high levels of Willpower and Occult in order to use the Eye of Autochthon successfully). Add a +5 bonus to your unit’s Might.

### ARTIFACT

The Artifact Background functions essentially as described in **Exalted**, p. 111, subject to the following conditions. First, the character must purchase each artifact separately. Second, artifacts represented by this Background generally represent devices acquired in the past that are beyond the character’s normal power to acquire. Accordingly, a character can have an artifact that exceeds her Arsenal, Backing, Panoply, Resources or Wealth ratings, although possession of such artifacts might be illegal depending on the character’s circumstances.

Because most magical items produced in the First Age are the result of assembly-line factory-cathedrals, all but the most powerful artifacts can actually be purchased with money (i.e., the Resources Background used by mortals and Dragon-Blooded, or the Wealth Background used by Celestial Exalts). There is little need for a player to purchase an artifact with Background or bonus points if the character has ratings in other Backgrounds that would allow her to simply buy the artifact outright. For example, a standard daiklave is a two-dot artifact if purchased with this Background. If the character already has Arsenal 2 and either Backing 3 or Wealth 3, however, he could potentially buy as many daiklaves as he wanted.

Yet even in the First Age, all but the most basic items—and especially, those common items that the Solars mass produce for the express benefit of mortals—are still prohibitively expensive for anyone other than Celestial Exalted. Furthermore, the more powerful or potentially dangerous an item is, the more likely it is that the Deliberative will take steps to keep it out of mortal hands through legislative means. For example, it is illegal for private mortal citizens to own Essence-based weapons without a special permit from the Deliberative or from a Celestial employer who is willing to be held liable for the mortal’s actions. It is similarly illegal for private citizens to own a beast of resplendent liquid without special authorization, since the Deliberative does not care to see someone loose massive quantities of potentially addictive drugs among Creation’s mortals.

Mechanically, the public availability of an artifact of a particular rating is governed by the interplay of four Backgrounds: Arsenal, Backing, Panoply and Wealth, each of which is discussed more fully under its individual description in this chapter. Arsenal governs the character’s legal authority

to possess magical armaments and weapons, while Panoply governs her ability to acquire powerful magical items that do not have military or combat applications.

Wealth permits the character to purchase any item that she can afford and that she is authorized to own. Mortal and Dragon-Blooded characters substitute (their Resources ratings – 2) for Wealth. The general rule is that if the character has a Resources or Wealth rating one dot higher than necessary to purchase an item, he can purchase an infinite number of such items without reducing his Background rating. For most purchases, that rule still applies. As a practical matter, though, the Solar Deliberative tracks all purchases of magical weapons and takes a dim view of stockpiling. An Exalt is legally limited to the amount and type of ordinance determined by his Arsenal rating as it applies to mass combat. The effects of *illegally* exceeding that limitation are left to the Storyteller’s imagination. Simple artifact weapons and armor that do not have Essence-manipulating technologies built into them are very easy to produce in this era. Accordingly, reduce the Artifact cost for artifact melee weapons, martial arts weapons, powerbows and armor by one (to a minimum of one dot).

The character’s Panoply rating represents the effective limit on how many and what kind of artifacts without military application she can legally purchase. In this case, the limitation does not, for the most part, reflect the Deliberative’s involvement. (As far as that body is concerned, an Exalt can buy as many flying chariots as she wants.) Instead, the limitation arises simply due to the practical limits of magical construction. While simple devices such as I AM glyph readers are mass-produced and therefore omnipresent, more sophisticated wonders are the product of gifted Exalted artisans. Or, if you prefer, *artistes*. It’s not enough to be able to afford a set of silk armor. You also have to be able to persuade Iatrixian the Weaver—the Solar who invented the process for giving silk robes the properties of steel—that you’ll look sufficiently fabulous in the indestructible-yet-fashionable clothing she designs.

The Artifact Background can be taken multiple times, with each time representing a separate artifact. A character can buy as many individual artifacts as she wants, though, as long as her Arsenal or Panoply rating (depending on the type of device) is high enough to allow her access to that device—and as long as her Wealth rating is at least one dot higher than the item’s Artifact rating. If her Wealth rating is merely equal to that of the item, purchasing it will reduce her permanent Wealth rating by one.

Finally, Backing can also take the place of Wealth, allowing the character to “borrow” items from the organization to which he belongs for limited periods of time. A list of common (and some uncommon) magical items can be found on pages 40-41, along with the Backgrounds required to purchase them.

Characters cannot begin with Legendary Artifacts (i.e., artifacts with an N/A rating) absent Storyteller approval.

Characters *might* be able to acquire such artifacts with the Legendary Arsenal or Panoply ratings, but only after meeting the other requirements of those Legendary Backgrounds. If such an artifact comes into the character's hands without him having the authority to possess it, however, it has done so only through the will of the Storyteller.

## BACKING

Your character is an important member of an organization, such as the Deliberative, the Solar Fleet, the Bureau of Destiny (or some other heavenly bureau) or the Silurian Academy. The higher her rating is, the more important she is to this organization's function and the more freedom she has to direct the organization's resources. With Storyteller approval, this Background can be taken multiple times to reflect authority in different organizations.

### Trait Effects:

**X** You do not involve yourself with any other Exalted body except for a pro forma membership in the Deliberative (for Celestial Exalted) or your familial bonds (if you are Dragon-Blooded). Even in those bodies, you have cultivated no base of support. Why is that?

• You are a lower officer or minor functionary in the organization.

•• Your character is a mid-level officer, the head of a small department or some similarly situated position.

••• Your character is moderately powerful and has many people working under her.

•••• Your character is extremely powerful and typically is only a few rungs below those who control the organization.

••••• Your character is one of the most important figures in the organization. While her authority is not absolute, she can influence the activities of the entire group in important ways.

## LEGENDARY BACKING

You have the complete support of an organization whose reach is potentially Creation-wide. Furthermore, while you officially "work for" the organization, you pretty much run it. The only people who can balk you in your decisions regarding the organization's activities are other characters who also have Legendary Backing. While several Solar luminaries have Legendary Backing from the Solar Deliberative and routinely block each others plans, other Solars rule slightly less important bodies with an iron fist. Grand Admiral Kendik Arkadi has this level of authority over the Solar Fleet, although he is cautious not to overplay his hand lest his rivals in the Deliberative unite against him and attempt to remove him from his position.

## BREEDING (DRAGON-BLOODED ONLY)

Among Dragon-Blooded Gentes, Breeding represents the purity of an Exalt's bloodline and the strength of the power of the Elemental Dragons that flows through it. Breeding confers two benefits. First, as a Dragon-Blood's Breeding increases, so does his ability to harmonize Essence. Accordingly, each dot of Breeding grants him extra motes of Essence to add to his Personal and Peripheral Essence pools. Second (and more important for the more status-conscious Dragon-Blooded), the higher a Terrestrial Exalt's Breeding is, the more likely it is that his children will Exalt as well. Although the Deliberative has made it legal for Dragon-Blooded to mate with non-Exalts, most Dragon-Blooded families continue to carefully arrange their intermarriages to make sure that their ancestral power is preserved.

### Trait Effects:

**X** Your family tree is unremarkable.

• +1 to Personal Essence pool; +2 to Peripheral Essence pool.

•• +2 to Personal Essence pool; +3 to Peripheral Essence pool.

••• +3 to Personal Essence pool; +5 to Peripheral Essence pool.

•••• +4 to Personal Essence pool; +7 to Peripheral Essence pool; -1 mote from the cost to activate your anima banner; +1 on the roll to see if your child Exalts.

••••• +5 to Personal Essence pool; +9 to Peripheral Essence pool; -2 to the cost of activating your anima banner; +2 on the roll to see if a child of yours Exalts.

## LEGENDARY BREEDING

You are one of the tiny handful of Terrestrials whose blood is completely unsullied. None of your ancestors ever saw fit to dally with mortals, demons, petty gods, or any other beings beyond the mandate of the Elemental Dragons. Your blood is as pure as that of the first generation of Dragon-Blooded, and were you to have children with another character possessing Legendary Breeding, their Terrestrial Exaltation would be guaranteed. You add +6 motes to your Personal Essence pool, +11 motes to your Peripheral Essence pool, and reduce the cost of activating your anima banner by three. Unfortunately, your anima markings are so clearly apparent that the difficulty of any attempt to pass as a mortal increases by two. Unlike other Legendary Backgrounds, Legendary Breeding may be taken before Essence 5—but only with Storyteller approval.

## COMMAND

Because of the character's wealth, family backing or actual military rank, he has command of one or more military units. Such units might be divisions within the Legions of the Deliberative or the Solar Fleet, a Celestial Exalt's private

army, a city guard or a mercenary company. Most major Dragon-Blooded Gentes also place significant military forces at the disposal of their Celestial patrons, forces usually under the direct command of Dragon-Blooded officers when not at their patrons' beck and call.

This Background grants only command authority over the troops in question. The default assumption is that the troops actually *belong* to someone else, such as the Deliberative or some independent body. A character who wishes to build an army for her own private purposes must also see to it that the unit is fully funded and, in the case of larger units, has its own officer corps. These requirements must be met through additional Backgrounds, which may include Allies, Connections, Retainers, Wealth and more at the Storyteller's discretion. Arsenal is also required if the force uses magical weapons of any sort, although a force without such equipment is at a serious disadvantage against any force that has them. (See p. 32 for a description of how the Arsenal Background interacts with the Command Background.)

Generally, the size and character of the unit under the character's command is determined by its Magnitude + Might (see *Exalted*, pp. 159–161). The unit's Magnitude governs how many individual soldiers serve in it. The unit's Might governs what percentage of the unit consists of Exalted and other magical beings. Any bonuses added to Might through superior equipment are represented by the character's Arsenal

Background. It is considered a waste of resources to put an Exalt in charge of a unit with a Magnitude of only 1, but young Dragon-Blooded are sometimes assigned to serve as squad leaders as part of their training.

## Trait Effects:

- |   |   |
|---|---|
| X | None. Either you haven't yet earned the right to lead troops or you have no interest in doing so. |
|---|---|
- The sum of your unit's Magnitude and Might is 2 (plus any bonus gained from Arsenal). If you are personally funding this unit, you must also have Wealth •• (for equipment and payroll).
  - The sum of your unit's Magnitude and Might is 4 (plus any bonus gained from Arsenal). If you are personally funding this unit, you must also have Allies •• (for junior officers), Connections • (for gathering intelligence and establishing military contracts), Retainers • (for specialist officers) and Wealth ••• (for equipment and payroll).
  - The sum of your unit's Magnitude and Might is 6 (plus any bonus gained from Arsenal). If you are personally funding this unit, you must also have Allies •••, Connections •••, Retainers ••• and Wealth ••••.
  - The sum of your unit's Magnitude and Might is 8 (plus any bonus gained from Arsenal). If you are



personally funding this unit, you must also have Allies ••••, Connections ••••, Retainers •••• and Wealth ••••.

- The sum of your unit's Magnitude and Might is 10 (plus any bonus gained from Arsenal). If you are personally funding this unit, you must also have Allies •••••, Arsenal •••, Connections •••, Retainers ••••• and Wealth •••••.

### LEGENDARY COMMAND

You are one of Creation's most prominent and highly ranked generals. Alternatively, your dominion includes an enormous military force loyal exclusively to you. You probably command 10,000 soldiers or more, most of whom are likely Dragon-Blooded. The sum of your unit's Magnitude and Might is 12. If you are funding this incredible force personally, you must meet all the Background requirements of the five-dot level of Command but must also have Legendary Resources (and Legendary Arsenal if you wish to equip your army with magical weaponry).

### CONNECTIONS

Creation functions as a complex web of interacting societies, each with its own institutions, foundations and social orders. The Connections Background represents the ability to gain information, to trade favors and to network with other Exalted. Characters with connections shape society, while simultaneously protecting their assets and gaining prestige.

Each area of influence represents a separate potential Background. For example, a well-connected Lunar character might have Connections (Military) 4, Connections (The Deliberative) 2, Connections (The Bank of the Treasury) 4 and Connections (Rathess) 5, in addition to many others.

Ironically, the value of a character's connections is inversely proportional to how expansive the relevant area of influence is. That is, a character who has Connections (The Solar Navy—Eastern Fleet) 3 can effect more change than a character with Connections (The Solar Navy) 3, but the first character's area of influence is confined to a more limited geographic area. The entire Solar Navy is home to dozens of high-Essence luminaries who attempt to shape its Creation-wide functioning, but if an Exalt focuses his attention on gaining connections within a specific theater, he has less competition. Similarly, it is much easier to exercise influence over a single sorcery academy than over Creation's entire magical education infrastructure, or to control a single city-state more completely than a large territory.

#### Trait Effects:

X None. You lack any ties to the group in question.

- You possess at least one major contact (and a handful of minor ones) in the group and are moderately influential at the local level.

- Two major contacts and several minor ones within your area of influence, giving you a significant amount of pull in a citywide area.

- Three major contacts and a large number of minor ones. You are a person of regional importance.

- Five major contacts and a horde of lesser ones. You are one of the most influential figures in the region.

- You know all the major power players in your area of influence, and they all acknowledge your importance and at least consider your advice.

### LEGENDARY CONNECTIONS

Your knowledge about the inner workings within your area of influence are so complete that your rivals suspect you of having a spy network in place (which you probably do). You effectively control the organization's infrastructure at the Creation-wide level and can do as you wish with it except where others with this level of influence interfere.

### CULT

Gods know that worship gives them power. Your character also learned this lesson and has worshipers who honor her as their patron goddess. Indeed, she might not have even set out to do so. Celestial Exalted in particular are so widely venerated that all of them have an effective Cult rating of 1 without doing anything to acquire it other than having their identities publicly known. The problems

### BACKING VS. CONNECTIONS

At first glance, the Backing and Connections Backgrounds would seem to overlap. The distinction lies in what the two Backgrounds actually allow a character to do. Backing represents the application of resources and personnel that are not directly under the character's personal control. Connections represent the character's understanding of an organization's structure (including its secrets) and his ability to direct its overarching agenda. The two can interact freely when a character has both the backing of an organization and connections to those who actually run it. It is not necessary, however, for a character to have the backing of an organization in order to have made connections within it and vice versa. The most talented field agents of the Bureau of Destiny often have unlimited backing but no pull when it comes to defining the agency's agenda. Similarly, the deal-makers of the great Dragon-Blooded Gentes have vast webs of connections within even the Deliberative itself, but they would be looked at as insane if they demanded actual authority within that body.

arise when Solars (and other Exalted) move beyond that meager limit.

Technically, having a Cult rating higher than 2 is illegal and punishable by severe sanctions depending on the situation and the status of the Exalt in question. As a practical matter, however, Solars tend to overlook such transgressions among both their own peers and their Lunar mates, except when the particular rites associated with the cult violate the precepts of the Church of the Unconquered Sun. Things are tougher for Sidereals. Their activities are closely monitored by the Bureau of Heaven, which frowns severely on Sidereals who play at being gods. Dragon-Blooded who acquire significant cults risk the death penalty, but Celestial Exalts can usually get off with a steep fine and suppression of the cult's religious orders, assuming they receive any censure at all.

No Exalt in recorded history has ever achieved a Legendary Cult rating, although some historians think Solar Queen Merela was close when she was forced to relinquish much of her authority.

## Trait Effects:

X You have no worshipers and are most likely a lowly Dragon-Blood or a reclusive Sidereal.

- You have a small but devoted cult. Perhaps six acolytes tend a few shrines and make offerings to you. Every morning when you awaken, you automatically gain one additional point of temporary Willpower. All Solar and Lunar Exalted possess this level of the Cult Background. All Celestial Exalted possess this level of the Cult Background.

- The members of one large community or several small ones worship you. Several hundred people make daily prayers and small offerings to you. You gain a point of temporary Willpower every morning and regain two motes of Essence per hour from worship. Many Solars and a few Lunars possess this level of the Cult Background.

- You are venerated in a large region. Several thousand people daily seek your favor or forbearance. (Characters who are god-kings of a single city have this level of worship.) You may regain one point of temporary Willpower once every 24 hours as a reflexive action. You gain three additional motes of Essence per hour from the power of the cult. Some members of the Deliberative have begun murmuring with distaste about your worship, which, at this level, is patently illegal. It is a capital offense for any Dragon-Blood to achieve this level of cult worship.

- An entire nation honors you. Tens of thousands revere you as one of their primary deities. Regional festivals in your name draw merchants and traders from surrounding lands. You might have a city

sacred to you where you rule either symbolically or in truth. Once every 12 hours, you gain back a point of temporary Willpower, and your cult gives you four additional Essence motes per hour. Both the Deliberative and the Bureau of Heaven certainly know of you and may soon attempt to move against you unless you have powerful backing or allies.

- Many people throughout one of the four quarters of Creation worship you. There, you are the deity of some major sphere of life such as hunting, war or procreation. The people hold seasonal festivals in your honor, children bear your name, and many claim that their actions are done to aid you and your cult. Every six hours, you gain a point of temporary Willpower, and you regain six motes per hour from the constant prayers. The gods are openly jealous of your power, and movement in the Deliberative to censure you could be inevitable.

## FAMILIAR

The Familiar Background functions exactly as outlined in *Exalted*, p. 112.

## LEGENDARY FAMILIAR

A Legendary Familiar is an intelligent and loyal creature of enormous power and/or versatility. Smaller behemoths and intelligent tyrant lizards are possible examples of a Legendary Familiar. All such creatures also possess the Essence-replenishing properties of a small Familiar 3 animal.

## HEART'S BLOOD (LUNARS ONLY)

Heart's Blood functions in the First Age exactly as it does in the Age of Sorrows. This Background represents the size and versatility of a Lunar Exalt's internal library of shapes she can adopt with her shapeshifting powers. The mechanics of this power function as outlined in *The Manual of Exalted Power—The Lunars*, pp. 109–110.

## Trait Effects:

X You have only your true forms—your human shape and your spirit shape.

- 1–3 additional, distinct forms

- 4–10 additional, distinct forms

- 11–20 additional, distinct forms

- 21–40 additional, distinct forms

- 41+ additional, distinct forms

## LEGENDARY HEART'S BLOOD

The rare Lunar who has mastered her shapeshifting powers to the nth degree achieves this level. The Lunar has 25 additional, distinct forms that exclusively represent the stolen shapes of mortals, magical creatures or other unusual life forms. In addition, she is assumed to have the shape of

any mundane animal in her library. She can continue to pursue unique specimens of mundane animals if she desires (or allocate some of her 25 extra forms to them), but for a garden-variety specimen of any particular animal, it's just assumed that she drank its Heart's Blood at some point over the centuries.

## HENCHMEN

Henchmen are generally mortal or Dragon-Blooded characters who have sworn oaths of fealty to the character. Who these characters are depends on the character who holds this Background, although nearly any character concept can be justified. A high-ranking officer might count his subordinate officers as henchmen, while a savant or businessman might do the same for his bodyguards. Religious leaders invariably attract acolytes, while crime lords are surrounded by thugs and assassins. In game terms, they are all (or can be) henchmen.

The default assumption is that a henchman is a heroic mortal, created under the rules outlined in **Exalted**, p. 81. Such a heroic mortal gains a Favored Ability based on his roles. A spy might have Stealth or Larceny, while an apprentice might have Occult or Lore. Henchmen are typically quite loyal. Celestial Exalted may have lower ranking Dragon-Blooded as henchmen. Choosing them increases the rating of the Background by one. That is, with Henchmen (Dragon-Blooded) 3, your character will have three Dragon-Blooded henchmen instead of six mortal ones. These Dragon-Blooded henchmen count as "Young Dragon-Blooded" (see p. 27). If the henchmen are all starting Dragon-Blooded, the value of the Background rating increases by another dot.

There is no Legendary Henchmen trait. Such resources are better described by other Backgrounds, such as Command or Retainers. Mortals may possess the Henchman Background up to the five-dot level, but such henchmen are never Exalted.

### Trait Effects:

- |       |   |
|-------|---|
| X     | None. You walk alone.   |
| •     | One mortal companion.   |
| ••    | Three mortal companions or one young Dragon-Blood.                                  |
| •••   | Six mortal companions, three young Dragon-Blooded or one starting Dragon-Blood.     |
| ••••  | Ten mortal companions, six young Dragon-Blooded or three starting Dragon-Blooded.   |
| ••••• | Fifteen mortal companions, ten young Dragon-Blooded or six starting Dragon-Blooded. |

## MANSE

Manse are large buildings and palaces designed to focus the Essence that converges at naturally occurring dragon lines through geomantic principles. The basic principles of manse are outlined in **Exalted**, pp. 113, 133 and 382–384,

while more detailed rules are presented in Chapter Two of **The Books of Sorcery, Vol. III—Oadenol's Codex**. The specific benefits of a character's Manse Background rating in the First Age are defined here. All Solar characters begin with one free one-dot manse located somewhere in Meru, most commonly an Earth- or Air-aspected one unless the Solar spends Background points to improve his manse's quality. Other manses may be located anywhere in Creation or in Yu-Shan. A character can own a manse in Yu-Shan only if he meets one of the following criteria, however: (1) he is a Sidereal Exalt, (2) he is a Solar or Lunar Exalt who possesses a rating in the Backing Background (representing a heavenly employer) equal to the rating of the manse, (3) he is a Solar or Lunar Exalt who possesses dots in the Connections Background representing contacts in Yu-Shan equal to (the cost of the Manse + 2). A manse can *never* be acquired solely through any combination of Resources, Salary or Wealth, although such Backgrounds may "grease the wheels" for the character in the form of bribes to influential Deliberative members.

### Trait Effects:

- |       |   |
|-------|---|
| X     | If you are a Solar Exalt, you have a single one-dot manse (Air- or Earth-aspected) in Meru. If not, you have no manse of your own and have not been permitted to attune to anyone else's. Who in Creation have you offended?! |
| •     | The character has been attuned to several lesser manses (level-1 and -2) and holds a single level-1 or -2 hearthstone.  |
| ••    | The character has attuned to numerous lesser manses and possesses over three levels worth of hearthstones, with none exceeding level 2.   |
| •••   | The character has been attuned to a small number of moderately powerful manses or dozens of lesser ones. She holds six levels of hearthstones, possibly including a single level-3 stone.                                     |
| ••••  | The character has been attuned to some of the best designed manses in Creation. She has eight levels of hearthstones, including a single level-4 hearthstone.   |
| ••••• | The character is renowned for her hearthstone collection. She holds a single level-5 hearthstone and additional lesser stones totaling 10 levels (including the powerful stone).  |

## LEGENDARY MANSE

There has only been one officially sanctioned manse in history built with a rating in excess of 5, the Sword of Creation. All attempts to create another such "super-Manse" have bogged down in territory disputes (the geomantic web required for such a project would span a significant portion of a Direction, passing through the territories of numerous Lawgivers) or been met with stiff

political opposition within the Solar Deliberative. While members of the Twilight Caste are eager to press the outer boundaries of geomancy, their neighbors have no wish to see a second Sword of Creation, or anything remotely like it, in the hands of a single Solar. As such, any Legendary Manses in existence channel their power to more subtle uses than the Sword, or are quite well-hidden, or are dubious in their qualification for the title, being “merely” 5-dot manses of unusual power. Characters may not begin play with possession of a “Legendary Manse.” An Exalt who has the six-dot level of this Background simply has access to an extraordinary number of manses, many of which have been specially designed to produce certain effects. The character holds two level-5 hearthstones and additional lesser stones totaling 20 levels (including the two large stones).

As an alternative, the player can choose to settle for the benefits of the five-dot level of this Background. In addition, the character is also master of another 10 levels worth of Manse. These extra manses produce no hearthstones and provide the Exalt with no Essence recovery. Instead, the power of the manses is channeled into providing a power grid in an area under the Exalt’s control. This power grid has the benefit of reducing the Essence commitment cost of artifacts within the affected area by one per level of manse channeled into that area, provided that the artifact in question is sympathetically linked to the manse. The 10 extra levels must be divided between the area to be affected (one level for the grounds of a country estate, two for a small village, three for a large town, four for a major metropolis or city-state, and five for a small territory) and the amount by which commitment costs are reduced. If the commitment cost for a particular item is reduced to zero, mortals can use such an item freely.

## MENTOR

The Mentor Background functions exactly as outlined in *Exalted*, p. 113, except as noted here. There is no such thing as a Legendary Mentor. If your character is powerful enough to possess Legendary Backgrounds, then most likely there’s no one in Creation capable of giving him advice, let alone orders.

### Trait Effects:

- X You walk your own path, eschewing the advice of anyone who seeks to help you, no matter how valuable it might be.
- Your mentor is an Influential Dragon-Blood, a powerful local god, an exceptionally wise and experienced mortal savant or, possibly, a First Circle demon.
- Your mentor is an Established Lunar or a major terrestrial god (Essence 3+).
- Your mentor is an Established Solar or Sidereal, an Influential Lunar, a Legendary Dragon-Blood,

a minor spirit of Yu-Shan or possibly a Second Circle demon.

- Your mentor is an Influential Solar or Sidereal, a Legendary Lunar, a Celestial censor, or a prominent god in the Yu-Shan bureaucracy.
- Your mentor is a Legendary Solar or Sidereal, a divisional head or possibly even a bureau head in Yu-Shan, a god of Essence 6+ who serves as an emissary to one of the Incarnae or (if you have the nerve) a Third Circle demon.

## PANOPLY

Arsenal represents a character’s legal authority to own and possess magical weaponry and armaments, and the right to outfit troops with them. Panoply governs what sort of magitech the character owns that does *not* have military applications. In a sense, Panoply also describes the character’s connections with the Exalted artistic and business communities, since more advanced magical items are rare and difficult to produce, even in the First Age. It’s a seller’s market, and Panoply governs the character’s ability to find dealers in rare items and to persuade pompous and arrogant art dealers that only she will *truly* appreciate the item’s worth.

Celestial Exalts unquestionably have the largest panoplies in Creation. Mortals and Dragon-Blooded can have this Background, but they must pay double the normal cost (whether in Background dots, bonus points or experience) for any dots above the three-dot level. Furthermore, both mortals and Dragon-Blooded often find high-end magical items prohibitively expensive due to the disparity between Resources and Wealth.

### Trait Effects:

- X Nothing. For whatever reason, you are fully content with mundane equipment. You are limited to items that do not require a Panoply rating, such as an I AM glyph reader and Essence powered lighting and heating in your home (but only if that home is on an Essence power grid). If you are a Celestial Exalt, you are entitled to one free hard mote from the Ministry of the Treasury.
- You have access to simple magical items that function purely for entertainment or educational purposes. Your portable glyph reader is capable of downloading music from I AM and playing it back later, as well as acting as a communications device interacting with other glyph readers (but only in areas within range of I AM terminals). You have one set of simple clothing that is made of silk armor or has some other magical properties. You might have a hearthstone amulet or a simple hearthstone diadem. You can acquire a hard mote (if your Exalted station hasn’t already entitled you to one). Mortals may possess this level of Panoply, but they cannot acquire items that require the

commitment of Essence unless they are capable of channeling Essence. Otherwise, the Panoply cost of the item increases by one due to the addition of a built-in Essence converter for the artifact.

- You have access to more sophisticated devices usable for entertainment, business and travel. Your I AM glyph reader has an audio-visual recorder function and can provide you with directions even when you are lost in the wilderness and cut off from direct communication with I AM. You probably have several suits of fine, enchanted clothing and a collar of dawn's cleansing light. Mortals may possess this level of Panoply, but they cannot acquire items that require the commitment of Essence unless they are capable of channeling Essence. Otherwise, the Panoply cost of the item increases by one due to the addition of a built-in Essence converter for the artifact.

- Your devices give you control over your environment. You have a portable sky mantis tower that allows you to change the weather (at least over your manse). You have a supply of spell crystals usable for storing spells (if you are a sorcerer) or that have already been programmed with useful Terrestrial level spells (most commonly Infallible Messenger). You probably have a maneki neko spirit acting as your personal shopper, and you wear only the finest enchanted clothing (be it silk armor or some other enchantment). You have a small personal ground, sea or air transport device such as a swift rider, a *Windblade*-class personal transport or a sky chariot. You might also have a simple but intelligent automaton servant, and you probably have at least a few artificial life forms to provide entertainment. Mortals may possess this level of Panoply, but they cannot acquire items that require the commitment of Essence unless they are capable of channeling Essence. Otherwise, the Panoply cost of the item increases by one due to the addition of a built-in Essence converter for the artifact, usually beyond the ability of a mortal to afford.

- Your devices allow for mass transport, such as a personal skyship or a *Whirligig*-class courier. You have multiple sky mantis towers that let you regulate the weather over a city and its surrounding environs. Your numerous artificial servants are erudite and charming, and they can perform any menial tasks, from cooking and cleaning to providing companionship and even sexual service.

- You journey in style, usually in a traveling pagoda or some comparable vessel. Your children are entertained by chillikin playmates, and you entertain

yourself with expensive dreams downloaded from I AM and played in your mind on a special dream emitter. A golden mechanical asp coils around your neck, whispering sage advice in your ear. Your various homes possess every amenity that mortals could dream of—and many that they couldn't.

### LEGENDARY PANOPLY

You have acquired astounding products of Exalted craftsmanship and ingenuity. Purchasing and maintaining such items requires a Legendary Wealth rating, though, unless you are prepared to bankrupt yourself to attain your prize. Examples of items that can be purchased with this level of Panoply include whole stables of beasts of resplendent liquid, personal orreries designed to emulate the Great Observatory of Rathess, reality engines such as those found in Opal Spire

### How Much Does It Cost?

The first step in deciding whether your character can afford to simply buy an artifact on the open market is to determine its Artifact rating. Generally, most artifacts described in *Exalted* and its companion books keep the same Artifact cost listed in those supplements. The Artifact rating of a simple artifact weapon or set of armor that has no Essence-attack features decreases by one, however, to a minimum of 1. Additionally, the Storyteller has absolute discretion to modify the Artifact cost of any item listed in supplements set during the Age of Sorrows, either reducing its Artifact rating (due to mass production in the First Age) or increasing it (due to government regulation of the magitech in question).

The next step is to decide whether the device was created primarily for combat purposes. If it was, it falls under the Arsenal Background. If it wasn't, it falls under Panoply. Then, compare your character's rating in the relevant Background to the item's modern day Artifact rating. If the character's Arsenal or Panoply rating is equal to or higher than the Artifact rating, he will have no legal or social problems in acquiring the item. If his Background rating is less than the Artifact rating, it's out of his league, either because the law forbids it or because it is simply not to be had at any price. Acquiring an artifact with a rating equal to the character's Arsenal or Panoply rating has no negative effect on those ratings.

The final step is comparing the item's Artifact rating to the character's Wealth (or Resources – 2, for Dragon-Bloods or mortals). If his Wealth rating is higher than the Artifact rating, he can afford the item. If not, he can't. If they are equal, he can purchase it at the cost of losing a dot of Wealth.



or simply a personal gate of auspicious passage. Or perhaps your possessions include an entire city under your exclusive dominion, one in which every citizen has the benefits of two or three dots in Panoply, and in which all of their prayers are magnified and transmitted directly to you.

## REPUTATION

Nearly all Celestial Exalted are known across Creation, but there is a difference between merely being famous and actually having a reputation worthy of Exaltation. This Background represents some area in which the Exalt has distinguished himself—combat, sorcery, carousing, etc.—to the point that his fame precedes him, whether for good or ill. The player and Storyteller must decide together what the character has a reputation for. In situations in which that reputation is beneficial, the Storyteller may grant bonus dice to social rolls made for the character intended to get others to follow his advice. In situations where the character's reputation is a liability, however, his player must subtract an equal number of dice. A Solar with the reputation of a great womanizer might well get a love-struck young man to follow his advice on how to court a beautiful princess. He will have less luck in getting a penitent monk who has taken a vow of celibacy to take his advice on anything.

### Trait Effects:

X No reputation. What was your name again?

- one bonus die to appropriate social rolls
- two bonus dice to appropriate social rolls
- three bonus dice to appropriate social rolls
- four bonus dice to appropriate social rolls
- five bonus dice to appropriate social rolls

## LEGENDARY REPUTATION

Possessing Legendary Reputation takes the double-edged benefit of a normal reputation and raises it to epic levels. In situations in which your reputation is helpful to your cause, add five dice to any social combat rolls made to persuade others, and reduce the Dodge MDV of your targets by half. In situations where your reputation is a liability, add a -5 internal penalty to the social attack roll and double the Dodge MDV of your targets.

## RESOURCES

### (DRAGON-BLOODED AND MORTALS ONLY)

The Resources Background functions as outlined in *Exalted*, pp. 113–114. These rules apply to mortals and to Dragon-Blooded. Celestial Exalted use the Wealth Background instead (see p. 46). There is some overlap between the two Backgrounds—a character's Wealth is equal to (Resources – 2). That is, a Solar with Wealth 3 and a Dragon-Blood with Resources 5 have roughly the same financial status. Whenever a situation calls for consideration of a character's Wealth and the relevant character is a Dragon-Blood or mortal, simply subtract two from the

character's Resources to determine whether she meets the financial requirements.

Obviously, there is no such thing as Legendary Resources. In the first place, that would simply be equivalent to Wealth 4. In the second place, Dragon-Blooded may not acquire Legendary Backgrounds, and the Deliberative would probably tax the presumptuous Dragon-Blood into poverty if one began displaying such income, to say nothing of wealthy mortals.

## RETAINERS

Whether born into a Dragon-Blooded Gens or blessed with the gift of Exaltation, one constant in the life of most Exalts is servants. The typical Exalt leads a life of privilege unimaginable to most mortals, a life quietly maintained by the unsung retainers who attend to all their masters' needs. Secretaries, bodyguards, cooks, stewards, men at arms, maids, concubines, drivers and many others stand ready to attend to the Exalt's every whim and insulate him from those who are beneath his divine station.

Retainers are mortal characters, and rarely heroic ones, although a retainer is often capable of showing great bravery in the defense of her master. To create individual retainers, use the rules for regular mortal character creation found on page 13. In addition to household servants, retainers may also represent low-ranking officers and support staff in a military organization or mortal apprentices in a sorcerer's laboratory.

There is no such thing as having Legendary Retainers. A Celestial Exalt may, however, declare that some or all of his retainers are supernatural beings (such as Dragon-Bloods or First Circle demons) by increasing the cost of the Background rating by two. Therefore, if he purchases this Background at the six-dot level, the Exalt might be surrounded by a retinue of 13 Terrestrial Exalted servants, or perhaps a mixture of Dragon-Blooded aides and demon courtesans and artisans. Supernatural servants acquired through this Background are rarely soldiers. For that, use the Henchman Background on page 39. If the player desires, this Background can be taken twice—once to represent mortal servants and once to represent supernatural servants.

### Trait Effects:

X None. For reasons of your own, you eschew the body of servants that is part of your birthright.

• Two retainers

•• Five retainers

••• Nine retainers or two magical or Dragon-Blooded servants

•••• Thirteen retainers or a lesser number of more skilled aides. Alternatively, you have five Dragon-Blooded or magical servants.

••••• Twenty retainers, probably including everything from secretaries to bodyguards, from cooks to

concubines. This is the retinue of a general or a god-king. In the alternative, you have nine magical servants or Dragon-Blooded retainers.

## SALARY (CELESTIAL EXALTED ONLY)

Most beings in Creation who are not independently wealthy collect a salary of some description, but such income is reflected in the Resources Background. The Salary Background refers to a very specific form of income—the quintessence and ambrosia allotments paid out by the various heavenly bureaus to their employees, both godly and Exalted. Quintessence is the physical manifestation within Yu-Shan of the general prayers of all mortals for heavenly intervention. Ambrosia is a purer and rarer form of quintessence that manifests from prayers to a specific deity. Quintessence is distributed to all gainfully employed entities in Yu-Shan (including Exalted) on a relatively equivalent basis. Ambrosia manifests in the immediate vicinity of the god to whom the relevant prayers were directed. All gods who receive Ambrosia from mortal prayers are required to tithe 10 percent of their prayer income to the Unconquered Sun, a major source of that deity's unrivaled power. The Unconquered Sun then redistributes that tithe via his celestial lion servitors to the five heavenly bureaus, which then use the Ambrosia both to manufacture necessary equipment and to pay their employees.

Within Yu-Shan, both Ambrosia and Quintessence can be forged into anything. Indeed, in large quantities (such as the weekly salary of most division heads), these materials could be transformed into sufficient jade to pave every street in Meru... or utterly destroy Creation's economy. Accordingly, converting one's salary into material wealth sufficient to live in Creation above the Resources 3/Wealth 1 level is a serious offense. (Specifically, it is considered embezzlement from the Unconquered Sun's coffers.) Since nearly all Celestial Exalts possess Wealth that dwarfs that meager sum, most Exalted employees use their salaries exclusively to ease their time in Yu-Shan, mainly by enticing less important gods into advancing the Exalts' personal agendas. While Yu-Shan is far less open to corruption in the First Age than it will become in the Age of Sorrows, the line between extravagant gift-giving and outright bribery is still somewhat blurred.

All Sidereal Exalted work directly for the Bureau of Destiny and, accordingly, receive pay in the form of a Quintessence and/or Ambrosia stipend. In addition, some Solar and Lunar Exalts (but never Dragon-Blooded) have risen to achieve gainful employment in Yu-Shan in one of the other four bureaus. An Exalt's divine salary correlates directly with his level of influence over and support from the bureau that employs him. A Solar or Lunar can never have a Salary rating higher than his Backing or Connections Background (whichever is higher) associated with the bureau that employs him. Therefore, a Lunar who works in Yu-Shan on behalf of the Bureau of Nature and possesses Backing (Bureau of Nature) 3 and Connections (Bureau of

Nature) 4 can theoretically have up to four dots in Salary. As a practical matter, however, as an Exalt's salary rises, so does the likelihood of a Celestial audit. Since employment within the Bureau of Destiny is an inherent part of Sideral Exaltation, the Five-Score Fellowship is exempt from those prerequisites.

As noted before, Ambrosia is created from the condensed prayers of mortals and appears in a solid block nearby the god to whom the mortals were praying. The same applies to Exalts in Yu-Shan who possess cults, and such beings tend to accrue significant quantities of Ambrosia while residing there. Maintaining a cult is highly illegal for Exalted in Yu-Shan. Of course, a certain amount of cult worship is expected for Solars and Lunars (but not the more subtle Sidereals), and an Exalt with a Cult rating of only 1 will be tolerated, his Ambrosia confiscated and turned over to the Bureau of Heaven for reallocation. More significant quantities of Ambrosia directed to an Exalt will almost certainly trigger an audit.

There is no such thing as a Legendary Salary, unless one counts the incomes of the various Incarnae.

## Trait Effects:

**X** None. You angered the god of dispensation, or perhaps your salary has been garnished for violations of Celestial law. In Heaven, you must live in the back of your office or on a kind god's floor. You eat only through theft or charity (such as the small daily dole of Quintessence given to the First Age's few indigent gods).

- This is the starting salary for most gods. Exalts earn this pay grade only when they are new or being punished. You have a small apartment (five rooms and facilities) and can afford merely a single feast per day. You earn no Ambrosia but can afford two elemental servants. You have Resources •• in Heaven and Wealth • in Creation. It's hard for you to rent a dragon boat. Heaven's passenger dhows are more your speed.

- A solid salary. You have a small townhouse or a large apartment in an unfashionable Yu-Shan neighborhood, serviced by a handful of elemental servants. You always have ample food available for your pleasure. The Quintessence in your pay far outweighs the Ambrosia. You have the equivalent of Wealth • in Heaven and Wealth •• in Creation, though exercising the latter in full could earn you trouble. This is standard pay for Exalted.

- You rent a townhouse in a good neighborhood of the Celestial City, a faux ranch with land or a rooftop temple-fortress. You travel by your own dragon boat or aerial rickshaw, and you have a dozen elemental servitors. Most of your pay comes as Ambrosia, so your repast is godly. You have

Wealth •• in Heaven and could have Wealth ••• in Creation if you could get away with it.

- You rent more than one of the aforementioned residences. Essence 2 or 3 gods live with and serve you as bodyguards, consultants or courtesans (though they must be purchased with the Allies Background). You eat only godly victuals and pay even your servants in Ambrosia. Your subsidies give you Wealth ••• in Heaven and Wealth •••• in Creation (if you would risk censure).

- You own half a dozen grand palaces, penthouse apartments and weekend lodges in Yu-Shan, moving from one to the next at your whim. If you chose to, your parties could last for centuries. Your small fleet of dragon boats ensures your getting where you want when you want, and your party barge makes you very popular in certain sets. A legion of divine servants awaits your pleasure, including at least a dozen potent gods (though useful gods require the Allies Background). You dine on peaches of immortality and sip celestial wine. You have Wealth •••• in Heaven and Wealth ••••• in Creation, enough to ruin entire economies at will. Only the most senior Exalted and mightiest gods receive this pay packet. Decide what divine criminal or celestial powerbroker you owe and how many Severity 3–5 offenses you are committing.

## SAVANT

Even among the Exalted, only the best and the brightest are truly capable of comprehending the greatest technological and magical secrets of the First Age, let alone fixing them when they break down. A character with the Savant Background adds her Savant rating in dice to any Lore check involving history, science or magic. She also adds her rating in dots to her Lore, Occult and Craft Abilities in order to meet the Ability requirements to operate and maintain First Age artifacts.

### Trait Effects:

**X** None. Whatever your qualifications with regard to Lore, Occult and Craft, you are not considered a member of the era's magitechnical intelligentsia.

- one bonus die to appropriate rolls

- two bonus dice to appropriate rolls

- three bonus dice to appropriate rolls

- four bonus dice to appropriate rolls

- five bonus dice to appropriate rolls

## LEGENDARY SAVANT

You are considered one of Creation's greatest thinkers in your field of expertise, and you authored many of the foremost treatises and textbooks in that area. Not only do you gain

the benefits of the five-dot level of this Background, you also gain one free reroll per session on a failed roll. Furthermore, your writings within your field of expertise are so seminal that your textbooks grant a one-die bonus to Lore, Occult or Craft rolls made by others who rely upon your writings. Legendary manse designer Kal Bax has reached this level of savant.

## SIFU

In the parlance of the Exalted, a sifu is a martial arts instructor, especially one capable of teaching the supernatural martial arts available to the Exalted. Essentially, the sifu is a sort of specialized mentor whose chief utility to the character lies in his ability to teach supernatural martial arts. The best sifus are invariably elder Sidereal Exalts, as the Five-Score Fellowship has pioneered the application of Essence to martial arts. They remain the most puissant masters, despite the boasting of the Dawn and Full Moon castes. The Sidereals jealously guard their secrets, especially their knowledge of the most advanced Sidereal martial arts. A Lunar's beginning Sifu rating cannot exceed 3, and a Dragon-Blooded's cannot exceed 2; the Five-Score Fellowship does not allocate its greatest masters to students who cannot wield their ultimate techniques.

This Background lets a player declare which supernatural martial arts she wishes her character to have available in the future. Players and Storytellers should work together to decide which styles a sifu represented by this Background knows. The sifu is effectively martial arts training on demand; it should always be available, subject only to important plot considerations.

While there are certainly legendary sifus, there is no such thing as a Legendary Sifu Background rating.

### Trait Effects:

- X** You have never found a sifu, either because you have no interest in the martial arts or because no master has ever considered you worthy of tutelage.
- Your sifu knows one supernatural martial art style and has partially mastered one Sidereal style.
  - Your sifu knows two supernatural martial arts styles and one Sidereal style. This is the maximum Sifu rating for a beginning Dragon-Blood.
  - Your sifu knows three supernatural martial arts styles and two Sidereal styles. This is the maximum Sifu rating for a beginning Lunar Exalt.
  - Your sifu knows five supernatural martial arts styles and three Sidereal styles.
  - Your sifu is unparalleled: He knows seven supernatural martial arts styles and four Sidereal styles.

## TEACH ME, SIFU!

The First Age relationship between the Chosen of Sun and Stars is an odd one. On the one hand, the Solar Exalted are the undisputed lords of Creation, rulers of all things within the span of the five Poles and first among the Exalted. On the other hand, there exists a long tradition of Solars studying beneath Sidereal sifus, for the Chosen of the Maidens were created in large part to advise, assist, and train the Solar Exalted.

This extends to study of the martial arts. The two Chosen have not yet become alienated from one another as they will be in the Age of Sorrows, and Sidereals have never had reason to withhold the secrets of their ultimate martial arts from their allies and leaders. They have, however, had reason to carefully ration out those secrets. Long trial and error has taught the Seers of Heaven that the Solars become sullen and unresponsive at best—jealous and mistrustful at worst—when denied access to Sidereal Martial Arts. The Viziers cannot advise resentful heroes who will not listen to them! However, the Sidereals also have no interest in becoming the absolute vassals of the Lawgivers, dispensing lessons like an automaton whenever a Solar snaps his fingers, so they are very particular about the sifu-student relationship inherent to martial arts training. A Solar may be worshiped by a million mortals, eat the viands of the gods on plates of red jade, and command an army capable of conquering the new worlds he rips from the depths of the Wyld... but upon entering the dojo he addresses his sifu with respect, accepts the master's curriculum with humility, and, if wise, considers the words of the "lesser Exalt" carefully. At the dawn of the First Age the Sidereals were granted the individual right to choose which Solar students to teach and which not to, and they have never relinquished that discretionary power.

The Solars, for their part, have not sought to remove this authority from the hands of the Sidereals... but to the Fivescore Fellowship's dismay, an increasing number of Lawgivers have begun to decide that they simply have no need of the advice or martial knowledge of the Viziers.

## SOLAR BOND (LUNARS ONLY)

The Solar Bond Background represents the strength of a Lunar Exalt's devotion to her Solar mate, a devotion that can translate into a greater resolve and mental fortitude for the Lunar when the Solar mate's interests are involved. The mechanics of this Background are outlined in **The Manual**

of Exalted Power—The Lunars, pp. 110–111. There is no such thing as a Legendary Solar Bond.

## WEALTH (CELESTIAL EXALTED ONLY)

Celestial Exalts typically possess riches beyond the dreams of even the greediest mortal merchant, and even those Solars born with nothing can achieve vast incomes with almost trivial ease. This incredible financial status is reflected by the Wealth Background. As noted under the description for Resources, the Wealth Background is equivalent to the (Resources Background + 2). The descriptions here delineate what sort of possessions your character can possess at each level. Don't forget—your character's *magical* equipment, whether combat equipment or useful gadgets, depends on the interaction of his Arsenal, Backing, Panoply and Wealth ratings.

### Trait Effects:

X You are among the poorest Celestial Exalts in Creation—your wealth is “merely” equal to that of a Dragon-Blood with Resources ••.

• Your character is wretchedly poor by the standards of Exalted society. She owns a single townhouse or a prosperous farm. She probably has one fine riding animal and another one of lower quality in case the first falls ill. Your character has a suit of any armor and any two weapons. She eats reasonably well every night and can afford most minor forms of entertainment. Your character has a maximum Retainers rating of 1 (unless the retainers are paid by someone else). Equivalent to Resources •••.

•• For a Celestial Exalt, your character is lower middle class. He owns both a townhouse and a country estate. Your character bears the finest arms, rides relatively expensive transportation, and alone or as master of a family, your character and his kin will never know hunger or want for medical attention. He might also own a private yacht and have a dozen or more servants tend to his needs. Your character has

a maximum Retainers rating of four. Equivalent to Resources ••••.

••• Your character is rich, even by the standards of Exaltation. He has vast riches and either commands an army or could rent one at need. Your character owns at least one excellent ship, and an army of attentive servants eagerly awaits his every whim. His personal dominion either measures in scores of square miles or represents a single city-state. Equivalent to Resources •••••. This is the maximum Wealth available to characters who are not Celestial Exalted.

•••• Your character's wealth is impressive even to Solars. She is rich enough to maintain a standing army, a small fleet of ships and as many retainers as she desires. Her personal dominion is the size of a small country, hundreds of square miles in area. She travels Creation as she wishes and has homes in dozens of locales.

••••• Your character is so rich that no bank in Creation can hold all of his money without it destabilizing local currency exchanges. His personal dominion is vast, at least 500 square miles in area, and contains multiple major cities all under his control. His servants and slaves number in the tens of thousands. He casually spends a king's ransom on great monuments to his own glory or elaborate funerary structures in preparation for his eventual demise.

## LEGENDARY WEALTH

Your character is so rich that, if she chose, she could destabilize the Order Conferring Trade Pattern over much of Creation. Unfortunately, as a result, the Solar Deliberative watches her spending habits like a hawk. You can make an infinite number of purchases of any non-magical goods or services. If your Arsenal rating is high enough, you could pay for your own directional Titan, assuming you're willing to wait for a few centuries for the Deliberative to build it for you.

### MUTATION IMPLANTS

Any character can start with mutation implants or acquire them later. “Mutation implant” is the generic term for a bio-modification or a Wyld-shaping effect that gives a character inherent supernatural powers. The special abilities of artificially engineered blessed mortals are also represented by mutations. Mechanically, a mutation implant is actually identical to a positive Wyld mutation (see **Exalted**, pp. 288–290, **The Manual of Exalted Power—The Lunars**, pp. 206–209, and **The Compass of Celestial Directions, Vol. II—The Wyld**, pp. 144–148), except that the implant is deliberately grafted onto a willing subject’s body through magitech, biothaumaturgy or other occult means. Mutation implants can be purchased at character creation with bonus points and can be acquired later through roleplaying and experience with Storyteller approval. More information on such magical upgrades can be found under the heading for “Blessed Mortals” on page 111 and “Altered Mortals” on page 117. (Magitech implants applied in a similar manner are discussed in **The Books of Sorcery, Vol. I—Wonders of the Lost Age**, pp. 70–72.)

Implant Level	Bonus Point Cost	Experience Point Cost
Poxes	1	2
Afflictions	2	4
Blights	4	8
Abominations	6	12

# SOLAR CHARACTER CREATION SUMMARY

## CHARACTER-CREATION PROCESS

### STEP ONE: CHARACTER CONCEPT

Choose concept, caste and Motivation.

Note caste's anima powers.

### STEP TWO: ATTRIBUTES

Note that all Attributes start with one dot.

Prioritize the three categories: Physical, Social, Mental (8/6/4)

Choose Physical Attributes: Strength, Dexterity, Stamina

Choose Social Attributes: Charisma, Manipulation, Appearance

Choose Mental Attributes: Perception, Intelligence, Wits

### STEP THREE: ABILITIES

Note Caste Abilities.

Select Favored Abilities (5; may not be the same as Caste Abilities)

Assign Celestial Training Ability dots (one dot in Bureaucracy, Presence or Socialize; Lore 2; Occult 2, Ride or Sail 1; and two dots allocated among Archery, Martial Arts, Melee or Thrown)

Assign Caste Training Ability dots:

- **Dawn Training Abilities:** two dots in Archery, Martial Arts, Melee or Thrown; Ride or Sail 1; War 1
- **Zenith Training Abilities:** Bureaucracy 1, Performance 2, Presence 1
- **Twilight Training Abilities:** Craft 1, Lore 1, Medicine 1, Occult 1
- **Night Training Abilities:** two dots in Investigation or Larceny; one dot in Archery, Martial Arts, Melee or Thrown; Stealth 1
- **Eclipse Training Abilities:** Integrity 1; Linguistics 1; one dot in Ride or Sail; one dot in Bureaucracy, Performance, Presence or Socialize

Choose Abilities (28—at least 10 must be from Caste or Favored Abilities; at least one in each Favored Ability; none may be higher than 3 without spending bonus points).

### STEP FOUR: ADVANTAGES

Choose Backgrounds (20—none may be higher than 3 without spending bonus points; gain Cult 1 and Manse 1 for free), Charms (15—at least five must be associated with either Caste or Favored Abilities), Virtues (5—none may be higher than 4 without spending bonus points) and Virtue Flaw.

### STEP FIVE: FINISHING TOUCHES

Record Essence (3), Willpower (equals the sum of the two highest Virtues—may not start at higher than 8 unless at least two Virtues are 4 or higher), Personal Essence ([Essence x 3] + Willpower), Peripheral Essence ([Essence

x 7] + Willpower + [sum of all the character's Virtues]) and health levels (seven, plus any gained from Charms). Choose starting Intimacies (equal to Compassion).

### BONUS POINTS

Bonus points (18) may be spent at any time during character creation.

### CASTES

- **Dawn:** The Dawns are the generals and warriors of the Unconquered Sun.

**Caste Abilities:** Archery, Martial Arts, Melee, Thrown, War

**Anima Power:** The Dawn anima power allows the Solar to become awesome and terrifying to others for the duration of the scene.

- **Zenith:** The Zeniths are the prophets, mystics and priest-kings of the Solar Deliberative.

**Caste Abilities:** Integrity, Performance, Presence, Resistance, Survival

**Anima Power:** The Zenith anima power improves her resistance to injury and her fighting prowess when she fights creatures of darkness. It also allows the Zenith to reduce the bodies of the dead to ash.

- **Twilight:** The Twilights are the sorcerers, savants and engineers who have produced the awesome magitech wonders that fuel the glories of the Age of Splendor.

**Caste Abilities:** Craft, Investigation, Lore, Medicine, Occult

**Anima Power:** The Twilight anima power surrounds the Exalt with a shield of force that defends her from injury.

- **Night:** The Night Caste encompasses the spies and assassins who walk in dark places to protect the people from harm.

**Caste Abilities:** Athletics, Awareness, Dodge, Larceny, Stealth

**Anima Power:** The Night anima power allows the Exalt to move with great stealth and to suppress his anima so that it does not glow brightly and give away his position.

- **Eclipse:** The Eclipses are the businessmen, diplomats and naval tacticians of the Realm who oversee its ever-stretching borders and who use diplomacy and guile to keep the dreaded Fair Folk at bay.

**Caste Abilities:** Bureaucracy, Linguistics, Ride, Sail, Socialize

**Anima Power:** The Eclipses' anima power allows them to sanctify oaths that are backed by the power of Heaven itself. Also, Solars of this Caste are beneficiaries of centuries of diplomatic treaties and can freely enter Yu-Shan, Malfeas or the Wyld itself without fear of harassment as long as their business is official. Finally,

# SOLAR CHARACTER CREATION SUMMARY

Eclipse Caste Solars alone of all the Exalted can learn the Charms of non-Solars.

## MOTIVATION

Choose a driving and epic motivation for your Solar character.

## VIRTUES

- Compassion**—Empathy and forgiveness
- Conviction**—Emotional endurance
- Temperance**—Self-control and clear-headedness
- Valor**—Courage and bravery

## BACKGROUNDS

- Allies**—Aides and friends who help in tasks.
- Arsenal**—Authorization to own magical weapons and to outfit military forces with them.
- Artifact**—Individual wonders of the First Age (for those who cannot buy them in bulk with other Backgrounds).
- Backing**—Standing and rank in an organization of power and influence.
- Command**—Authority to lead troops.
- Connections**—Influence and informational sources among organizations of power and authority.
- Cult**—Mortals who worship you.
- Familiar**—An animal companion.
- Henchmen**—Non-Exalted minions who fight on your behalf.

**Manse**—A place of power and Essence.

**Mentor**—A teacher and instructor.

**Panoply**—Your accumulated collection of wondrous devices.

**Reputation**—Your social standing.

**Retainers**—Loyal servants.

**Salary**—Heavenly income in the form of Ambrosia and Quintessence.

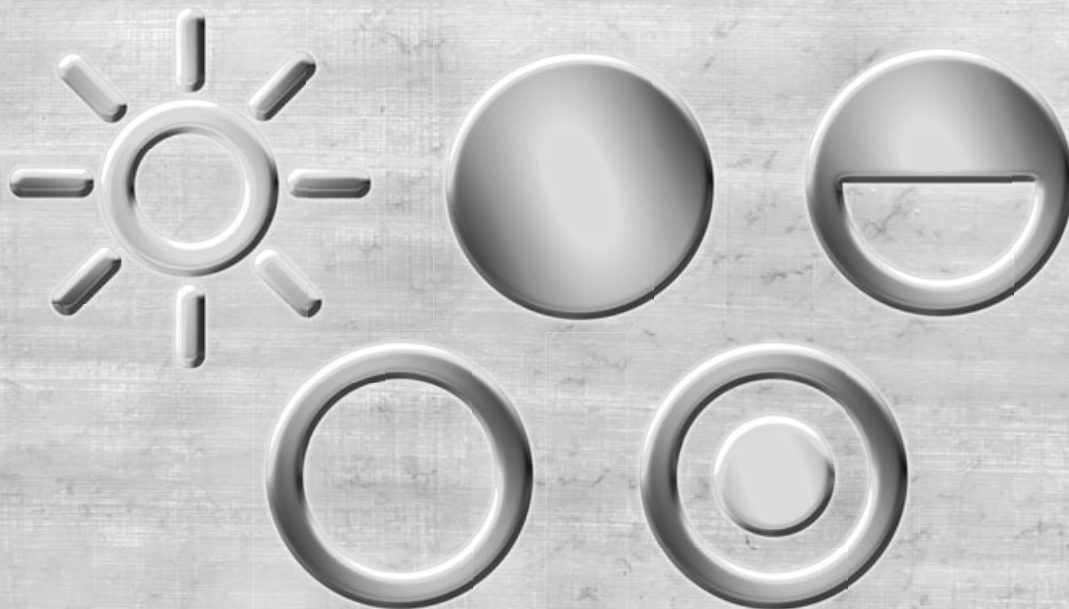
**Savant**—A superior understanding of First Age magitech.

**Sifu**—A tutor in the intricacies of Exalted martial arts.

**Wealth**—A vast income, the upper levels of which are unreachable save by the Celestial Exalted.

## BONUS POINT COSTS

Trait	Cost
Attribute	4
Ability	2 (1 if a Favored or Caste Ability)
Background	1 (2 if the Background is being raised above 3)
Specialty	1 (2 per 1 if in a Favored or Caste Ability)
Virtue	3
Willpower	2
Intimacies	3 to increase starting Intimacies to (Willpower + Compassion)
Essence	7
Charms	5 (4 if in a Favored or Caste Ability)



# LUNAR CHARACTER CREATION SUMMARY

## CHARACTER-CREATION PROCESS

### STEP ONE: CHARACTER CONCEPT

Choose concept, caste and Motivation.

Note caste's anima powers.

Note spirit shape and Tell.

### STEP TWO: ATTRIBUTES

Note that all Attributes start with one dot.

Prioritize the three categories: Physical, Social, Mental (8/6/4)

Choose Physical Attributes: Strength, Dexterity, Stamina

Choose Social Attributes: Charisma, Manipulation, Appearance

Choose Mental Attributes: Perception, Intelligence, Wits

Record Caste Attributes (3).

Select Favored Attribute (1).

Gain two free Attribute dots that must be assigned to Caste or Favored Attributes.

### STEP THREE: ABILITIES

Select Favored Abilities (Survival and 2 others).

Assign Celestial Training Ability dots (one dot in Bureaucracy, Presence or Socialize; Lore 2; Occult 2; Ride or Sail 1; and two dots allocated among Archery, Martial Arts, Melee or Thrown).

Assign Caste Training Ability dots:

- **Full Moon Training Abilities:** one dot in either Archery, Martial Arts, Melee or Thrown; Resistance 1; Survival 1; War 1
- **Waxing Moon Training Abilities:** Performance 1, Presence 1, Socialize 1, Survival 1
- **Half Moon Training Abilities:** Investigation 1, Presence 1, Survival 1, War 1
- **Waning Moon Training Abilities:** Larceny 2, Stealth 1, Survival 1
- **No Moon Training Abilities:** Craft 1, Lore 1, Occult 1, Survival 1

Choose Abilities (25—at least one in each Favored Ability; none may be higher than 3 without spending bonus points).

### STEP FOUR: ADVANTAGES

Choose Backgrounds (15—none may be higher than 3 without spending bonus points; gain Cult 1 for free), Charms and Knacks (12; at least four Charms and one Knack; at least four Charms from the Lunar's Caste or Favored Attributes), Virtues (5—none may be higher than 4 without spending bonus points) and Virtue Flaw.

### STEP FIVE: FINISHING TOUCHES

Record Essence (3), Willpower (equals the sum of the two highest Virtues—may not start at higher than 8 unless at least two Virtues are 4 or higher), Personal Essence (Essence + [Willpower x 2]); Peripheral Essence ([Essence x 4] + [Willpower x 2] + [the character's highest Virtue x 4]); and health levels (seven, plus any gained from Charms). Choose starting Intimacies (equal to Compassion).

### BONUS POINTS

Bonus points (18) may be spent at any time during character creation.

### CASTES

- **Full Moon:** The warriors of Luna.

**Caste Attributes:** Strength, Dexterity, Stamina

**Anima Power:** Doubles speed and leaping distances for a scene and also doubles Strength for the purpose of feats of strength.

- **Waxing Moon:** The priests and courtiers of Luna.

**Caste Attributes:** Charisma, Manipulation, Appearance

**Anima Power:** Gain (Essence) additional lethal and bashing soak against all attacks from creatures of the Wyld. Also adds (Essence) to the minimum number of dice rolled for post-soak damage against creatures of the Wyld.

- **Half Moon:** The judges of Luna.

**Caste Attributes:** Charisma, Perception, Intelligence

**Anima Power:** Adds (Essence) to all initiative rolls and to all rolls to detect unexpected attacks for the remainder of the scene.

- **Waning Moon:** The rogues of Luna.

**Caste Attributes:** Dexterity, Manipulation, Wits

**Anima Power:** May craft an illusion that makes the Waning Moon appear to be someone else for a scene and add (Essence) to any social action to maintain the deception. Alternatively, this power provides an array of ever-shifting shadow and silver light, adding (Essence) to the difficulty of any identification attempt.

- **No Moon:** The scholars of Luna.

**Caste Attributes:** Perception, Intelligence, Wits

**Anima Power:** The No Moon is surrounded by an inky black penumbra that inflicts a -1 external penalty on all attackers who cannot see through darkness. Also, the mote cost of all Charms that explicitly require an Occult roll, as well as the cost of any spells cast, are reduced.

### MOTIVATION

Choose a driving and epic Motivation for your Lunar character in keeping with her duty of stewardship.

# LUNAR CHARACTER CREATION SUMMARY

## VIRTUES

- Compassion**—Empathy and forgiveness
- Conviction**—Emotional endurance
- Temperance**—Self-control and clear-headedness
- Valor**—Courage and bravery

## BACKGROUNDS

- Allies**—Aides and friends who help in tasks.
- Arsenal**—Authorization to own magical weapons and outfit military forces with them.
- Artifact**—Individual wonders of the First Age (for those who cannot buy them in bulk with other Backgrounds).
- Backing**—Standing and rank in an organization of power and influence.
- Command**—Authority to lead troops.
- Connections**—Influence and informational sources among organizations of power and authority.
- Cult**—Mortals who worship you.
- Familiar**—An animal companion.
- Heart's Blood**—The library of animal and human shapes you can assume.
- Henchmen**—Non-Exalted minions who fight on your behalf.
- Manse**—A place of power and Essence.
- Mentor**—A teacher and instructor.
- Panoply**—Your accumulated collection of wondrous devices.
- Reputation**—Your social standing.

**Retainers**—Loyal servants.

**Salary**—Heavenly income in the form of Ambrosia and Quintessence.

**Savant**—A superior understanding of First Age magitech.

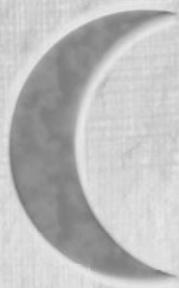
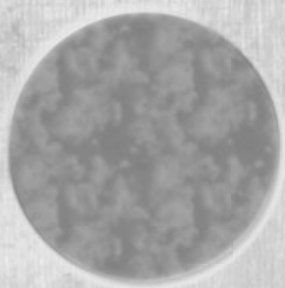
**Sifu**—A tutor in the intricacies of Exalted martial arts.

**Solar Bond**—A supernatural connection to your Solar mate.

**Wealth**—A vast income, the upper levels of which are unreachable save by Celestial Exalted.

## BONUS POINT COSTS

Trait	Cost
Trait	Cost
Attribute	4 (3 if a Caste or Favored Attribute)
Ability	2 (1 if a Favored Ability)
Background	1 (2 if the Background is being raised above 3)
Specialty	1 (2 per 1 if in a Favored Ability)
Virtue	3
Willpower	2
Intimacies	3 to increase starting Intimacies to (Willpower + Compassion)
Essence	10
Charms	7 (5 if in a Favored or Caste Ability)
Knacks	6



# SIDEREAL CHARACTER CREATION SUMMARY

## CHARACTER-CREATION PROCESS

### STEP ONE: CHARACTER CONCEPT

Choose concept, caste and Motivation.

Note caste's anima powers.

### STEP TWO: ATTRIBUTES

Note that all Attributes start with one dot.

Prioritize the three categories: Physical, Social, Mental (8/6/4)

Choose Physical Attributes: Strength, Dexterity, Stamina

Choose Social Attributes: Charisma, Manipulation, Appearance

Choose Mental Attributes: Perception, Intelligence, Wits

### STEP THREE: ABILITIES

Note Auspicious Abilities.

Select Favored Abilities (four; may not be the same as Auspicious Abilities).

Assign Celestial Training Ability dots (one dot in Bureaucracy, Presence or Socialize; Lore 2; Occult 2; Ride or Sail 1; and two dots allocated among Archery, Martial Arts, Melee or Thrown).

Assign Caste Training Ability dots:

**Journeys Training Abilities:** one dot in Athletics or Survival; Linguistics 1; Martial Arts 1; one dot in Ride or Sail

**Serenity Training Abilities:** one dot in Craft, Medicine or Performance; Martial Arts 1; Presence 1; Socialize 1

**Battles Training Abilities:** two dots in Archery, Melee or Martial Arts; War 2

**Secrets Training Abilities:** one dot in Awareness or Investigation; one dot in Larceny or Socialize; Martial Arts 1; Stealth 1

**Endings Training Abilities:** one dot in Awareness or Dodge; Martial Arts 2; Stealth 1

Choose Abilities (25—at least 10 must be from Auspicious or Favored Abilities; at least one in each Favored Ability; none may be higher than 3 without spending bonus points).

### STEP FOUR: ADVANTAGES

Choose Backgrounds (15—none may be higher than 3 without spending bonus points; gain Cult 1 and Backing [Bureau of Destiny] 1 for free), Charms (12; at least five must be associated with the Sidereal's Auspicious or Favored Attributes; Sidereal Exalted may begin with up to three Sidereal Martial Arts Charms as long as they meet the prerequisites); astrological colleges (seven; at least four must be placed within the five colleges associated with the character's Maiden); Virtues (5—none may be higher than 4 without spending bonus points) and Virtue Flaw.

### STEP FIVE: FINISHING TOUCHES

Record Essence (3), Willpower (equals the sum of the two highest Virtues—may not start at higher than 8 unless at least two Virtues are 4 or higher); Personal Essence ([Essence x 2] + Willpower); Peripheral Essence ([Essence x 6] + Willpower + [the sum of all four Virtues]); and health levels (seven, plus any gained from Charms). Choose starting Intimacies (equal to Compassion).

### BONUS POINTS

Bonus points (18) may be spent at any time during character creation.

### CASTES

- **Journeys:** Heaven's Messengers, who travel any distance to perform their duties.

**Auspicious Abilities:** Resistance, Ride, Sail, Survival, Thrown

**Anima Power:** Triple running speed for him and any of his allies (including mounts) within (Essence x 10) yards.

- **Serenity:** Heaven's Courtesans, who regulate fate as it pertains to life, love, recreation and procreation.

**Auspicious Abilities:** Craft, Dodge, Linguistics, Performance, Socialize

**Anima Power:** Gain (Essence) automatic successes to all Performance rolls made by her or her allies within (Essence x 10) yards.

- **Battles:** Heaven's Soldiers, who manipulate fate in the context of combat and direct conflict.

**Auspicious Abilities:** Archery, Athletics, Melee, Presence, War.

**Anima Power:** Reduce damage rolled in Step 10 of attack resolution by one health level (to a minimum of zero). This effect protects both the Sidereal and her allies within (Essence x 10) yards.

- **Secrets:** Heaven's Eyes, who keep or reveal knowledge at Heaven's direction.

**Auspicious Abilities:** Investigation, Larceny, Lore, Occult, Stealth

**Anima Power:** Renders the Sidereal and his allies within (Essence x 10) yards immune to mind-reading and unnatural mental influence from opponents with an Essence less than his own. Against opponents with an equal or higher Essence, those protected add the Sidereal's Essence to the Mental DV of any affected person.

- **Endings:** Heaven's Gardeners, who make sure that all things end at their appointed time.

**Auspicious Abilities:** Awareness, Bureaucracy, Integrity, Martial Arts, Medicine

# SIDEREAL CHARACTER CREATION SUMMARY

**Anima Power:** Increase the damage inflicted by the Sidereal and her allies within (Essence x 10) yards by one level, applied after rolling in Step 10 of attack resolution, as long as an attack inflicts at least one level of damage before considering the effect.

## MOTIVATION

Choose a driving and epic Motivation for your Sidereal character, keeping in mind her natural tendency for subtlety and misdirection.

## VIRTUES

- Compassion**—Empathy and forgiveness
- Conviction**—Emotional endurance
- Temperance**—Self-control and clear-headedness
- Valor**—Courage and bravery

## BACKGROUNDS

- Acquaintances**—Mortals who know the Exalt under a different guise.
- Allies**—Aides and friends who help in tasks.
- Arsenal**—Authorization to own magical weapons and outfit military forces with them.
- Artifact**—Individual wonders of the First Age (for those who cannot buy them in bulk with other Backgrounds).
- Backing**—Standing and rank in an organization of power and influence.
- Command**—Authority to lead troops.
- Connections**—Influence and informational sources among organizations of power and authority.
- Cult**—Mortals who worship you.
- Familiar**—An animal companion.
- Henchmen**—Non-Exalted minions who fight on your behalf.
- Manse**—A place of power and Essence.
- Mentor**—A teacher and instructor.

**Panoply**—Your accumulated collection of wondrous devices.

**Reputation**—Your social standing.

**Retainers**—Loyal servants.

**Salary**—Heavenly income in the form of Ambrosia and Quintessence.

**Savant**—A superior understanding of First Age magitech.

**Sifu**—A tutor in the intricacies of Exalted martial arts.

**Wealth**—A vast income, the upper levels of which are unreachable save by Celestial Exalted.

## BONUS POINT COSTS

Trait	Cost
Attribute	4
Ability	2 (1 if a Favored or Auspicious Ability)
Background	1 (2 if the Background is being raised above 3)
Specialty	1 (2 per 1 if in a Favored or Auspicious Ability)
Virtue	3
Willpower	2
Intimacies	3 to increase starting Intimacies to (Willpower + Compassion)
Essence	10
Charms	7 (5 if in a Favored or Auspicious Ability)
Sidereal Martial Arts Charm	8 (6 if Martial Arts is a Favored or Auspicious Ability)
Sidereal astrology college	7 (5 in your Maiden's colleges)



# DRAGON-BLOODED CHARACTER CREATION SUMMARY

## CHARACTER-CREATION PROCESS

### STEP ONE: CHARACTER CONCEPT

Choose concept, aspect and Motivation.

Note aspect's anima powers.

### STEP TWO: ATTRIBUTES

Note that all Attributes start with one dot.

Prioritize the three categories: Physical, Social, Mental (8/6/4)

Choose Physical Attributes: Strength, Dexterity, Stamina

Choose Social Attributes: Charisma, Manipulation, Appearance

Choose Mental Attributes: Perception, Intelligence, Wits

### STEP THREE: ABILITIES

Note Aspect Abilities.

Select Favored Abilities (three; may not be the same as Aspect Abilities).

Assign Terrestrial Training Ability dots (Archery 1, Bureaucracy 1, Lore 2, Martial Arts 1, Melee 1, Occult 1, Performance 1, Presence 1, Ride 1, Socialize 1 and War 1).

Choose Abilities (30—at least 10 must be from Aspect or Favored Abilities; at least one in each Favored Ability; none may be higher than 3 without spending bonus points).

### STEP FOUR: ADVANTAGES

Choose Backgrounds (15—none may be higher than 3 without spending bonus points), Charms (10—at least 5 must be associated with either Aspect or Favored Abilities) and Virtues (5—none may be higher than 4 without spending bonus points).

### STEP FIVE: FINISHING TOUCHES

Record Essence (3), Willpower (equals the sum of the two highest Virtues—may not start at higher than 8 unless at least two Virtues are 4 or higher), Personal Essence (Essence + Willpower + any gained from the Breeding Background), Peripheral Essence ([Essence x 4] + Willpower + [the sum of the two highest Virtues] + any gained from the Breeding Background) and health levels (seven, plus any gained from Charms). Choose starting Intimacies (equal to Compassion).

### BONUS POINTS

Bonus points (18) may be spent at any time during character creation.

## ASPECTS

- **Air:** Silent as a breeze and dangerous as a tornado.

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

**Anima Power:** Can triple leaping distance, take no damage from falls and add (Essence) to Dodge DV against Thrown and Archery attacks.

- **Earth:** Islands of stability and the bedrock supporting individuals, causes and institutions.

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

**Anima Power:** May soak lethal damage with full Stamina, and can add Essence in dice to all rolls to resist grappling attacks or avoid knockback. Also adds (Essence) to Stamina for all purposes while standing on earth or stone.

- **Fire:** Passionate and energetic, like the flickering flames they emulate.

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

**Anima Power:** Immune to fire and bursts into flame for a scene. Touch inflicts (Essence) dice of lethal fire damage.

- **Water:** Cool and relaxed, like a flowing river.

**Aspect Abilities:** Bureaucracy, Investigation, Larceny, Martial Arts, Sail

**Anima Power:** Grants complete water freedom for a day. Can breathe water as easily as air and ignore any and all environmental penalties for being underwater. Can also walk across water as if it were solid land.

- **Wood:** Mystical and in touch with nature.

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

**Anima Power:** Grants total immunity to plant-based poisons for a scene. Also grants poisonous touch. Adds (Essence) to Dodge DV versus Archery attacks and any attacks that rely on wooden weapons.

## MOTIVATION

Choose a driving and epic Motivation for your Dragon-Blooded character.

## VIRTUES

**Compassion**—Empathy and forgiveness

**Conviction**—Emotional endurance

**Temperance**—Self-control and clear-headedness

**Valor**—Courage and bravery

# DRAGON-BLOODED CHARACTER CREATION SUMMARY

## BACKGROUNDS

- Allies**—Aides and friends who help in tasks.
- Arsenal**—Authorization to own magical weapons and outfit military forces with them.
- Artifact**—Individual wonders of the First Age (for those who cannot buy them in bulk with other Backgrounds).
- Backing**—Standing and rank in an organization of power and influence.
- Breeding**—The inherited strength of your Terrestrial bloodline.
- Command**—Authority to lead troops.
- Connections**—Influence and informational sources among organizations of power and authority.
- Cult**—Mortals who worship you (even though it could mean your death if you are discovered).
- Familiar**—An animal companion.
- Henchmen**—Non-Exalted minions who fight on your behalf.
- Manse**—A place of power and Essence.
- Mentor**—A teacher and instructor.
- Panoply**—Your accumulated collection of wondrous devices.
- Reputation**—Your social standing.
- Resources**—Wealth and material goods (or at least those within the reach of Dragon-Blooded and mortals).

**Retainers**—Loyal servants.

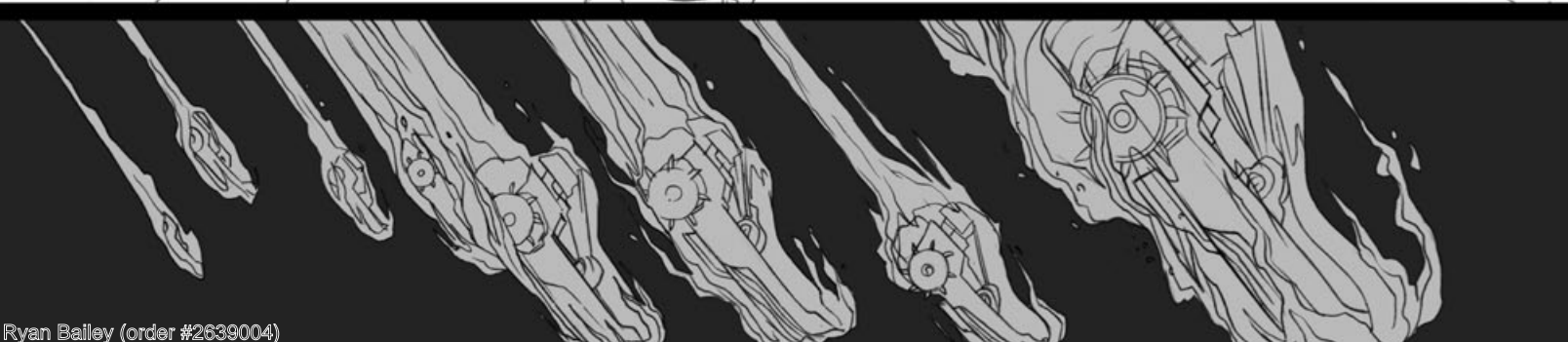
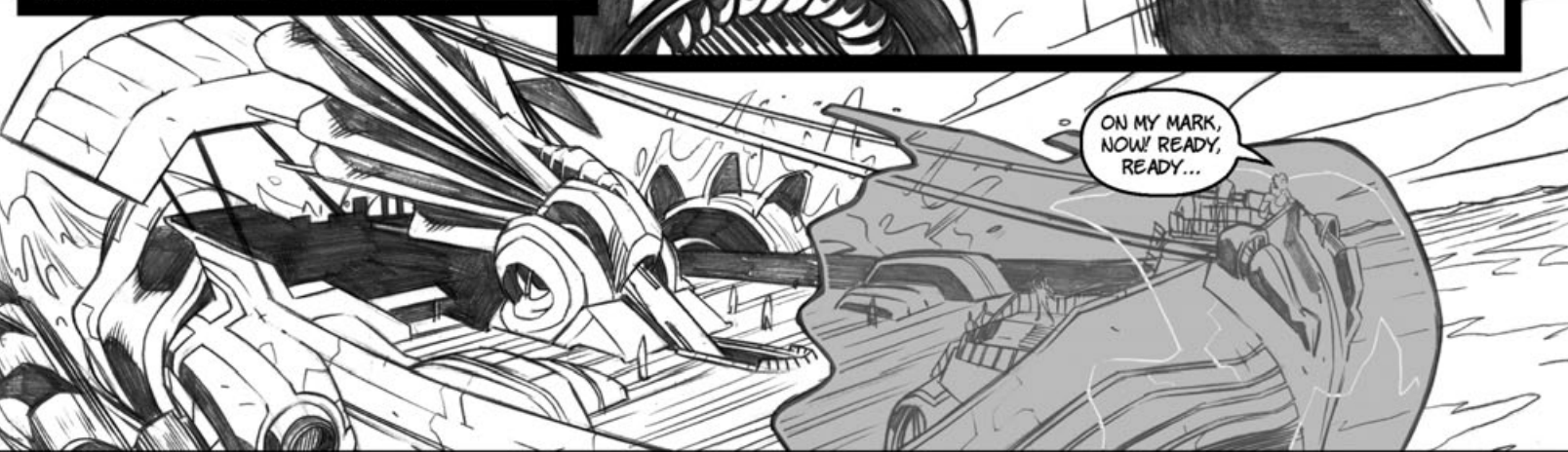
**Savant**—A superior understanding of First Age magitech.

**Sifu**—A tutor in the intricacies of Exalted martial arts.

## BONUS POINT COSTS

Trait	Cost
Attribute	4
Ability	2 (1 if a Favored or Aspect Ability)
Background	1 (2 if the Background is being raised above 3. Certain Backgrounds may cost more for Dragon-Blooded.)
Specialty	1 (2 per 1 if in a Favored or Aspect Ability)
Virtue	3
Willpower	2
Intimacies	3 to increase starting Intimacies to (Willpower + Compassion)
Essence	10
Charms	7 (5 if in a Favored or Aspect Ability)
Celestial Martial Arts Charm	10 (7 if Favored or Aspect Ability)





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## CHAPTER TWO

# THE GOD-KINGS' PROWESS

In the Age of Splendor, the Celestial Exalted are at the pinnacle of their power. In addition, their Dragon-Blooded subordinates have access to anagathic techniques unheard of in the fallen Second Age, extending both their lives and their odds of surviving to better master their Essence. As a result, the use of high-Essence Charms by the Exalted of the era is commonplace.

## THE SOLAR EXALTED

As undisputed masters of the Realm, First Age Lawgivers exercise the Mandate of Heaven across the face of Creation. Much of the power that backs up the Solars' supremacy lies in the immense innate power granted by the spectacular Charms at their command. The rest derives from the infrastructure and weapons that those Charms helped forge.

## NEW KEYWORDS

**Mirror:** This Keyword denotes a symmetry of power between the Lawgivers and their dark reflections, the Abyssal Exalted. Solar Mirror Charms list their Abyssal analogues in parentheses, which generally have the same total number of prerequisite Charms and minimum trait requirements. For Eclipse and Moonshadow Castes, a mirror can substitute for its analogue (with regard to any prerequisites) as if it were the same Charm. More detail on this Keyword may be

found in **The Manual of Exalted Power—The Abyssals**, pages 120-121.

The Abyssal Exalted do not yet exist in the First Age, but some Solars have begun to discover their terrible Charms through experiments with the fearsome relic known as the Black Mirror (see **Lands of Creation**, p. 121) and the Charm Black Mirror Revelation (see **Glories of the Most High—The Unconquered Sun**, pp. 29-30). The Mirror Charms detailed below are appropriate for Abyssal characters in Second Age games to learn as they grow into the full maturity of their apocalyptic power.

**Native:** Powers like the Eclipse, Moonshadow and Fiend anima do not allow acquisition of Native Charms. Only natural wielders can learn Native charms. Exalted Charms and hero-style expansions are natural to the appropriate type of Chosen. Spirit Charms are natural to gods, elementals, demons and akuma. Arcanoi are natural to ghosts. Raksha Charms are natural to Fair Folk. Primordial Charms are natural to Primordials, Green Sun Princes and Exalted akuma. The God-Blooded children of natural wielders cannot learn their parents' Native Charms. Martial Arts Charms that are not Hero Style expansions cannot have the Native keyword.

**Reactor:** No combination of effects including any Charm carrying this Keyword may cause the character to gain more than 20 motes during the course of a single action. Stunt

rewards explicitly do not count toward this limit. As a point of clarification, the Solar Charm Essence-Gathering Temper (see **Exalted**, p. 207) has this Keyword.

## EXCELLENCIES

### SUPREME PERFECTION OF (ABILITY)

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

**Keywords:** Mirror

**Duration:** Permanent

**Prerequisite Charms:** (Ability) Essence Flow

This Charm permanently alters the cost of the Solar Excellencies associated with the Ability this Charm is purchased for. The First Excellency's cost becomes "one mote per two dice added," while the Second Excellency's cost becomes "one mote per success added" and the Third Excellency's cost drops to a flat three motes. Fractional values are lost; for example, a Solar with Dexterity 4, Melee 5 who spent five motes on the First or Second Excellency would add nine dice or four successes, respectively. This discount only applies when the Excellency in question is channeled through the appropriate (Ability) Essence Flow. Supreme Perfection of (Ability) is incompatible with any other Charm which provides cost discounts to the Excellencies, such as Infinite (Ability) Mastery.

**New Abyssal Charm:** This Charm's Abyssal Mirror is identical to its Solar counterpart in all regards.

### DIVINE TRANSCENDENCE OF (ABILITY)

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

**Keywords:** Native, Mirror (Apocalyptic Evolution of [Ability])

**Duration:** Permanent

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

All limitations in existence shrink in the face of Solar determination. That which is impossible becomes merely difficult; that which is indestructible crumbles; that which cannot be slain lies dead upon the earth. When a Solar crashes against the boundaries of her own power, that limit also falters. All Charms within the Ability corresponding to this Charm reduce their minimum Ability and Essence ratings by one when the character attempts to learn them. All subsidiary powers contained within such Charms (such as the Archery 6+ damage upgrade of Lambent Bolt of Annihilation) also lower their requisite Ability and Essence ratings by one. For example, if a character learned Divine Transcendence of Linguistics, the Charm Beautiful Essence-Born Rune would drop from minimums of Linguistics 6, Essence 6 to Linguistics 5, Essence 5. Under Divine Transcendence of Melee, all of the repurchase opportunities of Golden Destruction Cut would become available one dot earlier. Divine Transcendence of (Ability) cannot reduce the requirements of any Charm with minimums of (Ability) 10 or Essence 10. Charms retain their original ratings for all other purposes, such as building Combos. Upon achieving (Ability) 10, Essence 10, this Charm vanishes and the Solar is refunded its cost.

**New Abyssal Charm:** Apocalyptic Evolution of (Ability) (Prerequisites: Any [Ability] Excellency). This Charm's Abyssal Mirror is identical to its Solar counterpart.

## ELDER ESSENCE MINIMUMS

Charms running from Essence 1 to 5 are detailed on page 184 of **Exalted**.

Charms having Essence minimums from 1 to 5 encompass the complete array of effects for which the Solars were given purpose. Having conquered chaos and ascended to rulership of Creation, Solars expand to represent a purpose for which there was no design. Charms beyond the Essence minimum of 5 suggest a force for which there is no peer, and a measure for which there is no call. In short, these effects equip the Solars with a new array of effects of such magnitude and scope that there could be no known reason. Beyond this point, Solars transcend humanity, expand their notice beyond the core of existence, bargain with incomprehensible forces, and build new worlds—if only to have more to conquer.

Charms with an Essence minimum of 6 leave behind worldly miracles—the Exalt now engages in the work of gods. Her power redefines her standing among the Exalted, and it is on the back of these wonders that an Age may be built.

Charms with an Essence minimum of 7 depict the authorial primacy of one who knows no value she cannot change and no limit she cannot reach. These miracles leave marks on the world that last for untold generations, each application a legend unto itself. The holy might contained by these Charms evoke such awe and terror that the Celestial Exalted look upon them with shocked remove.

Charms with an Essence minimum of 8 touch the very foundation of the universe. The Solar lays hands upon the forces of the very cosmos, and they recognize in her Essence a peer.

Charms with an Essence minimum of 9 affect all the heavenly glory of the sun unbound. Solar power expands almost beyond the capacity of the world to contain it. What is the possible purpose of such great and terrible power?

Charms with an Essence minimum of 10 denote powers beyond those which forged the universe. Not even the Primordials fully understand Essence 10; at this level of effect, the intellects which defined existence find themselves in the position of discovery. What challenges even the Primordials, a Solar may come naturally to grasp and engender: power beyond all reason.

## THE DAWN CASTE

### ARCHERY

#### LAMBERT BOLT OF ANNIHILATION

**Cost:** 5 motes; **Mins:** Archery 5, Essence 4;

**Type:** Supplemental

**Keywords:** Combo-OK, Mirror (Howling Shadows of the Void), Obvious

**Duration:** Instant

**Prerequisite Charms:** Essence Arrow Attack

The Lawgiver's arrow detonates in a searing flare as it hits. If an attack enhanced by this Charm successfully strikes its target, then the target is surrounded by a one-time environmental damage effect with a radius of (Essence x 5) yards, Damage (Essence)L and Trauma (Essence). This damage is doubled against structures. If the Solar is caught within the radius of this effect, she is immune to it. At Essence 5+, if the Solar has Compassion 3+, the explosion produced by this Charm will not harm any characters she does not wish it to. At Archery 6+, the environmental field's Damage upgrades to (Essence x 2)L.

A second purchase of this Charm, at Archery 7+, Essence 7+ permits the Lawgiver to activate Lambert Bolt of Annihilation for 10m, expanding its radius to (Essence x 50) yards. This benefit upgrades to (Essence x 100) yards at Archery 8+, Essence 8+.

**New Abyssal Charm:** Howling Shadows of the Void (Prerequisites: Splinter of the Void). This Charm is identical to its Solar counterpart save that the Abyssal may not spare allies with her Compassion. Instead, at Essence 5+, the Charm does not destroy any undead the Abyssal has personally animated.

#### GOLDEN ARTILLERIST METHOD

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

**Keywords:** Mirror (Uncanny Extermination Instinct), Obvious

**Duration:** Instant

**Prerequisite Charms:** Phantom Arrow Technique

This Charm acts as a permanent upgrade to Phantom Arrow Technique, allowing the archer to fire any ranged weapon he may lay his hands on, be it a firewand, prayer piece, light implosion bow, or giant steam cannon. Firing a personal-scale weapon which uses exotic ammunition, or ammunition with a Resources cost, demands 3m per shot fired; firing an artillery-scaled weapon with this Charm costs 3m, 1wp per shot. If the effect of Inexhaustible Bolts of Solar Fire is active, such attacks require one mote per shot, or 1m, 1wp per artillery shot.

**New Abyssal Charm:** Uncanny Extermination Instinct (Prerequisites: Relic Arrow Method). This Charm is identical to its Solar counterpart, including compatibility with Quiver of Souls.

## BOUNDLESS ARROW OF THE UNCONQUERED SUN

**Cost:** —(+9m, 1wp); **Mins:** Archery 7, Essence 7;

**Type:** Permanent

**Keywords:** Mirror (Caught in Oblivion's Eye), Obvious

**Duration:** Permanent

**Prerequisite Charms:** Accuracy Without Distance

Though he flees to Heaven or to Hell, the target cannot escape the Lawgiver's arrows. Tilting her head back to feel sunlight on her face, the Solar squints and fires one shot toward her Celestial patron. That shot will strike the target as long as the target is under an open sky—be he in Malfeas, the Underworld, the Wyld, Yu-Shan or anywhere else. The archer need not know where her enemy is, but she may attack a given distant target thus only once until she sees him again. This Charm acts as a permanent range upgrade to Accuracy Without Distance whose benefits cost +9m and 1wp to activate. It explicitly can't be used at night or indoors, and won't hit indoor targets. It works in Yu-Shan only when the Unconquered Sun is ahead in the Games of Divinity and his image is projected across the sky. A second purchase, at Archery 9+, Essence 9+, permits the Charm to attack a target up to five times before the Solar sees him again. A third and final purchase, at Archery 10, Essence 10, permits the Lawgiver to use this Charm whenever she stands in sunlight, and to target her enemies so long as they are exposed to any degree of light; thus are the enemies of the greatest of the Chosen forced to dwell in absolute darkness forever. This final mode of attack may only be used once until the Lawgiver sees her target again.

**New Abyssal Charm:** Caught in Oblivion's Eye (Prerequisites: Flawless Archer Discipline). This Charm is similar to its Solar counterpart, save that the archer and his target must both be under the open sky at night. The Essence 10 version of Caught in Oblivion's Eye permits the Abyssal to strike his target so long as both characters stand in darkness illuminated by light no brighter than that of a moonless night.

## MARTIAL ARTS

### SWALLOWING THE LOTUS ROOT

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

**Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** None

The greatest among the Exalted find it no great feat to master the arts of their subordinates. The experience cost of Terrestrial Martial Arts Charms is reduced to 4xp, or 5xp if Martial Arts is not a Caste or Favored Ability (or if the character has no Favored Abilities, as in the case of Alchemicals), and their training time is halved. During character creation, Terrestrial Martial Arts Charms cost half as much as native Charms, meaning that each starting Charm (or



Charm purchased with bonus points) allocated to such a style provides two Charms instead. As a final benefit, the character no longer needs to pay a surcharge when using elementally aspected Terrestrial Martial Arts styles. Should a character who already knows Terrestrial Martial Arts learn this Charm, the experience cost of those Charms is retroactively lowered and the character is refunded the difference.

This is a stand-alone Celestial Martial Arts Charm, which may *only* be learned by Celestial Exalted and akuma. Non-Solar Exalted know the Charm by different names; Abyssals call it Blood-Soaked Lotus Roots, while the Green Sun Princes know it as Roots of the Brass Lotus and Sidereals have dubbed it Perfected Lotus Mastery. Lunar Exalted know the Charm as Terrestrial Bloodline Integration.

Alchemical Exalted achieve an identical effect through the use of a Perfected Lotus Matrix submodule called Lotus Filament Conduction (Essence 2; 6xp).

### SOLAR HERO SUPREMACY

**Cost:** —; **Mins:** Martial Arts 5, Essence 5;

**Type:** Permanent

**Keywords:** Mirror (Agony of the Black Messiah), Stackable

**Duration:** Permanent

### Prerequisite Charms: Fists of Iron Technique

The Chosen of the Most High need no esoteric lessons to rock the world back on its heels—their strength and prowess are weapons enough. The Solar's unarmed attacks automatically stun opponents they strike and roll damage against (see **Exalted**, p. 153). This stunning effect is cumulative—if a Solar made a three-attack flurry and struck his opponent with all three attacks, his target would suffer a -6 internal penalty until the Solar's next action.

**New Abyssal Charm:** Agony of the Black Messiah (Prerequisite: Ravaging Blow). This Charm causes each hit to produce a stackable -2 wound penalty that lingers until the Abyssal's DV refreshes. It is otherwise identical to its Solar counterpart.

### ORICHALCUM FISTS OF BATTLE

**Cost:** 10m, 1wp; **Mins:** Martial Arts 6, Essence 6;

**Type:** Reflexive

**Keywords:** Combo-Basic, Obvious

**Duration:** One scene

**Prerequisite Charms:** Solar Hero Supremacy

The Solar's fists crash with the sound of thunder as they batter her opponents into submission. The Solar multiplies her Strength by her Essence for the purpose of calculating the raw damage of her unarmed attacks. These attacks ignore hardness.

**WICKED DISSOLVE DUST****Cost:** 1m, 1wp; **Mins:** Martial Arts 7, Essence 7;**Type:** Reflexive (Step 10)**Keywords:** Combo-OK, Crippling, Obvious**Duration:** Instant**Prerequisite Charms:** Solar Hero Supremacy

Having already prepared his opponent for her grand defeat, the Solar brings a battle to a thunderous conclusion. This Charm constitutes a monstrous blow which raises a massive cloud of dust and debris on impact, knocking the opponent senseless. The target is rendered Inactive for a number of ticks equal to the post-soak damage dice of the attack (rounded up). Wicked Dissolve Dust may only be activated if the target suffers a stunning penalty (such as from Solar Hero Supremacy) higher than their Stamina rating.

**MELEE****GOLDEN DESTRUCTION CUT****Cost:** —; **Mins:** Melee 5, Essence 4; **Type:** Permanent**Keywords:** None**Duration:** Permanent**Prerequisite Charms:** Hungry Tiger Technique

This Charm acts as a permanent upgrade to its prerequisite, allowing the Solar's player to count extra successes on the attack roll three times rather than twice for the purpose of determining raw damage. A second purchase, at Melee 6+, allows extra successes to be counted four times rather than three, while a third purchase at Melee 8+ allows extra successes to be counted five times. A fourth and final purchase at Melee 9+ causes each extra success to be counted ten times for the purpose of determining raw damage.

**GUARDING STAR TACTICS****Cost:** — (+4m); **Mins:** Melee 6, Essence 6;**Type:** Permanent**Keywords:** Obvious, War**Duration:** Permanent**Prerequisite Charms:** Protection of Celestial Bliss

The Solar Exalted embody a limitless destructive power which is second to none. Using this Charm, the character may tap into that power, focusing it into a large-scale defense capable of striking down and turning aside all oncoming forces with an even greater force of her own. Defending herself is not good enough; even if a star should fall, the Exalt may use Guarding Star Tactics to deflect it away from all that she wishes to protect by an unrivaled display of power. This Charm serves as a permanent upgrade to Heavenly Guardian Defense, allowing it to be activated with a four mote surcharge to serve as a perfect parry against any area-of-effect attack, environmental damage effect, or ranged attack from a complementary unit—a parry which destroys or turns aside the offending attack. Players should feel free to invent suitably dramatic stunts to express the way in which attacks are defeated.

Attacks may be divided into two categories: *transitory* and *sustained*.

- **Transitory:** Transitory attacks are attacks composed of non-imperishable physical matter, energy, or non-permanent environmental hazards. Defending against a transitory attack destroys that effect utterly at the point where it intersects the Lawgiver's weapon, preventing it from harming anything behind the Solar, or any complementary unit he is a special character in.

For example: *The Exalt unleashes an arc of solar flame from his blade, burning away an arrow volley as it descends toward his army. Crackling waves of golden lightning erupt from the Solar's daiklave, shattering a swarm of obsidian butterflies in midair. The Solar's weapon strikes an incoming tidal wave, sending a sheet of Essence boiling across its surface and evaporating it before it can smash into Chiaroscuro. The Lawgiver's sword dissolves the leading edge of a Total Annihilation shockwave, unraveling the spell in moments. The Solar plunges his weapon into the ground, stilling an earthquake with a pulse of Essence.*

- **Sustained:** Sustained attacks include attacks made of the five magical materials, attacks which are part of the body of a living being, permanent environmental hazards, and environmental hazards or attacks which the Storyteller deems unsuitable to arbitrary destruction. Attacks made with imperishable materials (such as a rain of jade arrows) are simply scattered and deflected without harm. Attacks made by permanent environmental hazards (such as the Pole of Fire) are stilled within (Essence) miles for (Essence) actions. Attacks made by living environmental hazards (such as the winds of Adorjan or a Lunar using a swarm Knack) are prevented from moving to intersect or bypass the position of Solar or any complementary unit he is a member of until their DV has refreshed. Attacks unsuitable for arbitrary destruction are generally one-of-a-kind storyline events, and are deflected or otherwise handled according to the Storyteller's discretion. Potential examples of resolution of such attacks:

*Golden lightning leaps from the Solar's blade to catch Mount Metagalapa before it can fall on her army, then shifts the mountain so that it is deposited safely on the ground several miles away. A shockwave erupts from the Solar's blade, knocking the flying manse away without harm moments before it would have crashed into Tzatli. A pillar of sunfire rises from the Lawgiver's blade, preventing two of Malfeas's layers from crashing together and sending them slowly drifting apart. A slash releases a cyclone which ironically carries Adorjan away.*

**SHARP LIGHT OF JUDGMENT STANCE****Cost:** 12m, 1wp; **Mins:** Melee 7, Essence 7; **Type:** Simple**Keywords:** Combo-Basic, Holy, Mirror (Symphony of the Flayed Legion), Obvious, War**Duration:** One action**Prerequisite Charms:** Blazing Solar Bolt

The Solar whirls into a devastating attack, felling all who would stand against her with a storm of slashes. The character makes a standard Melee attack and applies it against all enemies within (Melee x 100) yards. Allies are immune to this onslaught; the waves of lethal radiance

dance deftly past them. This attack is also applied against any enemy who moves into the effect radius during the Charm's duration, and applied again once per tick against any enemy attempting to move toward the Lawgiver. The attack produced by this Charm deals aggravated damage to creatures of darkness.

If used over consecutive actions, the Charm loses its Willpower cost after the first use, and cumulatively lowers its most cost by two on each subsequent activation, to a minimum cost of 5m. The range of its area of destruction doubles with each consecutive activation. The Charm cannot spread to encompass more than the Solar's (Essence x 3) miles.

Directed against a complementary unit in mass combat, this Charm renders the attack unblockable and undodgeable, and multiplies its final damage in Step 10 by the Lawgiver's Essence.

**New Abyssal Charm:** Symphony of the Flayed Legion (Prerequisites: Ebon Lightning Prana). Gathering shadows about his weapon, the Abyssal casts shrieking waves of razor-edged darkness across the battlefield. This Charm is identical to its Solar counterpart, save that it lacks a Holy effect; instead, mortals slain by this Charm automatically rise one day later as uncontrolled zombies, full of risen hunger for the flesh of the living. This effect fails automatically in the face of any magic designed to prevent a corpse's reanimation.

### THROWN

#### TORRENT OF INNER LIGHT

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

**Keywords:** Obvious

**Duration:** Permanent

**Prerequisite Charms:** Falling Icicle Strike, Spirit Weapons, Triple-Distance Attack Technique

The Solar is a living weapon, every mote of his Essence a microcosm of the perfect assassin. The character gains the following permanent benefits:

- Triple Distance Attack Technique: The Charm extends the range of thrown weapons by a factor of ten rather than three. At Thrown 6+, Essence 6+ this Charm changes a weapon's range value from yards to miles.
- Spirit Weapons: This Charm's Cost becomes zero motes.

Additionally, all unexpected Thrown attacks ignore the target's Hardness.

#### ACUITY OF THE FAR-FLUNG HAND

**Cost:** — (3m); **Mins:** Thrown 5, Essence 5;

**Type:** Permanent

**Keywords:** Obvious

**Duration:** Permanent

**Prerequisite Charms:** Call the Blade

This Charm costs three motes every time its benefits are activated. It allows the character to hurl implements in order to take a normal action out to a range of (Essence

x 10) yards; for example, the character could throw her lockpicks at a lock to make a Larceny roll, toss a pen at a desk to write a letter from across the room, or hurl her daiklave at an opponent on the other side of a moat to make a standard Melee attack. Acuity of the Far-Flung Hand does not help the character retrieve tossed items. Penalties that would apply to a Thrown roll (such as those due to wind or poor visibility) apply to the roll for the action taken.

#### MAELSTROM OF CELESTIAL DOMINANCE

**Cost:** 10m, 1wp; **Mins:** Thrown 6, Essence 6;

**Type:** Simple

**Keywords:** Combo-OK, Mirror (Bone-Filled Maelstrom Gust), Obvious

**Duration:** Instant

**Prerequisite Charms:** Cascade of Cutting Terror

The Solar focuses the apocalyptic might of his Essence into a weapon and hurls it out into the world, where it becomes a vortex annihilation formed of ten thousand glittering blades. The character makes a single Thrown attack with a readied weapon. This attack is unblockable and undodgeable, and applies to every character within a line (Essence x 3) yards wide, (Essence x 2) yards high, and (Thrown) miles long. At Thrown 8+, Essence 8+ the Charm's distance extends to (Thrown x 3) miles.

A second purchase of this Charm at Thrown 7+, Essence 7+ upgrades its destructive power to the point that the attack lacerates the very fabric of the cosmos. A million white-hot cuts sizzle in the air, leaving behind a ragged white scar of sunfire. This acts as an environmental attack within the area covered by the Charm's initial attack with Damage 3L/action (Damage 3A/action as a Holy effect against creatures of darkness), Trauma 3. This scar lingers for (Solar's Essence) hours. The Lawgiver is advised to be wary of this barrier, as he is not immune to its power.

**New Abyssal Charm:** Bone-Filled Maelstrom Gust (Prerequisites: Burrowing Bone Maggot). The jagged, weeping slits this Charm's repurchase leaves in the fabric of the world radiate the power of Oblivion and have no Holy aspect. It is otherwise identical to its Solar counterpart.

### WAR

#### ONE WITH STRIFE METHOD

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

**Type:** Reflexive

**Keywords:** Combo-OK, Counterattack

**Duration:** One scene

**Prerequisite Charms:** Fury Inciting Presence

Some Solars learn to avoid conflict. Those of the Dawn Caste learn to revel in it. One With Strife Method enhances the Lawgiver's capacity for violence, allowing him to use any of his combat abilities to make one free counterattack per action against each opponent that attacks him during that action.

**BEHEMOTH-SLAYING ATTITUDE****Cost:** 7m; **Mins:** War 5, Essence 5; **Type:** Reflexive**Keywords:** Combo-OK, Mirror (Filling the Elephants' Graveyard), War**Duration:** One scene**Prerequisite Charms:** Mob-Dispersing Rebuke

It is the lot of Solars to stand before the titans and their creations, and to be unafraid—they were made to kill giants. The Solar sets herself into a battle rhythm which causes larger opponents to expose their weak points and get in their own way as they attempt to destroy her; their strength becomes her own. Any warstrider-sized or larger opponent suffers a -3 external penalty on all attempts to strike the Lawgiver, while her own blows ignore half the target's soak and raise the minimum damage of successful attacks by two. The Solar also ignores any Magnitude advantages enjoyed by opponents who are considered to be solo mass combat units due to their vast size, such as Juggernaut. Finally, if facing landscape-scale opponents (such as Mount Mostath or Mother Bog), the Solar may always use that opponent's own bulk as a point of concealment permitting her to attempt to re-establish surprise.

At War 6+, Essence 6+, while this Charm is active the Solar lowers by one mote (to a minimum of one mote) the cost of all Charms which create undodgeable attacks or cause attacks to be undodgeable, so long as those attacks are directed solely at warstrider-sized or larger opponents.

**New Abyssal Charm:** Filling the Elephants' Graveyard (Prerequisites: Morale-Shattering Method). This Charm is identical to its Solar counterpart.

**IN DOUBT OF LEGIONS SPIRIT****Cost:** 8m, 1wp; **Mins:** War 6, Essence 6;**Type:** Reflexive**Keywords:** Combo-OK, War**Duration:** One scene**Prerequisite Charms:** Behemoth-Slaying Attitude

In the Era of Dreams, Solars of the Dawn Caste are as legends outside of time, relics of a Primordial War long ended, known for their ability to stand alone against armies. The Lawgiver's insuperable tactics wreak havoc upon enemy formations, turning their numbers into a liability and lessening the effectiveness of their attacks. This Charm may be activated when the Solar fights as a solo unit. All attacks against her by complementary units suffer an external penalty equal to (the total aggregate Magnitude of opponents facing her on the battlefield) – (unit's Might).

For example, if the Solar faced a force of 10,000 erymanthoi, split into 10 Magnitude 6 units, this would count as Magnitude 9 opposition, not magnitude 60. Since a unit of erymanthoi enjoys Might 3, each unit's attacks upon the Solar would suffer a -6 external penalty. Were the units composed

of mortal soldiers with mundane weapons, the penalty would instead be -9 (reflecting their Might 0).

The Solar also ignores any formation benefits the unit may enjoy.

**YOZI-FIGHTING PRINCIPLE****Cost:** 10m, 1wp; **Mins:** War 8, Essence 8; **Type:** Reflexive**Keywords:** Combo-OK, Native**Duration:** One scene**Prerequisite Charms:** One With Strife Method

Yozi are one of the greatest challenges a Solar will ever face in combat, for they are not one being, but *hundreds*. Yet none may stand in superiority to the Solar Exalted. Using Yozi-Fighting Principle, the Lawgiver's killing instinct expands to encompass foes which are armies unto themselves. By conceptualizing all such combatants as intrinsically linked, the character may extend the actions he takes against one opponent to all of them, enabling him to face impossible odds and engage in legendary battles which form the heart of mythology.

While Yozi-Fighting Principle is in effect, any Charm activated against or in response to a networked being is considered to have had its cost pre-paid for use against all other elements of that networked being. This cost discount applies until the Exalt's next action tick.

For example: A Solar is attacked by Ligier and activates a Combo of Heavenly Guardian Defense and Solar Counterattack, paying normally for this defense and counterattack. One tick later, he is subjected to a two-attack flurry by Ligier's soul, Gervesin. The character may activate Heavenly Guardian Defense and Solar Counterattack for no cost in response to Gervesin's first attack, but would need to pay for it against his second. Then, one tick after that, Malfeas himself strikes the Solar with a three attack flurry. The Solar may use Solar Counterattack and Heavenly Guardian Defense twice in response to the titan's onslaught for no cost, but would have to pay a third set of activations.

"Networked beings" are considered to be creatures whose sum totality of being is encompassed by multiple bodies—Yozis and Primordials are the premiere example, but the Emanations of an unshaped raksha also count. This Charm is effective moving both 'up' and 'down' a Yozi's chain of souls—an attack against Gervesin could roll over into a discount against Malfeas as easily as an attack against Malfeas could roll over into a discount against Gervesin. Attacks against Exalted are never discounted, though in the bizarre event that an Exalt somehow began growing subsidiary souls, attacks directed at the Exalt *would* provide a discount to then target her souls. Exalted akuma form an exception to this rule—they are considered a part of the Yozi they have sold themselves to, and may be fully treated as such by this Charm.

## THE ZENITH CASTE

### INTEGRITY

#### LION'S ROAR RECOVERY

**Cost:** —; **Mins:** Integrity 5, Essence 4; **Type:** Permanent  
**Keywords:** Mirror (Underworld Executioner Stance), Native  
**Duration:** Permanent

**Prerequisite Charms:** Phoenix Renewal Tactic

Reality itself bows to the prowess of the Solar Exalted when they act in accordance with the power infusing their Exaltation. All of the Solar's stunts are upgraded by one category (to a maximum of being three-point stunts) when the Lawgiver's actions reinforce her role as a god-king. Specifically, the Solar's actions must involve: ruling over or protecting those less powerful than herself; administrating territory or resources she owns; educating others; spreading either the worship of the Unconquered Sun or herself; or combating creatures of darkness. Successful stunts that are upgraded from two to three points by this Charm are not eligible to draw a point of experience as a reward. Natural three point stunts, rather than being upgraded, add automatic successes rather than dice. If a stunt has already been upgraded due to resonance with the Solar's Motivation, Lion's Roar Recovery provides no benefit.

**New Abyssal Charm:** Underworld Executioner Stance (Prerequisite: Faithful Killer's Reprieve). This Charm works like its Solar counterpart, except that rather than acting as a god-king, the Abyssal must play out her part as a world-killing weapon. Stunts are upgraded only when the Abyssal seeks to slay either the living or the dead, inflict needless cruelty upon another (mentally, emotionally or physically), inspire fear, or ruin Creation (salting fields, burning homes, poisoning rivers, orchestrating massacres to expand shadowlands, and so forth). Additionally, embracing this Charm raises the Abyssal's value in the eyes of the Neverborn above all other servants of Oblivion; hope is kindled in their dead hearts that the Abyssal may finally be the one to end even the Underworld, setting them free. As a result, the Exalt no longer accumulates Resonance for fighting spectres, Nephwracks, Deathlords or any other creatures of death. This Charm cannot be learned by the Deathlords.

#### SACROSANCT SOUL RETRIBUTION

**Cost:** 8m; **Mins:** Integrity 5, Essence 5;  
**Type:** Reflexive (Step 9)  
**Keywords:** Combo-OK, Counterattack, Holy, Obvious, Shaping

**Duration:** Instant

**Prerequisite Charms:** Spirit-Maintaining Maneuver

Those who would tempt the noble Lawgivers from their righteous path pay a price in fire. This Charm is a counterattack that may be used in response to any unnatural mental influence directed at the Solar. The Solar's caste mark blazes white and red for a moment; then, wherever the attacker may be, she is engulfed in a bonfire of pure white flames. This is

treated as an automatically successful Shaping counterattack which inflicts (Essence) dice of lethal damage (aggravated against creatures of darkness). Should any astrology be used to attempt to divine the target's fate during the scene in which Sacrosanct Soul Retribution is directed at him, such inquiries automatically succeed, but return only the following puzzling message: THE ANATHEMA IS HERE.

This Charm may be used regardless of the range from which unnatural mental influence is deployed, but may only be used once in response to a particular static source of mental influence. For example, the Solar could only deploy this Charm in response to a book enhanced with Linguistics Charms once, no matter how many times he read the book.

At Integrity 6+, Essence 6+, the Solar may also pay one point of Willpower to bestow the creature of darkness mutation on targets of this Charm, as a Shaping effect. Additionally, at this level, anyone slain by Sacrosanct Soul Retribution's white fire is twisted and castigated into a new form, reborn as a terrible monster possessing the same non-magical traits they previously enjoyed, with (Solar's Essence x 3) points of mutations added. If the beast was not a creature of darkness before, it is now. This beast is cleansed most of its previous memories, all Intimacies, and any Essence-based powers it may have possessed. It is reborn with a new, unalterable Motivation: To loyally serve the Lawgiver who created it. Thus do those who would dare tamper with the minds of the Sun's champions pay for their temerity.

#### SHOULD THE SUN NOT RISE

**Cost:** —; **Mins:** Integrity 6, Essence 6; **Type:** Permanent  
**Keywords:** Holy, Native

**Duration:** Permanent

**Prerequisite Charms:** None

In eternal night, the Solar Exalted are evidence of a perfect light that once was and shall be again. Should the sun go down forever, the Lawgivers stand as proof of an imperishable hope, surpassing the light from whence they sprang. By learning this Charm, the Solar substantiates for himself the foundational principles of Holy by which the universe abides and the Unconquered Sun decides. In the event of the death of the Unconquered Sun, the Solar's Holy Charms retain their full capacity against all creatures of darkness. This Charm also permanently lowers the cost to activate all Charms with the Holy Keyword by one mote, to a minimum of zero motes.

### PERFORMANCE

#### INFATUATION-GATHERING

#### IDOL METHODOLOGY

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

**Type:** Permanent

**Keywords:** Emotion, Illusion

**Duration:** Permanent

**Prerequisite Charms:** Heart-Compelling Method

The charismatic soul of the Lawgiver bleeds into every song she sings, every word she reads, every act she plays and every step she takes, making her beautiful. Even if she's just singing softly to herself, she inspires adulation. Whenever she successfully influences a target with a social attack, that target acquires a positive Intimacy toward her, with an emotional context of the target's player's choosing, so long as the target does not choose to reject the social attack by paying Willpower or invoking an appropriate Charm. If the target already has an existing positive Intimacy toward the Solar, then he instead suffers an Illusion effect which causes him to regard the Lawgiver as having twice her true Appearance rating. This unnatural mental influence persists so long as the positive Intimacy does, but may be ignored for one scene by paying a point of Willpower, or broken altogether by paying five points of Willpower at once.

### CATCHING THE SUN'S GLANCE

**Cost:** 20m, 2wp; **Mins:** Performance 7, Essence 7;

**Type:** Simple (Speed 7 long ticks, DV -3)

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

**Duration:** Instant

**Prerequisite Charms:** Respect-Commanding Attitude

The Unconquered Sun trusts his Chosen to separate out the righteous from the wicked. By the power he has invested in them, the Lawgivers may send forth the specter of his rage to be visited upon the enemies of the Exalted. This Charm allows entire groups to be labeled enemies of Creation and given the creature of darkness deformity. The Lawgiver's player makes a prayer roll against a difficulty of (3 + Magnitude of group targeted). If successful, the day dims and the air quivers, or the night grows hot and feverish and bright. Targeted beings realize what is about to happen as the wrath of Heaven gathers (the Charm is Obvious to them), and have one long tick to prepare themselves—Essence-users are advised to establish some form of Shaping defense. After one long tick passes, a surge of Essence rips through the area, flaring it bright as noon and rendering every targeted being a creature of darkness.

This Charm may only be used to target relatively geographically compact groups, up to about the size of a city. Targeting may be based on geography or political affiliation. "Every member of the Guild in Nexus" would be a valid target for the Charm, as would "every man woman and child in Nexus" or "the army encamped in that valley." However, Guild members not in Nexus would not be affected, and if the army's general were back in the Lap receiving new orders, he would be spared, as he is not with the targeted bulk of the group. Likewise, "all members of the Guild" or "all Brides of Ahlat" would not be valid targets, because those organizations are spread far and wide geographically. The Solar must be close enough to the targeted group for at least one targeted individual to hear the prayers and condemnations he speaks to the Unconquered Sun.

### CAST OUT BEYOND REGARD

**Cost:** 40m, 2wp; **Mins:** Performance 8, Essence 8;

**Type:** Simple (Speed 7 long ticks, DV -3)

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

**Duration:** One performance

**Prerequisite Charms:** Catching the Sun's Glance

Creation was given into the hands of the Lawgivers; it is theirs to govern and to judge, forever. Through the power of this Charm, a Solar may exile those who have proven themselves unworthy to exist in the world he rules. The Lawgiver's player makes a prayer roll against a difficulty of (5 + Magnitude of group targeted); this works in the same fashion as Catching the Sun's Glance, save that the Charm cannot discriminate to target sub-groups within a geographic region; for example, it can only target "everyone in Nexus," not "all Guildsmen in Nexus."

Unlike its prerequisite, the Charm does not render its targets creatures of darkness. If used while the sun is out, the day grows dark as night as the Unconquered Sun turns his face away from what is to come. If used by night, the light of the stars becomes weird and green, casting everything into a febrile haze. Creation's Essence sizzles and screams at the culmination of the Lawgiver's ritual condemnation; the boundaries of the cursed area blacken, char, and erupt into flights of blind doves. A patina of silver sand drips from the stars. These omens persist for one long tick following the successful conclusion of the Lawgiver's prayer, which must be uttered within earshot of at least one targeted individual.

At the end of that long tick, the entire targeted region and all inhabitants who have not fled or established Shaping defenses are torn from Creation in a surge of crimson Essence. Where the targeted region stood, there is only a plain of black glass holding Ligier's sullen reflection. He speaks a grudging word of ritual thanks for the Solar's offering, and then vanishes.

The targeted region is deposited somewhere within a random layer of the Demon City, which reflexively reorganizes its geography to make room for the new arrival. The lethal miasma of Malfeas avoids such imported bits of Creation, but this is the only mercy the new deportees are granted; demons are always quite interested in the novelty of a freshly-arrived army encampment or city, and soon come to investigate.

The Sidereal Exalted have repeatedly pressed for legislation to outlaw the use of this Charm, or at least require Deliberative-authorized advance warning of its deployment, as it wreaks untold havoc on the Loom of Fate whenever it is used. To date, these efforts have met with little success.

### PRESENCE

#### MIND-BLANKING REBUKE

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

**Type:** Simple (Speed 6 long ticks, DV -1)

**Keywords:** Combo-OK, Compulsion, Mirror (Insidious Forbidding Command), Obvious, Social

**Duration:** Instant

**Prerequisite Charms:** Majestic Radiant Presence

The Lawgiver issues a powerful admonition against a target, forbidding him from taking a certain action. The Solar's player makes a (Charisma + Presence) social attack against the target's Dodge MDV; if successful, he may forbid the target from performing an act of his choice for the duration of the scene. This ban may be no wider than the scope of a single Ability or Charm, at the Storyteller's discretion. Examples of forbidden actions include "dodging my attacks," "attacking me with your daiklave," "picking any locks," or "using Seven Shadow Evasion." The Lawgiver cannot prevent the target from resisting Mind-Blanking Rebuke, or forbid any necessary life function ("do not breathe" is not a valid ban).

This unnatural mental influence may be resisted for one action by spending a point of Willpower, and the target becomes immune to the Charm's effects for the rest of the scene once he has spent 3 Willpower resisting it.

**New Abyssal Charm:** Insidious Forbidding Command (Prerequisite: Dread Lord's Demeanor). This Charm is identical to its Solar counterpart.

### HASTENING NIGHT'S END

**Cost:** 10m; **Mins:** Presence 5, Essence 4;

**Type:** Simple (One dramatic action)

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

**Duration:** Instant

**Prerequisite Charms:** Hypnotic Tongue Technique

A touch, a kind word, a moment of intimacy—through such gestures the Solar Exalted may straighten that which is bent and mend that which is broken. This Charm's activation requires at least one hour of personal interaction, which may take a wide variety of forms. Patiently listening to a subject while they explain what ails them, sitting together to watch the sun rise or set, or an evening of lovemaking would all qualify. This Charm has two effects. First, the Solar may target and remove one derangement from the target's mind, regardless of whether it was inflicted by Charms, sorcery, the Wyld, or the simple stresses of life (if any effect contests this, the Solar adds his Presence in automatic successes to the roll-off). Second, the Solar forges in the target an Intimacy to a specific memory in the target's life of which she is aware. So long as this Intimacy endures, the target may not reacquire the derangement the Solar cured, nor may that memory be in any way tampered with, altered, poisoned, removed, or corrupted.

Hastening Night's End may be resisted for a cost of 0 Willpower—the Charm will only help those who wish to be helped. It is impossible for the patient to gain Limit or Resonance, or suffer a Dark Fate manifestation, Limit Break, or Torment during the course of the treatment.

There exists a similar Charm utilizing Medicine as a prerequisite called Mind-Soothing Anodyne (Prerequisites: Flawless Diagnosis Technique, Touch of Blissful Release). Its activation requires an hour of careful psychoanalysis or hypnotherapy, but is otherwise identical to Hastening Night's End.

### SEARING AFTER-IMAGE PASSION

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

**Keywords:** Mirror (Stalking the Shadowed Mind)

**Duration:** Permanent

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

The Lawgiver personifies one blazing ideal, choosing an emotion, one of her Intimacies or her Motivation. When she makes social attacks inspiring or furthering her passion, targets must spend an additional two Willpower points to resist. The Solar must choose one passion at a time, but the player may spend one experience point to switch this Charm to a new one. This Charm may not force a target to spend more than 5 Willpower to resist a single instance of mental influence.

**New Abyssal Charm:** Stalking the Shadowed Mind (Prerequisite: Sanity-Eroding Diatribe). This Charm may only be used to enhance a negative emotion, negative Intimacy, or the Abyssal's Motivation; it is otherwise identical to its Solar counterpart.

### ETERNAL EMPRESS OF LOVE ATTITUDE

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

**Type:** Simple

**Keywords:** Combo-Basic, Compulsion, Emotion, Mirror (Eternal Overlord of Dread Attitude)

**Duration:** Indefinite

**Prerequisite Charms:** Authority-Radiating Stance

All characters in existence who possess a positive Intimacy toward the Lawgiver find that they cannot intentionally raise a hand against her while this Charm is active. This unnatural mental influence forces such characters who wish to deliberately take some action they believe will bring harm to the Solar (be it physical, emotional, political or even financial) to spend one Willpower per action to do so. Spending three Willpower in this fashion within the course of a single scene negates the effects of Eternal Empress of Love Attitude for the rest of the scene, but the only way for a target to permanently escape the effect of the Charm is to remove her positive Intimacy for the Solar. A second purchase of this Charm at Presence 7+, Essence 7+ renders mortals incapable of spending Willpower to resist the Charm.

**New Abyssal Charm:** Eternal Overlord of Dread Attitude (Prerequisites: Broken Heart Triumph). This Charm is identical to its Solar counterpart, save that it affects characters who possess an Intimacy of fear toward the Abyssal.

**RESISTANCE****RISING SUN RENEWAL****Cost:** 10m, 1wp; **Mins:** Resistance 5, Essence 5;**Type:** Simple (Speed 5, DV -0)**Keywords:** Combo-OK, Obvious**Duration:** Five actions**Prerequisite Charms:** Body-Mending Meditation

Perfection is the nature of the Solar Exalted, and the best efforts of the world cannot draw them away from that state for long. The Solar's Essence surges and begins to catalyze, producing a crackling, charged feeling in the air around her, as though a storm were about to commence. Once her DV has refreshed five times, she erupts into a torrent of blue-white Essence, shining like a newborn star. When this surge of power passes, the Solar stands unmarred—all her health restored. Activating a Charm with a Flaw of Invulnerability at any point during the Charm's 'charging' period resets its countdown. For example, if a Solar used Rising Sun Renewal, had her DV refresh three times, and then activated Heavenly Guardian Defense, she would need to wait until her DV refreshed five more times before her health levels would be restored. Losing more health levels than the Lawgiver's Stamina during the course of a single action delays the countdown by one DV refresh.

At Resistance 6+, Essence 6+, this Charm will also remove all Crippling effects in addition to healing the character.

**UNBROKEN CHAIN RESOLVE****Cost:** 6m; **Mins:** Resistance 5, Essence 5;**Type:** Reflexive (Step 10)**Keywords:** Combo-OK**Duration:** Three actions**Prerequisite Charms:** Iron Kettle Body

The Solar's defense must hold at all costs. If the Solar falls, so does all that she holds dear. From this grim resolution a Solar draws the power to survive all onslaught. The character may use this Charm in response to an attack that incurs pre-soak damage. Upon activation, his hardness rises to a level equal to the pre soak damage of the attack. This does not prevent damage dice from being rolled, but rather guarantees that all lesser attacks are turned harmlessly aside. The Solar's hardness remains at this level for three actions, or until he is struck by an attack that overcomes her hardness. Should the Solar suffer such an attack, he may reflexively pay six motes to drive his hardness up to match the attack's raw damage. This does not count as a Charm activation. This renewed defense will last for three actions or until it is dispelled by a greater attack, whichever comes first. This Charm is ineffective against attacks the Solar permitted to be inflicted upon himself.

**RUIN-ABASING SHRUG****Cost:** 5m; **Mins:** Resistance 6, Essence 6;**Type:** Reflexive (Step 10)**Keywords:** Combo-OK, Mirror (Far Beyond Ruin)**Duration:** Instant**Prerequisite Charms:** Adamant Skin Technique

Considerate of others, a Solar may choose not to flaunt his invincibility until the very last instant. This Charm is a perfect defense, having one of the Four Flaws of Invulnerability (see *Exalted*, p. 194). Upon activation, reduce the final damage inflicted by an attack to zero. Those crippled by iniquity are not availed of perfection. Characters with two or more points of Limit experience a failure in this defense: final damage is reduced to a number equal to the Solar's (Limit / 2, round down), as a crack in the Solar's aegis allows damage to slip through. Under this condition, Ruin-Abasing Shrug loses its Flaw of Invulnerability. Ruin-Abasing Shrug may not be used in a Combo with any Charm carrying the Reactor Keyword if it carries a Flaw of Invulnerability. A repurchase at Essence 7 allows the Lawgiver to extend this Charm's duration to One Tick by paying seven motes upon activation, or to One Action by paying seven motes, one Willpower.

**New Abyssal Charm:** Far Beyond Ruin (Prerequisites: Wounds Mean Nothing). This Charm is identical to its Solar counterpart, save that Abyssals substitute Resonance for Limit.

**INNER FIRE UNLEASHED****Cost:** —; **Mins:** Resistance 6, Essence 6;**Type:** Permanent**Keywords:** Native, Reactor**Duration:** Permanent**Prerequisites:** Ox-Body Technique

Essence permeates every fiber of the Solar's being. Lawgivers with this Charm have learned to focus that Essence upon their vital centers, imbuing their very cells with limitless energy. Whenever a Solar with this Charm heals damaged health levels, she recovers two motes per level. After twenty motes have been restored in this fashion in the course of a scene, the Solar only gains one mote per health level healed. When twenty more motes have been paid out in this manner within the same scene, the Solar only gains one mote per two health levels restored. This healing may only occur as a result of rest or of Solar Charms which heal damage. Though this Charm is permanent, it is perpetuated and substantiated by regular meditation upon inner forces turning outward. It is a sacred power which relies upon the Lawgiver's utmost care for her own well-being. This power fails the Solar if she inflicts harm upon herself or allows others to harm her: injuries from attacks thrown without killing intent will not yield motes when healed.

**SURVIVAL****GUIDING LIGHT SHINES ON****Cost:** 5m; **Mins:** Survival 5, Essence 4; **Type:** Reflexive**Keywords:** Combo-OK, Obvious**Duration:** Indefinite**Prerequisite Charms:** Trackless Region Navigation

Guided by the light of the Solar Exalted, none shall lose their way. Flaring his anima to a towering iconic representation that surges a mile into the sky, the light of the Solar's Essence shines through all barriers and obstacles and may be seen up to (Essence x 10) miles away. All attempts to navigate toward the Solar automatically succeed—for both allies and enemies. Astrology used within this range returns only the message "THE LAWGIVER BECKONS."

At Survival 6+, Essence 6+ this Charm may be activated for a cost of 10m to provide one of two alternate benefits. The Solar may act as a beacon only for those he wishes to attract without needing to flare his anima; alternately, the Solar may send his anima burning even higher into the sky, extending the range of its visibility and navigation benefits to (Essence x 100) miles.

### LIFE-SUSTAINING SHELTER PREPARATION

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

**Type:** Simple (One dramatic action)

**Keywords:** Combo-OK, Shaping

**Duration:** Indefinite

**Prerequisite Charms:** Food-Gathering Exercise, Hardship-Surviving Mendicant Spirit

The Solar Exalted may survive anywhere. By his mastery of Survival, he may guarantee this protection to his followers. Even in the depths of Hell or the tunnels of the Labyrinth, Solars using this Charm may erect a shelter which is stable and safe from forces which would seek to harm those within. Once she has found shelter large enough to protect all of her followers from the elements (an Intelligence + Survival roll with a difficulty of the Magnitude of the character's entourage), the Solar personally builds this shelter. She places representations the five elements at the center and directional boundaries of the shelter (these representations can be actual examples of each element, such as twigs, stone, cinders, etc, or the Solar may use a few drops of blood, paper effigies, Dragon-Blooded willing to sit still, or other tokens) during its construction, blessing the configuration with his power and claiming all within its borders as his dominion. For a larger group, the Solar supervises the process of building this shelter (an action normally requiring one hour), but otherwise using the same process as described above.

This Charm protects an area large enough to house the Solar and up to her Essence in Magnitude of her followers. The inclement conditions of harsh weather hold no sway over the camp—all individuals within are protected as though with Hardship-Surviving Mendicant Spirit. Moreover, the camp is immune to the inclement conditions of alien worlds. The Wyld will not mutate the camp's land, the Solar's followers, or their belongings, nor will Malfeas's toxic miasma poison them. The Solar and her followers may respire Essence normally even in the Underworld or the Blight Zones of Autochthonia.

Moreover, the Solar's followers will take no harm from any nourishment scavenged within the confines of the

camp. Wyld berries will not poison them, nor singing fish give them mutations. The iridescent locusts which swarm across the sands of Cecelyne will not infect them with demonic taint.

Finally, the Solar's Food-Gathering Exercise may secure enough food to feed the entire camp with only a single use—even if there is no food to be had in the region. As if produced by faith alone, the Solar finds clean water flowing from the rocks of Malfeas, fresh fish in the acrid seas of Kimberly, and living fruit upon dead branches.

A second purchase of this Charm at Survival 6+, Essence 6+ sanctifies the camp as Holy ground. Creatures of darkness must spend five points of Willpower to set foot within the camp unless formally invited by the Solar.

### GOD-KING BENEVOLENCE

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

**Keywords:** Obvious

**Duration:** Permanent

**Prerequisite Charms:** City-Moving Secrets, Element-Resisting Prana

The unbound anima of the Solar Exalted subverts the wrath of nature, cowing the elements in order ensure the safety of the followers of the sun. When faced with the unmitigated purity of the sun's light, all lesser forces must bow. By voluntarily flaring her anima into an enormous pillar of light, the Solar banishes the wrathful elements. Lava flows part or harden to admit the passage of the Solar's followers. Flesh-scouring sandstorms whirl about and leave them untouched. The Solar may extend the effects of Hardship-Surviving Mendicant Spirit to a unit he leads with a Magnitude of up to his Essence, so long as that Charm is active. They are also immunized against toxic atmospheres such as the miasma of Malfeas.

### THE TWILIGHT CASTE

#### CRAFT

#### KEEN UNDERSTANDING OF THE CORE IMPERFECTION

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

**Keywords:** Combo-OK, Touch

**Duration:** Indefinite

**Prerequisite Charms:** Shattering Grasp

The Solar touches a structure or object and gains a perfect understanding of what can damage or destroy it, and how well. Furthermore, for this Charm's duration, her attacks ignore the target's soak and deal to it (Essence x 5) additional dice of damage. If the object is completely indestructible, the Charm's duration becomes Instant, and Lawgiver is instead granted divine inspiration, discovering an existing Flaw of Invulnerability (created by the Storyteller) that would permit the object's destruction.

### DESIGN BEYOND LIMIT

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Durability-Enhancing Technique

The Solar Exalted see potential in the matter and Essence of Creation far beyond the petty limitations of Primordial vision—and make that potential reality. A character who knows this Charm may design artifacts and manse more efficiently.

The character may cap a demesne with a manse rated one dot higher than the demesne. For example, the Lawgiver could cap a 3-dot demesne with a 4-dot manse; the difficulty of all design rolls and the required construction time would be that of a 3-dot manse, but the resultant structure would be a 4-dot manse in all regards (producing a 4-dot hearthstone, having creation points equivalent to a 4-dot manse [see *The Books of Sorcery*, vol. III—*Oadenol's Codex*], and so forth). The Solar may still deliberately weaken his designs to produce one-dot manses, if desired. If used to design a 5-dot manse, Design Beyond Limit does not raise it to N/A level, instead providing ten additional creation points with which to design its features, and it making the manse a potential geomantic channel to sustain a N/A level.

Genius and excellence springs from the Solar's hands almost unbidden when crafting artifacts. He needs only accumulate a number of successes equal to an artifact rated one dot lower than her actual project (see *Exalted*, p. 134). For example, if attempting to forge a grand daiklave, the Solar would need only 30 successes rather than the usual 60. This Charm provides no benefit when the Solar deigns to construct one-dot artifacts.

### HOLISTIC MIRACLE UNDERSTANDING

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Design Beyond Limit

The Solar craftsman has progressed beyond applying discrete bits of knowledge and skill—every part of him is an extension of his prowess, and intuitive understanding blossoms from every aspect of the world around him. The Solar perfectly understands how to recreate any object he makes use of. When he climbs into a warstrider, he is able to estimate what prayers accompanied its creation, the temperatures used to forge its armor, and the order in which its parts were assembled. When he fires a bow, he deduces the materials and methods used to create it—and to fletch the arrow it just fired. When he eats a cake, he deduces all the particulars of its recipe.

Any effort the Solar undertakes to precisely reproduce an object analyzed by this Charm reduces its cumulative difficulty by half and the total number of successes required by his (Essence x 2), to a minimum of 5. With Craft 6+, Essence 6+ the Solar also counts each hour of work invested in building such a replica as three hours of labor.

This Charm cannot perfectly analyze N/A-rated wonders like the Five-Metal Shrike or unique miracles of Primordial (or stranger) design such as the Sword of Creation, the elemental poles, or the Well of Udr. Instead, it grants the Solar a sense of vague but potent inspiration—a clue as to where useful information about or elements of the wonder's construction might be sought. On all occasions when the Solar Exalted have attempted to use Holistic Miracle Understanding to examine an Exaltation, they have experienced only an encouraging-but-vague sense that the answer rests within themselves.

### THE ART OF PERMANENCE

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Durability-Enhancing Technique

The Lawgiver leaves the world eternal monuments to her genius. Anything she uses Craft to create will not age, erode, wear out or otherwise diminish through the natural processes of time and use. Nor will it require maintenance. It can, however, be deliberately destroyed. Applying this Charm's benefit raises an item's effective Resources value by one. Applying it to an artifact raises the artifact's effective background rating by one dot. The benefit granted by this Charm is optional; the Solar may still produce lesser works, if she wishes.

### INVESTIGATION

#### LEGACY-DETECTING GLANCE

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

**Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Know the Soul's Price

The superior detective is aware that the physiognomy of a subject may reveal that subject's history. The Lawgiver knows this and more, for he may see into *souls*. The character makes a quick study of a subject, allowing him to see his target's genetic inheritance so acutely that he may discern their ethnicity and even the bloodline from which they arose—commensurate with his Lore rating. The character's discernment of heredity is so keen that he can tell which gente's bloodline a Terrestrial descends from at a glance.

As the Lawgiver grows in experience, so does this Charm's capabilities. At Investigation 5+, Essence 5+, the Solar catches physiognomic cues more readily; he can know if people are genetically related just by looking at them, and in what manner; or what a Dragon-Blooded target's Breeding is and exactly who the Terrestrial is descended from. The Lawgiver is also able to see into spirits; by glancing into a person's eyes or speaking to them for any length of time, the Lawgiver can see who they were in their former life.

At Investigation 6+, Essence 6+, the Solar need only look at someone while using this Charm to see directly into

their soul: the Exalt can see his target's past 10 incarnations. By using Legacy-Detecting Glance at this level while speaking with Celestial Exalted, the character's past life memories begin to resonate with the Exaltation before him, discerning the previous bearer of the subject's Exaltation. If the Lawgiver were to handle an Exaltation in Lytek's office directly while using this Charm, he could discern the identity of every person to have contained that exaltation. At Investigation 7+, Essence 7+, the Lawgiver can use this Charm to see directly into a targeted Chosen's Exaltation and discern all of the bearer's past incarnations; alternately, he may examine the subject's soul and witness its last 100 incarnations. At Investigation 8+, Essence 8+ the Solar may examine a subject's soul and trace its reincarnation history all the way to the beginning.

When activating this Charm, the Solar may choose to look into the genetic, mimetic, or Exalted history of his subject, but not all three at once.

The benefits of this Charm extend beyond genealogical trivia. If the Solar knows Evidence-Discerning Method and has ever used it to profile any previous incarnation of the subject's soul or Exaltation, he automatically recovers that profile and may employ Evidence-Discerning Method against the subject for a cost of 1m.

### ORACULAR MAGISTRATE UNDERSTANDING

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

**Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Evidence-Discerning Method

The Solar's Evidence-Discerning Method is permanently enhanced, strengthening her understanding of those she has profiled. The Charm's Duration becomes Instant; profiles no longer require committed Essence to grant a mechanical benefit. A profile remains valid until the subject's Motivation or Virtues permanently change (temporary changes brought about by magic will not spoil a profile).

At Essence 5+, the Solar may roll (Wits + Investigation) one month before an individual he has profiled is planning to undertake any sort of premeditated larcenous enterprise (examples might include robbing a bank, staging a kidnapping, attempting an assassination, or, in the case of the Yozis, escaping from Hell). This roll has a difficulty of half the subject's (Intelligence + Larceny), rounded down. Success grants the Solar an idea of what the subject plans to do, including at least the general location and nature of the crime. Examples include: "Splendid Magister is planning to illegally experiment on hun souls within a private, hidden manse on the Blessed Isle," "the Ebon Dragon is going to try to break out of Hell with the assistance of a Yozi cult in Denandsor," or "Tammuz is going to attempt to murder his Solar Mate aboard a pleasure yacht." The Charm introduces plots to unravel, rather than solving them for the Solar in and of itself.

At Investigation 6+, Essence 6+ the Lawgiver may also make this roll to realize from subtle context clues whenever a profiled subject comes within (Investigation x 5) miles of him. The Solar may also anticipate non-premeditated larcenous actions at this level, though he suffers a -5 external penalty on attempts to do so.

### LAWGIVER'S PARABLE DEFENSE

**Cost:** 3m; **Mins:** Investigation 7, Essence 7;

**Type:** Reflexive

**Keywords:** Combo-OK Native

**Duration:** Indefinite

**Prerequisite Charms:** Oracular Magistrate Understanding

A Lawgiver can stop the hands of time to protect the ones he loves. This Charm allows the character to find evidence of crimes that have yet to be committed, thereby preventing future tragedies. The Solar may make (Wits + Investigation) rolls to detect impending threats to any person or location he has an Intimacy toward, even those posed by individuals he has not profiled. The difficulty of this roll is always 5. This warning manifests itself one week before the danger actualizes itself. For example: "The mercantile district of Hollow will be destroyed by a magically-triggered earthquake" or "My Lunar mate will be slain by another Exalt." Spending one Willpower when the roll is made grants the Solar a flash of intuitive insight gleaned through context clues in his surroundings—the Storyteller informs the Solar's player of a place where he might profitably begin investigating the impending disaster.

As the Era of Dreams progresses, a growing number of Solars have stopped using this Charm, suspecting some defect in its design—surely Lawgiver's Parable Defense must be in error when it points to the Solars themselves as the threats that menace the things they love.

### LORE

#### LEGEND-DRAWING INVOCATION

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

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

**Keywords:** Combo-OK, Obvious

**Duration:** Indefinite

**Prerequisites:** Essence-Lending Method

By speaking to the soul of an artifact, a Solar may remind a broken wonder of its legendary purpose, briefly restoring it to working order. Channeling Essence through her sagacious knowledge, the Solar is able to revive a legendary wonder and temporarily restore it to functionality. The Solar may restore a broken or damaged artifact to full working order so long as Essence is committed to sustain this Charm. In order to use this Charm, the Solar must know what the artifact in question is and what it does.

### TERRESTRIAL EDIFICATION PROGRAM

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

**Keywords:** Obvious, Training

**Duration:** One week

**Prerequisite Charms:** Legendary Scholar Curriculum

The Solar's Harmonious Academic Methodology is permanently enhanced by her greater enlightenment. The Solar may now use her instruction to enlighten mortals, granting them the enlightened essence blight (see **The Compass of Celestial Directions, Vol. II—The Wyld**, p. 148). She also abolishes the 4-dot training cap from Harmonious Academic Methodology and Legendary Scholar Curriculum; only the age and Essence of her students limits their potential to absorb knowledge at the Solar's feet. She may also use Harmonious Academic Methodology to impart knowledge of thaumaturgy, sorcerous initiation Charms, or spells, assuming her students are capable of using such magic.

### SHINMAIC COMMUNION

**Cost:** 30m, 2wp; **Mins:** Lore 7, Essence 7;

**Type:** Simple (One day-long dramatic action)

**Keywords:** Native, Obvious, Shaping

**Duration:** Instant

**Prerequisites:** Wyld Cauldron Technology

The concepts which engender the universe fall readily into the grasp of the Solar Exalted. Emptying himself of all thought and desire, the Lawgiver becomes a vessel for the knowledge of the shinma. Entering a trance state, his eyes become unblinking lanterns and his caste mark appears, glowing the same stark white for one full day. During this time, the Solar subtly alters universal principles with the force of his will, to great effect. The character may use Shinmaic Communion to target a landscape he has created with Wyld-Shaping Technique, redefining its relationship with the great cosmic elements known as the shinma. The character gains ten 'points' with which to edit the region in accordance to his will, which may be spent on the following modifications:

- **Nirupadhika**, the Way, governs spatial relationships. For one point the Solar may enchant the roads in the region such that they prevent travelers moving along them from getting lost, or infallibly lead them to specific places regardless of where they intend to travel. Two points allow the Solar to speed up or slow down travel according to his design; by default, this halves or doubles travel times, though each point invested beyond the initial two raises this by a factor of one. Three points may designate points within the region as impossible to miss, or occlude them so that all efforts to find them suffer an external penalty equal to half the Solar's Lore. Four points make the region mobile, able to move (Solar's Lore miles / day). Each additional point spent on mobility doubles the region's movement rate. Five points doubles the interior size of the region without altering the size of its borders—the region is simply bigger on the inside. Each additional point spent on this aspect increases the region's size by a factor of one.

- **Dharma**, the Cup, governs corrosion, ignorance and desire. For one point, staying within the region for at least

one week counts as a scene spent building an Intimacy of hatred toward a particular social group not native to the region. Two points cause each week spent within the region to count as a scene eroding an Intimacy of the Solar's choice. Three points create a tenor of desire within the region according to the Solar's definition; all actions which directly reject this desire are taken at a -2 internal penalty, while all actions in pursuit of it enjoy a +1 circumstantial bonus die. Four points produce a regional agenda—the Solar defines an Intimacy, and each time an individual sleeps within the region, this counts as a scene spent building that Intimacy. Five points hide knowledge about a particular thing from those within the region, inflicting an external penalty equal to (Solar's Lore / 2) on all attempts to uncover information about the thing; alternately, the Solar may ensure that anyone who seeks a certain thing will find it. This thing must exist within the region, be intangible, of limitless supply, and likely to bring the individual significant turmoil in the future. Valid examples, then, might include worldly insight, occult secrets, or love.

- **Nirvishesha**, the Ring, governs identity. One point raises or lowers the region's level of Wyld infection by one stage, for example changing a Tainted Land to a stretch of Bordermarches. Two points summon a certain common variety of little god or minor elemental to flock to the region, according to the Solar's will (consider the differences between a region full of field gods as compared with one full of bloody hands). Three points may create or close a shadowland within the region, with a diameter no greater than one mile. Four points may create an Essence bias within the region with the same range of flavors as demesnes enjoy (the five elements, Solar, Lunar, vitriol, etcetera). Beings matching this Essence bias raise their hourly respiration rate by four motes. Five points may alter the cycle of life and death within the region. This may guarantee that all souls go on to lethe, linger as ghosts, or plunge into Oblivion; or it might create a closed reincarnation loop, where all residents who enter lethe within the region are guaranteed to reincarnate somewhere within its borders.

- **Nishkriya**, the Sword, governs conflict. For one point, the region takes on a martial tenor—its people slowly become more generally warlike and inclined to the ways of battle. Each season spent within the region acts as a scene of building a positive intimacy of some kind toward conflict into the Policy of all social groups. For two points, the region becomes a magnet for conflict—it will begin to produce natural resources needed or coveted more by the region's neighbors than by the region itself. For three points, the region becomes a den of brotherly raiders—all military units raised within the region have a Drill one higher than normal, and all individuals enjoy a +2 situational bonus to all attempts to take something from another person or group by force. Four points formidably defends the region against invasion—its animals attack intruding military forces, and

the land itself rises up in protest, causing all movement to be across what is considered difficult terrain, and producing a -1 external penalty to all military activities by invaders. Five points tithed to Nishkriya turns the region into a weapon against hostile forces attempting to move into the Lawgiver's domain, raining down at least one environmental attack per hour against any invading military unit, of a sort devised by the Solar—avalanches, rains of lightning, supernatural ice storms and localized earthquakes are only the beginning of the woes that may be hurled at unwelcome guests.

- **Nirvikalpa**, the Staff, is the medium through which communication occurs. One dot makes the region a gathering place for societies, by increasing its yield of timber or making it more fecund farmland. Two dots make the region a magnet for commerce, increasing the amount or value of mineral resources found within. Three dots make the region a point of interaction between its inhabitants and the supernatural world, by seeding the region either with raw materials capable of being refined into the magical materials, or with those materials directly. Four dots makes the region a point of communion between Creation and Heaven, by causing each prayer uttered within the region to count as though it had been spoken from five mouths rather than one. Five dots makes the region a communication network between Creation and itself, drawing dragon lines together to create a three-dot demesne. This value may be raised by one dot per additional point invested.

The Solar is not obligated to spend 'left-over' points, if he does not wish to do so. A region may only be affected by one use of Shinmaic Communion at a time; additional uses cancel any existing alterations and overwrite them. Shinmaic Communion's effects vanish upon the Solar's death, unless a surcharge of one permanent point of Willpower is paid upon the Charm's activation.

This Charm may be purchased up to (Lore) times. Each purchase after the first grants two additional points to spend on shinmaic alterations.

### SHINMAIC CALIBRATION

**Cost:** 20m, 1xp; **Mins:** Lore 7, Essence 7;

**Type:** Simple (One dramatic action)

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

**Duration:** Instant

**Prerequisites:** Shinmaic Communion

Having communed with the foundational elements of the cosmos, the Solars forge miracles. This Charm must be activated in a region the Solar has altered with Shinmaic Communion. The character defines a wondrous aspect or blessing for inclusion within the region. Much like artifact crafting, this Charm is conceptually broad and depends on cooperation between players and Storytellers to design uncanny wonders that later Ages will disbelievingly mythologize and dream of. The parameters of the effect depend on the Shinmaic Communion elements affecting the region this Charm is used in.

- **Nirvikalpa** determines the power of the miracle. One point affecting the region permits the Solar to produce works equivalent to mundane effort. Two points may produce uncanny effects equivalent to thaumaturgy. Three points produce wonders equivalent to Terrestrial Circle sorcery. Four points are equivalent to the Celestial Circle, and five points may produce awe-inspiring effects comparable to Solar Circle sorcery. Zero points limits the effects to only the weakest happenstance, the equivalent of mood lighting—effects with no mechanical repercussions at all.

- **Nishkriya** determines the strategy of the miracle. Each point of Nishkriya invested in the region allows one trigger to be built into the miracle. Examples of potential triggers include "entering the region," "praying to the Yozis," "sleeping within the region," "stealing from a merchant," "marching under the flag of a foreign power," or "disguising one's identity."

- **Dharma** determines who the miracle affects. One point permits only a very limited subset of a population—old men of Varangian descent. Two points allows the miracle to affect a population—Varangians. Three points permits a category of magical beings to be targeted (such as gods, or Dragon-Blooded). Four points affect all individuals who wish to be affected. Five points allows the miracle to target everyone within the region. Zero points limits the miracle to working upon the environment; it cannot affect people at all.

- **Nirvishesha** determines how long the miracle persists. One point causes the effect to last unto the third generation (60 years). Two points last unto the seventh generation (140 years). Three points last until the 30<sup>th</sup> generation (600 years). Four points last unto the 50<sup>th</sup> generation (1,000 years). Five points create a permanent miracle. Zero points invested in Nirvishesha produces a miracle lasting a single paltry year.

- **Nirupadhika** determines the scope of the miracle. One point affects *all* regions the Solar has shaped out of the Wyld within a single Direction. Two points affect all such regions he has shaped within the boundaries of Creation, and any realms of the Faraway which he has visited. Three points affect all of the above, as well as the entirety of Creation. Four points affect all of Creation as well as all directly adjoining realms (the Underworld, Malfeas, Yu-Shan, Autochthonia, the Wyld). Five points are conjectured to affect all of existence—even those conceptual frontiers the Exalted have yet to discover or invent. Zero points invested in Nirupadhika affects only the Shinmaic Communion-marked region in which the Charm is used.

For example, a Solar might lay a blessing of protection on a region for seven generations, so that all invading armies are scoured at its borders by enormous pillars of white-hot sunfire and other horrifying manifestations of Adamant Circle destruction. This would require that the region be affected by two points under Nirvishesha, five under Dharma, five under Nirvikalpa, and two under Nishkriya. Or a Solar might attempt to permanently ennoble all the cosmos so that anyone attempting to initiate into the practice of sorcery will receive

this tutelage by the world itself. This would require five points of Nirupadhika, five points of Nirvishesha, four points of Dharma, one of Nishkriya, and two points of Nirvikalpa.

Crafting a miracle is an extended dramatic action using a dice pool of (Intelligence + Lore) with an interval of one day, a difficulty of (points of Nirupadhika used), and a cumulative difficulty of (total number of points used x 10). Abandoning the effort at any point before completion causes the effect to unravel harmlessly, and the Solar is refunded the xp cost of the Charm. A botch causes the miracle to erupt in some dangerous and unpredictable manner—at best, everyone in the region is likely to have a *very* interesting day.

This Charm's miracles take effect automatically once crafting is complete, unless the Solar has utilized one or more points of Nirupadhika. In that case the miracle becomes what is known as a shinmaic potentiality or "Miracle Shell," an Essence-shaped working which exists in potential but does not interface with Creation. Greater arts than Shinmaic Calibration are required to integrate a Miracle Shell into reality—the Salinan Working is likely the most well-known example of such an integration.

## MEDICINE

### SCIENCE OF MUTATION

**Cost:** 10m per mutation point, 1wp; **Mins:** Medicine 5, Essence 4; **Type:** Simple (Dramatic Action)

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

**Duration:** Instant

**Prerequisite Charms:** Wholeness-Restoring Meditation

The Lawgiver need not only heal, but may re-create bodies as she sees fit. After she spends five hours performing a Medicine-based action (and making an Intelligence + Medicine roll), her target gains or loses points of physical mutations no greater than the Solar's successes. (See **Exalted**, pp. 288-290, **The Manual of Exalted Power—The Lunars**, pp. 206-209, and **The Compass of Celestial Directions, Vol. II—The Wyld**, pp. 144-148. Poxes and deficiencies are one point; afflictions/debilities, two points; blights/deformities, four points; abominations, six points.) This procedure inflicts a number of levels of lethal damage equal to the point value of the mutation bestowed (extras cannot die from this treatment unless the activation roll botches).



This Charm can remove Wyld mutations, but the mutations it *grants* aren't usually of the Wyld. Unless the storyteller rules otherwise, mutations granted by this Charm don't restrict the target's ability to live in Creation.

### MIRACLE WORKER'S REDEMPTION

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

**Keywords:** Native, Reactor

**Duration:** Permanent

**Prerequisite Charms:** Wholeness-Restoring Meditation

Creation sets a grim course for those who cycle through it. By healing others, a Solar finds the power and resolve to continue her journey. The Lawgiver regains two motes per health level restored to another character through the application of her healing arts, so long as that character's wounds were not inflicted by the Solar or at the Solar's behest. Once per story, the Lawgiver may waive this benefit to instead reduce her Limit by one point.

### A HOOD ON DEATH

**Cost:** 20m, 1wp; **Mins:** Medicine 7, Essence 7;

**Type:** Simple

**Keywords:** Obvious

**Duration:** Instant

**Prerequisites:** Ailment-Rectifying Method, Contagion-Curing Touch

Transcending individual treatment, the Solar exercises sovereignty over disease, giving it form at her behest. The Solar selects a specific disease. All instances of the targeted disease within (Essence x 20) miles are immediately pulled from those who suffer from them, traveling at the speed of prayer to the Solar's location. There they coalesce over the course of one day, leaping together in a roiling mass of filth and shadow that eventually becomes a single, powerful plague god of that particular disease—one which harbors an indestructible Intimacy of loyalty to the Solar who caused it to come into being. The spirit may somewhat resemble the Solar in appearance. This god is equivalent to a spirit of the second rank or third rank, depending on the virulence and magnitude of the disease and its outbreak (see *The Compass of Celestial Directions*, vol. III—Yu-Shan, pp.122-124) The spirit always has the *Bane Weapon* Charm, which is efficacious against other spirits of the disease it represents, and a special Charm called *Consume Sickness*, which allows the spirit to spend 10 motes to draw out the sickness it represents from a person and consume it, gaining a point of Willpower or restocking a Virtue channel in the process. This Charm may only function if a number of individuals of Magnitude 6 or above are infected with the disease within the targeted area.

## OCCULT

### MAGIC-SHATTERING STRIKE

**Cost:** 15m; **Mins:** Occult 5, Essence 4;

**Type:** Supplemental

**Keywords:** Combo-OK, Mirror (Magic-Devouring Strike), Obvious

**Duration:** Instant

**Prerequisite Charms:** Spirit-Detecting Glance

Before Brigid discovered sorcery, the Solar Exalted had to counter the world-twisting powers of the Primordials through other means. Magic-Shattering Strike permits the Solar's attack to disrupt sorcery, necromancy, and Sorcerous-keyword Charms. The Lawgiver targets a spell or appropriate Charm and spends fifteen motes. The Charm or spell must be Obvious to the Lawgiver's senses to be a valid target for Magic-Shattering Strike. If the attack (which may use any combat Ability) successfully strikes the beneficiary of the spell, then the spell is broken as though targeted by the weakest level of countermagic capable of affecting it. If the spell creates or summons an automaton or spirit, the Lawgiver's attack must target that automaton or spirit. If the spell is a free-standing effect, such as Rain of Doom, then the attack must be generally aimed at the center of the spell's area of effect, and the effect is considered to have a Parry DV of (Circle x 3) for spells, or (Minimum Essence + 2) for Sorcerous Charms. Should the Solar successfully shatter a spell or Charm in this fashion, he gains (Spell's Circle x 4) or (Charm's Minimum Essence + 2) motes for doing so. Magic-Shattering Strike may explicitly be placed in a Combo with Charms of other Abilities.

Lunar Exalted have a similar Charm called Sorcery-Rending Talons, which is identical to Magic-Shattering Strike with the following exceptions: Its minimums are Perception 5, Essence 4, its prerequisites are God-Cutting Essence and Instinctive Essence Prediction (see *The Manual of Exalted Power—The Lunars*, p. 179), and it restores only (Spell's Circle x 3) or (Charm's Minimum Essence) motes on a successful application.

**New Abyssal Charm:** Magic-Devouring Strike (Prerequisites: Spirit-Sensing Meditation). This Charm is identical to its Solar counterpart.

### THE TIME IS NOW

**Cost:** — (+10m, 1wp); **Mins:** Occult 6, Essence 6;

**Type:** Permanent

**Keywords:** Native, Obvious

**Duration:** Permanent

**Prerequisite Charms:** Solar Circle Sorcery

When the Solars graciously accepted the surrender of the vanquished Primordials, they gained authority over their numerous souls and mimetic races, including the power to summon and bind them into service. Sometimes waiting for Calibration—or even sundown—is an affront to the Lawgivers, as if to mock them for the mercies they once accorded. This Charm enhances the spells Demon of the First Circle and Demon of the Second Circle. At Essence 7+, this Charm's power expands to encompass Demons of the Third Circle as well. When casting one of these spells, the Solar may spend an extra 10 motes and one Willpower to gain the following benefits: The

casting time of the spell is reduced to a single hour, and the dramatic action used to shape this spell may begin at any hour of the day and on any day of the year. The concentrated power of the Solar's will visibly strains the boundaries of existence, causing a localized Calibration more ominous and bizarre than the natural fixing of Creation that marks the beginning and end of each year. For an area of (100 yards for a First Circle demon, 500 for Second Circle demon, and one mile for a Third Circle demon) around her, sunlight bleeds away as surely as the coming of midnight, and sounds somewhere between great hollow wails of torment and the grating of brass echoes out from her location. The Bureau of Destiny is made explicitly aware every time this Charm is used to enhance a summoning, and knows where it was used.

Whenever this Charm is used to summon a demon of the Third Circle outside of Calibration, the Solar must reflexively make a contested roll of his (Intelligence + Occult) against the Dodge MDV of each Third Circle demon he has currently bound. Failing this roll for a single demon permits all currently bound demons to slip free of their bindings.

### ECLIPSING THE SUN

**Cost:** — (3m, 1wp or 3m, 1wp, 1 Limit);  
**Mins:** Occult 6, Essence 6; **Type:** Permanent  
**Keywords:** Native  
**Duration:** Permanent

**Prerequisite Charms:** Ghost-Eating Technique

It is the duty of the son to surpass his father. The Exalt may pay three motes and one point of Willpower whenever he activates a Charm with the Holy keyword. Doing so allows the Solar to treat the target of the Charm as if it were a creature of darkness. When using Eclipsing the Sun, the Lawgiver manipulates his instinctual understanding of Holy to supersede—if only for an instant—the will of Ignis Divine. Doing so against another Solar Exalted incurs the additional cost of one point of Limit, as the Exalt's will strains against the authority of the Most High.

### POWER FROM DARKNESS

**Cost:** 3m per Charm, 1wp; **Mins:** Occult 7, Essence 7;  
**Type:** Simple  
**Keywords:** Shaping  
**Duration:** Indefinite  
**Prerequisite Charms:** All-Encompassing Sorcerer's Sight, Solar Circle Sorcery

Veiling her nature in the essence of the eclipse, the Solar reaches through the cracks in the universe the Primordials forged to rip forth power hidden from lesser minds. This Charm allows the character to instantly learn one Charm per three motes committed to Power From Darkness. The only limit on this number is the amount of Essence the Lawgiver is willing to commit. These do not have to be Solar Charms, but they must be Charms a character of the Eclipse Caste could potentially learn through the Eclipse anima power. Power From Darkness is subject to the following limitations:

The character must satisfy the trait minimums and prerequisites of all Charms bestowed by Power From Darkness. The character must have not only personally witnessed all bestowed Charms in use, but must have analyzed them with All-Encompassing Sorcerer's Sight. Power From Darkness may not bestow spells or Combos, nor may Charms acquired through Power From Darkness be placed into Combos. The Solar activates bestowed Charms as though they had been learned with the Eclipse anima power. Finally, Power From Darkness may only be *activated* during Calibration, though it may be sustained normally with committed Essence throughout the year.

Whenever the character gains Limit while using Power From Darkness, she gains one extra point of Limit on top of whatever amount she would have normally accumulated. The Solar Exalted remain unaware of this flaw in the Charm.

A second purchase of this Charm, at Occult 10, Essence 10, reduces its cost to 2m per Charm, 1wp and upgrades the character's Limit gain from +1 to +2.

## THE NIGHT CASTE

### ATHLETICS

#### UNPARALLELED ACUMEN MEDITATION

**Cost:** 6m; **Mins:** Athletics 5, Essence 4;  
**Type:** Simple (Speed 3, DV -0)  
**Keywords:** Combo-Basic, Mirror (Nimble Ghost Grace)  
**Duration:** Indefinite  
**Prerequisite Charms:** Graceful Crane Stance

The Solar's every move is effortless as sunlight. While she commits this Charm's motes, she's considered to automatically enjoy the effects of every Athletics Charm she knows that has a Minimum Essence of 2 or less, a non-variable cost, and a Duration of one scene. Furthermore, she cannot suffer internal penalties to Athletics rolls.

**New Abyssal Charm:** Nimble Ghost Grace (Prerequisite: Raiton's Nimble Perch). This Charm is identical to its Solar counterpart.

### UNCONQUERED MIGHT

**Cost:** 7m; **Mins:** Athletics 5, Essence 5;  
**Type:** Supplemental  
**Keywords:** Combo-OK, Mirror (Oblivion's Triumph), Obvious  
**Duration:** Instant  
**Prerequisite Charms:** Increasing Strength Exercise

No barrier can hold against the Lawgiver's righteous strength. This is a perfect effect that supplements a feat of strength to break an object or shatter an obstruction. The object breaks; the door shatters.

At Athletics 6+, Essence 6+ the Solar may add a point of Willpower to the Charm's cost, permitting it to also destroy magical artifacts. This renders the Charm Simple, with a Speed of (Artifact's dot rating) minutes and a DV penalty of -3. N/A artifacts are immune to this Charm, as are objects which are specifically noted as being indestructible.

**New Abyssal Charm:** Oblivion's Triumph (Prerequisite: Corpse-Might Surge). This Charm is identical to its Solar counterpart.

### GODSPEED STEPS

**Cost:** 3-7m or 8m, 1wp; **Mins:** Athletics 5, Essence 5;

**Type:** Reflexive

**Keywords:** Combo-OK, Mirror (Death Draws Near), Obvious

**Duration:** Instant

**Prerequisite Charms:** Lightning Speed

A Solar need only will himself to move with speed beyond all reckoning. This Charm allows the character to cross extreme distances with a normal Move action. Upon activating this Charm the Solar may travel up to (Essence x 10) yards for three motes, (Essence x 20) yards for four motes, (Essence x 40) yards for five motes, (Essence x 60) yards for six motes, (Essence x 100) yards for seven motes, and up to one mile by paying eight motes and one Willpower. When using this Charm, the Exalt is seen to flash from location to location instantaneously. This is not teleportation—the Solar must actually cross the intervening distance. Should the Lawgiver encounter a barrier that impedes his progress prematurely, he is refunded Essence and Willpower as appropriate to the distance already traveled—for example, if an Essence 5 Solar paid seven motes to traverse a 300-yard-long canyon instantly, but discovered a wall of invisible force blocking him after only 80 yards, he would be refunded three motes. This Charm may be activated no more than once per action.

**New Abyssal Charm:** Death Draws Near. (Prerequisite: Shadow Races the Light). This Charm is identical to its Solar counterpart.

### SPEED OF LIGHT APPROACH

**Cost:** 7m, 1wp; **Mins:** Athletics 6, Essence 6;

**Type:** Simple (Speed 4)

**Keywords:** Combo-OK, Mirror (Swifter Than a Scream), Obvious

**Duration:** One scene

**Prerequisite Charms:** Godspeed Steps

A Solar who dedicates herself to the principles of speed is as omnipresent as sunlight, and just as impossible to grasp. All of the character's movement rates are doubled, as long as she is moving under her own power. More importantly, whenever the character takes a Move, Dash or Jump action, she vanishes into a blur, only to reappear at her destination. The Lawgiver is impossible to target while moving, unless the attacker succeeds on a reflexive (Perception + Awareness) roll against a Difficulty of (Solar's Dexterity). The Solar may be targeted normally during any tick on which she takes an action other than to Move, Dash or Jump.

A second purchase of this Charm at Athletics 7+, Essence 7+ triples the character's movement rates and causes any Move, Dash or Jump action she takes to count as an opportunity to re-establish surprise.

**New Abyssal Charm:** Swifter Than a Scream (Prerequisite: Death Draws Near). This Charm is identical to its Solar counterpart.

### AWARENESS

#### FALLING SUN EYES

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

**Type:** Reflexive (Step 1)

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

**Duration:** Indefinite

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

Speaking a condemnation into the world, the Lawgiver's eyes blaze like twin suns, while the rest of him darkens like the onset of night. Laying a hand upon his target, the Solar curses him with the gaze of the wrathful sun. While this Charm remains in effect, sunlight itself becomes the eyes of the Solar... and the target knows it. Wherever she should go, she feels the Solar's gaze upon her in the light of the sun. As a result, the target feels constantly watched and followed—even indoors, she can feel the baleful sun dogging her every step. As a result, all Awareness rolls to detect hidden characters are made at a -3 external penalty; the character cannot sort out true feelings of being watched from the ever-present oppression of the sun. This unnatural Illusion costs one Willpower to resist for a scene, and cannot be made to permanently vanish until the Solar lifts his curse. Moreover, the feelings instilled by this Charm are not wholly false—the sun's light shows the Solar all of the target's failings. Whenever the target fails a Virtue roll or spends Willpower to suppress a Virtue while touched by the light of the sun, the Solar is granted a vision of the target's moment of self-compromise. If the target is a creature of darkness, the sun's heat stifles them even indoors or at night; the character suffers a -1 external penalty to all actions while this Charm remains in effect. If in direct sunlight, such wretches suffer a blistering heat environmental effect (see *Exalted*, p. 131).

At Awareness 6+, Essence 6+ the Solar may use an enhanced version of this Charm costing six motes. Used in this fashion, all targets suffer the effects reserved for creatures of darkness, above. Additionally, if the Solar voluntarily ends this Charm by withdrawing committed Essence, creatures of darkness spontaneously combust in a blaze of sunfire, suffering a one-time environmental damage effect with Damage 10A, Trauma 5.

With Awareness 7+, Essence 7+, the Solar may issue a summons to targets afflicted with either version of this Charm, so long as they are within one mile of her. The summons is Obvious to the target's senses, as is the location where the Solar expects to meet (also within the same one-mile radius). The target has one day to reach this meeting point, and must arrive in daylight. Should she fail to do so, she will be branded with the Creature of Darkness mutation as a Shaping effect. At this level Solars may also target mortals with Falling Sun Eyes simply by speaking their name, dispensing

with the Touch Keyword. This is a favored method used by the Night Caste to summon alleged criminals to face trial by the law.

### EVER-WATCHFUL SENTINEL DEDICATION

**Cost:** —; **Mins:** Awareness 5, Essence 5;

**Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Surprise Anticipation Method

The Lawgivers know those they love and those they have sworn to protect. No wicked treachery may deceive a Solar who has learned this Charm, for he sees with his heart as much as his eyes. The Solar automatically sees through any disguise, Illusion or other effect that would allow a being to falsely masquerade as a character the Lawgiver harbors a positive Intimacy for. He likewise knows any free-standing illusions or hallucinations which attempt to depict such characters for the vile falsehoods they are. This Charm does not cause the Solar to know the true identity of a character wearing such a false seeming—it only makes the attempted deception apparent to him. This Charm applies (Solar's Awareness) automatic successes to any effect-conflict roll-off.

### OMNISCIENT EARS APPROACH

**Cost:** —; **Mins:** Awareness 5, Essence 5;

**Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Unsurpassed Hearing and Touch Discipline

Hearing beyond hearing, the Lawgiver is supremely attuned to the tenor of his own Essence. Any utterance of his name by any individual anywhere in the same realm of existence becomes Obvious to his senses, as does the identity of the individual speaking his name. The Solar may reflexively spend 1m per long tick to hear exactly what the individual speaking his name is saying, and may continue to listen in for as long as he cares to spend Essence or has Essence to spend. He only hears the voice of individuals who have spoken his name, however; any replies that might occur are inaudible. At Awareness 7+, the Solar may hear his name when it is spoken by beings in other realms of existence.

All manner of wards against scrying automatically cause this Charm to fail; the Seal of Eight Divinities that separates Autochthonia from Creation is considered to be such a ward so long as it remains intact.

A second purchase of this Charm at Awareness 6+, Essence 6+ allows the Lawgiver to reflexively spend 5 Willpower to redefine the sound this Charm listens for. This must be a specific noise, rather than a general class of sounds; "the sound of the Guide to Meru I handed to Arlot landing in a trash bin" would qualify, as would "someone speaking the name of my wife, Lilith," but "anyone plotting against me" or "someone professing love to my wife, Lillith" would not.

There exists a similar Linguistics Charm, called The Ever-Vigilant Scribe (mins: Linguistics 5, Essence 4; Prerequisite: Discerning Savant's Eye), which alerts the character if anyone writes his name. Rather than listening in on a conversation, the Lawgiver has the option of spending 10m to memorize the entirety of the missive in which he is mentioned, for later detailed perusal. The Ever-Vigilant Scribe's repurchase benefit allows the character to remain vigilant for the writing of other particular words or phrases.

Abyssal Exalted, having cast their names away into Oblivion, cannot develop a Mirror to this Charm.

### DODGE

#### REFINEMENT OF FLOWING SHADOWS

**Cost:** — (+3m or +3m, 1wp); **Mins:** Dodge 5, Essence 4;

**Type:** Permanent

**Keywords:** Mirror (Thousandfold Shadow Dance)

**Duration:** Permanent

**Prerequisite Charms:** Seven Shadow Evasion

This Charm enhances its prerequisite. The Lawgiver may opt to pay a +3m surcharge when activating Seven Shadow Evasion, extending its duration to one tick rather than separately activating the Charm against each individual attack.

Solars with Essence 5+ may extend the duration of perfect dodging to one action by paying a +3m, 1wp surcharge. Only when the character's DV refreshes does the maelstrom of flickering shadows resolve back into the familiar form of the Lawgiver.

**New Abyssal Charm:** Thousandfold Shadow Dance (Prerequisites: Flickering Wisp Technique). This Charm is identical to its Solar counterpart, save that it delays Flickering Wisp Technique's reflexive relocation until the end of the tick or action, as appropriate.

### AEGIS OF ALTRUISTIC INTERPOSITION

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

**Type:** Reflexive (Step 2)

**Keywords:** Combo-OK, Obvious

**Duration:** One action

**Prerequisite Charms:** Leaping Dodge Method

The Lawgiver dissolves into a swarm of flitting shadows, obfuscating the precise location of his allies and drawing attacks toward himself. He may apply a Dodge DV-based Defend Other action to *all* willing individuals within (Essence x 3) yards. At Essence 5+, this Charm's zone of protection may be extended to (Essence x 10) yards.

A second purchase of this Charm, at Dodge 6+, Essence 6+, adds an additional feature to Aegis of Altruistic Imposition: if the Lawgiver is struck by an attack intended for another while using this Charm, he may pay four motes and one point of Willpower in Step 9 to perfectly redirect that attack to a different character within the radius of the Charm. The attack does no harm to the Lawgiver, and instead applies its original roll and effects to its new target as a Counterattack.

## DEFEND OTHER

Without Charms, defending another individual is a Speed 5, DV -1 Miscellaneous action. It requires that the character be within (Dexterity) yards of his ward, and allows him to interpose his Parry DV against attacks which target the individual he is protecting. If an attacker bypasses the character's Parry DV, she has the option of either letting the attack continue on to the guardian's ward (in which case the attack will need to use its remaining successes to also beat the ward's DVs), or she may simply let the attack strike the guardian himself. Parry-based perfect defenses such as Heavenly Guardian Defense may be used to automatically guard others, while dodge-based perfect defenses such as Seven Shadow Evasion do not impede attacks against the character's ward at all. Only one Defend Other action may be placed in a flurry. If multiple characters attempt to defend a single target, one guardian (generally the individual with the highest Parry DV) becomes the leader of the guard, who actually applies his DV against attacks. Each additional character guarding the same ward raises the leader's Parry DV by 1 when defending the ward. Up to five characters may simultaneously guard one human-sized ward on open ground.

## DIVINE WITNESS OF UTTER SAFETY

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

**Type:** Permanent

**Keywords:** Mirror, Obvious

**Duration:** Permanent

**Prerequisite Charms:** Leaping Dodge Method, Seven Shadow Evasion

When the Primordials once uprooted mountains and cast them down against the armies of the gods. The Solar Exalted, embarrassed by such clumsy efforts, learned to absent themselves from the paths of these excessive demonstrations. A character who has learned this Charm may pay a four mote surcharge when invoking Seven Shadow Evasion to avoid an attack which inflicts damage on everything within an area (such as Lambent Bolt of Annihilation). The Solar's dodge deposits her at the nearest safe edge of the damage effect, if that location is within (Essence x 50) yards; walls and other obstacles are no impediment to this evasion. She may also carry out any consenting characters she is protecting with Defend Other actions at the time of activation. At Dodge 6+, Essence 6+ this restriction disappears, and the Solar's leaping dodges will carry her as far as necessary to remove her from the effect.

**New Abyssal Charm:** Shadow Fades at Dawn (Prerequisites: Flickering Wisp Technique, Foe-Shaming Defense).

Mocking laughter marks the Abyssal's relocation away from the area of effect. This Charm is otherwise identical to its Solar counterpart.

## LARCENY

### SHROUD OF NIGHT'S LAW

**Cost:** 7m, 1wp; **Mins:** Larceny 5, Essence 4;

**Type:** Reflexive

**Keywords:** Combo-OK, Illusion

**Duration:** One scene

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

Only those individuals directly affected by the actions of a Solar using this Charm—such as people she's talking to or attacking—can notice what she's doing. This Charm is a perfect effect that can supplement any action, even obvious Charms or those lasting as long as a scene. This Charm's unnatural mental influence costs three Willpower to resist.

### GEAR-STRIPPING METHOD

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

**Type:** Supplemental

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

**Duration:** Instant

**Prerequisite Charms:** Reversal of Fortune

Not all creators are as perfect as the Solars. In the magitech-rich Era of Dreams, haywire automaton servitors and war machines gone berserk must sometimes be dealt with. This Charm supplements an attempt to steal key parts from a machine in order to cripple or instantly disable it. The Exalt's hand flashes through the target, stripping out parts.

If targeting an automaton (zombies are valid targets for this Charm), roll the Solar's (Dexterity + Larceny), resisted by the target's highest DV. Characters with Craft (Magitech) may add (their rating in that Ability) in automatic successes to this attempt. If successful, automaton extras and mechanical booby traps are instantly disabled, falling into a heap at the Solar's feet. Non-extra automatons instead take the Solar's (Wits + Larceny + threshold successes) dice of unsoakable aggravated damage.

Targeting an artifact with a Repair rating requires the Solar to roll (Dexterity + Larceny), resisted by the user's highest DV. Until repaired, all attempts to use the damaged artifact suffer an external penalty equal to the Solar's threshold successes. If the artifact also requires maintenance, each threshold success counts as 100 hours of use.

Alchemical Exalted and spirits which have the appearance of machines (such as Autochthon's Divine Ministers) are invalid targets for the purposes of this Charm's effects.

### KING OF THIEVES SPIRIT

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

**Type:** Supplemental

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

**Duration:** Instant

**Prerequisite Charms:** Reversal of Fortune

When a Solar allows another to hold the idea that they own something, he is being generous; when he grows bored of pretending, he simply takes what he wants. This Charm supplements a blatant attempt to strip something from another person (treat as a disarm attempt using Larceny in the place of a combat Ability). The character explicitly can steal things in active use, such as weapons, clothing, or even armor, so long as he can reach them, or any object on the target's person which he is aware of (examples might include a coin purse held in a clenched fist inside of a pocket, a sheathed sword the target is menacingly fingering the hilt of, or the target's undergarments).

At Essence 5+, the Exalt may steal attuned artifacts, instantly breaking the artifact's attunement in the process.

With Larceny 6+, Essence 6+, the Exalt may reflexively and instantly attune a stolen artifact by paying its commitment cost.

With Larceny 7+, Essence 7+, the Solar may use King of Thieves Spirit to steal Alchemical Charms, though he may not attune to them. At Larceny 8+, Essence 8+ even this restriction vanishes, and the Solar may equip and wield a stolen Alchemical Charm, if he has an open Charm Slot in which to place it.

All attempts to steal armor suffer a -2 external penalty.

## STEALTH

### HOODING THE SOLAR LANTERN

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

**Keywords:** Stackable

**Duration:** Permanent

**Prerequisite Charms:** Any Stealth Excellency, Easily Overlooked Presence Method

This Charm increases by five motes the thresholds at which a character's anima reaches new levels of brightness. The character's caste mark still becomes visible from certain angles when she spends her first mote of Peripheral Essence, however. This Charm may be purchased again for every Stealth dot the character possesses above 5. The Exalt also gains the ability to reflexively flare her anima to any higher level of display at no cost, if she wishes.

### EVERYWHERE AND NOWHERE STANCE

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

**Type:** Simple (Speed 4, DV -0)

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

**Duration:** Indefinite

**Prerequisite Charms:** Mental Invisibility Technique

The eyes of the Solar Exalted are always watching. Through the use of this Charm, the Solar becomes omnipresent in the minds of the wicked. The Solar touches a target (this may require a Dexterity + Martial arts attack if the target attempts to avoid contact) and spends four motes. The sensation of the Solar's touch lingers on and on, eventually spreading to encompass all of the target's senses. So long as these motes remain committed, the Lawgiver seems to be con-

stantly shadowing his mark—the target frequently glimpses the Solar leaning in doorways, or disappearing down alleys. He sees the Exalt's silhouette watching him from rooftops or following him through crowds. The Solar seems to be watching more often than not, always vanishing if confronted directly. This is an unnatural Illusion effect which costs two Willpower to ignore for a scene; the effects of the Charm end once the target has spent a total of twenty Willpower fighting it. The Lawgiver adds his Essence in bonus successes to all attempts to establish or re-establish surprise against individuals afflicted by Everywhere and Nowhere Stance—it becomes difficult to discern the Solar's true presence from the shadows in the target's mind.

A second purchase of this Charm at Stealth 6+, Essence 6+ permits the Solar to use this Charm on an area. Used in this manner, Everywhere and Nowhere Stance has a cost of 6m, 1wp. So long as the Solar commits Essence to the Charm, everyone in the affected region suffers visions of the Solar's presence, as detailed above, though with lower frequency—no more than once per scene. Individuals in the affected region may resist the Charm's Illusion for one Willpower per scene, but cannot permanently immunize themselves to it so long as they remain in the area. Everywhere and Nowhere Stance may initially be used upon an area a mile in diameter, but with Stealth 7+ the Solar may affect an area up to (Essence x 2) miles, and with Stealth 8+ may affect (Essence x 10) miles. At Stealth 9+ the Solar may spread her presence across (Essence x 100) miles, and with Stealth 10 the Lawgiver may encompass an entire Direction.

At Stealth 7+, Essence 7+, the Solar may add a point of permanent Willpower to the Charm's cost when used to target a region. Doing so changes the Charm's Duration to instant, requiring no Essence commitment on the part of the Lawgiver and rendering its effects permanent. The Solar's shadows will continue to haunt the area forever, even after his own demise.

### WALKING IN LEGEND'S SHADOW

**Cost:** 10m, 1wp; **Mins:** Stealth 6, Essence 6;

**Type:** Simple

**Keywords:** Combo-OK, Illusion

**Duration:** Indefinite

**Prerequisite Charms:** Vanishing From Mind's Eye Method

Legend and fact soon become interchangeable in the lives of the Exalted, and the Solars embody this principle—to the degree that the Princes of the Earth sometimes find it necessary to hide even from themselves. This Charm allows the character to walk directly out of the ongoing narrative of his life, either dimming himself to the eyes of history, or increasing interest in his legend until he himself is all but forgotten.

Should the Solar dim himself, he passes from the active thoughts of Creation. His personal acquaintances will still recognize him, but strangers will not. Even if the Solar stands directly next to a poster bearing his face and name, those

without a personal relationship simply will not connect the two. The Lawgivers use this Charm to temporarily escape from the public eye. This unnatural mental influence costs four points of Willpower to resist, or only one if someone actively points out the Solar's identity.

Alternately, the Solar may enhance his glory until its glare blinds the world. The Lawgiver once again cannot be recognized as himself—even by those who know him. The reality of the man simply does not connect to the stature of his legend. Used in this mode, the Charm requires only two points of Willpower to resist, but offers an additional benefit: No action the Solar takes will besmirch his reputation, as bystanders are overcome by memories of the Exalt's glory days rather than circulating news of his misbehavior. For example, Desus could beat an orphan to death in the middle of the street, and any onlookers who recognized him would go home to reminisce about the time he bravely taught the behemoth Oliphem the cost of defying the Solar Deliberative. This unnatural mental influence costs three points of Willpower to resist.

### THE ECLIPSE CASTE

#### BUREAUCRACY

#### HALO OF MINISTERIAL DOMINION

**Cost:** 20m, 1wp; **Mins:** Bureaucracy 5, Essence 4;

**Type:** Simple (Dramatic Action)

**Keywords:** Combo-Basic

**Duration:** Indefinite

**Prerequisite Charms:** Speed the Wheels

The Lawgiver subtly assumes the reins of power by creating temporary positions and laws to exploit. His player rolls (Intelligence + Bureaucracy + Essence) to perform a dramatic action designed to seize control. This dramatic action generally requires one day of effort per dot of Magnitude of the bureaucracy the character attempts to gain support within, though stunts may reduce this period at the Storyteller's discretion. This roll must overcome the Dodge MDV of the leader of the targeted organization for the Charm to take effect. If successful, the character will have five dots of Backing in a particular bureaucracy, though her official status remains unchanged. The leader of the targeted bureaucratic organization may choose to block a successful activation by spending 5 Loyalty. Doing so immunizes the organization against this Charm for one season.

#### MARKET BUSTER STRIKE

**Cost:** 20m, 1wp; **Mins:** Bureaucracy 5, Essence 5;

**Type:** Simple (Dramatic Action)

**Keywords:** Combo-Basic

**Duration:** Instant

**Prerequisite Charms:** Frugal Merchant Method

The Lawgiver may reward good citizens with wealth or ruin the unrighteous, her player rolling (Intelligence + Bureaucracy) in a dramatic action to decide the value

(from Resources 0 to 5) of a commodity or currency in the economy within which the Solar works. This dramatic action generally takes one week of directly interacting with and influencing the market, though stunts may reduce this period at the Storyteller's discretion. This roll must overcome a difficulty of  $([Bureaucracy + Influence] / 2)$ , with the Bureaucracy and Influence values derived from the highest total rating possessed by any character who opposes the Solar's market manipulations.

### CHARTER-STRIPPING CONDEMNATION

**Cost:** 0m; **Mins:** Bureaucracy 6, Essence 6;

**Type:** Reflexive

**Keywords:** Combo-OK, Native, Reactor, Shaping

**Duration:** Instant

**Prerequisite Charms:** Foul Air of Argument Technique

That which the Solars have brought into the world, they may take away with a word. The shinma shiver as the Solar utters a condemnation into the cosmos, consigning to destruction a bureaucratic organization he has created. The Lawgiver's player rolls (Willpower + Bureaucracy) against a difficulty of the  $(Wits + Bureaucracy + Essence / 2)$  of the head of the targeted organization. Should this roll succeed, the targeted organization will collapse into utter ruin over the course of the next season: its employees resign, papers catch fire, office buildings are flooded or collapse into sinkholes. The Solar immediately gains a number of motes equal to twice the Magnitude of individuals employed by the targeted organization.

Alternate functions of this Charm exist, if the Solar has a rating of 6+ in the appropriate Ability:

With Craft 6+ the Solar may irreparably compromise artifacts and manses he has created, causing the magic to leak out of them. A daiklave simply becomes an inert hunk of orichalcum, while a manse will no longer channel Essence—it is simply a building sitting in a demesne. Roll (Willpower + Craft) against a difficulty of the owner's  $(Wits + Craft + Essence / 2)$ . Success restores (rating x 2) motes.

With Occult 6+, the Solar may rend asunder spells he has cast, restoring (Spell's Circle x 3) motes.

With Lore 6+, the Solar may dissolve a landscape he created with a single invocation of Wyld-Shaping Technique back into the chaos from which it arose, restoring five motes.

With Integrity 6+, the Solar may destroy one of his own Intimacies, so long as he has held it for at least one season, restoring five motes.

This Charm may be activated no more than once per scene.

### VISAGE MADE LAW

**Cost:** —; **Mins:** Bureaucracy 7, Essence 7;

**Type:** Permanent

**Keywords:** Native

**Duration:** Permanent

**Prerequisite Charms:** Bureau-Rectifying Method

Upon learning this Charm, the Solar impresses his identity upon the very fabric of the cosmos. The shinma open eyes they do not possess and behold the Exalt's face. They know him then, and will accept no substitutes.

Henceforth, all attempts to impersonate the Lawgiver suffer a -2 external penalty, and any character doing so suffers a three mote surcharge on the cost of all Charms while masquerading as the Solar. The motes spent to satisfy this surcharge are tithed to the Solar, delivered when he next awakens from at least one hour of uninterrupted sleep. The Solar may voluntarily exempt specific individuals from this cost and penalty, if he desires, and may just as easily revoke such exemptions. Additionally, whenever another individual wears his face (either by magic or mundane disguise) that fact becomes Obvious to the Lawgiver when he next awakens—though the location, identity, and goal of the imposter are not revealed.

Finally, no effect may draw motes out of the Solar's Essence pool without his consent, and no form of magical mental influence may force him to give such consent.

## LEGEND LIVES ON

**Cost:** —; **Mins:** Bureaucracy 7, Essence 7;

**Type:** Permanent

**Keywords:** Training

**Duration:** Permanent

**Prerequisite Charms:** Bureau-Rectifying Method

The Solar pours her very soul into the works she has brought forth in Creation. Upon learning this Charm, the character selects a bureaucratic organization she presently leads. Should the Solar come to no longer lead that organization (whether due to resignation, coup, or the organization's dissolution), she may spend one Willpower to target a different organization she leads; or she may spend five Willpower at any time to transfer this Charm's focus to a different organization.

This Charm takes effect when the Solar meets his final day. Upon death, rather than guarding the Lawgiver's corpse, his posoul becomes the quiet guardian of the targeted organization, bending its strength toward guiding the new leadership of the organization. In essence, the po does everything in its power to ensure the organization continues to run as though the Solar were still alive, sometimes prompting rumors that a Lawgiver has not truly died at all, but is simply guiding the organization in secret.

A pospirit empowered by this Charm possesses the Solar's Attributes, Abilities, Essence rating, and, in addition to an array of dangerous arcanoi, the following unique powers:

- All General Charms the Solar knew in life, though they may only be used to support, lead, or defend the organization the spirit is attached to.
- The ability to manifest itself in a form indistinguishable from the living Solar.
- The po cannot be permanently destroyed short of Ghost-Eating Technique or equivalent magic, reforming

at sunset each evening so long as the idea remains in the heart's of the organization's members that the Solar or his vision lives on, and so long as the organization it was set to guide endures.

Furthermore, when the Solar's Exaltation next incarnates, this spirit will seek out the new hero and seek to teach her everything it knows about the organization and how to carry on the last incarnation's work, effectively and smoothly returning the fallen Solar to his rightful place at the head of the order. In addition to imparting detailed knowledge about the organization in question, this consists of a Training effect allowing the po to impart dots of Bureaucracy at a rate of one per week, up to a limit of the former incarnation's Bureaucracy rating. This may explicitly break the newly incarnated Solar's normal age cap—for example, a Solar who had only been Exalted for a year could be trained up to Bureaucracy 7 (the rating of her former incarnation), as a Training effect.

A similar Charm exists for the War Ability called The Unending March (Prerequisites: Heroism-Encouraging Presence), which targets a military organization and permits training in the War Ability.

## LINGUISTICS

### GUIDING WORDS OF SOLAR WISDOM

**Cost:** 15m, 1wp; **Mins:** Linguistics 5, Essence 4;

**Type:** Simple (Dramatic Action)

**Keywords:** Combo-OK, Training

**Duration:** Instant

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

The Lawgiver passes on her holy insight. Perhaps by writing a tome or inventing a mantra, she gives a lesson focused on a number of teachings equal to her Linguistics. (These teachings may include specific Abilities, Charms, Essence, et cetera.) Those who study her teachings may increase those traits as though she were tutoring them. This Charm may be explicitly placed in a Combo with any Training-Keyword Charm, even in violation of standard Combo rules, permitting those effects to be encoded into the resultant magical training manual.

### BEAUTIFUL ESSENCE-BORN RUNE

**Cost:** 20m, 3wp; **Mins:** Linguistics 6, Essence 6;

**Type:** Reflexive

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

**Duration:** Instant

**Prerequisite Charms:** Flawless Brush Discipline

This versatile Charm allows Lawgivers to radically compress magical instruction while simultaneously encoding the theories or biases of the scribe into the lesson. The character meditates upon a Charm or spell she knows, and then designs a single glyph encompassing the totality of her understanding of the effect. This glyph transcends language and its meaning may be effortlessly intuited by any character capable of learning the Charm or spell the

glyph is based upon. Beautiful Essence-Born Runes contain more than instructions in the use of a Charm or spell, however; when created, they are also designed to encompass additional lessons desired by their creator. In game terms, each glyph contains one Charm or spell, and one Intimacy. Thereafter, characters who study the glyph may learn the spell or Charm coded into it a single scene, as a Training effect. However, the character *also* gains the Intimacy coded into the Charm, and it is fundamentally embedded into her understanding of the magic. The learned Charm or spell may not be used while the recipient does not harbor the encoded Intimacy. This restriction may be overcome, eventually, by spending an additional 2xp.

Designing a rune takes only (minimum Essence of effect) hours of effort, and a character may design an unlimited number of runes. Actually scribing the rune requires an investiture of Essence, as reflected in the Charm's cost.

### UNDERSTANDING OF THE GOLDEN TONGUE

**Cost:** —; **Mins:** Linguistics 7, Essence 7;

**Type:** Permanent

**Keywords:** Training

**Duration:** Permanent

**Prerequisite Charms:** Twisted Words Technique

This Charm empowers the Lawgiver to invent a new language, which she may then encourage mortals to adopt. The golden tongues created by this Charm reinvent the thinking of those who speak it. The Solar chooses:

- One specialty to bestow
- One Ability to diminish
- A number of Intimacies to build or erode equal to her Linguistics
- A number of hampered traits equal to her Linguistics
- A number of assisted traits equal to her (Linguistics ÷ 2)

After a month of primarily speaking the language, a person permanently gains the specialty, but loses a dot from the diminished Ability (and is refunded its experience cost, if he had any dots to lose). He counts hampered traits as being one higher for determining experience costs and trait maximums. He treats assisted traits as being one lower for those same purposes. Every scene a character speaks this language counts as a scene of building or eroding one of the encoded Intimacies.

Golden tongues lose potency if their purity is diminished. Linguistic drift must be battled constantly by the vigilant Lawgiver. This Charm may be re-purchased an unlimited number of times, to design additional golden tongues. Essence-users are immune to this Charm's effects.

### RIDE

#### DRAFT HORSE MEASURE

**Cost:** 8m; **Mins:** Ride 5, Essence 4; **Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** One day

**Prerequisite Charms:** Horse Skids Trick

The mounts of the Solar Exalted are as tenacious as their riders. The Lawgiver may use this Charm to lock on to a target no more than (Essence x 3) yards away. Doing so causes an invisible tether of force to bind his mount into an orbit around the target. Carried on the momentum of the target's movements, the Solar's mount may effortlessly keep pace with the target, moving freely to any point within (Essence x 3) yards in order to maintain the minimum distance required for this Charm. The Lawgiver's mount becomes tireless so long as Draft Horse Measure is in effect, and all Ride Charm costs are lowered by 2 motes (to a minimum of zero motes). This Charm does not confer the ability to fly or to run across water, so other Charms are required in order to ride the Silent Winds of Adorjan across Malfeas or chase Leviathan across the ocean.

At Ride 6+, Essence 6+ the Solar may tether himself to weather patterns, enabling him to draft behind a hurricane or trade wind.

### SUN-TOWING METHOD

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

**Keywords:** Combo-OK, Obvious

**Duration:** Indefinite

**Prerequisite Charms:** Draft Horse Measure, Single Spirit Method

In the Time of Glory the Solars used this Charm to pull down the sky and drop mountains on the heads of the Primordials. In the Era of Dreams, a Solar once saved a caravan stranded in the desert after a Fair Folk attack by using Sun-Towing Method to haul their entire wagon train to Chiaroscuro with a single horse. Essence imbues the Lawgiver's mount with incredible strength to pull massive loads, also rendering any means used to attach the load (such as a rope tied off to a mount's saddle) unbreakable. The Solar's mount may pull any object with no loss of speed, regardless of the object's weight. This does not imbue the object with any unusual durability.

At Ride 6+, Essence 6+ Sun-Towing Method may be used to drag any vehicle, regardless of its size—even those normally large enough to qualify as structures, such as ships.

At Ride 7+, Essence 7+ the Solar may haul structures with a spherical mass up to up to (Essence x 50) yards in diameter. Should he tie off to a larger structure or landscape feature, his horse will tear out an appropriately-sized chunk and drag it away. For example, a Solar with Ride 10, Essence 10 could tear off the peak of a mountain and ride away with it at full gallop. Manses cannot be moved in this fashion.

### SAIL

#### OMNIPOTENT ADMIRAL AUTHORITY

**Cost:** 10m; **Mins:** Sail 5, Essence 4; **Type:** Simple

**Keywords:** Combo-OK, Mirror (Shadow-Driven Ghost Galleon), Obvious

**Duration:** Indefinite

**Prerequisite Charms:** Storm-Weathering Essence Infusion

The Solar's anima erupts into an aureate corona which washes over a ship she owns or commands. The magic quickly sinks into the boards of the vessel, visible only by the lanyards which untie themselves, the sails which raise and lower in accordance to the Lawgiver's will, and the other processes by which the ship obediently tends to its own upkeep and operation. So long as this Charm remains in effect, the ship requires a crew of zero sailors. So long as the Solar remains within (Sail x 100) yards of the ship, she may direct its course as though she were onboard.

**New Abyssal Charm:** Shadow-Driven Ghost Galleon (Prerequisite: Ruthless Captain Efficiency). This Charm operates by filling vacant positions on the ship with murky apparitions drawn from the Abyssal's anima. It is otherwise identical to its Solar counterpart.

## INVINCIBLE SOLAR VESSEL

**Cost:** 8m; **Mins:** Sail 5, Essence 5; **Type:** Simple

**Keywords:** Combo-OK, Mirror (Black Fleet Vanguard), Obvious

**Duration:** Indefinite

**Prerequisite Charms:** Hull-Preserving Technique

The path of a Solar must not be impeded, nor the glory of his vessel diminished. While this Charm is in effect, any craft the Solar is aboard becomes immune to Shaping effects, and it and all passengers are immunized against the warping powers of the Wyld. Additionally, the ship will not burn, cannot be capsized by waves or impacts, and is immune to sorcery of the Terrestrial Circle and Sorcerous Charms of Essence 3 or below. The Solar may also declare one particular environmental hazard that the ship is immune to upon activating this Charm (for example, the acidic waters of Kimberly, or the razor-edged waves of a Wyld-tainted sea).

Finally, this Charm's prerequisite is also permanently improved, changing its duration to one action.

**New Abyssal Charm:** Black Fleet Vanguard (Prerequisites: Hull-Hardening Concentration). This Charm is identical to its Solar counterpart.

## SHIP AND SOUL UNION

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

**Keywords:** Native, Obvious

**Duration:** Permanent

**Prerequisite Charms:** Immortal Captain's Advantages

The power of the Solar Exalted extends to all things which enable their legends. This truth is demonstrated clearly by this Charm, through which any ship the Solar commands becomes an extension of his anima. Upon first purchasing this Charm, the Solar's ship gains the effect corresponding to his caste. Additional powers may be purchased for two experience points each. The Solar's vessel may only benefit from one effect at a time.

- **Dawn:** For three motes, the Solar's ship becomes an extension of his terrifying might for the rest of the scene—the minds of his opponents are clouded with fear at the thought of the reprisals that would be invited by assaulting such a vessel. Opponents must pay two points of Willpower to ignore this unnatural Compulsion if they wish to target the ship with their attacks. This power in no way prevents the ship's crew from being targeted.

- **Zenith:** For three motes, the Solar's ship becomes Holy ground for the rest of the scene. Any creature of darkness boarding the vessel enters an environmental hazard with (Damage 2A/action), Trauma (Sail).

- **Twilight:** The ship becomes aware of all threats approaching within (Essence x 30) yards, from above, below, or beside the ship; this warning is communicated to the Solar in the form of eerie sea-sounds which appraise him of the position and bearing of the threat (for example, something below the ship and approaching fast). This benefit costs one mote, and lasts for one day.

- **Night:** For three motes, a mist rises up around the ship's shrouding it from view. This grants a +3 bonus to all Stealth attempts, and reduces the cost of Sea Ambush Technique by one point of Willpower.

- **Eclipse:** The Solar may pay five motes to cause his anima to surmount the ship as a flag bearing complex sigils which may be understood by all observers. This flag may offer the terms of a truce, alliance, or financial arrangement. It is clear that this offer is genuine, and magically binding; should the captain of another vessel verbally agree to the terms offered by this flag, that fact becomes Obvious to the Solar and he may pay one Willpower to sanctify the oath as though with the Eclipse anima power. Additionally, if the character is a member of the Eclipse caste, he may sanctify any oath spoken aboard his ship that he is aware of for a cost of only one point of Willpower.

At Sail 6+, Essence 6+ this Charm gains the Stackable Keyword, and the Solar may simultaneously apply up to (Essence - 4) different effects at a time.

## SOCIALIZE

### GOLDEN COURTIER MISDIRECTION

**Cost:** 7m; **Mins:** Socialize 5, Essence 4; **Type:** Reflexive

**Keywords:** Combo-OK, Social

**Duration:** One scene

**Prerequisite Charms:** Any Socialize Excellency, Mastery of Small Manners

This is a perfect defense against attempts to read the character's intentions, Motivation, Intimacies, Virtues or other social qualities (including the Charm Sagacious Reading of Intent), unless the Solar draws on those qualities to assist her socially. Furthermore, the character decides what it is that people who attempt to discern these factors determine.

### WEB-CUTTING EYES

**Cost:** 5m; **Mins:** Socialize 5, Essence 5; **Type:** Reflexive

**Keywords:** Combo-OK, Mirror (Merciless Dissecting Stare)

**Duration:** One scene

**Prerequisite Charms:** Mastery of Small Manners

The Solar's cunning gaze cuts across all subtleties of motive and concealment, laying bare the intentions of those who stand before him. While this Charm is active, all attempts to read the motivation of other characters (see **Exalted**, p. 131) are made at difficulty 1.

**New Abyssal Charm:** Merciless Dissecting Stare (Prerequisite: Exquisite Etiquette Style). It is identical to its Solar counterpart.

### MASTERY OF SOCIETY TECHNIQUE

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

**Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** One scene

**Prerequisite Charms:** Understanding the Court

Seasoned Princes of the Earth are no longer surprised by the schemes and treacheries of their subjects and peers. Their petty games are transparent before the Lawgiver's jade eyes. While this Charm is active all social magic directed at the character becomes Obvious to his senses. At Socialize 7+, Essence 7+ this Charm's duration becomes Indefinite. At Socialize 9+, Essence 9+, its cost drops to 1m.

A second purchase of this Charm at Socialize 6+, Essence 6+ adds a second benefit: While the Charm is active, any social Charm directed at a social unit the character is a member of or which includes loyalty to him as part of its Policy becomes Obvious to his senses, though the identity of the character attempting to influence his social group is not automatically made known to him. For example, if a young Solar attempts to use Taboo-Inflicting Diatribe on the capital of a prefecture the Solar rules, he becomes aware that someone is attempting to influence the people of the city with Taboo-Inflicting Diatribe, but would have to personally investigate to discover the identity of the offender.

## LUNAR KNACKS AND CHARMS

Stewards are masters of mutability. They are unequaled at changing form, and they excel at dealing with changing environments and situations. First Age Knacks and Charms reflect this, offering arrays of solutions for the various conflicts in the Age of Wonder.

### FORM ACQUISITION KNACKS: ANIMAL

#### ILLIMITABLE BEAST DECLARATION

**Prerequisites:** Emerald Grasshopper Form or Towering Beast Form, Essence 5, Stamina 5

Lunars who develop this Knack for their shapeshifting know no limit to the size of natural animals they may

hunt. It extends the capabilities of Emerald Grasshopper Form into the infinitesimal, so there is no natural animal too small. It likewise improves Towering Beast Form into the infinite, so no natural animal is too large. If the Lunar cannot hunt a natural animal that is larger than the Last Suppliant or smaller than the head of a pin, it is not because he lacks the ability—it is because the animal does not exist.

A character without Emerald Grasshopper Form is limited to infinitely larger forms and one without Towering Beast Form is limited to infinitely smaller forms. Possessing small forms, such as a flea or a tiny krill, add 3 or more to the Lunar's DVs (though also probably make parrying impossible). Lunars who take enormous forms also learn to absorb massive amounts of damage, as successfully evading an attack becomes increasingly unlikely with growing size.

### EMPEROR OX EXPANSION

**Prerequisites:** Mountainous Spirit Expression, Essence 5, Stamina 5

Lunars with this Knack crush their opposition with the sheer might of a massive spirit shape. The character spends a point of Willpower when donning her spirit shape to make it large enough to engage in mass combat as a unit with a Magnitude equal to the Lunar's Essence. Represent the Lunar's size outside of mass combat by increasing her Strength and soak by an amount equal to her Essence.

Assuming the Emperor Ox Expansion form takes time. The Speed of the shapeshifting action is measured in long ticks, and even a Lunar using Lightning-Change Style requires one long tick to activate Emperor Ox Expansion.

### FORM ACQUISITION KNACKS: HUMAN

#### COMPASSIONATE MIRROR NATURE

**Prerequisites:** Prey's Skin Disguise, Essence 3, Perception 4

The Lunar understands a compassionate alternative to the standard hunt for a human's shape. She dedicates the sacred hunt to Luna with an invocation of her belief in guarding Creation and its life, then she pursues her quarry as normal. Once the period of observation is over, she renders her victim unconscious (not dead) and tastes his blood. She acquires his shape permanently, but the victim lives. When the victim dies, the effects of Flickering Star Infusion begin as normal, as if the Lunar had killed the victim outright. Taking a human form in this way triggers no Compassion roll.

#### COURTESAN'S POSSESSION

**Prerequisites:** Compassionate Mirror Nature, Essence 4, Wits 4

Blood is unnecessary for a Lunar who applies this Knack to his shapeshifting. He may add a target of his sacred hunt through the act of sexual intercourse rather than by slaying it and taking its heart's blood (or by merely defeating it, as with Compassionate Mirror Nature). It must still come at the

culmination of a full hunt, unless the Exalt possesses Life of the Hummingbird and wishes to have the form only temporarily.

## FORM ACQUISITION KNACKS: MISCELLANEOUS

### MOON AND EARTH SONG

**Prerequisites:** Laurels-and-Ivy Technique, Essence 7, Perception 7

This Knack allows the Lunar to pay 10m, 1wp to assume the form of a natural geographic feature—a cloud bank, a mountain, a forest, a stretch of river, a creeping fog. The Lunar must have within her heart's blood library the form of a spirit corresponding to the feature she wishes to become—a river god, for example, if she wishes to become a river. The Lunar is only semi-mobile in this form, moving at most ten miles per day, and unable to directly act upon anything venturing within her boundaries, though she may observe the interior of her being from any point as though she were present, and adds three dice to all Perception rolls to notice intruders within her. While not immune to damage in landscape form, per se, the Lunar is formidably protected—destroying a Lunar wearing the form of a mountain, for example, would likely require Solar Circle sorcery or powerful artifacts of mass destruction.

The Lunar may not destroy any existing landscape features by using this Knack; existing geography instead reconfigures itself to account for the new inclusion. For example, if the Lunar were to become a river winding its way through the middle of Whitewall, the city's streets and roads would temporarily route themselves around it, span the Lunar with bridges, and so forth. A Lunar who became a forest in Nexus would briefly transform Nexus into a thriving trade city located in the heart of a forest. The Lunar also may not assume a geographic form in a place where it is impossible for that feature to exist (clouds, for example, are rarely found underwater, and mountains and rivers generally do not float two hundred feet above the ground), unless she is in the Wyld. Finally, the Lunar's Tell extends to blanket her in a veil of normalcy; observers must pierce the Tell in order to realize there is anything unusual about a mountain suddenly springing up overnight.

## FORM ACQUISITION KNACKS: SUPERNATURAL

### HEAVENLY SERVANT IMITATION

**Prerequisites:** Green Sun Child, Hearth-and-Flame Shell, Essence 6, Intelligence 6

Luna's Children were never meant to take the shapes of the gods. That ability would only encourage ambition that even pre-rebellious Incarnae thought to fear. Some Lunars transcend this limitation, mastering a blood hunt capable of adding a god to the Lunar's library of forms. The hunt takes the same basic amount of time as hunting a human. Acquiring a god without blood requires the Lunar to consume its divine ichors or other vital part. The Lunar cannot use any of the god's Essence-fueled powers.

## ESSENTIAL MIRROR FORM

**Prerequisites:** One of various Knacks, Essence 6+, Intelligence 6+

To be masters of infiltration, the Lunar Exalted must mimic their victims' powers. Essential Mirror Form gives the Lunar the ability to use the Essence-based powers of one kind of supernatural creature, as defined by the Knacks that make them valid targets of the sacred hunt. This includes basic elemental powers such as Dragon's Suspire and unique Charms the creatures possess. She can activate such powers only as long as she remains in the form to which those powers are natural. Each such invocation requires an additional cost of one point of Willpower, and since displaying an anima returns a Lunar to one of her true forms, the Lunar has a limited amount of Essence with which to work. If using a Charm or power acquired in this way activates the Lunar's anima to a degree that forces her back into a true form, the effect functions as normal. Effects with extended durations end when their descriptions say, not early because the Lunar leaves the shape.

This Knack can be purchased multiple times to affect additional creature types, though it never makes available the Charms of other Exalted. Primordial Charms (including those of the Yozis) are considered "the Charms of other Exalted" for the purpose of this Knack. This Charm also will not allow Lunars to use any Charm with the Native Keyword. To purchase this Knack, the relevant prey must be a valid target of the sacred hunt. The Lunar must also have an Essence and Intelligence two higher than the Essence and Attribute requirements for the Knack that opens that type of creature to the Lunar's hunt.

## GENERAL CHARMS

### IMPOSSIBLE (ATTRIBUTE) IMPROVEMENT

**Cost:** —; **Mins:** (Attribute) 5, Essence 5;

**Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Instinctive (Attribute) Unity, Flawless (Attribute) Focus

Stewards hone their strengths. This Charm permanently increases the maximum rating of the chosen Attribute by one. Raising the Attribute to that level requires the normal expenditure of experience.

## STRENGTH

### CRIPPLING CHARMS

### HERD-STRENGTHENING TACTIC

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

**Type:** Supplemental

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

**Duration:** Instant

**Prerequisite Charms:** Inviting the Winter Wolf



A Lunar's punishment endures. This Charm may supplement any action that causes a Crippling effect and makes that effect permanent. Surgical attempts to right the issue fail, and even Exalted do not heal the injury with its associated wounds. It withstands supernatural methods that heal Crippling effects. Resolve conflicts with this statement using the "Unstoppable Force, Immovable Object" rules in **Exalted** (on p. 179 of the core rulebook).

When invoked as part of Relentless Lunar Fury, all Crippling attacks the Lunar makes in the duration are permanent but do not resist effects that explicitly cure Crippling wounds.

## DAMAGE ENHANCEMENT CHARMS

### BESIEGING THE BASTION OF FORM

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Form-Destroying Touch

Besieging the Bastion of Form improves its prerequisite. The Lunar may spend an additional five motes of Essence and one point of Willpower when activating Form-Destroying Touch to add one of the following effects:

- The Sickness effect progresses much more rapidly. After it would normally begin harming its victim, the vic-

tim's player must roll to resist damage and mutation every *hour* instead of every day. The Charm runs its course after 25 more hours.

- The Sickness effect continues to affect its victim until the victim dies or something cures the supernatural disease.

- Failure to resist the Sickness effect inflicts two levels of aggravated damage but no pox. Alternatively, failure afflicts the victim with two poxes but no aggravated damage. Poxes may double up to cause a single affliction or promote an existing mutation faster than normal.

Upon purchase of Besieging the Bastion of Form, a player picks one of the preceding options. Additional options cost two experience points apiece. Storytellers and players may work together to come up with more options. A character can apply only one option to a single use of Form-Destroying Touch.

### FRIEND OF THE PLAGUE

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

**Keywords:** Fury-OK

**Duration:** Permanent

**Prerequisite Charms:** Besieging the Bastion of Form

Those whom the Stewards condemn invariably die; when she leaves the battlefield, they are defeated. This Charm

permanently enhances Form-Destroying Touch, giving it the Fury-OK tag. When so used, the Charm inflicts its effects on everyone the Lunar successfully touches. The character may apply one of the additional effects from Besieging the Bastion of Form by also activating it with Relentless Lunar Fury. Besieging the Bastion of Form cannot be activated as part of a fury unless Form-Destroying Touch is.

## FEATS OF STRENGTH CHARMS

### IRON TYRANT IMPACT

**Cost:** 8m; **Mins:** Strength 5, Essence 6;

**Type:** Supplemental

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Lightning Flash Might Methodology, Yeddim's-Back Method

Worldly materials do not hinder the Stewards. This Charm supplements a feat of strength to break a mundane object, rendering the attempt automatically successful. With Strength 7+, Essence 7+, the Lunar may add a point of Willpower to the Charm's cost, permitting it to also destroy magical artifacts. This renders the Charm Simple, with a Speed of (Artifact's dot rating) minutes and a DV penalty of -3. N/A artifacts are immune to this Charm, as are objects which are specifically noted as being indestructible.

## DEXTERITY

### DEFENSIVE CHARMS

#### FLOWING BODY ASCENSION

**Cost:** — (+3m, 1wp); **Mins:** Dexterity 6, Essence 5;

**Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Flowing Body Evasion

This Charm enhances its prerequisite. By spending another three motes and a point of Willpower when activating Flowing Body Evasion, that Charm's duration becomes one action. (Note: Flowing Body Evasion's duration of one action in *The Manual of Exalted Power—The Lunars* is actually an error; its duration should be instant.)

#### BECOMING WATER'S ENVY

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

**Keywords:** Fury-OK

**Duration:** Permanent

**Prerequisite Charms:** Flowing Body Evasion

This Charm enhances its prerequisite, giving it the Fury-OK keyword. Activating Flowing Body Evasion with Relentless Lunar Fury allows the Lunar to automatically dodge one attack (of which she is aware) each action. Additional unbeatable dodges in a single action require the Lunar to activate Flowing Body Evasion separately. The character suffers a Flaw of Invulnerability applicable to Flowing Body Evasion for the duration of Relentless Lunar Fury.

## WORLD-BENDING GUARDIAN ATTENTIVENESS

**Cost:** 10m, 1wp; **Mins:** Dexterity 6, Essence 6;

**Type:** Simple

**Keywords:** Obvious, Wyld

**Duration:** One scene

**Prerequisite Charms:** Finding the Needle's Eye, Flowing Body Evasion

Stewards guard the world; in exchange, the world guards them. The Lunar imbues the fluid world around him with a portion of his Essence and charges it with his defense. The Exalt's surroundings bend to make him safe, from effects as mundane as a bending tree branch or dipping swallow intersecting a missile to space bending or air becoming dense as steel to deflect a blade.

The character constantly benefits from the effects of a Defend Other action used on his behalf by the Wyld itself. This Defend Other action has a DV of two per degree of surrounding Wyld, from two in the Bordermarches to eight in Pure Chaos. Since the defender is the Wyld itself, attackers may not choose to divert their attacks to strike the Wyld rather than the Lunar, and no other effect may force them to attempt to do so. Lunar Exalted use this Charm for an advantage against the Fair Folk on those monsters' own turf.

## MOVEMENT CHARMS

### MOONLIGHT HUNT

**Cost:** 8m, 1wp; **Mins:** Dexterity 6, Essence 6;

**Type:** Simple

**Keywords:** Obvious, Wyld

**Duration:** One scene

**Prerequisite Charms:** Mist-Walking Prana

Stewards know the flaws in the world. With this Charm, the Lunar detects cracks in the Wyld and may walk through them to travel short distances. For the rest of the scene, she may travel up to (Essence x 10) yards without crossing the intervening space as a Move action. She need make no movement—she simply changes location. This translation through space is so unnoticeable and unpredictable that she may attempt to reestablish surprise in the wake of such movement.

### STAR FALLS THROUGH

**Cost:** 4m, 1wp; **Mins:** Dexterity 7, Essence 7;

**Type:** Reflexive (Step 9)

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

**Duration:** Instant

**Prerequisite Charms:** Snake Body Technique, Moonlight Hunt

Stewards refuse assaults on their favored grounds. With lightning speed, the Lunar tricks someone who attempts to harm her into a Wyld instability. In a silver-and-rainbow flash, the aggressor disappears. The Lunar makes a standard close-range counterattack. If the attack succeeds, the aggressor is lost in the warp of the Wyld for ten ticks, reappearing

in a place of the Lunar's choosing up to (Lunar's Essence) miles away. The Lunar may not relocate his opponent to an immediately hazardous location (so, no teleporting her into the air above a volcano).

## SPEED AND EXTRA ACTION CHARMS

### UNHESITANT SCORPION LASH

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Octopus and Spider Barrage

Lunar heroes strike with unhesitating speed. Unhesitant Scorpion Lash permanently enhances the character's capabilities. When he invokes a Charm that provides a flat number of extra actions for a flat cost, the Lunar adds two to the number of actions provided.

### GREEDY MOSQUITO BITE

**Cost:** 4m, 1wp; **Mins:** Dexterity 6, Essence 5;

**Type:** Supplemental

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

**Duration:** Instant

**Prerequisite Charms:** Lightning Stroke Attack

Like the greedy mosquito, some warrior Lunars cannot resist reaching for a second strike. This Charm gives them the speed to succeed. When this Charm supplements a successful attack, the character's strike plunges into the fresh wound a second time. Revisit Steps Seven–Ten of attack resolution and inflict all damage from the attack again.

Activated with Relentless Lunar Fury, the character inflicts extra damage on every successful attack. This damage is applied separately and never exceeds minimum damage for the original blow.

At Essence 7, the Lunar may spend four more motes on this Charm to include the effects of all Charms (rather than just damage-increasing Charms) while revisiting Steps Seven–Ten.

## STAMINA

### ENDURANCE CHARMS

#### MOONSILVER ABSORPTION

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

**Keywords:** Obvious

**Duration:** Permanent

**Prerequisite Charms:** Unstoppable Juggernaut Incarnation

This Charm permanently enhances Unstoppable Juggernaut Incarnation. When the character uses that Charm, he does not record *any* of the damage inflicted in the otherwise lethal blow; it now includes aggravated damage. The character's body shines like moonsilver as it shifts around the blow.

### FURY CHARMS

#### RELENTLESS LUNAR HORDE

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

**Keywords:** War

**Duration:** Permanent

**Prerequisite Charms:** Relentless Lunar Fury

Relentless Lunar Horde allows the Lunar to use Relentless Lunar Fury while leading a military unit, rousing her warriors into a frenzy. In addition to its standard effects, the unit increases its Close Combat Damage rating by one, increases its Morale by two, does not lose Endurance for the duration and cannot assume close formation. Used in this fashion, Relentless Lunar Fury's duration is counted in long ticks.

## HEALING CHARMS

### PURGING THE TARNISHED SILVER

**Cost:** 5+m, 1wp; **Mins:** Stamina 6, Essence 5; **Type:** Reflexive

**Keywords:** Combo-OK, Obvious

**Duration:** Instant

**Prerequisite Charms:** Instinctive Stamina Unity, Halting the Scarlet Flow

A silver aura surrounds the Lunar as her most serious wound disappears. She heals one aggravated wound for every five motes she spends on this Charm.

## TERRITORY CHARMS

### NATIVE SON'S GRACE

**Cost:** 5m; **Mins:** Stamina 5, Essence 4; **Type:** Reflexive (Step 7)

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

**Duration:** Instant

**Prerequisite Charms:** Any Stamina Excellency, Frenzied Bear Fortification

When an attack would hit the character, she instead deflects it onto a nearby terrain feature at the last moment. She ducks behind a tree, rolls under a table, shuts a door in the attacker's face or darts through the coral reef. All damage from the successful attack is applied to the terrain feature rather than the Lunar, and this Charm doubles the attack's damage in Step Seven. This Charm only protects the Lunar from damage, and not from any other effects of the attack.

The character must be within an area that she owns as a person owns an object (see **Exalted**, p. 238) to use this Charm. Charms such as Boundary-Marking Meditation (see **The Manual of Exalted Power—The Lunars**, p. 170) help mark such territory. This is considered a unique Flaw of Invulnerability.

Using this Charm with Relentless Lunar Fury allows the character to take advantage of her surroundings for the duration. Halve all damage she suffers before soak. Damage dice lost to this effect harm terrain used for the defense.

## INDESTRUCTIBLE RECURSIVE DESIGN

**Cost:** 8m; **Mins:** Stamina 4, Essence 4;

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

**Keywords:** Combo-OK

**Duration:** Indefinite

**Prerequisite Charms:** Hide-Toughening Essence

Lunars are survivors, accustomed to the hardships the world demands of its heroes. Knowing that misfortune is inevitable, hardy Stewards prepare for the worst. With a few moments' concentration, the Lunar causes his body to grow redundant physical systems—secondary organs, reinforcing musculature, additional ligaments. The character gains additional -1 health levels equal to the human true form's Stamina. These levels persist as long as the Charm remains active, and vanish as soon as damage is marked off in them; as the Lunar's additional body parts are destroyed, they sublimiate back into the Essence that formed them.

## CHARISMA

### ANIMAL AND TRAINING CHARMS

#### LOYAL BEAST-FRIEND ENLIGHTENMENT

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Nature-Reinforcing Allocation

This Charm permanently enhances Nature-Reinforcing Allocation. It increases the Lunar's training capabilities, allowing him to endow target animals with:

- One additional dot in *any* Attribute and Ability. Assume the animal's Social Attributes begin at one dot. Although the creature might not be able to use them all (it can understand languages with Linguistics but still not speak any, and it is hard to navigate a Bureaucracy without words and writing), it understands how.

- Intelligence 3, if the animal is his familiar.

- Up to two additional -1 health levels and up to two -2 health levels. Each health level requires one invocation of Nature-Reinforcing Allocation. Health levels trained via this Charm cost the animal (12 – wound penalty associated with health box) xp each, or (6 – wound penalty associated with health box) bonus points during character creation.

#### ERUDITE BEAST-MIND EXPANSION

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Nature-Reinforcing Allocation

This Charm permanently enhances Nature-Reinforcing Allocation. It increases the Lunar's training capabilities. The maximum number of dots the Lunar can add to any trait that he is able to train becomes equal



to half his Essence. He can increase his familiar's Intelligence by one greater.

### SILVER BLOOD INFUSION

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

**Keywords:** Stackable

**Duration:** Permanent

**Prerequisite Charms:** Nature-Reinforcing Allocation

Stewards shape their realms' creatures. This Charm permanently enhances Nature-Reinforcing Allocation and the Lunar. The character may invoke Nature-Reinforcing Allocation to make one previous invocation of the Charm hereditary. The target must drink the Lunar's blood for the Charm to take effect. The Lunar also gains (Charisma ÷ 2) extra successes on uses of Craft (Genesis) concerned with anything Nature-Reinforcing Allocation can target.

### SNAKE-VINE INTEGRATION

**Cost:** —; **Mins:** Charisma 8, Essence 7; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Nature-Reinforcing Allocation

This Charm permanently enhances Nature-Reinforcing Allocation, making plants valid targets. Plants begin with all Abilities and Attributes (except Stamina) at 0 unless they are already capable of mobility, and even their instincts are poor until they have at least Intelligence 1. (On the off chance that someone is playing an uplifted rosebush, the first dot of an Attribute costs 5 xp.)

### UNSTOPPABLE BEAST-WARRIOR

#### INDOCTRINATION

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Lesson of the Winter Wolf, Loyal Beast-Friend Enlightenment

Herds and packs serve the Stewards without hesitation. This Charm permanently enhances Wolf Pack Training Technique. When using Wolf Pack Training Technique on a military unit of animals, the Lunar makes them into such unified armies that they achieve Might (Essence ÷ 2) while under his command.

### HOLY CHARMS

#### MORNING BLOSSOMS BLOOMING

**Cost:** 12m, 1wp; **Mins:** Charisma 7, Essence 7;

**Type:** Simple (Speed 7)

**Keywords:** Holy, Obvious

**Duration:** One scene

**Prerequisite Charms:** Scathing Lunar Condemnation

Enemies fear to tread lands Lunars claim. The character dedicates where she stands to Luna and to Gaia, forbidding any foe of theirs from approaching her. Silver light shines on her from the heavens and flows outward, illuminating an area (10 x Essence) yards in radius with silver radiance.

All environmental damage other than that generated by the Charm itself, the Essence respiration issues produced by the Underworld and Blight Zones within Autochthonia, and all hostile Shaping Actions will have no effect on individuals within the area so blessed. Creatures of darkness treat being within the region as an environmental effect with Damage 1A/action and Trauma (Lunar's Essence)L. The Lunar may reflexively grant or revoke amnesty, excluding specific creatures of darkness from the Charm's environmental damage (most commonly bound demons; or, in the Time of Tumult, a Lunar's Abyssal or Infernal mate).

### TERRITORY CHARMS

#### FERAL CAT TREAD

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Ranging Wolf Marking

This Charm permanently enhances Boundary-Marking Meditation. It increases the maximum area of that Charm's targeted region to (Essence x 1000) square miles. Purchasing Feral Cat Tread does not automatically expand existing uses of Boundary-Marking Meditation.

### MANIPULATION

#### BELIEF CHARMS

#### MIRROR-SHATTERING WORD

**Cost:** —; **Mins:** Manipulation 6, Essence 5;

**Type:** Permanent

**Keywords:** Wyld

**Duration:** Permanent

**Prerequisite Charms:** Lost Mirror Flight

Luna rules madness in Creation, and her Chosen act in her name. This Charm permanently enhances Lost Mirror Flight. When using Lost Mirror Flight, the character may double the cost to make the madness permanent. In the Wyld, making insanities permanent costs only one mote extra.

#### FALSE BURROW GIFT

**Cost:** 6m; **Mins:** Manipulation 6, Essence 6;

**Type:** Simple (6 long ticks)

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

**Duration:** Instant

**Prerequisite Charms:** Lost Mirror Flight

Stewards tend others' homes. This Charm instills in its target a false belief about their concept of "home" and reinforces this belief with an Intimacy. The beliefs that home is under attack, is already destroyed, is nearby or is lost forever count, as do the ideas that the target has been exiled from home, that home embodies certain political views or that home is a different place altogether. Instilling this false belief requires a successful (Manipulation + [Performance or Presence]) roll against the target's MDV. Against a group, the highest MDV contests it. It costs two Willpower points for a victim to ignore the belief for one scene.

Committing the Charm's cost invokes an additional Illusion effect. While the Charm persists, the world appears to support the belief. The target sees the ruins of a destroyed home city or feels the stones former countrymen throw at the returned exile. Releasing the commitment ends the Charm's effects in total.

## FEINT CHARMS

### BUTTERFLY EYES FACE

**Cost:** 5m; **Mins:** Manipulation 6, Essence 6;

**Type:** Simple (Speed 3)

**Keywords:** Combo-OK, Illusion

**Duration:** (Essence) actions

**Prerequisite Charms:** Butterfly Eyes Fist, One of the Herd

Lunars are not who they seem. The target of this Charm suffers an Illusion effect, believing the Lunar to be a nearby person and vice versa unless the target's reflexive (Perception + Awareness) roll beats a difficulty equal to the Lunar's Manipulation score. Spending one Willpower point allows the target to tell who is who for one action. After the target has spent three Willpower, the effect ends.

### BUTTERFLY EYES ENHANCEMENT

**Cost:** —; **Mins:** Manipulation 8, Essence 7;

**Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Any Butterfly Eyes Charm

This Charm permanently enhances all Butterfly Eyes Charms the Lunar knows. Their costs increase by one mote, and the Willpower cost to fend off their mental influence increases by one.

## MILITARY UNIT CHARMS

### FIRST IN SCHOOL ASSUMPTION

**Cost:** 4m, 2wp; **Mins:** Manipulation 6, Essence 6;

**Type:** Simple (4 long ticks)

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

**Duration:** One scene

**Prerequisite Charms:** School in the Reeds Technique

Stewards suffer no armies on their soil not allied with them. The Lunar causes the target military or social unit to treat her as its commander or leader for all purposes. She must be a solo unit to use this Charm. Her player makes a contested roll of (Manipulation + [Performance or War]) against the current leader's (Charisma + [Performance + War]); the Lunar suffers an external penalty equal to the unit's effective Drill. If successful, the unit treats the Lunar as its leader for the rest of the scene. The previous leader becomes a solo unit or, if he's willing, a special character in the stolen unit.

When individuals in a stolen unit normally recognize their true leader through supernatural means—if they're zombies with a link to the necromancer who raised them, for instance, or creatures created through sorcery—this

Charm functions for (Essence x 2) long ticks before it ends. If the original leader (or a legitimate replacement) does not reclaim command, the group becomes a mob. Lunars who look too different from a legitimate leader—such as a dashing human commanding stolen demon troops—suffer the same time restriction.

## APPEARANCE

### DISGUISE CHARMS

#### AIR BODY STYLE

**Cost:** 10m; **Mins:** Appearance 5, Essence 5; **Type:** Simple

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

**Duration:** Indefinite

**Prerequisite Charms:** Clover Can't Be Found

Walls and gates erected to hide prey from the hunter are of no concern to a Lunar. Likewise, the keenest eyes and canniest screening for her Tell only make a Steward laugh. Briefly drawing her anima into her body, the Lunar inverts her own physical nature, causing herself to dematerialize. She may freely interact with other dematerialized beings and attempt to enter sanctums as a spirit would. However, should the Lunar's anima flare to the 11m+ level it becomes visible even to those who cannot see dematerialized beings.

## INTERACTION CHARMS

### STANCE-AS-THOUGHT STRIDE

**Cost:** 6m; **Mins:** Appearance 6, Essence 5; **Type:** Simple

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

**Duration:** One scene

**Prerequisite Charms:** Observed Predator Instinct, Glance-Oration Technique

Lunars inspire those around them. With this Charm active, every first glance at the character triggers a specific thought or sort of thought. The Lunar chooses if she wants every person who looks at her to think something specific ("she's dangerous," "she's hiding something"), to see what they most want to see in her, or to see what they least want. The Lunar does not appear as anything other than what she is, though. The magic is in the conclusions others draw. Perhaps the evil vizier believes the Lunar is here to aid the satrap, while the merchant's son believes the Lunar is his arranged wife-to-be, arriving just in time to eliminate his chance to flee with his true beloved. Or maybe the vizier knows with one look that the Lunar is harmless, while the son believes that the Lunar will help him escape his arranged marriage. This effect creates an instant Intimacy that remains until a subject eliminates it naturally. This unnatural mental influence costs two points of Willpower to resist.

### DEVIL BODY, TERROR FACE

**Cost:** 10m, 1wp; **Mins:** Appearance 7, Essence 7;

**Type:** Simple

**Keywords:** Combo-OK, Illusion

**Duration:** One scene

**Prerequisite Charms:** Stance-as-Thought Stride

Stewards also inspire fear. Every person sees her worst fear when looking upon the character using Devil Body, Terror Face, be it an overseer with baying hounds for an escaped slave or the fetich soul of Isidoros for an Exalt. This is an Illusion effect. All actions taken that oppose the Lunar suffer an external penalty equal to (Lunar's Essence – subject's Valor).

Victims of this Charm may spend one Willpower to make a (Willpower + Integrity) roll at a difficulty equal to the Lunar's Appearance. Success lets the person ignore the terrifying visage for a number of actions equal to her Integrity. Spending three Willpower outright accomplishes the same effect without a roll.

### PERCEPTION

#### ESSENCE CHARMS

##### GOD-BODY DISSECTION

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

**Type:** Supplemental

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

**Duration:** Instant

**Prerequisite Charms:** Spirit-Maiming Essence Attack

Lunar Exalted weaken their prey before the final assault. The Steward sees all aspects of her target as discrete pieces; targeting one, his attack severs it. This is a standard attack that eliminates one Charm, Combo or spell from a spirit or raksha's repertoire if it inflicts at least a level of damage. The Lunar decides which power he denies the target. Lost Charms integrated into Combos can be used as part of those Combos but not alone. God-Body Dissection cannot sever permanent Charms, Native Charms, sorcery-enabling Charms, or Assumptions. The target is still considered to know removed Charms for the purpose of fulfilling prerequisites for other Charms. Targets regain lost powers a number of days later equal to (Lunar's Essence – target's Essence). If this total is zero or less, the power returns at the end of the scene.

##### GOD-BODY CONSUMPTION

**Cost:** —; **Mins:** Perception 8, Essence 7;

**Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** God-Body Dissection

This Charm permanently enhances God-Body Dissection. After successfully severing a spirit's power with that Charm, the Lunar devours it. It becomes inaccessible to the spirit until the Lunar's death. This Charm may not permanently devour panoply Charms, such as the signature Charms of the Incarnae.

##### EYE ON THE SPIDER

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

**Keywords:** Combo-OK, Obvious

**Duration:** One scene

**Prerequisite Charms:** All-Encompassing Sorcerer's Sight

Stewards are in tune with their protectorate, Creation. The Lunar's eyes shine silver with a rainbow patina, and he becomes aware of the threads that bind people to fate. He gains a general sense of where the Loom tugs them, incidentally adding a number of automatic successes equal to his Essence to divine a person's future (usually through the thaumaturgic Art of Astrology). The Lunar also discerns whether any given creature is or is not bound to the Loom of Fate.

### EVADING THE SPIDER'S EYE

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

**Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** (Essence) days

**Prerequisite Charms:** Eye of the Cat

Canny Lunars know when they are being watched, and may use this heightened sensitivity to move through the world unseen—even by the pattern spiders. A Lunar using this Charm moves through the moments and spaces that escape the notice of the tenders of the Loom of Fate, rendering him invisible to astrological predictions and the Loom. All attempts to use the Loom or astrology to divine the Lunar's location or future automatically fail. Furthermore, the Lunar may observe many secrets from his vantage point between destiny's threads; all Sidereal Astrology becomes Obvious to his senses. If he chooses, he may even follow the threads of infectious destiny back to their point of origin; by starting with an individual who has had an ascending or descending destiny placed on him, the Lunar may track down the Sidereal who laid the blessing or curse, adding (Perception) automatic successes to all tracking rolls. This Charm does not inform the Lunar of which Sidereal laid any given Sidereal Astrology effect on an individual; in order to find out, he must follow destiny's thread and see where it leads.

### INTELLIGENCE

#### INSIGHT CHARMS

##### PREDATOR'S INSIGHT

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

**Type:** Simple (Dramatic Action)

**Keywords:** Combo-OK

**Duration:** One hour

**Prerequisite Charms:** Lessons in the Blood

Lunar Exalted learn much from their prey. By consuming the mind of a creature, the character using this Charm learns what that entity knew. Devouring a brain takes an instant (for the smallest), 10 minutes (for a normal-sized human) or longer (for behemoths and other strange creatures). More exotic targets require the character to consume the seat of their minds, which he locates with a ([Perception or Intelligence] + Occult) roll.

The character then has access to everything the creature once knew. For animals, this amounts to a few subtle

instincts and familiarity with the region—the animal's den and sources of food. People's knowledge is more varied and valuable.

Any time during the Charm's duration, the character can rummage through the victim's memory as a miscellaneous action. The victim's clear memories are just as clear to the Lunar. Things a victim barely recalled require an (Intelligence + Investigation) roll to find, and the foggiest memories are at difficulty 2+. Digging out something the victim kept secret (while alive) requires the same roll at a difficulty equal to the victim's Integrity.

If the character uses this Charm on a target whose form he can take, he may spend one experience point to call upon the creature's memories as long as he retains the shape. (It is most useful to buy this benefit after a successful sacred hunt.) When in that form thereafter, he can activate this Charm to call upon those memories for another hour. Predator's Insight is a grotesque way to learn new Charms or Abilities, if the player has enough experience points to spend.

### PERFECT OUTSIDER UNDERSTANDING

**Cost:** 15m, 1wp; **Mins:** Intelligence 6, Essence 6;

**Type:** Simple

**Keywords:** None

**Duration:** One day

**Prerequisite Charms:** Predator's Insight

Luna's Chosen are the ultimate outsiders, freely walking between nations and worlds. They are at home in the outlands,

recognized as kindred spirits and ideal champions by the odd inhabitants of the Threshold and beyond. Upon purchasing this Charm, the Lunar selects a particular sort of outsider from the following list: Demons, Dragon Kings, elementals, ghosts, Jadeborn, Lintha, raksha. The Storyteller may add other alien races and classes of being to this list as he feels appropriate. When this Charm is active, the Lunar's player adds a number of automatic successes equal to the character's Intelligence to all social rolls for the character to deal with that particular class of outsider. Additionally, the Steward gains three artificial specialties in all of his Abilities focused on the outsider in question.

Additional outsiders may be added to this Charm for a cost of two experience points each. The Charm must focus on a single type of outsider, selected when activated, and if the Lunar wishes to deal with a different sort of being, she must deactivate the Charm and reactivate it.

### DEFEATED TECHNIQUE MASTERY

**Cost:** 10m, 1wp; **Mins:** Intelligence 7, Essence 7;

**Type:** Simple

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

**Duration:** Instant

**Prerequisite Charms:** Predator's Insight

Stewards claim prizes from their defeated foes: part of their powers. The Lunar may activate this power to issue a formal challenge to an opponent of her own devising.



This could take almost any form—a foot race, combat to first blood or to submission, to be the first to seduce the regional satrap... almost anything will do. The target is free to refuse the challenge, but if she accepts and prevails, the Lunar owes her a boon to be named by the target. Refusing or failing to discharge this debt causes the Lunar to be punished as though she had broken an oath sanctified by an Eclipse with an Essence rating equal to her own. Requested boons may not be impossible or inherently lethal, but they may be very dangerous.

By contrast, should the Lunar win, she may claim one of the target's Charms. She may only claim Charms whose minimum traits and prerequisites she meets, and which she could have potentially learned either herself or with a Lunar equivalent of the Eclipse anima power. Sidereal Martial Arts remain inaccessible. While the Lunar has claim to a Charm, the Lunar may freely use the effect as though it had been learned with the Eclipse anima power, and the target suffers a three mote surcharge on its activation cost. The Lunar's claim ends after one month has elapsed, though she may permanently retain the power if she wishes as a Training effect. Doing so immediately cedes her claim over the Charm, restoring its cost to normal for the original owner. Charms the Lunar could normally learn retain their standard experience point and activation costs; Charms which would require the Eclipse anima power to learn cost 20 experience points and have a two mote surcharge when activated.

If either the Lunar or the target agree to the challenge in bad faith (i.e., intending to rig the contest so that the Lunar may simply learn a power the target knows), the Charm fails to function.

### WYLD CHARMS

#### ETERNAL WYLD GIFT

**Cost:** —; **Mins:** Intelligence 6, Essence 6;

**Type:** Permanent

**Keywords:** Wyld

**Duration:** Permanent

**Prerequisite Charms:** Burgeoning Wyld Infliction

This Charm permanently enhances Burgeoning Wyld Infliction, allowing the Lunar to double the Charm's activation cost in order to make the mutations permanent. In the Wyld, making the mutations permanent is free and mandatory.

#### DONNING THE RAINBOW MANTLE

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

**Type:** Simple

**Keywords:** Obvious

**Duration:** One scene

**Prerequisite Charms:** Withdrawal of Assumptions

Stewards command the surroundings they protect. Invoking this Charm surrounds the character in a diaphanous cloak of shifting sensations. Most stimuli are colors of Creation, but some are impossible, unknown hues, curious sounds, smells

and so on. For the duration, the Lunar may use Charms with the Wyld keyword as though she were in a Wyld zone. Every five motes committed to this Charm increases the effective depth, from five motes for Bordermarches to 20 motes for Pure Chaos. The Lunar extends this capability to others at a cost of two additional Willpower per person.

### WITS

#### CONCEALMENT CHARMS

##### SUNSET HIBISCUS

**Cost:** 3m; **Mins:** Wits 5, Essence 6; **Type:** Simple

**Keywords:** Combo-OK

**Duration:** One scene or indefinite

**Prerequisite Charms:** Secure Den Prana

Just as the Lunar makes himself and things disappear, he conceals Essence from those who can see such things. Used on himself, neither his Essence trait nor his Charms or artifacts make him more visible to those using Essence sight (such as All-Encompassing Sorcerer's Sight). He may likewise use the Charm on others. Using Sunset Hibiscus on artifacts or on extant Essence effects (such as enduring Charms or spells) renders them invisible to Essence sight, though the Lunar must be able to see them to target them in the first place. Used on a person, the Charm always lasts one scene. When used on an object or intangible collection of Essence, the Lunar may commit the Essence longer for an indefinite effect.

Uses of Sunset Hibiscus are invisible to all forms of Essence sight.

##### FLUID ESSENCE REFINEMENT

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

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Sunset Hibiscus

The Stewards' magic is not overt. This Charm permanently enhances the Lunar's capabilities. The character's use of Essence is subtle, making it difficult for opponents to find and target. When a foreign effect threatens to suppress, manipulate or otherwise adversely affect a Charm, spell or supernatural effect the Lunar has invoked or created, add an amount equal to the Lunar's Wits to the difficulty to do so. When there is no roll (and thus no difficulty to increase), the foreign effect fails. Add a number of successes equal to the Lunar's Essence to any opposed rolls to determine which effect overrides the other. This Charm has no effect on Countermagic spells.

##### FROZEN RIPPLE LAIR

**Cost:** 14m, 2wp; **Mins:** Wits 6, Essence 7; **Type:** Simple

**Keywords:** Obvious, Wyld

**Duration:** Indefinite

**Prerequisite Charms:** Secure Den Prana, Blinking Eye of Chaos

This Charm is identical to Secure Den Prana, but the Lunar declares a time differential for her den in Else-

where. Time within the redoubt moves faster or slower than it does in Creation by a factor equal to or less than the Lunar's Essence.

## REACTION CHARMS

### SOLDIER BEE EMULATION EXTRACTION

**Cost:** 4m; **Mins:** Wits 6, Essence 6;

**Type:** Reflexive (Step 2)

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

**Duration:** Indefinite

**Prerequisite Charms:** Hungry Eagle Method, Secure Den Prana

The Steward creates invisible pouches of Elsewhere that he uses in combat. For the Charm's duration, any person who attacks him risks losing his weapon into one of these pockets. Only a body's natural weapons are safe. Any attack the Lunar successfully parries or dodges slips into a pouch, unless he chooses otherwise. Players of characters who successfully strike the Lunar roll (Wits + [relevant Ability]) at a difficulty equal to the Lunar's Wits, unless the Lunar chooses otherwise. Failure indicates that the weapon disappears into Elsewhere. No more weapons disappear than a number equal to the Lunar's Essence. The Charm lasts until the Lunar releases the commitment, at which time the weapons fall to the ground before the people from whom he stole them.

## SIDEREAL CHARMS

### THRONE SHADOW STYLE

This Charm tree comprises the natural Sidereal style of unarmed fighting. The Viziers say: "Every Sidereal is a master of the arts—even on his first day in the dojo." Other Exalted tend to dismiss this logic as an idle boast, missing the point of Throne Shadow style. Viziers instinctively understand that the aspects and individuals of the world make for the best weapons, not fists or blades—and as a result, they tend to think of this martial art as Fate's Guardian style.

For other Exalted, this is a Celestial Martial Arts style that emulates and imitates the ways of the Seers of Heaven. They may learn the core Charms of the style, but may not expand upon it or learn any special extension Charms.

For Sidereals, these Charms are ordinary Sidereal Charms, bringing the esoteric power of destiny to bear in their quest to guide Creation and its rulers toward a better future. Sidereals may invent new Charms for this tree, and these are considered Sidereal Charms, not Celestial Martial Arts Charms. This distinguishes Throne Shadow style from the other instinctively-grasped art of the Sidereals, Violet Bier of Sorrows, which is a closed style designed for the Viziers by the Maiden of Endings.

**Weapons and Armor:** This style counts as unarmed attacks the cestus, fighting gauntlet, khatars, pankrator's cestus, tiger claws, and other such 'brawling aides,' as well as improvised weapons. It is compatible with any sort of armor.

## A TALE OF TWO STYLES

Fate's Guardian style continues to be practiced into the Time of Tumult, but never again matches the widespread popularity it enjoys in the First Age. The breaking of the Mask, murder of the Solars, and exile of the Lunar Exalted all undermine the elements that make this style a lynchpin of First Age Sidereal power. With the removal of the most potent of the Sidereals' common students and allies, and the difficulties that Arcane Fate introduces to recruiting long-term mortal or Dragon-Blooded assistants, Throne Shadow is slowly eclipsed in popularity by Violet Bier of Sorrows in the days after the Usurpation.

## LOTUS EYE TACTICS

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

**Type:** Reflexive

**Keywords:** Combo-OK

**Duration:** Indefinite

**Prerequisite Charms:** None

Sidereals understand the world; much of their power to act upon the world proceeds from this fact. When the character perceives an individual whose Martial Arts rating is equal to or higher than his own, that fact becomes Obvious to his senses unless the character is using a supernatural disguise of some kind. Alternately, for a cost of 3m, the character knows all combat Abilities a perceived individual possesses which are rated equal to or higher than his Martial Arts rating.

## LION MOUSE STRATAGEM

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

**Type:** Reflexive

**Keywords:** Combo-OK, Illusion

**Duration:** Indefinite

**Prerequisite Charms:** None

Sidereals deceive the world, presenting themselves as less than what they are; much of their power to act upon the world proceeds from this fact. The Sidereal cloaks herself in the humble and unassuming air of the neophyte student, the civil servant, or the hanger-on in the company of legends. She seems unthreatening, imposing a -3 external penalty on all attempts to gauge her nature and the level of her skill. This unassuming mien also makes it difficult to view the Sidereal as a serious threat; all attempts to re-establish surprise enjoy a bonus of (Sidereal's Essence) dice. This Charm constitutes a form of unnatural mental influence costing two Willpower to resist for one scene.

## SIFU'S USEFUL FINGERS

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

**Type:** Simple (One dramatic action)

**Keywords:** Combo-OK

**Duration:** Indefinite

**Prerequisite Charms:** None

Sidereals advise the world; much of their power to act upon the world proceeds from this fact. Disdaining such crude weapons as fighting gauntlets or appropriated barstools, the Sidereal turns others into his instruments—be they pawns or kings. The Sidereal may enlighten an individual with five minutes of one-on-one advice and simple-but-profound martial demonstrations. The beneficiaries of such instruction temporarily enjoy one bonus dot of Martial Arts and add the Sidereal's Martial Arts rating to their Dodge MDV so long as the Vizier commits Essence to this Charm. She may sustain a commitment to up to (Essence x 2) beneficiaries at once. Sidereals know such beneficiaries as shadow fingers.

If the character is a Sidereal Exalt, she automatically becomes aware when one of her shadow fingers is attacked, regardless of the distance separating them.

### THRONE SHADOW FORM

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

**Keywords:** Form-type

**Duration:** One scene

**Prerequisite Charms:** Lion Mouse Stratagem, Lotus Eye Tactics, Sifu's Useful Fingers

Combining insight, deceit, and the shadow fingers she has accumulated, the Sidereal makes a terrible fist with which to guard all things within destiny's design. While this Form is active, all shadow fingers within (Dexterity x 3) yards are considered to be protecting the martial artist with a Defend Other action at all times. Additionally, the Sidereal may launch coordinated attacks with her shadow fingers, substituting Martial Arts for War, and such attempts are made at difficulty 1 regardless of the number of fingers participating in the attack. The Sidereal and her fingers may also strike dematerialized targets while this Form is active, though this Charm does not help them find and target such beings.

### SHADOW LOST IN THE COURT

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

**Type:** Supplemental

**Keywords:** Combo-OK

**Duration:** Instant

**Prerequisite Charms:** Shadow Throne Form

The world of the Exalted is a world of vast, eye-catching luminaries; nobody notices a shadow lost in the tangle of the crowd. This Charm enhances an attempt to re-establish surprise in a crowd (defined as a scene in which at least 20 characters are present), producing a -2 external penalty on attempts to spot the Sidereal. If the Sidereal has at least two shadow fingers present, this also qualifies as a crowd, permitting her to attempt to re-establish surprise.

### PNEUMA-SEALING STRIKE

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

**Type:** Reflexive (Step 1)

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

**Duration:** Instant

**Prerequisite Charms:** Shadow Lost in the Court

Sidereals are known for their discretion, never sully the courts of the Lawgivers with the blood of would-be assassins or the screams of intercepted fanatics. Their killing arts are cleaner than that. This Charm supplements an unarmed martial arts attack. Should it successfully strike its target, that individual's breath is sealed, and he begins suffocating (see **Exalted**, p. 130). The target may make a reflexive (Strength + Athletics) roll every thirty seconds at a difficulty of the martial artist's Essence rating to attempt to break free and resume breathing normally. Until he does so, he suffers a -2 internal penalty to all actions. The martial artist may also restore a target's breath by striking them with this Charm again.

If used by a Sidereal Exalt, then this Charm may alternately be used to steal the target's breath altogether. The Sidereal may subsequently try to strangle the target with her own breath, treating such attempts as a dire chain-assisted grapple attempt. Should the target regain her breath, this weapon vanishes from the Sidereal's grasp.

### DEADLIEST OF ALL WEAPONS

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

**Type:** Reflexive (Step 1)

**Keywords:** Combo-OK, Poison

**Duration:** Instant

**Prerequisite Charms:** Pneuma-Sealing Strike

There is no deadlier weapon than truth, which Sidereals may unleash on destiny's behalf. Should an unarmed attack supplemented by this Charm strike its target, they are poisoned with a toxin with the following traits: (Special/one hour, 5, —/—, -1). Rather than doing damage, this toxin infects the victim's chakras and her mind, rendering her incapable of lying or dissembling. Should she speak, she may only speak the truth as best she knows it.

### CLEAR EYES DEFENSE

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

**Type:** Reflexive

**Keywords:** Combo-OK, Counterattack

**Duration:** One scene

**Prerequisite Charms:** Throne Shadow Form

The Sidereals are destiny's guardians and the eyes of the Exalted. Their vision must not be clouded, and those who would attempt such stratagems must be punished. While this Charm is active, the Sidereal may launch an unarmed Martial Arts counterattack in step nine against any individual who attempts to inflict unnatural mental influence on him. If this influence is ongoing, the counterattack triggers the first time the Sidereal is exposed to it after activating Clear Eyes Defense.

If the character is a Sidereal Exalt with Essence 3+, then a counterattack which successfully strikes its target also perfectly negates the unnatural mental influence which triggered it.

**WELCOMING THE UNINVITED GUEST****Cost:** 3m; **Mins:** Martial Arts 5, Essence 3;**Type:** Simple (Speed 3, DV -0)**Keywords:** Combo-OK, Obvious**Duration:** Five actions**Prerequisite Charms:** Throne Shadow Form

Striking the air with her palm, the Sidereal sets an Essence-vibration racing through the world. The Exalt makes an unarmed martial arts attack; all hidden characters within (Martial Arts x 10) yards must make a reflexive opposed Dexterity + Stealth roll against the attack's successes. Should the Sidereal garner more successes, then a series of ripples and distortions in the air give away the individual's location and render stealth impossible for five actions. This Charm also automatically reveals dematerialized beings within its range in this manner.

**FINGER-STEALING HANDSHAKE****Cost:** 5m, 1wp; **Mins:** Martial Arts 5, Essence 3;**Type:** Simple**Keywords:** Combo-OK, Servitude**Duration:** One scene**Prerequisite Charms:** Clear Eyes Defense, Welcoming the Uninvited Guest

Improvisation is a cherished skill of brawlers and courtly guardians alike. The Sidereal rolls (Charisma + Martial Arts), issuing an exhortation to abandon arms and loyalties and rally to him for the sake of the world's preservation. This battlefield plea is ineffective against heroes and supernatural beings, but the weak minds of the world's extras may be easily swayed to change their loyalties. Compare the Sidereal's roll to the highest MDV of any hostile extra present; should the Sidereal succeed, (Essence x 2) extras switch sides and immediately begin fighting under the Sidereal's leadership (assuming that so many are present). These extras are considered to be shadow fingers until the end of the scene; after that point, the Sidereal must use Sifu's Useful Fingers on them if he is to retain them as his tools. This Charm's unnatural mental influence costs three points of Willpower to resist.

If the character is a Sidereal Exalt with Essence 4+, then this Charm may also win the loyalty of mindless automatons, including undead, though such beings add their master's Essence to their MDV if they are under magical control.

**WORLD AS WEAPON MASTERY****Cost:** —; **Mins:** Martial Arts 5, Essence 4;**Type:** Permanent**Keywords:** None**Duration:** Permanent**Prerequisite Charms:** Deadliest of All Weapons, Finger-Stealing Handshake

Those who wield the world as a weapon are never alone, and as such, cannot be defeated. The attacks of the Sidereal's shadow fingers are now considered to be her unarmed attacks for the purpose of Charms of Throne Shadow style.

**THRONE SHADOW EXTENSIONS****FLOW-BREAKING STRIKE****Cost:** 6m, 1wp; **Mins:** Martial Arts 5, Essence 4;**Type:** Supplemental**Keywords:** Combo-OK, Crippling, Stackable**Duration:** Instant**Prerequisite Charms:** Finger-Stealing Handshake

Feeling along a tenor of fate, a Sidereal may strike at her opponent's relevance, separating the momentous from the also-ran. This Charm supplements an unarmed martial arts attack; should the attack strike its target, that all of that target's actions raise their Speed by one for (Sidereal's Essence / 2, round up) actions. Subsequent strikes reset this timer and cumulatively increase the Speed of the target's actions. This Charm may not raise a target's Speed higher than 7.

**THE LOTUS BLOSSOMS****Cost:** —; **Mins:** Martial Arts 5, Essence 5;**Type:** Permanent**Keywords:** Native**Duration:** Permanent**Prerequisite Charms:** Lotus Eye Tactics, One complete Celestial Martial Arts style

Masters of space and time, Sidereals embody the principles which engender the Martial Arts. This Charm replicates the effects of the Solar Charm Divine Transcendence of Martial Arts.

**SHOWING THE SECRET HAND****Cost:** 10m; **Mins:** Martial Arts 6, Essence 6;**Type:** Reflexive (Step 9)**Keywords:** Combo-OK, Counterattack**Duration:** Instant**Prerequisite Charms:** Clear Eyes Defense

The Sidereal, having enriched the world with his lessons, has earned its gratitude. It moves to punish those who would attempt to strike down such a wise master. All shadow fingers within range of the Sidereal's attacker reflexively launch one attack with the combat Ability of their choice at that individual. With Martial Arts 7+, Essence 7+ the Sidereal may add a one-Willpower surcharge to this Charm's cost to automatically render this mass-counterattack a coordinated attack. Individual shadow fingers may opt not to participate in this attack if they choose, at no cost. This Charm may be used no more than once per action.

**DRAGON-BLOODED CHARMS**

As the elite shock troops and junior officers of the Celestial Exalted, the Dragon-Blooded seldom have need or opportunity to develop their Essence to the same heights as their betters. Still, those who are determined and enlightened enough to explore the birthright of the Elemental Dragons can unlock awesome and terrible vestiges of the Primordial power that flows through Gaia's greatest souls.

## NEW KEYWORDS

**Dynasty:** A Charm with this keyword has effects on descendants, defined as anyone who traces direct lineage to the Exalt with the Charm (such as children, grandchildren, etc.). Some of these Charms distinguish between Dragon-Blooded and mortal descendants, as noted in their description.

**Martyr:** A Charm with this keyword has a greater effect if the Exalt voluntarily forfeits his life when activating it. The mystical suicide joins the Terrestrial's soul and Essence directly to the Elemental Dragon associated with his aspect, subsuming the totality of his name and being into the Dragon like a drop of water returned to the ocean. Only the empty shell of the Terrestrial's body remains, unless it is consumed by the Charm's effect. When using the Martyr keyword, death substitutes for the usual cost of the Charm, and it may be expressly activated as a reflexive action regardless of its normal type, allowing Terrestrial elders to fight to the last mote and still unleash one final act of greatness. Characters may activate one Martyr effect with their death, plus one different additional one for every dot of Essence above 6. (An Essence 10 paragon—if such a being existed—could die the death of five dragons.)

**Purity:** Charms with this keyword channel the Elemental Dragons directly through racial birthright and cannot be learned by Dragon-Blooded who lack the minimum Breeding listed for the Charm. Eclipse Caste Solars can learn these Charms despite lacking Breeding, but they do so as if the Charms required a minimum Essence one dot higher than usual.

## AIR ASPECT

### LINGUISTICS

#### HONORED ANCESTOR EXHALATION

**Cost:** 10m, 2wp; **Mins:** Linguistics 5, Essence 6, Breeding 3;

**Type:** Simple

**Keywords:** Dynasty, Martyr, Purity

**Duration:** Indefinite

**Prerequisite Charms:** Speech Without Words, With One Mind

The voice of a progenitor lends hope and purpose to his descendants. Upon activating this Charm, the Exalt chooses a Motivation (which may differ from his own). Whenever one of the Exalt's descendants channels a Virtue while taking an action that directly supports this Motivation, the descendant does not spend a Virtue channel to do so and substitutes her ancestor's Essence rating for the rating of the channeled Virtue. Because these dice are considered Virtue dice, such bonuses do not count against Excellency limits. Exalted may use only a single activation of this Charm at a time, and characters may tap into only one ancestor per action. With the Martyr effect, the Charm lasts as long as the family does, passing the legacy to each generation.

Characters wishing to be part of a family lineage subject to a Martyr usage of this Charm may possess (subject to the Storyteller's approval) one such Motivation per dot of the Family Background (see **The Manual of Exalted Power—The Dragon-Blooded**, p. 109). Buying Family in this manner negates the normal bonuses for buying that dot of the Background. Ancestors purchased with this Background are assumed to have died with Essence 6. Optionally, rather than using an additional dot of Family to add a second Motivation, such dots may be used to upgrade an existing ancestor's Essence rating by one dot, up to a maximum of Essence 8.

## LORE

### ENDLESS COILS ENLIGHTENMENT

**Cost:** 15m, 1wp; **Mins:** Lore 6, Essence 6, Breeding 5;

**Type:** Simple

**Keywords:** Emotion, Obvious, Purity

**Duration:** One scene

**Prerequisite Charms:** Eternal Mind Meditation, Elemental Succor Method

The strength of the Dragon-Blooded lies not in their individual prowess, but in their vast collective might. Upon activating this Charm, the user and every Terrestrial within a one-mile radius feels a sense of kinship and pride in their race. This feeling instantly forges an Intimacy of loyalty to the Dragon-Blooded Host as a whole, which endures or fades normally once the Charm ends. Only those in range when Endless Coils Enlightenment activates are targeted, and they remain affected regardless of distance. Those who later enter the radius are not affected.

Whenever a Terrestrial dies while affected by this Charm, every other affected character temporarily learns every Dragon-Blooded or Terrestrial Martial Arts Charm the deceased knew until the end of the scene, provided they meet trait minimums. (Out-of-aspect mote costs apply.) If the user of Endless Coils Enlightenment dies before the end of the scene, the effect continues for its full duration.

## OCCULT

### MANTLE OF ELEMENTAL FUSION

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

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

**Duration:** Indefinite

**Prerequisite Charms:** Spirit Chaining Strike

By means of this Charm, a Dragon-Blood may physically meld with an elemental of the same aspect as himself in order to wear its power. To activate this Charm, the Exalt must successfully reach into the center of the elemental's body as an unarmed attack. His player then makes a (Charisma + Occult) roll with a difficulty equal to the spirit's Essence (unless the spirit cooperates, which removes the need for the roll). Bonding with an elemental whose Essence is greater than the Exalt's is impossible. Upon a successful activation, the elemental's form oozes into the Dragon-Blood's aspect markings and becomes part of his body. For as long as the Charm

lasts, the spirit cannot be physically attacked, and the Exalt knows all of its Charms. If the Exalt dies, so does the spirit. Melding also carries lingering psychological side effects for both parties, as each chooses one Intimacy per scene to give to the other. Exalted who frequently use this Charm evince all manner of unusual quirks and appetites. This Charm may be placed in a Combo with Charms of other Abilities.

## STEALTH

### HIDDEN MAELSTROM CLOAK

**Cost:** None (+1m per ally or +1wp for a vehicle);

**Mins:** Stealth 5, Essence 5; **Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Dragon Shroud Technique

This Charm enhances an Exalt's Dragon Shroud Technique, extending the Charm's duration to Indefinite and automatically giving the characteristics and benefits of being invisible (-2 successes to spot or attack him, plus greater ease in launching surprise attacks or reestablishing surprise). In addition, the character may extend the Dragon Shroud Technique to as many allies as he has dots of Essence, as long as they join hands at the time of activation. He may, instead, cloak a single vehicle or warstrider by touching it (increasing the cost as noted). Cloaked vehicles may be hidden with Stealth as if they were the Exalt, without penalties for size, using Wits instead of Dexterity. Anything cloaked by Dragon Shroud Technique appears if it travels more than (Stealth x 5) yards from the Exalt or the Charm ends.

## THROWN

### HURRICANE HAND GESTURE

**Cost:** 2m; **Mins:** Thrown 5, Essence 5;

**Type:** Simple (Speed 4)

**Keywords:** Combo-OK, Elemental

**Duration:** Instant

**Prerequisite Charms:** Deadly Blades of the Five Dragons

The Exalt gestures toward an opponent, and an invisible force emanates from her hand as an unblockable attack using her (Dexterity + Thrown + Essence) and a Range of 300 yards. If the attack hits, the Terrestrial may knock the target prone, drive him gently to his knees or send him flying back (Essence + Thrown + 5) yards. If a hurled target strikes a solid object, he and it suffer bashing damage equal to the remaining yards he would have traveled (possibly lethal, depending on the barrier). Targets significantly larger than human size cannot be thrown but may be knocked down. The Dragon-Blood may also impose an elemental effect according to her aspect. **Air** throws targets upward for double distance rather than back, leaving victims to fall normally. **Earth** inflicts three levels of unsoakable aggravated damage to Wyld creatures forced to kneel, petrifying the bodies of the slain. **Fire** catches the target alight for 4L damage. **Water** smashes, doubling knockback distance. **Wood** imposes sleep as a Poison effect

on living targets knocked down if attack successes exceed their Stamina. Victims do not awaken until the end of the scene unless they suffer damage levels.

Exalted with Essence 6+ may target units with a Magnitude no greater than their Essence (or an equivalent number of scattered individuals) with a single attack costing eight motes of Essence and one point of Willpower. This attack can knock a unit back or down like an individual. Applying the earth effect to a unit of Wyld creature extras obliterates it, likely leaving special characters merely wounded. Applying a wood effect to a unit whose members are all below the Stamina threshold lulls the whole unit to sleep.

## EARTH ASPECT

### AWARENESS

#### EARTH RECLAIMS HER BOUNTY

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

**Type:** Simple (Speed 7, DV -2)

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

**Duration:** Instant

**Prerequisite Charms:** Entombed Mind Technique, Essence Disruption Attack

Those capable of sensing Essence respire motes from the component dragons and breath of Gaia. By means of this Charm, the life of the world takes back what is hers. The Dragon-Blood designates a single animate target within (Essence x 10) yards as a Shaping effect. If that being has Essence 1, then its life force or animating energy drains into the earth, killing the target instantly and painlessly with any soul falling into Lethe. Beings with Essence 2+ fare better, losing one Willpower point from metaphysical shock and a number of motes equal to the Dragon-Blood's (Essence x 5) that visibly discharge into the nearest surface of the earth. Thereafter, until the end of the scene, any Exalt who uses the Charm Feeling the Dragon's Bones (see **The Manual of Exalted Power—The Dragon-Blooded**, pp. 140–141) within a mile of the discharged Essence feels the energy and may draw any number of these motes into herself as part of activating that Charm. The Martyr effect requires the Exalt to target himself, in which case all Essence users without an elemental aspect within (Essence x 10) yards suffer the Charm's normal drain effect. The Exalt's Essence condenses into a demesne sharing his aspect with a level equal to his Breeding.

## CRAFT

### UNCHAIN THE DRAGON'S HEART

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

**Keywords:** Combo-Basic, Obvious

**Duration:** Instant

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

By grabbing hold of a hearthstone and squeezing, an Exalt using this Charm may shatter its crystallized energies and conduct the Essence surge back into the world through

himself. In addition to destroying the gem with a deafening thunderclap and a flash brighter than the noonday sun, the Charm restores a number of motes equal to (the stone's rating x 5) to the Terrestrial's Essence pool and causes his anima to explode to the 16+ mote level. Breaking the hearthstone thus doesn't harm the stone's manse, which grows a replacement in days equal to its rating. It is possible to attack hearthstones that are externally socketed in an enemy's artifacts, but the Exalt must first win control of a grapple and activate this Charm (which gently releases the opponent).

With Essence 6+, a Dragon-Blood may use this Charm to attack any targeted hearthstone within (Essence x 10) yards by squeezing his fist and making an unblockable attack with an accuracy pool of Wits + Craft (Air or Earth). If the attack succeeds, the stone shatters, and its energies arc to the Terrestrial's hand.

### INTEGRITY

#### THICKER THAN STONE

**Cost:** None; **Mins:** Integrity 5, Essence 5, Breeding 3;

**Type:** Permanent

**Keywords:** Dynasty, Martyr, Purity

**Duration:** Permanent

**Prerequisite Charms:** Unflagging Vengeance Meditation, Inviolate Dragon Spirit

It is said that blood is thicker than water. For the Dragon-Blooded, water is an insufficient comparison. Whenever a character with this Charm faces any form of mental or social influence from someone who isn't a blood relative that is intended to make him knowingly harm a blood relative through action or inaction, he treats the attempt as an unacceptable order. If the attack was clearly and intentionally directed to incite betrayal, the Exalt's player may have the character enter uncontrolled Limit Break to punish the would-be manipulator with just enough restraint to avoid harming blood relatives who stay out of the way.

A blood relative is defined as anyone with whom the Exalt can trace mutual direct ancestry to a single Dragon-Blooded progenitor. The larger the character's family is, the broader the Charm's protection is (though the character relying on the benefit of the Charm must be aware of the relationship between himself and the person he would otherwise knowingly harm). An Exalt with Essence 6+ extends the benefits of this Charm to all Dragon-Blooded direct descendents with Breeding 3+, allowing him to serve as the common ancestor defining blood relations. Such elders may also use the Martyr keyword to indefinitely extend these benefits as a bulwark against outsiders.

The Family Background may be used to represent a character under the benefits of the Martyr form of this Charm (though only if the character possesses Breeding 3+), as with Honored Ancestor Exhalation. The Exalt is considered to be linked by the Charm's Martyr benefit to (Magnitude [2 + Number of dots of Family allocated]) other blood relatives.

Storytellers should very carefully consider the implications of allowing characters in Second Age games to purchase this benefit, as it can easily grow to encompass entire Great Houses, potentially shifting the tone of an **Exalted** series. By default, it is assumed that the Empress has gone to great lengths to discourage the Martyr form of Thicker Than Stone from being used within her Dynasty, as it suits her purposes for her children to constantly be set at the throats of their brothers and sisters. Lookshy, by contrast, has no such manipulative agenda, but the gentes of the Seventh Legion are considerably less numerous than their Dynastic counterparts and have fewer elders to learn the Charm.

### RESISTANCE

#### PERFECTED SCALES OF THE DRAGON

**Cost:** 10m, 1wp; **Mins:** Resistance 6, Essence 6, Breeding 4;

**Type:** Simple

**Keywords:** Combo-OK, Elemental, Martyr, Obvious, Purity

**Duration:** One scene

**Prerequisite Charms:** All five (Element) Protection Forms

Gaia herself is not the world, but her power and souls flow and pool through Creation as its living Essence, and the world loves its mother. Partaking of this love, an elder Dragon-Blood and his personal possessions cannot suffer damage or other negative physical conditions except those caused by the following: environments/substances from outside Creation, intentional actions of beings with Essence 4+, powers of artifacts/hearthstones rated 4+, anything outside fate, or any other source the Storyteller deems sufficiently alien or powerful enough to circumvent the scope of this protection. If the character knows Unfeeling Earth Meditation (see **The Manual of Exalted Power—The Dragon-Blooded**, p. 148), he also ignores all forms and effects of deprivation and internal distress for the duration, including hunger, thirst, exhaustion, suffocation and pain. The Martyr usage of this Charm forestalls the Exalt's death until the end of the scene, until which he cannot suffer any damage but gains no protection from other negative effects. Exalted with Resistance 7, Essence 7 may purchase this Charm again to extend its duration to Indefinite. A third purchase at Resistance 8, Essence 8 reduces the cost to one mote.

The distant love of the Emerald Mother for her grandchildren is of limited efficacy in the face of the Exalted. Rather than being immune to physical harm from such characters, the Dragon-Blood instead enjoys +15B/+15L natural soak, Hardness 10B/10L, and (Essence / 2) automatic successes on all rolls to resist Poison effects and environmental damage originating with such Exalts.

### WAR

#### AS IN THE BEGINNING

**Cost:** 50m, 5wp; **Mins:** War 7, Essence 7, Breeding 5;

**Type:** Simple (Speed one hour, DV -3)

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

**Duration:** One scene

**Prerequisite Charms:** Dragon Vortex Attack

In the time before humanity, primeval Creation rumbled with the aftershocks of its making and the roars of the Elemental Dragons. So may it be again when the mightiest among the Dragon-Blooded host unleash their fury upon the world. Upon activating this Charm, elemental forces spread out for one hour to herald impending doom. Unless stopped by the mercy or death of the Exalt, this buildup concludes with a disaster appropriate to her aspect over an area with a radius in miles equal to her Essence, centered up to a number of miles away equal to her Essence. In the outer half of this radius, the effects impose significant penalties and undesirable conditions for the scene. Within the primary core of the disaster, the power of the Elemental Dragon manifests directly for one attack. All damage caused by this Charm is considered to be environmental damage; barring protection from such catastrophes, only a perfect parry or dodge can avoid the dragon's wrath. Storytellers should feel free to assess other logical indirect effects as appropriate to the stated effects of this Charm. A Martyr activation of this Charm cannot be prevented once set in motion. It subsumes the Exalt's body and soul alike into her progenitor Dragon.

**Air:** The sky darkens with sudden roiling clouds, drenching everything in the radius with torrential rains. In addition to causing flash flooding, visibility is reduced to none and all non-reflexive actions in the area suffer a -5 external penalty from distraction. Within the primary core, the iconic presence of the Elemental Dragon of Air coils downward and sucks everything into the lightning-blasted typhoon, inflicting 100B piercing damage on everything in a column as high as the sky itself.

**Earth:** The land shakes and grinds horrifically throughout the radius, while the center tears apart in the yawning chasm of the Earth Dragon's jaws. All in the area of effect suffer knockdown each action that they remain in contact with the earth, unless they are aided by some form of supernatural balance. Everything that falls into the chasm is crushed for 120B piercing damage, after which any survivors must climb over 500 yards up the walls of the crater. Use of this effect at sea triggers a massive suction whirlpool, which causes rough seas for seaworthy vessels (and a -2 external penalty to crewmembers), but imposes the effects of a hurricane at sea on all swimmers (see *Exalted*, p. 155). Damage inside the whirlpool is the same as for a sinkhole.

**Fire:** A stream of molten magma explodes up from the deepest bowels of the earth as the iconic presence of the Dragon of Fire flies to the surface, incinerating everything in its path. Where it erupts, it sends clouds of ash and soot that impose a -5 external penalty. Inside the central half, the geyser inflicts 75L piercing damage and reaches aerial targets up to 500 yards above. This effect works equally well at sea, leaving behind a small island when the lava cools.

**Water:** Usable only at sea or over sufficiently large bodies of water, this effect boils and shapes the waves into a

towering tsunami avatar of the Elemental Dragon of Water. This super-wave is not limited to the central half, but instead inflicts 100B piercing damage on everything in its range and everything flying above the waters up to 500 yards high. Afterward, the spray and churning waters impose a -3 external penalty, on top of the usual effects of tempest-wracked waves for swimmers (see *Exalted*, p. 155).

**Wood:** The emerald coils of the Elemental Dragon of Wood writhe over land and sea, trailing sudden growth of thorny vines or tangling seaweed erupting over the entire area. The full radius of the Charm becomes indefinitely impassable until the dense vegetation can be cleared. Treat the entire area as extreme terrain with actual barricades (see *Exalted*, p. 163), with the same rules assessed against individual travelers. This growth paralyzes units and naval vessels on the battlefield as it grows around them. Although characters do not suffer immediate damage from the vines, structures across the entire radius suffer 30B piercing damage from the roots tearing apart foundations and pulling down walls. Worst of all, the plants in the core bloom with deadly pollen comparable to coral snake venom (see *Exalted*, p. 131). Although flying characters are safe from the vines, the pollen cloud reaches 300 yards into the air.

## FIRE ASPECT

### ATHLETICS

#### SEETHING DRAGON FOOTPRINT

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

**Type:** Simple

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

**Duration:** One scene

**Prerequisite Charms:** Dancing Ember Stride

When the Elemental Dragons moved over the newly shaped Creation, their passage divided the gossamer motes of lingering chaos into their own aspects, carving Cytherea's malleable sea of the mind into Gaia's image. With this Charm active, the character's personal movement rate triples, and he suffers no height restriction while using Dancing Ember Stride. In conjunction with other Charms that increase movement speed, only the greatest benefit applies. The character may also trail a "fence" of elemental energy at will, which stands a number of yards high and wide equal to his Essence rating and lingers as long as the Charm remains active. Anyone attempting to pass through this barrier suffers a number of dice of lethal damage equal to the Dragon-Blood's Essence, plus the various elemental effects imposed by Elemental Bolt Attack (see *The Manual of Exalted Power—The Dragon-Blooded*, pp. 133–134). Those who remain inside the fence suffer this harm each action. The barrier also provides 90% cover to those attacking through it and obliterates mundane projectiles up to arrow-size fired into it. Besides fencing enemies into a confined space, Terrestrials most commonly use the Charm to scribe aerial calligraphy for signaling across vast distances.



## DODGE

### EVASIVE ELEMENTAL DISPERSION

**Cost:** None; **Mins:** Dodge 6, Essence 6; **Type:** Permanent

**Keywords:** Elemental, Obvious

**Duration:** Permanent

**Prerequisite Charms:** Any Elemental Defense Technique, Any Unassailable Body of (Element) Defense

This Charm permanently enhances a Dragon-Blood's Unassailable Body of (Element) Defense Charms, allowing her to dissolve on any tick unless environmental conditions disallow the specific version. Whenever she activates these Charms, she may also transform into an explosion of elemental energy that inflicts a number of levels of lethal damage equal to her Dodge to everything within (Dodge x 5) yards. The explosion also inflicts an appropriate aspect-based elemental effect as Elemental Bolt Attack (see **The Manual of Exalted Power—The Dragon-Blooded**, pp. 133–134). She immediately reintegrates anywhere within this radius as limited teleportation.

## MELEE

### ORDAINED TALON OF DRACONIC FURY

**Cost:** None (1m to draw); **Mins:** Melee 6, Essence 6;

**Type:** Permanent

**Keywords:** Elemental, Obvious

**Duration:** Permanent

**Prerequisite Charms:** Ghost-Fire Blade, Refining the Inner Blade, Portentous Comet Deflecting Mode, Ringing Anvil Onslaught

A proper Terrestrial swordsman attains intimate awareness of her favored artifact weapon long before she achieves superhuman mastery. With this Charm, a jade weapon's least god becomes a component of its master's soul, forging permanent attunement without committed notes. Thereafter, the weapon cannot be harmed by any force as long as its owner lives, nor may others attune to or wield it without botching each action taken with it. While the proper character wields it with Melee (or Martial Arts, if it's designed for such use), the weapon glows sun-bright with all benefits of a weapon

enhanced by the Charm Dragon-Graced Weapon (see **The Manual of Exalted Power—The Dragon-Blooded**, p. 156) in accordance with the wielder's Aspect, plus adding its owner's Essence to its Accuracy, Damage, Defense and Rate. If the weapon is within (Melee x 5) yards, its owner may reflexively draw it to her empty hand in a bright flash for one mote.

Once a character learns this Charm, she can exchange her weapon for another of equal or greater power by paying three experience points, but purchasing this Charm again insults both weapons and forfeits all bonuses.

Solar Exalted possess a similar Charm called Honored Companion of the Sun. It is identical to Ordained Talon of Draconic Fury except for the following aspects: its prerequisites are Fire and Stones Strike and Summoning the Loyal Steel; it may only be used on orichalcum weapons; it lacks the Elemental Keyword; and it does not replicate Dragon-Graced Weapon. The weapon raises the Solar's minimum damage by one and counts 10s twice for the purpose of determining damage. Unlike Dragon-Blooded, Solars may buy this Charm as many times as desired to cover different weapons.

Finally, the Lawgiver's Lunar mate may wield a weapon enhanced with Honored Companion of the Sun without requiring attunement or suffering botches, if the Solar desires.

## PRESENCE

### PURITY CRUCIBLE STRIKE

**Cost:** 5m; **Mins:** Presence 6, Essence 6;

**Type:** Supplemental

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

**Duration:** Instant

**Prerequisite Charms:** Any Terrifying (Element) Dragon Roar

Although they are descended from human stock, the Dragon-Blooded are not human, and interbreeding with their inferiors sullies their blood. Terrestrials developed this Charm to cull the unworthy and elevate those who aspire to greatness beyond their parent's shame.

Purity Crucible Strike can enhance any Melee or Martial Arts attack. Although it is traditionally delivered without mercy at the conclusion of an elaborate hazing ceremony, a pulled blow suffices as long as the attack hits. Mortals struck by the attack die instantly, their blood burnt to ash in the fires of judgment. Non-human beings suffer no effects, having no humanity to scorch, nor do Celestial Exalted or Breeding 5 Dragon-Blooded whose purity is beyond reproach. (The Charm also has no effect on Terrestrials whose Essence is higher than that of the user.) The player of a Dragon-Blooded target whose Breeding is less than 5 must make an (Essence + Breeding) roll at difficulty (Breeding + 1). Stunts enhancing this roll must recall prior conduct proving the Exalt's worth as a Dragon-Blood. Failure results in death. Success raises the target's Breeding by one dot as a Training effect costing

three experience points (maximum Breeding 5). Exalted with Breeding 4 or less may learn this Charm, but may target only themselves with penitent self-mutilation until they refine their lineage to Breeding 5.

## SOCIALIZE

### IMPLACABLE PROGENITOR MIEN

**Cost:** None; **Mins:** Socialize 6, Essence 6, Breeding 5;

**Type:** Permanent

**Keywords:** Dynasty, Purity

**Duration:** Permanent

**Prerequisite Charms:** Jade Defense, Wary Yellow Dog Attitude, Brother-Against-Brother Insinuation

Subsuming the smoldering resolve of her lineage into her spirit, a Dragon-Blood may become equally inviolable and implacable. She adds a bonus to her Dodge and Parry MDV equal to the Magnitude of the unit that would be formed by assembling all her living Dragon-Blooded descendants. This bonus does not apply against the social attacks of a direct ancestor. In addition, all descendants apply this same value as a penalty to their MDV when attempting to resist their ancestor's social attacks unless they also know this Charm.

## WATER ASPECT

### BUREAUCRACY

#### HUMBLE EXEMPLAR ATTITUDE

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

**Type:** Simple

**Keywords:** Emotion, Martyr, Social

**Duration:** One year

**Prerequisite Charms:** Bestow the Saffron Mantle, Testing the Waters

Although it is not the place of the Terrestrial Exalted to rule Creation, their honorable example can have a profound positive effect on others, inspiring shame in those who fail to live up to the standard. The Exalt may target an individual or social unit with Essence or Magnitude (respectively) no greater than his Bureaucracy, provided he addresses the individual or belongs to the unit and is not its leader. While this Charm remains active, every social attack against the target that is intended to make it follow its Motivation or official Policy (rather than its current course of action) is considered unnatural mental influence, halving the target's MDV. The Martyr effect of this Charm requires public suicide in the target's presence, but increases the maximum target Essence/Magnitude to the Terrestrial's (Bureaucracy + Essence) and the effect lasts until the target changes its Motivation/Policy.

## INVESTIGATION

### DREDGED MURMURS HUNCH

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

**Type:** Simple

**Keywords:** Purity

**Duration:** Instant

**Prerequisite Charms:** Bloodhound's Nose Technique, Clear Water Prana

As the geomantic presence of the Elemental Dragons flows through every corner of Creation, Gaia's component souls passively observe all that takes place within Creation's borders. The totality of this information is too much to consciously absorb, even for a Primordial, but uncounted fragments sink into the murky depths of collective memory. By means of this Charm, a Dragon-Blood may lift some of that information to the surface of his own mind.

On activation, the Exalt poses a question and his player makes an (Investigation + Breeding) roll. Provided that some answer to the question has ever existed in Creation, the number of successes rolled indicates the clarity of the intuitive hunch the Dragon-Blood experiences, which is never a direct answer, but rather a clue directing her toward the answer. With one success, the clue is accurate but extremely cryptic. With three successes, the hunch provides useful but vague or incomplete information. With five or more successes, the clue is a vital piece of the puzzle, usually suggesting an angle of inquiry or action the Exalt hadn't previously considered. Repeated use of this Charm to explore the same topic yields no additional information until the Exalt has made sense of prior clues, as judged by the Storyteller.

### LARCENY

#### FLOWING GOD-DRAGON STANCE

**Cost:** 5m + 1m per ally, 1wp; **Mins:** Larceny 5, Essence 5;

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

**Keywords:** Combo-OK

**Duration:** One day

**Prerequisite Charms:** Window-in-the-Door Technique

It is the nature of water to flow around all obstacles unchanged, and so it is for a Dragon-Blood with this Charm. Upon activation, the Exalt's body and personal possessions dematerialize, though he remains visible to materialized onlookers. While dematerialized, the character breathes the living Essence of Gaia instead of air, so he can "phase" through solid or liquid objects without worry but cannot draw breath outside Creation. Additionally, attacks enhanced by Charms or other magic besides Excellencies affect the character and any passengers as if they were corporeal unless the Exalt has Essence 6+.

The character may share the benefits of this Charm with as many willing allies as he has dots of Essence, provided all join hands at the time of activation. If the Exalt ends the Charm or dies, all passengers have one action to vacate any solid objects before they materialize once more with whatever horrific consequences the Storyteller can devise.

### MARTIAL ARTS

#### DROWNING IN UNDERSTANDING KATA

**Cost:** 25m, 5wp; **Mins:** Martial Arts 5, Essence 5;

**Type:** Simple

**Keywords:** Enlightening, Martyr, Obvious, Touch, Training

**Duration:** Instant

**Prerequisite Charms:** Tiger-and-Bear-Unity, one complete Celestial style

The Exalt launches a formalized flurry of blows at a willing Exalted student, compressing every movement and stance of a Celestial martial arts style into a single kata. At the conclusion of the display, the pupil falls unconscious, his body and soul forcibly battered into submission. Over the next five days, his fevered dreams extract lessons from the repeated memory of the kata. If he lacks a Motivation centered on learning martial arts, the overwhelming insights shatter his mind, and he never awakens from the coma. With sufficient dedication, he awakens knowing the Charms Tiger-and-Bear Awareness and Tiger-and-Bear Unity (see *The Manual of Exalted Power—The Dragon-Blooded*, p. 195) as a Training effect. If he is a Dragon-Blood, he may then practice Celestial martial arts like any Terrestrial who learns these Charms in a conventional manner. With Martyr usage, the pupil awakens (assuming he does so) knowing all Charms for one entire Celestial martial art that the teacher knew as a Training effect, on top of the basic initiation. He cannot use any Charms for which he fails to meet the trait minimums until he raises those traits to appropriate levels. Drowning in Understanding Kata is a Celestial martial arts Charm and may be learned as such.

Incidentally, an Essence 7+ Sidereal with mastery of a Sidereal martial arts style may use this Charm's Martyr effect to impart that style in a single scene of training (using the aforementioned rules for style gifting). If the pupil lacks the right Motivation, has not mastered a Celestial style or is incapable of learning Sidereal martial arts, he dies at the end of the scene instead of his teacher.

### SAIL

#### WAVES LIKE CLOUDS VOYAGE

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

**Keywords:** Obvious

**Duration:** One day

**Prerequisite Charms:** Seven Seas Wind-Luring Chanty, Storm-Outrunning Technique, Sturdy Bulkhead Concentration, Deck-Striding Technique

Speeding a ship for a quick burst has its uses, but most journeys are long-term endeavors. Once the Dragon-Blood activates this Charm onboard a vessel, his anima releases a pulse of liquid energy that enfolds the contours of the ship in a bubble extending five yards from the hull. This energy gently drags the vessel beneath the waves while allowing it

and everyone aboard to operate as if protected by a Water Aspect anima. While so submerged, the ship moves at twice its normal speed and may take full advantage of its three-dimensional environment through normal propulsion (using currents instead of wind to fill sails). Crew unwise enough to leave the safety of the bubble had better hope they are close enough to the surface to reach air before they drown. If the Exalt dies or fails to renew the Charm each day, the protection ends, serving as a considerable deterrent to mutiny. This Charm can enchant a skyship, allowing it to fly through the ocean with the aforementioned benefits.

## WOOD ASPECT

### ARCHERY

#### ESSENCE THORN CANNONADE

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

**Type:** Simple

**Keywords:** Combo-OK, Obvious

**Duration:** One day

**Prerequisite Charms:** Swallows Defend the Nest, Sparrow Dives at Hawk, Ravenous Thorn Technique

Most Archery Charms are incompatible with large artifact energy weapons. Not so for the Dragon-Blooded gunner who possesses this Charm. By touching an artifact with a rating no greater than the Exalt's Lore and activating this Charm (or laying hands on the hull of a vehicle equipped with such weapons), the Terrestrial's anima grows circuit-like patterns of vines that entwine and interface with the machinery as an obvious physical enhancement of the weapon. While active, all Dragon-Blooded Archery Charms are compatible with the artifact's attacks as if they were a personal-scale Archery weapon unless the Storyteller deems the Charm's effects inapplicable by function. Some effects might need slight modification for scale at Storyteller discretion, such as using Lore instead of Medicine to discharge the ongoing damage from Ravenous Thorn Technique. This Charm cannot enchant weapons that fire energies that are alien to Creation, such as pyre flame or Ligier's light.

### MEDICINE

#### TRANSCENDENT GAIAN HARMONY

**Cost:** None; **Mins:** Medicine 6, Essence 6, Breeding 5;

**Type:** Permanent

**Keywords:** Elemental, Purity

**Duration:** Permanent

**Prerequisite Charms:** Most Beneficent Seed of the Five Dragons

Beyond mere modulations of aspect, Transcendent Gaiian Harmony exploits the inherent interconnectedness of the Elemental Dragons as part of a greater whole. Upon purchasing this Charm, the Exalt permanently gains the anima power of a chosen aspect and no longer has to pay the surcharge to use Charms of that aspect. Whenever he uses a Charm with different effects per aspect, he may choose

which known element to express. Charm clusters purchased separately by element are not affected. This Charm does not actually change the Exalt's aspect, it merely permits incorporation of subsidiary elements.

Characters can purchase this Charm once per dot of Essence they have above 5, allowing a theoretical Essence 9 Dragon-Blood to integrate all five elements. Savants postulate that a fifth purchase might facilitate evolution into an entirely new type of being.

### PERFORMANCE

#### PUISSANT PRECURSOR'S MONOLOGUE

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

**Type:** Supplemental

**Keywords:** Combo-OK, Compulsion, Dynasty, Emotion, Martyr, Social

**Duration:** Instant

**Prerequisite Charms:** Soul-Stirring Performance Method

They're no Lawgivers, but the Dragon-Blooded can still touch the hearts and minds of those who listen. This Charm may enhance any Charisma-based Presence or Performance social attack in which the Exalt encourages a target audience to embrace his own Motivation or a reasonable extrapolation (such as "Lead my family to greatness" becoming "help family X achieve greatness"). If any target consents to the attack without defense, her Motivation changes to the proposed Motivation and she regains full Willpower points from the newfound sense of purpose. Audiences who already share this Motivation gain only one Willpower point from the first such oratory in a scene.

The Storyteller should consider the totality of a character's Intimacies and current situation when deciding if that character will put aside her old purpose to take up the proposed cause. This Charm has more power over a Terrestrial's direct descendents, who regard it as unnatural mental influence (albeit sincere) and must pay three Willpower points if the attack succeeds to avoid embracing the new Motivation. The Martyr effect of this Charm fully replenishes the Willpower points of all characters in earshot with a positive Intimacy toward the Exalt.

### RIDE

#### BY THE GRACE OF GAIA

**Cost:** None; **Mins:** Ride 5, Essence 5; **Type:** Permanent

**Keywords:** Elemental, Obvious, Shaping

**Duration:** Permanent

**Prerequisite Charms:** Five-Dragon Horseman Prana, Dance of the Jade Bridle

Although mortal beasts make perfectly fine steeds for young Terrestrials with the right Charms, they do not properly complement the greatness of elders. To gain this Charm's benefits, the Exalt must sacrifice a mount with whom he has built a mutual Intimacy of loving affection. The Elemental Dragon answers this prayer by interceding with Gaia, who shapes the dead animal's remains into a

completely new creature with the same traits as the sacrifice. This animal has none of the memories or identity of the sacrifice and looks different, with elemental markings appropriate to its owner's aspect. It is considered a five-dot familiar with all the powers of such and also possesses permanent enchantments duplicating the effects of the Charms Great Heart Companion, Elemental Halo's Mercy and Five-Dragon Horseman Prana (see **The Manual of Exalted Power—The Dragon-Blooded**, pp. 181–182). This mount will not accept riders other than its owner unless it is supernaturally compelled. It dies when its master does. Should the mount perish sooner, its owner may petition for a replacement with a new sacrifice, but the Dragons ignore those who abuse Gaia's gifts.

### SURVIVAL

#### WELL-TENDED GARDEN OF THE SOUL

**Cost:** None; **Mins:** Survival 5, Essence 5, Breeding 3; **Type:** Permanent

**Keywords:** Martyr, Purity

**Duration:** Permanent

**Prerequisite Charms:** None

Although Dragon-Bloods cannot match the longevity of their Celestial masters, some can at least approach it. Without this Charm, a Terrestrial lives 250 years, after which his player makes a (Stamina + Resistance) roll for each decade the character lives thereafter. (The difficulty begins at 1 then increases by one each decade.) Failure means the character dies of old age sometime in the coming decade. With this Charm, the character adds his (Essence + Breeding) to the pool. Using the Martyr effect ensures actual immortality of a sort, in that Dragon-Blooded direct descendents perfectly know how their ancestor would act in any given situation if they bother to consider the fact. They are, however, under no compulsion to do as their ancestor would.

If the Exalt has Essence 6+, stunts that recall and emphasize the character's physical purity in the preceding decade prevent the difficulty from increasing on that roll. Such stunts include abstaining from sex with mortals, avoiding recreational drugs or similar vices, eating a simple vegetarian diet with nothing besides tea or water, and having all Virtues rated 3+. The Storyteller should gradually increase the strictness of these stunt awards as the character ages.



ARISE, FLORIVET!  
STAND BEFORE ME  
IN OBEISANCE!

THE WHIM-OF-THE-  
WIND ANSWERS,  
MISTRESS.

HOW WOULD YOU  
COMMAND—

QUIET!  
I'M NOT  
FINISHED  
YET!

NOW COME, ORABILIS,  
END OF ALL WISDOM!  
ATTEND ME!

MISTRESS,  
NOOO!

Impossible.  
Calibration is not for  
months yet. How did  
I get here?

ORABILIS...

SILENCE, DEMON!  
I'M THE ONE ASKING  
QUESTIONS!

## CHAPTER THREE

# WONDERS OF THE AGE

Under the Divine Mandate of Heaven and the leadership of the Exalted, humanity has ascended from a lowly Primordial servitor race to the dominant species of Creation. Within the Realm, basic infrastructure transforms the living Essence of Gaia into commonplace wonders. Beyond, the tributary nations of the Threshold lease and purchase as much of this opulence as they can afford, advancing their own lot at the cost of deepening the Deliberative's power over every facet of daily life. What follows is a basic primer on the state of technology at this time, broken down by broad categories with examples.

### TRANSPORTATION

Every major city in Creation is linked to the network of gates of auspicious passage, which can, for an enormous cost in Essence, teleport important officials across Creation in the blink of an eye. For less urgent travel, the Realm's aerial and oceangoing fleets rapidly move cargo and passengers throughout the world. No one rides animal steeds except as status symbols of unhurried importance or because that beast provides transportation comparable to Essence-powered vehicles (such as some Exalted familiars and engineered mounts do). The Celestial Exalted routinely travel to Yu-Shan and explore other realms of existence.

For a more detailed examination of artifact vehicles used in the Age of Splendor, see Chapter Two of **Wonders of the Lost Age**. Gates of auspicious passage are covered on page 50 of that book.



### WAYPOINT SHRINE (ARTIFACT ••)

These distinctive roadside monuments arrange five marble columns inscribed with prayers to Mercury around a shallow meditation pool. Travelers who rest at any of these shrines and throw a few coins in gratitude to the Maiden of Journeys reap the fruits of their piety, renewing their strength for the voyage. In game terms, the shrines use the Essence generated by a Resources • sacrifice to remove all fatigue conditions, with one mote from each transaction taxed by the Division of the Golden Barque in Yu-Shan. Having no other place appointed for them, the Essence-depleted coins fill an infinite jar in the sanctum of Madame Marthesine of the Lost. A waypoint shrine's

## BEYOND FOUR MAGICAL MATERIALS: EXOTIC ELEMENTS

The Realm officially recognizes only four magical materials—orichalcum, moonsilver, starmetal and jade—since no other alloys metaphysically correlate to the Exalted. Unofficially, many of the Chosen also include soulsteel based on proven alchemical symmetry. Substances not on this list can also define the core properties and function of an artifact, however, especially given the Realm's access to Wyld shaping, Malfean ores and specialized factory-cathedrals. An artifact constructed from an exotic element may replace a magical material bonus with another Storyteller-approved power of comparable potency. Such items, however, are always considered to be made of a “wrong” material for the purposes of construction and attunement. Accordingly, most exotic element artifacts use a fivefold harmonic adapter (see *The Books of Sorcery*, Vol. I—*Wonders of the Lost Age*, p. 57) or use the material as nothing more than an exotic ingredient and possible justification for unusual powers.

**Example: Adamant Weapon/Armor Material Bonuses:** Close-combat and ranged weapons: Extremely sharp cutting edges and jagged extrusions inflict piercing damage with each attack (or impose a -4 soak penalty after halving soak if the attack is already piercing). Armor: With superior resistance to cutting attacks and virtually no weight, tempered adamant armor adds 3L soak and reduces the mobility penalty by one.

magic does not prevent fresh exertions from imposing new penalties, but these consecrated rest stops may be found at the crossroads of major highways throughout the civilized parts of Creation. Those partaking in frequent renewals of their vigor move at the speed of a drawn carriage rather than conventional foot/cart pace (see *Exalted*, p. 264) and find their journey significantly more pleasant.

## QUALITY OF LIFE

The only Realm citizens without satisfactory food and shelter are mistreated slaves. Most citizens have every domestic convenience they could want, from powered lights and running water to lift tubes that effortlessly carry them between the floors of towering high-rise apartments. In the Threshold, things aren't quite so grand, but most conveniences can be found at some level in all but the most rural and backwater communities. The Exalted tightly control the weather and the flow of major rivers to maximize agricultural production and industrial works, circumventing other inconvenient aspects of nature as needed for specific projects. Disease comes only as a result of industrial accidents or deliberate experiments,

and with enough resources poured into anagathic treatments, favored mortals live as long as the Exalted permit. Human races dwell freely in previously uninhabitable regions of Creation's original landmass, to say nothing of hovering aerial cities or floating oceanic metropolises or the vast regions terraformed from the Wyld. The Exalted themselves want for nothing, requisitioning or creating whatever they desire from the abundant resources of Creation and beyond.



## TRANSPERFECT DOMESTIC TOOL (ARTIFACT •)

The Realm affords its citizens commonplace luxuries surpassing the wildest extravagance imagined outside its borders. Artifact versions of common tools and utensils are virtually unbreakable (15L/15Bsoak, 10 levels needed to damage/20 to destroy) and perform their functions so well that they provide a two-die bonus to actions using them for this purpose. Alternatively, such devices provide a single minor enchantment appropriate to their nature—such as self-heating cooking pots, self-rotating millstones, self-cooling storage jars, stained-glass windows that provide sufficient illumination for a room or incense braziers whose smoke prevents airborne transmission of non-magical diseases within an enclosed area. Generally, such enchantments always function while the artifact is in use without requiring further effort or power from the user, powered entirely by ambient Essence from abundant intersections of dragon lines. Because of their durability and reliability, transperfect domestic tools usually outlast their owners to become treasured family heirlooms, though they do not function in geomantically damaged areas such as shadowlands or the Wyld.

In addition to facilitating comfort and making life easier, these artifacts also serve a subtler purpose as magical reminders of Exalted benevolence. Specifically, the decorations on these minor wonders depict popular legends or iconography glorifying the Chosen. Each scene spent using one of these tools for its intended purpose counts as a scene of building or reinforcing an Intimacy of loyalty to the Deliberative.

## DIVINITY REQUISITION BADGE (ARTIFACT • TO ••)

These delicate blown-adamant scrolls contain the auspicious calligraphy of a state-sanctioned prayer wrapped around a starmetal signet. Each weighs barely more than a feather and would fit comfortably in a child's fist. The badges require no committed motes to empower. Instead, the talismans draw Essence from correct prayers spoken by those who carry them, adding preprogrammed eloquence to sacred entreaty like the sacred architecture of Ondar Shambal.

## FORM AND FUNCTION

Published artifacts for **Exalted** generally provide specific descriptions of their appearance and usage in an effort to evoke particular imagery or simply make the magical gizmo a little more memorable than a ubiquitously interchangeable magic ring or bracer. Yet, just as a single set of mutation rules can represent warping exposure to the Wyld, surgical upgrade into a magitech cyborg or a mystic birthright from a supernatural ancestor, so too may the examples of published artifacts lend themselves to creative interpretation.

When considering variant artifact designs, Storytellers should make sure that a proposed change in form doesn't inadvertently alter function along the way. A delicate gauze-thin veil of enchanted silk that grants spirit sight when bound over the eyes becomes significantly more durable (and presumably useful) as a metal mask, so it needs a commensurate drawback to balance out the change. Conversely, a sorcery-capturing cord (see **The Books of Sorcery, Vol. III—Oadenol's Codex**, p. 39) gains nothing substantial from being changed into a crystal spellcatcher sphere, especially if the operation of the latter's controls takes the same action as tying or untying knots on the cord. Yet for some character concepts, the orb simply fits better and affords different ranges of stunts in its use.

Of course, Storytellers shouldn't be afraid to change function to make more suitable artifacts for a series, if that's what they are trying to do. It doesn't take much to tack on an extra power or two to raise an artifact's rating a dot, though reductions in function sometimes take a bit more clever reworking to balance fairly. As an added plus, building on an existing skeleton in either direction means that most of the work has already been done.

From an in-game perspective, the Age of Splendor is a miraculous setting in which the Exalted long ago conquered the basics of what was possible and spent centuries applying those designs to the fashions of the day. It is quite reasonable to imagine that sorcery-capturing cords and spellcatcher spheres existed side by side and that each blueprint has held greater popularity at different points. Especially learned savants might even be able to tell the exact year when an artifact was made just by looking at its style and decorative motifs. After all, what sets the tone of over-the-top First Age decadence better than a demigod questing for an epic weapon to match her new dress?



Note that the only legal use for prayers dedicated to demons is to announce a summoner's intentions in advance, requiring the creature to prepare itself as the Chosen instructs in advance of its scheduled servitude. Unauthorized or improper mortal use of divine prayers also carries strict punishment, as such actions embarrass the

Chosen who negotiated the terms of these artifacts. Correspondingly, deities who ignore authorized badges must answer to the divine censors, none of whom wish to compose a letter of apology to the Office of the Hierophant.

The following table lists the various models of this device by Artifact rating and the scope of prayer roll bonuses.

### Rating Effect

- +3 successes on prayers to gods or Exalted (or demons).
- +7 successes on prayers to specific god or Exalt (or to a specific demon); may address the unknown divine overseers of a specific facet of Creation instead.

••

+7 successes on prayers to gods or Exalted (or demons).



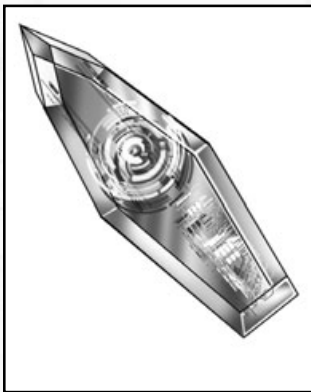
### DIAGNOSTIC GARDEN (ARTIFACT ...)

This large but delicate vegetative artifact exists as a symbiotic colony of floral species bred to respond to ambient health with distinctive patterns of growth and bloom. Learning to read the garden's cues takes a full month of observation (or a season without

and instruction from a teacher, but requiring Medicine 5 and Craft [Wood] 5). Savants who are willing to learn the floral syntax, however, may use a diagnostic garden's buds and stalks as an early warning detector for diseases, malnutrition, poor exercise or anything else that threatens their communities.

Diagnostic gardens need watering with alchemical substances worth Resources 3 each week, as well as careful pruning to align their leaves to local Essence flows. Pruning requires a successful (Perception + Craft [Wood]) roll, difficulty 4, to perform correctly. Failure to perform either maintenance disables the artifact until it receives a season of good care.

If the garden is killed, it regenerates in a year unless it is attacked at the root with Charms or other magic. Anyone who knows how to use the artifact can make a (Perception + [lowest of Medicine and Craft (Wood)]) roll, difficulty 5, to analyze the health of every living being within 10 miles as a dramatic action that takes one hour. For every threshold success rolled, the analyst learns the answer to any single health-related question pertaining to current information within the garden's radius. These questions may be posed sequentially, so as to clarify an answer with follow-up investigation. Wise analysts begin with open-ended questions like "What is the most serious health concern in the area?" to determine what they should examine more closely.



### ESSENCE CAPACITOR (ARTIFACT • TO •••••)

Repair: 3

Each of these luminous shards of crystallized Essence inlaid with orichalcum circuitry shares most of the same properties as a hearthstone and also comes in five ascending models of power. Important differences exist, however. First,

the stones have no aspect, so they confer no hearthstone powers. Second, the artificial capacitors do not channel power from an external source, but instead collect and discharge ambient motes through artificial respiration like a living Essence wielder. As such, they can store only enough Essence to supply 25 hours of continuous power. Fortunately, every two hours spent inactive allows a crystal to recover one hour of power, provided the crystal is in an area where it can respire. This also means artifacts need three equal capacitors to provide the continuous Essence flow of one hearthstone of equal rating (two charge while the third supplies power). Consequently, many Exalted install Essence capacitors only as emergency generators for large artifacts in case anything calamitous happens to a critical manse. Capacitors require annual servicing and cleaning by highly competent technicians to remove impurities that collect around conduction filaments. Failure to perform this maintenance means the gems have a cumulative 10% chance each year of randomly exploding sometime during use, inflicting (rating x 10)L damage on everything within a 50-yard radius.

## ARTIFICIAL ENTITIES

The inanimate sentient machines called perfected calculation arrays and their mobile automaton brethren aid their Chosen creators with all manner of civil and military tasks, with the most impressive example being the super-intelligent and almost divine omnipresence of I AM. In addition, Exalted genesis laboratories churn out hosts of new species

daily, many of them sentient, though not all afforded equal rights under Realm law. Some of the more impressive entities serve as organic infrastructure, metabolizing raw materials into medicines or exotic ingredients for other artifacts. The divisions between natural and artificial blur even further taking into account the vast cross-sections of the populace who have received modifications and/or upgrades to their physiology. Finally, some Primordial-made races still coexist with humanity, from the hunted and hated vestiges of the Lintha to the dwindling grandeur of the Mountain Folk, the pelagials and the Dragon Kings.



### MUTATION- BASED UPGRADES

As former mortals elevated to godlike power, the Exalted have an almost innate fascination with transhumanist potential. They either love the human form for its simple elegance or despise it as a vestigial weakness on the path to transcendent omnipotence, but both schools of thought define themselves by

the exigencies of the human condition. While human purists hone themselves into paragons of every arena of mortal endeavor, their liberal counterparts analytically unravel biotonic formulas and challenge the inviolability of their intelligent design. From such research arose new subspecies races to tame the clouds and the ocean abyss, with superior longer-lived bodies perfectly adapted to their assigned environments. Although the People of the Air and People of the Sea represent the largest experiment in wholesale eugenics, they are more remarkable for their publicity and popular appeal. Most transhuman agendas go unreported, while their devotees quietly alter themselves at every opportunity in accordance with strange visions of perfection. This kind of cultish fanaticism is more popular among elite mortals jockeying for the ostensible status of favored guinea pigs. The Chosen are not immune to the lure of guided evolution, however, especially as some were even members of created races before drawing their Second Breaths. It is a sign of the times that it is now only mildly titillating for a Solar Exalt to display more prominent fangs than his Lunar spouse, and

that more than one Exalt has openly set aside all pretenses of the human form to become something else.

The process of induced mutation varies, especially as the term encompasses a range of possible alterations. Wyld exposure offers one of the most direct and simple methods available, but power questing is generally seen as needlessly risky and imprecise compared to the made-to-order precision of genesis technology. It should also be noted that not all “mutations” are organic in nature. Clockwork prosthetic legs engineered for superior running speed aren’t technically mutations, but it becomes a question of semantics when the result is functionally analogous to an actual mutant with gazelle legs. How a human transcends her origin is irrelevant as long as she transcends.

**Game Effects:** Whatever their source, actual mutations come in two basic varieties: external and internal. External mutations include any Shaping effects wrought by an environmental force such as the Wyld or the Labyrinth. Such changes do not cost bonus or experience points but carry drawbacks such as their possessors eventually being unable to survive outside the source environment. In contrast, internal mutations obtained through heredity or genesis technology do not make beings less viable in Creation. Such benefits do come with a price in bonus and experience points, though. External mutations follow set rules that often vary between phenomena and seldom offer reliable upgrades (power questing notwithstanding). Regardless of origin, however, all internal mutations use the same basic system, which is that the total “package” of mutations has a bonus point cost equal to (sum of positive mutations – sum of negative mutations), minimum cost zero. If the character acquires internal mutations in play (which typically involves some form of sorcery, genesis retromorphing or similarly exotic event), the package costs experience points equal to double its bonus point cost. In the event the mutant lacks sufficient experience points to pay for the change, the magic is considered a Training effect and deducts from future experience point gains until the debt is paid. For more detailed information on playing members of created races (or beastmen), see pages 157–160 of **The Compass of Celestial Directions, Vol. II—The Wyld**.

**Biomagitech Implants (Negative Mutation).** The character’s upgrades are actually complex prosthetic artifacts constructed with Craft (Magitech) and implanted directly into his body. Although the powers conferred by these implants use standard mutation rules, their cosmetic effects may need reinterpreting to convey their origin. For example, pincers and self-vibrating saws fit a technological theme better than claws and barbs. Because these upgrades depend on intricate clockwork mechanisms, they must receive monthly adjustment and replacement of worn-out components from qualified technicians as per normal artifact maintenance, with the Repair rating based on the degree of negative mutation associated with the implants: 2 (deficiency), 3 (debility) or 4 (deformity). For each day of overdue upkeep, one positive mutation deactivates, possibly leaving the mutant in a crippled

state if a sensory organ or a limb shuts down. If a life-critical system shuts down, use drowning rules to model organ failure. Constructing a mutation package is like designing any other artifact, with its level based on the relative power and utility it confers relative to its drawbacks (making most packages level 2–4). Once built, the package requires surgical installation as per the rules on page 70 of **The Books of Sorcery, Vol. I—Wonders of the Lost Age**, with Surgery: (total number of positive and negative mutation points)/5 hours/4/3.



## BIOMOTONIC REPLICANT (ARTIFACT • TO •••••)

While the Chosen flirt with immortality, most of Creation cannot match their vigor or resilience. The sad truth is that mortals die little slower than mayflies, however faithful or beloved they might be. While many Exalted eventually come to accept this truth as part of their transition to elder status, others staunchly refuse to let time and death take what rightly belongs to them. After all, what was made can be remade. A life is no exception. So-called biomotonic replicants are not revived originals, of course, as resurrection is a particularly stubborn impossibility the Exalted have yet to conquer. The quality of the duplication is akin to an identical twin, however, which is usually more than enough likeness to fondly remember a cherished courtesan. Building a biomotonic replicant requires some sample of the original organism’s tissue to serve as an exotic ingredient unless the engineer works from an existing template stored in a genesis lab. In any case, such a facility is absolutely vital for some complex work. Mundane workshops lack the necessary tools.

Making a replicant that copies the body of a mortal being who had no Essence powers is comparatively easy, as the replicants are really just humans, albeit artificially gestated ones (•). Unfortunately, such organisms are largely blank slates with the same Attributes as the original, basic starting Virtue allocation and 10 dots of preprogrammed Abilities. Making a replicant that actually copies the personality and memories of the original is significantly harder (••). Such an organism requires additional exotic ingredients that might carry those experiences, such as the original’s ghost, intact brain or reincarnated soul. Alternatively, the Exalt can vivisection the original at a genesis laboratory to reverse engineer her template, in which case memories and all learned traits remain frozen at the point of death. This method allows every replicant in the production run to carry that same initial identity.

Adding supernatural powers or upgrades to the design only increases the project’s complexity and Artifact rating.

There are many powers the Chosen have never been able to copy, though—Exaltation foremost among them. Current researchers hope to circumvent this limitation with truly perfect replicants, which might be able to confuse a Solar Essence at the moment of death, instantly Exalting a backup body to ensure true immortality. To date, such experiments have yet to show any results other than leading to better replicant designs, but the potential rewards have lured many prominent genesis engineers to toy with the idea.



### CHAOMORPHIC SYMBIOTE (ARTIFACT • TO •••••)

As cutting edge as a new pair of wings might be, many Exalted just don't feel comfortable altering themselves in a permanent fashion until they are really sure that doing so is right for them. Chaomorphic

symbiotes provide that middle option, designed for quick attunement and quick removal as circumstances warrant.

In their natural state, these genesis artifacts exist as viscous masses of iridescent protoplasm. Contact with a willing host awakens them, at which point they rapidly ooze across the offered surface to form a membrane and begin the attunement process. After five minutes of bonding, the organism soaks completely into its host's tissue and out of sight, forcing a one-mote commitment, but remains visible to Essence sight. Discontinuing the attunement to a chaomorphic symbiote forcibly ejects it through available orifices and pores, inflicting one level of unsoakable lethal damage to the host.

While hosting one of these artifacts, a character can manifest any or all of the mutations programmed into it, transforming her body as needed to access these powers. Hosting requires a reflexive indefinite commitment of  $([\text{sum of positive mutations manifested} - \text{sum of negative mutations manifested}] \times 2)$  motes. (The difference between the two aforementioned sums cannot be less than zero, even if the symbiote has more negative mutations manifested than positive ones.) The Artifact rating of the symbiote determines the maximum number of mutation points that may be conferred, as noted on the accompanying table. This value also caps the total value of positive mutations that may be programmed into the artifact at the time of its Creation. (Negative mutations do not count against the limit, but Storytellers should probably limit them to a total value no greater than the total value of positive changes.) Mutations gained this way do not decrease one's viability in Creation.

Mortals can even attune to these devices without enlightened Essence if they dare, as the process temporarily

gives them a pool of  $(\text{Essence} \times 10)$  motes with which to manifest mutations. This power comes with a steep price however, as the symbiote generates the motes by feeding on its host's life, aging her at twice her normal rate like a set of aegis-inset amulets (see *The Books of Sorcery, Vol. I—Wonders of the Lost Age*, p. 71). Still, it makes a fascinating maintenance-free alternative to gunzosha armor (see *The Books of Sorcery, Vol. I—Wonders of the Lost Age*, p. 81).

Rating	Mutation Points
•	2
••	4
•••	8
••••	12
•••••	16

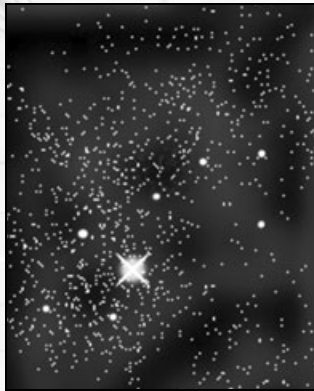
## SHAPING TECHNOLOGY

Blessed with the power to shape order out of chaos, the Lawgivers have devoted significant resources to expanding their command over reality. They are not alone in their research. The Sidereals scrutinize and nudge the sublime calculations of destiny as aggressively as the pattern spiders permit, while introspective Lunars grind prey down to their component motes to unlock new forms and states of being. Even the Terrestrials grope about with the simplest shaping engines wrought by their betters, tragically aware of the discipline's importance without access to the advanced Charms needed to explore the metaphysical underpinnings of the five elements.

With Creation's borders pushed back to nearly twice its size at the end of the Primordial War, Shaping technology defines the literal and metaphorical frontiers of existence. There is nothing the Fair Folk fear more than the weapons that freeze their gossamer dreams to rigid and brittle forms. Beyond the Fair Folk, the shinma who underlie possibility itself might fear the meddling of the Chosen, but who would know their fear from an immeasurable flutter in an abstract quality? For their part, Exalted cauldronists rejoice in the possibilities that await when they may alter the fundamental laws governing the interactions of motes or names or the intrinsic sequence of causality. Perhaps even death and time will yield at last, surrendering their vain impossibilities to the all-conquering genius of the Chosen.

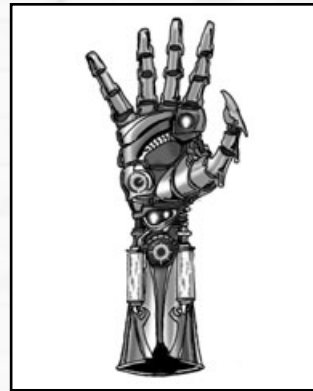
### SUBLIME INTERSTICE OF INCONGRUITY (ARTIFACT ••)

This bizarre artifact has no physical substance, but rather exists as a minor miscalculation in the astrological sign of the Mask that occasionally manifests in high-Essence destiny algorithms. Discerning a convergence of space and time where such an anomaly might appear requires a successful  $(\text{Intelligence} + \text{Craft} [\text{Fate}])$  roll, difficulty 5.



Even then, the character learns only where the variable has a chance of stabilizing sometime in the reasonably near future before paradox destroys it. If the Exalt puts himself in the right place at the right time (or wrong place at the wrong time, as is more often the case), he can pluck the error directly from the pattern spiders' work and

attune it for one mote. The artifact's power then subtly removes all traces of his existence from Creation exactly as per the rules for Arcane Fate (see **The Manual of Exalted Power—The Sidereals**, pp. 119–121). The fate cloak lasts only as long as the anomaly remains attuned. Breaking commitment frees the artifact's power from the borders of space and time, forcing its former owner to track it down anew to restore its benefits. The handful of Sidereals who know about the error's existence have noticed that the events leading to each appearance seem to belong to a larger pattern of interconnected omens. Of course, this theory also raises the uncomfortable possibility that the anomaly's nature cloaks some inscrutable power from the collective memory of the Tapestry.



## HAND OF THE GREAT MAKER (ARTIFACT •••)

Among his many wonders, Autochthon designed the Exalted, the Jadeborn, the behemoth progenitor of humanity, the first gods, the artifact paradigm founded on the magical materials and the pattern spiders that weave the Loom of Fate

under the direction of the Maidens and their Chosen. In spite of the Deliberative's political decisions that indirectly resulted in Autochthon recusing himself from Creation, many Solars maintain reverence for the Primordial and ritually invoke his name while creating wonders. Such invocation goes a step further in the Hand of the Great Maker, a shaping artifact that filters a Solar's motes through the vestigial Autochthonian energy extant beneath the aspect-coding of a Solar Exaltation. By amplifying Lawgiver Charms with this Primordial Essence, the wielder unlocks vastly greater power to reshape the cosmos.

This artifact takes the form of an intricate orichalcum and adamant gauntlet with clockwork components and bubbling motonic condenser rods that fill with lightning-white Autoch-

## BATTLEFIELD SHAPING

During the Primordial War, the enemies of the gods wielded devastating rapid Shaping Charms against Creation to strike at the forces of the Exalted, much as the Lawgivers have since learned to do with the Hand of the Great Maker and other prodigies of their reality-engineering experiments. Regardless of wielder, rapid Shaping effects can affect a battle in the following ways:

**Demesne:** Where gradual creation of a demesne raises a wellspring of untamed Essence, rapid creation of one resembles a geyser. The resultant explosion mirrors Essence buildup, but does not harm the demesne in any way.

**Land:** Rapid shaping of topography has the expected effects on structures and residents. Every individual and unit suffers immediate knockdown unless they have some form of supernatural balance or magical resistance to such effects. They also suffer 15 levels of bashing (and piercing) damage from the cataclysm unless the shaper works with their safety in mind. Structures less durable than most manses remain standing only at the will of the shaper. Although objects and individuals protected against Shaping suffer none of these immediate effects, everyone and everything in the area must still contend with the environmental conditions wrought by the change. For example, liquefying a plain into a sea forces those caught in it to swim or drown, while every object on the field sinks or floats according to its buoyancy.

**Magical Things:** Generally speaking, most Shaping effects can't accelerate the creation of artifacts or manses quickly enough to alter the outcome of a battle.

**People:** Like conjuring a magic sword with a Charm for personal combat, rapid shaping can create entire units of extras and the competent mortal officers to lead them. More cynically, doing so can provide a disposable buffer unit to wear away a powerful opponent's Essence.

**Wealth:** An army without equipment isn't much of an army. Rapid shaping can generate wealth in the form of mundane equipment (up to perfect quality) that comes into existence sized for and equipping any chosen allies in the vicinity.

thonian Essence while worn. To attune the item, the owner need only activate the Chaos-Repelling Pattern Charm (limiting the item to Solar use; see **Exalted**, p. 216). As it attunes, the gauntlet sparks to life with a deep electric hum and extends the activating Charm's duration to Indefinite. Whenever the Solar deactivates that Charm, attunement to the Hand of the Great Maker also lapses. With the superior protection afforded by this extended duration, the Lawgiver may boldly stride into the far reaches of chaos to impose his will.

Once attuned, the artifact's other powers require a level-5 Solar hearthstone inset in a socket in the palm in order to function. While so powered, the Solar may "bank" up to (Willpower + Essence) successes rolled while using Wyld-Shaping Technique (see **Exalted**, pp. 216–217). This process accumulates ambient potentiality and stores flux particles of mass-energy for later use. Banked successes remain in the gauntlet until spent or until attunement lapses. The user can spend any number of successes to sculpt chaos using the rules for Wyld-Shaping Technique as a Speed 7, DV -5 action. If the Solar sets an attuned protoshinmaic vortex (see p. 116) in the palm instead, he can do all of the aforementioned with an increased maximum pool of 30 banked successes. More impressively, the vortex allows him to use Wyld-Shaping Technique inside Creation as if he were within the Bordermarches. The Charm cannot create a demesne inside the Tapestry, though, and it still cannot make permanent things without Wyld Cauldron Technology. Unfortunately, a botch at any point while shaping inside Creation causes the vortex to destabilize and rupture, flooding the area with chaos as described on page 116. One recent attempt to pry open the way to Autochthon's exile with a vortex-charged Hand of the Great Maker ostensibly unlocked seven of the eight metaphysical seals warding the dimensional interface, but the Solar could not pry open the eighth seal or prevent the others from closing again when the effort failed.



### VAULT OF WOVEN DREAMS (ARTIFACT ••• TO •••••)

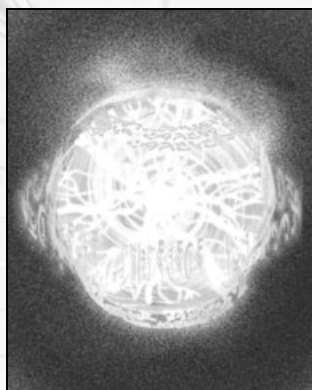
#### Repair: 5

Technologically similar to the reality engines used to terraform the Wyld, vaults of woven dreams are complex enchanted structures with malleable internal reality designed to accommodate their owner's

every fantasy. The size of the vault determines its artifact rating (••• for a single room the size of a large office or ••••• for a vault the size of a luxurious townhouse). These artifacts also require an inset hearthstone of an equal rating for power and must receive maintenance once a month or they malfunction with whatever horrific consequences the Storyteller imagines for a broken reality engine.

With proper power and upkeep, the interior of a vault of woven dreams can be controlled by addressing its integrated perfected calculation array and spending a variable number of uncommitted motes as a diceless reflexive action. For each mote spent, the user may instantly apply the effects of one success with Wyld-Shaping Technique to create people or inanimate objects as portable wealth (see **Exalted**, p. 216–217) or alter created people or units as if using Wyld Cauldron Technology (see **Exalted**, p. 217). Alternatively, the vault can delete any number of its current constructs for a single mote. Entities created within a vault of woven dreams partake some of their reality from the user who requested them. Therefore, they may know anything that that individual does to the degree that such copying is intended as part of the construct's design (for instance, to produce a challenging sparring partner or ideal concubine). Objects or people created in the vault have even less reality than those shaped out of the Wyld, so they instantly evaporate into scattering wisps of light if they are taken outside the vault or if the device loses power. As a security precaution, a vault of woven dreams may be configured at the time of its creation to obey only a particular type of Exalt, a specific individual, anyone with the appropriate password or according to any other filter. These hard-coded fail-safes can't be altered, however, without dismantling and rebuilding the artifact as a Repair 6 maintenance.

The most sophisticated models of this artifact are no larger than a wardrobe, with a mosaic panel on one surface artistically rendering the device's contents in real time. What makes these five-dot, Repair 6 wonders so miraculous is their power to fold Elsewhere around their internal geometry like a divine sanctum, making them larger on the inside than the outside. Within such a vault, the user may expand the boundaries of its internal space by spending motes like successes used to create land with Wyld-Shaping Technique, and may shape all facets of the interior from the outside by manipulating the mosaic. Furthermore, the flow of time within the vault may be reset relative to the flow of time through Creation for a single mote, provided nothing real exists within the device to interfere with the distortion. This quality allows created societies or worlds to model tectonic events or new sociological paradigms before introducing such elements into Creation at large. Indestructible adamant walls such as those of Yu-Shan border the created space, with only the mosaic as a portal in the wall permitting travel to the artifact's exterior. (Recognized users may spend a single mote to pass through in either direction.) Keep in mind that the slightest interruption in power deletes all constructs and shunts everything real outside of the vault, so a backup power system is highly recommended. All attempts to permanently stabilize one of these artifacts as a recursive sub-Tapestry have met with spectacular failure, to the point the Maidens have kindly requested that the Solar Exalted stop taking pattern spiders from the Loom of Fate for the experiments.



### PROTOSHINMAIC VORTEX (ARTIFACT •••••)

One of the most insanely powerful and dangerous wonders of the Realm, a protoshinmaic vortex (or PSV) is an artifact of pure Essence that can only be created in regions of Pure Chaos by a Solar possessing Lore 7+ using Wyld Cauldron Technology. Unlike most artifacts, a vortex's creation may be accelerated more than tenfold by the process, and the devices require no raw or exotic materials other than the underlying matrix of the Wyld. If a Solar leaves one of these artifacts unfinished, accumulated successes bleed away at the rate of five per day until the embryonic bubble evaporates completely.

Once conceived, a protoshinmaic vortex appears as a translucent ball of plasma the size of a child's heart in which impossible shapes flutter and undulate. Those capable of perceiving Essence directly see it for what it really is, a living aspect of transcendent potential compressed to a specific space and time. This compression is inherently unstable, so it requires expenditure of five successes with Wyld-Shaping Technique once per month. (This upkeep can be performed in Creation as if in the Bordermarches.) For each missed maintenance, the artifact has a cumulative 10% chance of losing motonic cohesion and reverting to a non-defined state, turning everything within a one-mile radius into Pure Chaos. Everything caught in the initial blast that is not immune to Shaping or protected by a perfect defense evaporates into component motes, leaving any survivors to contend with the "usual" effects of exposure (see **The Compass of Celestial Directions, Vol. II—The Wyld**, p. 140). Each century that passes heals this breach by one category of the Wyld. A suicidal Solar can deliberately rupture containment with a single success from Wyld-Shaping Technique in lieu of stabilizing it. It is likely that other methods exist to trigger immediate containment failure (as decided by the Storyteller). The technology is new enough that its creators have yet to fully document its potential.

The power of a vortex almost makes all of its risks worthwhile. Attuning to one takes the same effort as attuning to a demesne, though current owners cannot sense or stop others from doing so. When placed in a dedicated hearthstone socket to power an artifact, the PSV supplies *all* of that artifact's geomantic Essence needs. If any effect needs to reference its rating or needs to temporarily drain dots of energy to fuel an immediate effect, the PSV is considered a level-6 hearthstone that recovers one dot of energy per minute (rather than the usual one per hour rate for most such effects). Since the artifact can provide energy to only

one source at a time, characters cannot draw Essence from a PSV while using it to power an artifact.

The most amazing and terrifying fact about PSVs is that all the energy they provide comes from the exterior corona that current motonic technology can tap. The structure of the interior compresses physical and metaphysical laws too tightly for scrutiny, though a leading hypothesis proposes that the core pandimensionally folds an entire Wyld continuum into the artificial congruity. The Deliberative currently remains divided on whether to widely refit major Realm assets with PSVs, but this deadlock has not stopped many Lawgivers from giving their personal panoplies and vehicles PSV upgrades.

### PANOPLIES OF THE CHOSEN

As the ordained rulers of Creation, the Chosen construct the best artifacts solely for their own use. These wonders are too diverse and too numerous to make universal statements about their use, but Realm fashion considers it tacky to go about dripping with mismatched baubles. The fewer actual items worn or used, the better, as consolidation implies greater versatility and power. An "everything but the kitchen sink" approach looks like blatant overcompensation. Circumstances certainly modify these expectations. For instance, military parades and public galas are supposed to be dazzling, awe-inspiring affairs. At least in Celestial society, it is never enough that an artifact functions. It must also complement that function with an aesthetically pleasing and appropriate design, preferably tailored to the fashion of the day. Terrestrials generally take a more pragmatic view, favoring items for their utility and historical legacy since powerful items usually become Gens heirlooms after their original owners die.

### WARFARE

The most advanced Essence weapons can destroy (or create) geological features or cities, while the Realm Defense Grid can do the same to entire continents. Most military-grade weapons inflict devastation comparable to First or even Second Circle sorcery attack spells, with the wide range of personal armaments allowing elite mortals to fight like Dragon-Blooded and giving favored Terrestrials the prowess of young Celestials. Properly equipped Solars approach genuine invincibility, save perhaps to each other.

Information on energy weapons, power armor, superweapons and other combat artifacts commonly used during the Age of Splendor can be found in **The Books of Sorcery, Vol. I—Wonders of the Lost Age**.



## MOTONIC DISRUPTER LENS (ARTIFACT ••)

Repair: 2

Designed specifically for immobilizing and capturing Essence users, these wonders modulate the discharges from artifact energy weapons such as implosion bows and lightning ballistae. Installing (or removing) this refit requires a Repair 2 maintenance,

after which the weapon no longer inflicts actual damage. Instead, any Essence user hit by an energy-diffusing blast loses motes equal to the attack's raw damage. Beings who lose all remaining motes to such an attack cannot activate Essence powers or respire motes for a number of hours equal to the weapon's Artifact rating, though existing magic remains intact. Against manses, Essence-scattering attacks inflict normal harm but double their raw damage. Artifact weapons that have a motonic disrupter setting that can be used in lieu of standard damage with any shot add +1 to their Artifact rating and Repair rating (maximum of 5 for both).



## VESTMENT OF HOLY VIGILANCE (ARTIFACT •• OR ••••)

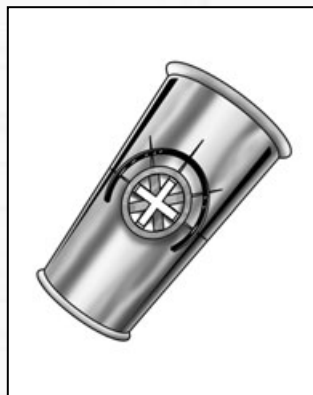
Although the Chosen can respire Essence from the collective prayers of their worshipers, they cannot normally hear specific prayers directed to them as gods or demons do. With one of these artifacts, that limitation no longer

applies. Empowering one of these decorative wonders requires a three-mote commitment, and the Exalt can attune an item made only from the appropriate magical material (making jade models extraordinarily rare). Once donned, the artifact allows its wearer to reflexively hear all prayers directed at her as if they were whispered in her ear. To prevent distraction, only the most widely repeated or desperate of entreaties rise above the indecipherable murmur of the rest unless the Exalt is actively meditating to listen to all prayers (and recovering Essence normally for meditation while doing so). Exalted who use these artifacts as tools of rulership often schedule holy hours when they will hear prayers to make sure that nothing slips through the cracks. As a final benefit, the closeness facilitated by these artifacts adds one bonus dot to the attuned wearer's Cult rating (maximum Cult •••••).

## UPGRADING ARTIFACTS

Improving an artifact starts with the same process as designing a completely new artifact. Once construction begins, however, the design requires fewer exotic materials than normal (with a difference equal to the former Artifact rating) and similarly reduces the number of cumulative successes needed to rebuild it by an amount equal to the successes needed to build it in its former state. Using this process, it is possible to join seemingly unrelated designs to spectacular results. For instance, a goremaul refitted with qualities of a perfected calculation array might become an intelligent weapon that teaches and guides its owner.

Artifact •••• versions of this device have all of the features listed thus far, but cost five motes to attune. In addition, wearers of these vestments may telepathically compose a reply to any prayer as a reflexive action costing one mote. Only one reply is permitted per prayer, though it may be of any length. The supplicant receives a vision of the Exalt's iconic anima speaking the Chosen's words in thunderous proclamation.



## METASORCEROUS PHYLACTERY (ARTIFACT ••••)

These talismans usually take the form of large jewelry items such as bracers, torcs and crowns, although some Chosen prefer staves or wands. Combining Creation's four magical materials with Malfean brass in elaborately complex designs, the composite wonders can be attuned (or built) only by sorcerers.

Each requires a combination of an inset level-3+ hearthstone and a 10-mote commitment to function. (Variants of this artifact using soulsteel and Underworld materials similarly boost necromancy.)

Whenever a sorcerer casts a sorcery spell while attuned to exactly one metasorcerous phylactery, he may channel dots from the item's inset hearthstone to augment the casting, temporarily reducing the stone's power output (and rating). Until a drained hearthstone returns to full charge, it has no powers. Furthermore, an arcane link remains between the depleted stone and phylactery, preventing any other power source from fueling it during this time. Channeled dots return at the rate of one per hour and may improve a spell in any of the following ways, allocated as desired:

**Cost:** The spell costs three fewer motes per dot spent (minimum 10 motes). Alternatively, the spell's Willpower point cost decreases by one per three dots spent (minimum one Willpower point).

**Power:** If the spell references the sorcerer's Essence rating, he is considered to have a rating one dot higher for every three dots spent.

**Mastery:** If the spell requires a dice roll, each dot spent adds one success to the roll.

**Range:** If the spell has a range measured in actual distance, each dot spent improves it by a factor of one (x2 with one level, x3 with two, etc.).

**Duration:** If the spell has a fixed duration, every two dots spent increases this time by a factor of one (x2 with two levels, x3 with four, etc.).

**Trigger:** For a cost of one dot, the spell does not have any apparent effect on its target (no rolls are made, if applicable). Instead, the effect happens when a specific event the sorcerer names at the time of casting takes place in the presence of the target. (The effect can be anything from a time delay to someone performing a specific action, et cetera.) In the interim, the spell remains visible to Essence sight and may be dispelled with counter magic. Once the spell goes off, it does so as if the target were adjacent to the sorcerer, and the sorcerer's player then makes any necessary rolls (using the traits his character had when he cast the spell). Suspended spells can remain dormant indefinitely if their trigger conditions never occur. Only one spell may be keyed to a particular trigger until that trigger has discharged, and only one trigger at a time to a particular spell. For example, the sorcerer could not key five Flights of the Brilliant Raptor to all trigger when he shouts "Now!" Nor could he establish five different conditions under which Travel Without Movement will whisk him away to safety. The sorcerer may sustain a number of simultaneous triggers no greater than the rating of the hearthstone powering his phylactery. Removing that hearthstone cancels all spells and triggers.

**Manifestation:** For a cost of one dot, the sorcerer may change the way a spell achieves its normal function, substituting a Storyteller-approved effect more appropriate to the sorcerer's anima and mood. For example, a magma kraken might be changed into tendrils of electricity, but it would still inflict the same damage and would be the same spell. Other than providing a host of stunt possibilities, changing the effect decreases the likelihood that others will recognize the spell (+2 difficulty) and may circumvent narrowly defined defenses (such as immunity to fire, which avails nothing against acid).

## INFINITE RESPLENDENCE AMULET (ARTIFACT ••• TO •••••)

Consisting of aspect-dedicated magical material lattices embedded in synthetic adamant matrices, these thumbnail-sized baubles are the most ubiquitous artifact garments currently in fashion among the Chosen. Some elder Exalted

object to them on principle, especially the "wear nothing you didn't make" purists and the "mansions of closets" hedonists, though the latter sometimes collect hundreds of amulets to display their collection of brand glyphs from highly regarded Exalted and Jadeborn artisans. Although the devices vary by model, each costs five motes to attune. The devices have the following common features:



**Modular Attire:** The amulet can generate any form of outfit the wearer can imagine, however grand or humble. Changing the setting requires contact and a diceless miscellaneous action. Repairing or cleaning a worn outfit takes the same action as creating a new one. Created clothes have no reality beyond being an extension of the amulet, so they dissolve or flow back into the artifact if they are removed for any reason. Most wearers integrate the amulet itself as an accessory of each outfit, especially to show off impressive brand glyphs.

**Protection:** Regardless of configuration, enchantments in the amulet provide +1L/+1B soak (which does not count as armor for Charm purposes), plus an extra success to all Resistance or Survival rolls to reduce or avoid the effects of deleterious environmental conditions, toxins or disease.

In addition, each amulet also has one material-specific feature by default. Composite designs cost •••• for one additional feature or ••••• for all four material features. Provided a copy of the artifact incorporates the material that naturally resonates with its wearer, there is no commitment surcharge to attune a composite model.

**Orichalcum:** These amulets create clothes as constructs of solidified light, giving them a palette of colors and textures worthy of a Solar's glory. As an Obvious effect, such raiment gives its wearer +4 Appearance and inhibits stealth like an 8–10 mote anima banner does. The Solar may hide this glory to make humbler attire if his pride permits, but the bonus is all or nothing.

**Moonsilver:** Extruding outfits as a diaphanous second skin grown from liquid metal tendrils, these amulets provide superior protection and camouflage on demand. The wearer gets two bonus dice to Stealth rolls and two bonus dice to assume a disguise with Larceny, as well as replacing the usual soak bonus with +5L/+5B (that stacks with and is still not considered armor for Charms).

**Starmetal:** Weaving clothes from strands of the wearer's own fate, these amulets provide extremely subtle and understated elegance. Such garments conceal numerous pockets folded into Elsewhere, providing sufficient storage space to carry up to a ton of assorted items safely out of reach of the world, provided the objects could actually fit through a pocket

opening no larger than a foot across. Only the attuned wearer can reach into Elsewhere via these pockets; to others, they are merely stitched folds. In the event of the wearer's death, his corpse fades into Elsewhere with his possessions for burial among the interstices of fate, leaving only his enchanted clothes to mark his passage.

*Jade:* Micro-articulated jade scales unfold from the amulet into glossy military uniforms appropriate for elite Dragon-Blooded officers. When worn by a unit relay, the wearer counts as five relays for the purposes of preventing communication failure. When worn by a unit commander, her dignified example provides one bonus dot each to Drill and Morale, as well as +1 Might if the unit has Magnitude 3 or less.

## ADVANCED GEOMANCY

The rules in *The Books of Sorcery, Vol. III—Oadenol's Codex* provide a detailed overview of geomantic technology that survives into the Second Age. Such wonders pale before the architectural triumphs of the Age of Splendor, however, when infinite ambition applied near-infinite wealth to conquer the world's Essence. Some of the features listed here require others as prerequisites for installation. These requirements differ from the minimum traits or other conditions needed to construct a particular feature in game, as structure limitations also apply to manses acquired during character creation

## ONE-POINT POWERS

### EXOTIC ASPECT

**Lore 6 or built by entities corresponding to the aspect.**

A manse with this feature does not correspond to the basic cosmological precepts and forces that govern Creation's geomancy. It may be a prehuman relic of the Primordials or their servants, an exercise in applied Essence theory or perhaps an outpost constructed by beings who aren't native to the Tapestry. Whatever the origin, the manse is neither Terrestrial nor Celestial, but resonates with a force such as chaos (a specific shinma), vitriol (an element present in Malfeas) or any of the six Autochthonian elements (crystal, lightning, metal, oil, steam or smoke). Players should work with their Storytellers to choose an appropriate aspect and then determine what favored manse powers or hearthstones are appropriate for that choice. Unless the geomancer is fortunate enough to cap a demesne of the same aspect, all rolls to design, build or repair the manse add one to the difficulty from the incongruity. Once the manse has capped its demesne for a number of years equal to their combined rating, the demesne synchronizes aspect and the penalty disappears.

### GEOMANTIC NEXUS

**Structure:** Network Node

This feature upgrades a manse into the central hub of its geomantic network, giving it any number of additional



Creation Points to allocate to Essence-fueled powers rather than innate architectural features or external qualities. Yet powers purchased with any of these bonus points function only when they have sufficient energy points committed to them from Geomantic Relay manse on the same network, making them subject to external disruption. A manse with Geomantic Nexus can override control of any manse in its network unless that manse is another nexus, as if it had the appropriate password activation (**The Books of Sorcery, Vol. III—Oadenol's Codex**, p. 68) to do so. Actual authorization passwords are required for a nexus to control or preempt another nexus, however, such as to create a primary control node.

*Example:* A level-2 nexus manse has Veil of Shadow designated as a nexus power. Because this is a nexus power, the manse cannot use it unless it has at least two energy points committed to it from relays.

## GEOMANTIC RELAY

**Structure:** Network Node

Geomantic Relay affords no benefits to a manse other than increasing its strategic value. Instead, the manse generates a number of energy points equal to the number of relays installed in it (to a maximum number equal to its rating). The relay can commit these points to any Geomantic Nexus manse on the network, but cannot shift this allocation without some form of active controls.

*Example:* A level-4 manse houses three relays, turning the three Creation Points spent acquiring the power into a pool of three energy points. It can commit two of these points to one nexus and one to another, commit all three to one nexus or wastefully hoard these points to no effect.

## LIVING MANSE

**Craft (Genesis) 5**

The manse is actually a living being in its own right, with all of its powers flowing equally from geomantic principles and genesis-engineered biology. The Ability needed to build or repair such a structure is Craft (Genesis) rather than Craft (Earth), but this power otherwise does not modify a manse other than serving as a structural prerequisite for more advanced technology.

## TWO-POINT POWERS

### HOST-BINDING CIRCLE

**Occult 5; Structure:** Level 3+

A manse with this power has a room dedicated to the practice of summoning demons, with orichalcum rings and sorcerous glyphs of power inlaid directly into the blackened marble. When casting the spell *Demon of the Second Circle*, the sorcerer may name a progeny race of that demon during the casting. If the binding succeeds, the demon bows and shatters into a maelstrom of green flames and whirling sand. When these pyrotechnics settle, the sorcerer finds the demon replaced with a bound unit of its First Circle children with Magnitude equal to half the sorcerer's Essence (rounded up).

As an alternative effect, if the manse has a rating of 4+ and the sorcerer has an Occult rating higher than a target Second Circle demon's permanent Essence, the Exalt may attempt to summon it using this circle on any night rather than just on the new moon. Success may bind that demon or a group of its progeny as normal.

## IMMUTABLE (EARTH, SOLAR FAVORED)

**Structure:** Maintenance 1

A manse with this feature creates an island of stability around itself. The tides of the Wyld and other Shaping effects originating from outside the manse cannot affect anything in its range, though this power does not reverse existing Shaping effects brought into the radius. While this power typically extends Creation's laws, the Wyld Revocation power (**The Books of Sorcery, Vol. III—Oadenol's Codex**, p. 77) might assert its rewritten nature as a cosmological constant, while manses with the Outside Fate power (**The Books of Sorcery, Vol. III—Oadenol's Codex**, p. 76) may be warded by otherworldly powers.

## MASTER'S WORKSHOP MANSE

**Appropriate Craft 4**

The manse has rooms converted into a master's workshop stocked with the appropriate tools and supplies for a number of different Craft Abilities equal to the manse's rating (see **The Books of Sorcery, Vol. III—Oadenol's Codex**, p. 28 for further explanation). This feature can be purchased multiple times to further increase the range of Craft Abilities the workshop can accommodate.

## SELF-STABILIZING

**Craft (Genesis) 5** (for living); **Structures:** Living Manse or Wyld Revocation

Like a wound clotting to stem its bleeding, a manse with this feature can grow internal patches to prevent Essence accumulation from reaching critical levels. The manse can automatically stabilize one dot of Power Failure per minute (or every hour while this power is damaged), though this property only prevents explosion and does not actually fix the damage.

## THREE-POINT POWERS

### DYNAMIC ARCHITECTURE (LUNAR FAVORED)

**Wits 6; Structures:** Maintenance 2

A manse with this feature is capable of transforming from one design to another, allowing it to have two distributions of its Creation Points (allocated with Storyteller approval). Each additional purchase of this power costs only one Creation Point and provides another configuration to choose from, though all modes must have each purchase of this power and the same drawback ratings assigned to Sacrificing Hearthstone Levels and Maintenance.

Manses with Habitability 3 transform without regard for occupant safety, inflicting 30B piercing damage to everyone who is not nimble enough to duck and roll out of the way of

the shifting rooms. Doing so requires a difficulty 5 (Dexterity + Dodge) roll. (The Central Control room is always safe, if there is one.) More hospitable manse change forms without any risk of harm to occupants. The transformation sequence takes five minutes (or long ticks) to complete. Without some form of active controls, the transformation occurs automatically according to established programming or a fixed schedule and cannot be overridden from doing so.

## FLOATING (AIR FAVORED)

**Craft (Magitech) 5; Structures:** Essence Vents, Maintenance 2

A manse with this power floats above the demesne it caps, up to a maximum height of (rating x 200) yards from the ground. This puts it out of reach of many besiegers, though also necessitating some way for owners to fly up to their property (or have it lower a basket or levitation platform, the latter of which makes an excellent magical convenience—per the power on p. 67 of *The Books of Sorcery, Vol. III—Oadenol's Codex*). With active controls, the structure can descend or ascend to its altitude ceiling and perform other simple maneuvers comparable to those conferred by Limited Mobility (*The Books of Sorcery, Vol. III—Oadenol's Codex*, p. 70), but the manse cannot actually move from the pillar of buoying Essence on which it rests. If this power becomes damaged, the manse safely sinks for a minute to make a gentle landing. If the power deactivates entirely, the hard fall shatters the manse on impact for instant Essence buildup. A variation of this feature does not raise the manse itself, but rather allows the manse to levitate a single object of equal or lesser size over it, such as to “dock” a skyship without running its engines and accruing concomitant upkeep.

## INTEGRATED UTILITY ARTIFACTS

**Craft (Magitech) 4**

With each purchase of this power, a manse gets (rating x 2) dots worth of artifacts built directly into the structure of the manse itself. These items must be of a strictly utilitarian nature rather than combat systems, but this power otherwise follows the same restrictions and rules as Integrated Essence Artillery (*The Books of Sorcery, Vol. III—Oadenol's Codex*, p. 76).

## LIFE-SUSTAINING (WOOD FAVORED)

**Structure:** Comfort Zone

A manse with this enchantment suffuses its environment with an overabundance of living Essence, increasing the vitality of those within it. This energy has several effects, which may be individually or collectively limited to specific areas or classifications of beneficiaries using standard control options. (They affect everyone in the manse's zone of influence at the default setting.)

*Anagathic:* Provided that individuals do not spend more than one day away from the manse's zone of influence each week, they extend their projected life span (+25% for ●●●, +50% for ●●●● and no measurable aging for ●●●●●).

*Boosted Immunity:* Individuals bathed in the energies add the manse's rating in bonus successes to all Resistance rolls against Poison or Sickness effects.

*Healing:* Within the manse's zone of influence, living beings heal two extra levels of bashing damage per hour, one lethal per hour and one aggravated every five hours.

## REGENERATION

**Craft (Genesis) 5** (for living); **Structure:** Living Manse or Wyld Revocation

A manse with this power can actually restore its pattern when damaged. This restoration may be a function of regenerating biology or a modified principle of natural law, but regardless of origin, the manse simultaneously heals all internal and external structures at the rate of one bashing/lethal level per hour (or per day for aggravated). Dots of Power Failure disappear as soon as they have regained an appropriate number of health levels, restoring features to a damaged or fully operational state as appropriate to their rating. Healing from other causes of Power Failure takes hours equaling the damage levels required for each dot of Power Failure. This power cannot allow a manse to meet its own Maintenance requirements or reverse Power Failure caused by missed upkeep.

## FOUR-POINT POWERS

### ATELIER-MANSE (EXPANDED)

**Craft (Magitech) 5, other Craft 5; Structure:** Maintenance 3

When one of these automated assembly lines builds an object, the manse normally uses the traits of its hearthstone bearer as they were at the time the manse received orders to start production. If the manse has Ability Enlightenment (*The Books of Sorcery, Vol. III—Oadenol's Codex*, p. 75) dedicated to an appropriate Craft, however, it cannot garner fewer than four successes on rolls for that Craft regardless of the actual roll (preventing the natural botches that result from human error). Alternatively, a sentient manse (per the power on p. 79 of *The Books of Sorcery, Vol. III—Oadenol's Codex*) can substitute its own traits if they are better than those of its hearthstone bearer. If an Atelier-Manse power becomes damaged for any reason, it will not work again until it has been fixed as a large Repair 4 artifact. Once a manse has atelier capacity, upgrading it to work with another elemental Craft Ability costs only one Creation Point. In all other ways, this power uses the rules on page 75 of *The Books of Sorcery, Vol. III—Oadenol's Codex*.

## CONSECRATED

**Priesthood of the appropriate deity**

A manse with this feature is not simply a temple to a greater power, but a hallowed sanctuary that blesses the pious and sears the flesh and souls of its patron's enemies. In addition to providing all of the benefits of Temple Manse (*The Books of Sorcery, Vol. III—Oadenol's Codex*, pp. 73–74), this feature aids all actions taken by priests of the

appropriate deity within its zone of influence like a Well-Flavored Aspect tailored to them (**The Books of Sorcery, Vol. III—Oadenol's Codex**, p. 68). Finally, enemy entities do not just lose Essence and Willpower recovery within range of the manse, they also suffer one level of unsoakable aggravated damage and lose one Willpower point per minute. This injury takes whatever form is appropriate to the manse and affects immaterial beings. Entities drained of all Willpower must obey an irresistible Compulsion effect to flee the area as quickly as possible.

## ESSENCE SHIELD

Craft (Magitech) 5, War 4

A manse with this power can envelop itself in a coruscating barrier of impervious Essence shaped from its own demesne. By default, this shield forms snugly around the manse like an architectural exoskeleton, but it can encase a larger territory in a bubble through Zone of Influence (**The Books of Sorcery, Vol. III—Oadenol's Codex**, p. 75). Once raised, the shield stops intruders and blocks all external attacks aimed for the manse with a Hardness of

(rating x10)B/L and half that against aggravated damage. Piercing effects halve the protection normally. Attacks that fail to overcome the shield's Hardness have no effect. Any attack that penetrates the Hardness still inflicts no damage, but collapses the shield and inflicts one dot of Power Failure on the manse. An overloaded shield cannot operate again without Repair 4 maintenance. A manse's Essence Shield can be calibrated to bar incorporeal beings as per Chasm of the Material (**The Books of Sorcery, Vol. III—Oadenol's Codex**, pp. 75–76) by installing a lesser version of that feature for one Creation Point (in which case the shield is solid, but spirits may dematerialize again once they cross it).

## EXTENDED ZONE OF INFLUENCE

This power duplicates and improves upon the functions of Zone of Influence (**The Books of Sorcery, Vol. III—Oadenol's Codex**, p. 75), but the manse's range expands to its rating in miles. If the manse has Pasiap's Buried Whiskers (**The Books of Sorcery, Vol. III—Oadenol's Codex**, p. 70), the range of that power increases to its rating in miles as well.

## MAKING WHAT WHERE

Between *Exalted*, **The Books of Sorcery, Vol. I—Wonders of the Lost Age** and **The Books of Sorcery, Vol. III—Oadenol's Codex**, the rules for artifact creation can be somewhat confusing. What follows are consolidated clarifications and some errata:

**Magitech** artifacts are defined as complex non-living artifacts with interconnected moving parts and/or Essence manipulation capabilities. The Storyteller remains final arbiter of whether an artifact fits these criteria. Unless they are built with imperishable techniques, the items also require some form of recurring upkeep. Building these wonders uses Craft (Magitech) with standard artifact-creation rules, but this process cannot succeed without a sufficiently advanced facility. See **The Books of Sorcery, Vol. I—Wonders of the Lost Age**, pages 8–9, and **The Books of Sorcery, Vol. III—Oadenol's Codex**, page 28, for information on these categories: master's workshop (•••) for Repair 1–3 items, flawless workshop (••••) for Repair 4 and an ideal workshop (•••••) for Repair 5–6. Maintaining or repairing magitech uses the rules on pages 6–9 of **The Books of Sorcery, Vol. I—Wonders of the Lost Age** and uses Craft (Magitech), though it is possible for less learned artisans to substitute a mundane Craft at a higher difficulty.

**Simple Artifacts** are basic “Essence goes in, magic comes out” devices that seldom have much in the way of moving parts and normally don't require any kind of recurring upkeep to stay in working order. If an item lacks obvious complexity and doesn't specify the frequency or consequences of its maintenance needs, the presence of a Repair rating doesn't automatically make it magitech. (For example, most of the wonders in **The Books of Sorcery, Vol. I—Wonders of the Lost Age** have Repair ratings even though they aren't all magitech.) As before, this is the Storyteller's call. Building and repairing simple artifacts uses the rules in Chapter One of **The Books of Sorcery, Vol. III—Oadenol's Codex** and can be done at any kind of workshop using relevant mundane Crafts.

**Genesis Artifacts** are artificial or artificially modified organisms with complexity and power comparable to non-living artifacts. (See **The Books of Sorcery, Vol. I—Wonders of the Lost Age**, pages 116–118, for more information.) Such artifacts never have or need Repair ratings, as the capacity to heal is a fairly universal property of life and may be medically assisted. The level of workshop required to build a living being with Craft (Genesis) using standard artifact-creation rules depends on the item's rating. It is possible, though, to use a facility one category too primitive at a -2 external penalty in lieu of any workshop-related dice bonuses: 1–2 (flawless workshop; ••••) and 3–5 (ideal workshop; •••••). The actual construction process mirrors that of conventional artifacts, right down to the reverse-engineering benefits for scanning or vivisectioning a sample organism to copy it.

## GUARDIAN FORCE

**Craft (Genesis) 5, Craft (Magitech) 5, or other ability to bind a Guardian.**

This feature mirrors Bound Servant Force (*Oadenol's Codex*, p. 71), save that the unit consists of Guardian entities (*Oadenol's Codex*, p. 73) with a Drill of 5.

## MOBILE

**Craft (Magitech) 5; Structures:** Essence Vents, Central Control, Geomantic Nexus, Maintenance 4

A manse with this feature is truly a marvel, not merely a stationary emplacement but a massive vehicle capable of uprooting itself from its foundations and journeying elsewhere. The moment the manse disconnects from its demesne, it suffers effective Power Failure to 0 dots, which would normally disable this power and make mobility a moot point. The nexus manse, however, can continue to fuel Essence powers using committed energy points supplied by Geomantic Relays, including an additional number of points equal to (rating<sup>2</sup>) to enable actual mobility (or twice that for flight systems). Depending on its design, a mobile manse might crawl on mechanical legs, hover inches above the ground, swim through the water, levitate through the air or anything else. As a vehicle, the manse has Speed 10/20mph, Maneuverability -1S (Lore 5) and needs no crew besides a single pilot using the Central Control. While the manse is away, its demesne remains safely capped by an elaborate capstone structure with the durability of a basic level-1 manse. Landing on this foundation platform allows the manse to reconnect with its demesne. If the demesne explodes from Essence buildup while its manse is away, the manse suffers immediate and total Power Failure and cannot receive relayed energy points. Sudden power loss obviously has more immediate consequences for an airborne manse than one crawling across the ground.

## ULTRA-DEADLY PERIMETER DEFENSES

**Various Crafts at 5, Larceny 5**

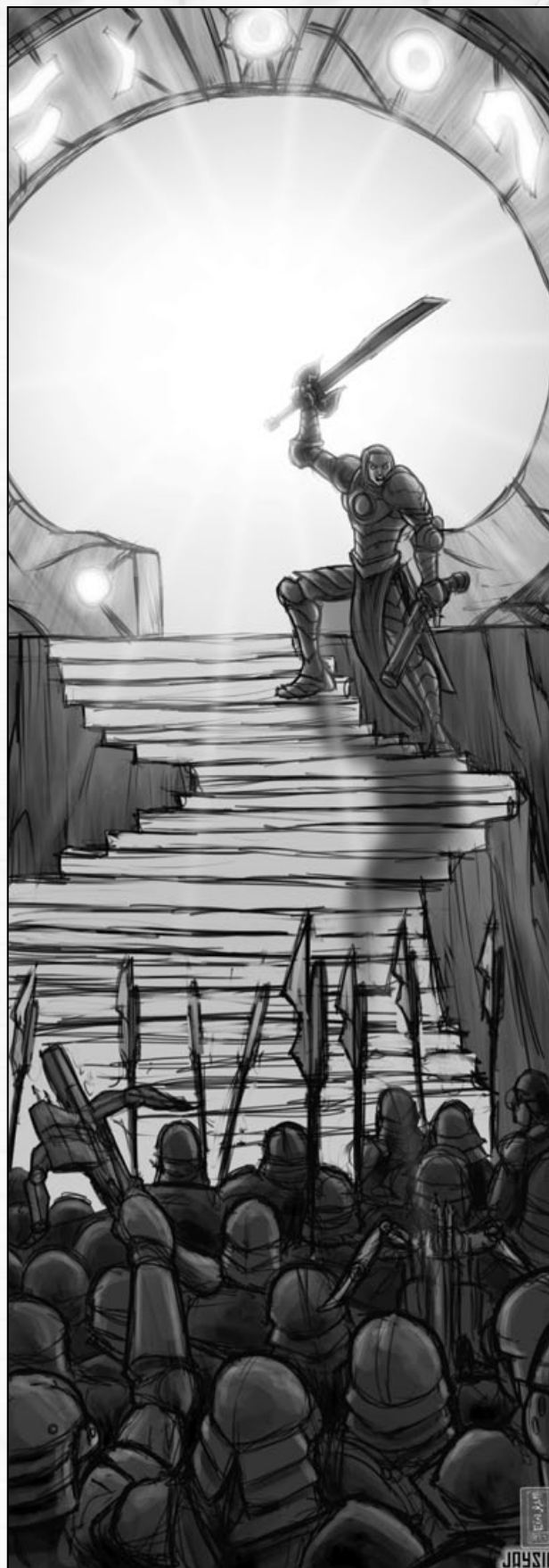
This feature duplicates Ultra-Deadly Traps (*The Books of Sorcery*, Vol. III—*Oadenol's Codex*, p. 74), but each purchase applies the chosen hazard against anyone attempting to enter the manse's range. Should an intruder somehow penetrate into the manse's interior, the perimeter defenses cannot harm him further. With active controls or some form of password activation, the defenses may be safely bypassed by those permitted to do so.

## FIVE-POINT POWERS

### FACTORY-CATHEDRAL (EXPANDED)

**Craft (Magitech) 6; Structure:** Maintenance 4

A factory-cathedral is an ideal workshop designed to construct magitech and simple artifacts of *any* rating (including assembling level-5 components into an N/A wonder)—not simply those rated 4 or less as erroneously indicated on page 78 of *The Books of Sorcery*, Vol. III—



**Oadenol's Codex.** Using its automated production systems, a factory-cathedral can also build artifacts without ongoing involvement from its owner (like an atelier-manse can). More importantly, these structures can simultaneously produce batches of the same artifact if they have sufficient raw materials, up to a total number of copies equal to the members in a unit with Magnitude (5 – artifact rating). If a factory-cathedral power becomes damaged for any reason, it will not work again until it has been fixed as a large five-dot, Repair 5 artifact. In all other ways, this power uses the rules provided in *The Books of Sorcery*, Vol. III—Oadenol's Codex.

## GATE OF AUSPICIOUS PASSAGE (SIDEREAL FAVORED)

**Craft (Magitech) 6; Structures:** Geomantic Nexus

The manse serves as a travel hub for one of the fabled gates of auspicious passage (*The Books of Sorcery*, Vol. I—*Wonders of the Lost Age*, p. 50). Prior to coming online, the gate must be precisely calibrated to its network with extensive research and programming as an extended (Intelligence + Lore) with a roll interval of one week and a cumulative difficulty of (100 x the total number of gates in the network, including this new one). If the character hasn't done this before and doesn't have guidance from someone who has, double the cumulative difficulty. Once it has been properly linked to the gate network, the artifact allows instantaneous teleportation to or from any other gate on the network through the non-space of Elsewhere, needing only a successful difficulty 1 (Intelligence + Lore) roll to select the intended destination. For each minute a gate remains open as a one-way portal to its destination, it drains 25 energy points from the combined geomantic relays providing Essence. Once the gate runs out of energy points or a controller on either end terminates the connection, the four-yard-diameter portal collapses, and the drained relays gradually restore the network's spent output at the rate of one point per hour. While a manse has an open portal, it cannot be targeted as a valid destination by other gates.

## GENESIS LABORATORY

**Craft (Genesis) 6, Craft (Magitech) 6; Structure:** Maintenance 3

This feature is basically a factory-cathedral for creating living artifacts, aiding Craft (Genesis) instead of Craft (Magitech). These facilities replace Temple Manse properties with Analytical Senses (*The Books of Sorcery*, Vol. I—Oadenol's Codex, p. 71), however, as it is far more important that they be able to understand the complexities of living Essence than channel the enlightenment of a higher power.

## INFERNAL ORACLE (SOLAR FAVORED)

**Occult 6**

A manse with this power contains a summoning room as per Host-Binding Circle (see p. 120), but one that is significantly larger and more imposing. At each new moon, a sorcerer can dare to cast Demon of the Third Circle as if it were Calibration with one key difference: A successfully bound demon does not fully appear in Creation and can be compelled only to answer one question truthfully before returning to Malfeas. Of course, nothing stops the demon from twisting its words, lying by omission and taking the question out of context, but any sorcerer capable of summoning such a fiend should already know what to expect.

## SYNERGISTIC OVERMIND

**Intelligence 8; Structures:** Geomantic Nexus, Sentient

This feature vastly upgrades a sentient manse's processing power, giving it additional successes to all Mental Attribute rolls equal to the Magnitude of a unit with members equal to the power dots committed by Geomantic Relays to the upgrade. Dice pools with zero dice do not receive this bonus, but the parallel processing algorithms also reduce multiple action penalties for flurries that consist entirely of mental actions or actions to control manse functions by one per manse in the network. This property can potentially allow a consciousness inhabiting a large network to multitask dozens or even hundreds of separate thoughts without penalties. The upper limits of I AM have yet to be accurately measured, especially since its Solar creators wisely restricted its authority to requisition geomantic energies for its own growth without a legislative act by the Deliberative.





## CHAPTER FOUR

# THE MORTAL

### REGULAR MORTALS

By definition, Creation's mortals are inherently lesser, regardless of whether they are simple farmers, Essence-using martial artists, fierce and noble Dragon Kings or exotic Darkbroods living far beneath Creation. With the exception of beings who are either the enemies of the Deliberative—such as the Darkbroods—or largely outside its influence—such as the inhabitants of the more independent communities of Dragon Kings—mortals (and especially all of the many varieties of humans) are subjects of the Deliberative. At best, mortals can become minor functionaries who may command a wing of troops, direct the operations of a small factory-cathedral or manage a single RPC. Within the Exalted-dominated Deliberative, humans and most other mortals will never rule a domain or even a small city.

### SOLDIERS

The following are a sample of some of the more common mortal military professions and their standard weapons and armor. The standards of training are exceedingly high in the Age of Splendor because the widespread use of Charms such as Tiger Warrior Training Technique and artifacts that similarly enhance mundane training allows new recruits to be trained to a very high level of expertise before they ever see battle.

### REGULAR INFANTRY

The inexperienced and green troops that make up much of the militias of the Second Age are almost unknown in the First Age, since advanced instruction techniques make certain that all soldiers possess adequate training.

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

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

**Abilities:** Archery 3, Athletics 2, Awareness 2, Bureaucracy 2, Craft (Earth) 1, Dodge 2, Integrity 2, Linguistics 1, Lore 1, Martial Arts 2, Medicine 1, Melee 3, Occult 1, Presence 1, Resistance 2, Socialize 1, Stealth 2, Survival 1, War 3

**Join Battle:** 4

**Attacks:**

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

*Kick:* Speed 5, Accuracy 4, Damage 6B, Parry DV 1, Rate 2

*Clinch:* Speed 6, Accuracy 4, Damage 3B, Parry DV —, Rate 1

*Knife:* Speed 5, Accuracy 8, Damage 6L, Parry DV 3, Rate 3

*Straight Sword:* Speed 4, Accuracy 8, Damage 8L, Parry DV 4, Rate 2

*Mechanized Crossbow:* Speed 5, Accuracy 7, Damage 7L (piercing)\*, Range 300, Rate 1\*\*



\* Uses armor-piercing bolts equivalent to target arrows.  
 \*\* Crossbows equipped with a repeating magazine have a Rate of 2 until they run out of ammunition (10 bolts), but require a simple action to load a new magazine.

*Plasma Tongue Repeater:* Speed 5, Accuracy 7, Damage 10L, Range 20 (max. range), Rate 1

**Soak:** 8L/10B (Reinforced breastplate, +8L/7B)

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

**Dodge DV:** 2      **Willpower:** 6

**Essence:** 1

**Other Notes:** These troopers form the bulk of any army, Deliberative or no. They are also regularly used for riot control in the principalities. Riot-control troops replace the straight sword with a cudgel, and instead of armor-piercing bolts, they are issued blunt-headed fowling bolts and fragmenting bolts that duplicate the effects of frog crotch arrows. All regular infantry are issued perfected boots. These characters are often extras.

## ASHIGARU

Ashigaru are highly trained and superbly equipped front-line troops who are expected to face inhuman foes such as Lintha pirates or the lesser Darkbroods.

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

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

**Abilities:** Archery 3, Athletics 3, Awareness 3 (+2 from armor), Bureaucracy 2, Craft (Earth) 2, Dodge 3, Integrity 3, Investigation 2, Linguistics 3, Lore 2, Martial Arts 3,

Medicine 2, Melee 4, Occult 2, Presence 2, Resistance 3 (+2 against poison and disease, from armor), Ride 2, Socialize 2, Stealth 3 (+2 moving/+3 stationary, from armor), Survival 3, Thrown 2, War 4

**Join Battle:** 8

**Attacks:**

*Punch:* Speed 5, Accuracy 7, Damage 3B, Parry DV 4, Rate 3

*Kick:* Speed 5, Accuracy 6, Damage 6B, Parry DV 2, Rate 2

*Clinch:* Speed 6, Accuracy 6, Damage 3B, Parry DV —, Rate 1

*Straight Sword:* Speed 4, Accuracy 10, Damage 8L, Parry DV 4, Rate 2

*Plasma Tongue Repeater:* Speed 5, Accuracy 8, Damage 10L, Range 20 (max. range), Rate 1

*Shock Pike (melee):* Speed 5, Accuracy 8, Damage 8L, Parry DV 4, Rate 2

*Shock Pike (ranged)\*:* Speed 5, Accuracy 9, Damage 10L, Range 50 (max. range), Rate 2

\* Each ranged attack drains two motes from the weapon's 20 mote internal battery.

**Soak:** 7L/10B (Ashigaru armor, +7L/6B, Hardness: 4L/4B, fatigue value 1)

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

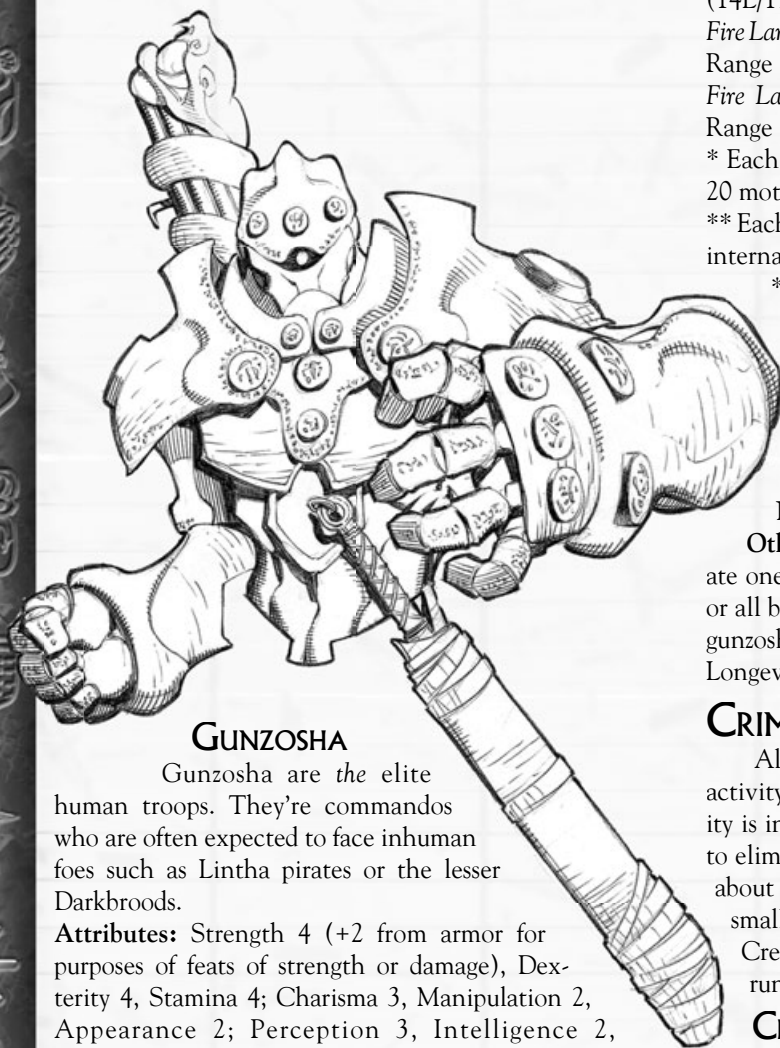
**Dodge DV:** 3      **Willpower:** 7 (6)

**Essence:** 1

**Other Notes:** These weapons are the most common ones for ordinary duties. Marines are issued tiger shark armor and short spears instead of straight swords, and airborne drop troops who jump out of sky ships are issued jump belts, as well as short swords instead of straight swords and fuel



bolt launchers or mechanized crossbows instead of plasma tongue repeaters.



## GUNZSHA

Gunzsha are the elite human troops. They're commandos who are often expected to face inhuman foes such as Lintha pirates or the lesser Darkbroods.

**Attributes:** Strength 4 (+2 from armor for purposes of feats of strength or damage), Dexterity 4, Stamina 4; Charisma 3, Manipulation 2, Appearance 2; Perception 3, Intelligence 2, Wits 3

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

**Abilities:** Archery 4, Athletics 3, Awareness 3 (+2 from armor), Bureaucracy 2, Craft (Earth) 3, Dodge 3, Integrity 3, Investigation 2, Linguistics 3, Lore 2, Martial Arts 3, Medicine 2, Melee 4, Occult 2, Presence 2, Resistance 3 (+2 from armor), Ride 2, Socialize 2, Stealth 3 (+4 from armor), Survival 3, Thrown 2, War 4

**Join Battle:** 8

**Attacks:** (+2 to all attacks, +2 to Damage and +1 to Parry DV from armor)

**Punch:** Speed 5, Accuracy 10, Damage 6B, Parry DV 5, Rate 3

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

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

**Chopping Sword:** Speed 4, Accuracy 12, Damage 13L/4, Parry DV 5, Rate 2

**Fuel Bolt Launcher:** Speed 6, Accuracy 11, Damage 18L,

Range 30 (max. range), Rate 1

**Fire Lance (melee):** Speed 5, Accuracy 11, Damage 10L/7L (14L/11L charged\*), Parry DV 6, Rate 2

**Fire Lance (streamer)\*\*:** Speed 5, Accuracy 12, Damage 10L, Range 150 (max. range), Rate 2

**Fire Lance (fan)\*\*\*:** Speed 5, Accuracy 15, Damage 7L, Range 100 (max. range), Rate 1

\* Each charged attack drains one mote from the weapon's 20 mote internal battery.

\*\* Each attack drains two motes from the weapon's 20 mote internal battery.

\*\*\* Each attack drains five motes from the weapon's 20 mote internal battery and can hit up to three separate targets within three yards of each other.

**Soak:** 9L/13B (Gunzsha armor, +9L/9B, Hardness: 5L/5B, -1 mobility penalty, fatigue value 1)

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

**Dodge DV:** 3      **Willpower:** 7

**Essence:** 1

**Other Notes:** The armor allows the wearer to regenerate one level of bashing damage per action during combat or all bashing damage every minute outside of combat. All gunzsha troops possess both aegis implant amulets and the Longevity pox.

## CRIMINALS

Although the Deliberative officially condemns criminal activity, its members are well aware that some criminal activity is inevitable. It's just human nature. So rather than try to eliminate all crime, they typically let petty criminals go about their business as long as their organizations remain small and their ambitions simple. More than that, in fact, Creation's largest criminal organizations are invariably run by Celestial Exalted.

## CRIMINAL GANG MEMBER

The members of Creation's various criminal gangs mostly consist of clever thieves, brutal thugs, deadly assassins and secretive fences who live in the cities of Creation and do their best to avoid official notice.

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

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

**Abilities:** Archery 2, Athletics 2, Awareness 2, Bureaucracy 2, Dodge 2, Integrity 2, Linguistics 1, Larceny 2, Lore 1, Martial Arts 2, Medicine 1, Melee 3, Occult 1, Presence 1, Resistance 2, Socialize 1, Stealth 2, War 3

**Join Battle:** 4

**Attacks:**

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

**Kick:** Speed 5, Accuracy 4, Damage 6B, Parry DV 1, Rate 2

**Clinch:** Speed 6, Accuracy 4, Damage 3B, Parry DV —, Rate 1

**Knife:** Speed 5, Accuracy 8, Damage 6L, Parry DV 3, Rate 3



**Chopping Sword:** Speed 4, Accuracy 7, Damage 10L/4, Parry DV 2, Rate 2

**Plasma Tongue Repeater:** Speed 5, Accuracy 6, Damage 10L, Range 20 (max. range), Rate 1

**Soak:** 4L/8B (Buff jacket, +4L/5B)

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

**Dodge DV:** 2    **Willpower:** 6

**Essence:** 1

**Other Notes:** The traits cover ordinary burglars and thugs. Assassins wear chain shirts under ordinary clothing and often carry mechanized crossbows. Criminal gang members are usually extras.

## ENHANCED CRIMINALS

As with any other endeavors, mutations and the ability to manipulate Essence and attune various Essence-powered artifacts can be a great boon to criminals, which is why such things are much in demand among the criminal underworld. Training in Terrestrial martial arts is very rare, and almost no criminals can gain training in Terrestrial Circle Sorcery, because the Deliberative understands the vast destructive potential of unlicensed sorcery. (Its agents brutally punish offenders with slow, agonizing death.) Instead, most criminals who can manipulate Essence use it to attune various artifacts. Because of their relative rarity, the Deliberative keeps careful track of artifacts with ratings of four or more dots. Also, wearing or wielding a highly visible artifact such as a suit of ashigaru armor or a fire lance swiftly calls the attention of Deliberative peacekeepers. Everything from jade chain shirts

or silksteel armor, to switchklaves or wall eaters are exceedingly popular among those who can use them, though, as are artifacts such as gloves of martial readiness and gauntlets of distant touch. Similarly, a single set of wound mending needles can allow an Essence-using criminal to rapidly and discreetly heal fellow criminals injured by peacekeepers.

Most Essence-using criminals do not have enlightened Essence. Instead, they resort to drugs or artifacts that allow them to temporarily channel Essence. One of the most common options is a combination of a skin mount amulet (see **Books of Sorcery, Vol. 1—Wonders of the Lost Age**, p. 72) and two- or three-dot Essence capacitors (see p. 111), which combine to give the criminal a small but useful Essence pool. Best of all, by ditching the Essence capacitor, a criminal can seem to be a perfectly ordinary mortal to anyone using any form of Essence sight or some similar Essence-detecting ability. The true elite of the criminal underworld are the few assassins and enforcers with enlightened Essence who are trained in the dreaded Fivefold Shadow Hand Style of martial arts.

## ENHANCED CRIMINAL

The wealthiest and most successful mortal criminals either enlighten their Essence or use artifacts or drugs to allow them to use Essence-powered artifacts. These criminals are the elite of the underworld, using artifacts that allow them to defeat most mortal opponents and most forms of mundane security.

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

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



**Abilities:** Archery 3, Athletics 2, Awareness 2, Bureaucracy 2, Craft (Fire) 2, Dodge 2, Integrity 1, Linguistics 1, Larceny 3, Lore 2, Martial Arts 2, Medicine 1, Melee 3, Occult 2, Presence 1, Resistance 2, Socialize 1, Stealth 3, War 3

**Join Battle:** 4

**Attacks:**

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

*Kick:* Speed 5, Accuracy 5, Damage 6B or 6L, Parry DV 1, Rate 2

*Clinch:* Speed 6, Accuracy 5, Damage 3B, Parry DV —, Rate 1

*Knife:* Speed 5, Accuracy 9, Damage 6L, Parry DV 3, Rate 3

*Power Mace (melee)\*:* Speed 5, Accuracy 8, Damage 13L/4 (piercing) or 18B/4 (piercing), Parry DV 3, Rate 2

*Power Mace (ranged)\*\*:* Speed 5, Accuracy 8, Damage 10L or 15B, Range 60 or 100, Rate 2

\* Costs two motes to activate for a scene.

\*\* Each shot costs two motes.

*Plasma Tongue Repeater:* Speed 5, Accuracy 8, Damage 10L, Range 20 (max. range), Rate 1

**Soak:** 6L/12B (Reinforced buff jacket with concealed plates, +6L/9B, fatigue value 2)

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

**Dodge DV:** 2    **Willpower:** 6

**Essence:** 1

**Essence Pool:** 12 (two skin mount amulets, each fitted with a three-dot Essence capacitor)

**Committed Essence:** 8

**Other Notes:** This criminal also possesses the Claws and Night Vision poxes, both gained from illegal enhancement facilities. Also, the equipment listed here is typical of criminal bodyguards and enforcers. Enhanced assassins wear silksteel armor and carry either gloves of martial readiness or switchklaves. Enhanced burglars typically wear either a pair of gauntlets of distant claws or a pair of gauntlets of distant touch, an ordinary buff jacket and use either a belt of aerial mobility or a wall eater. Enhanced criminals who can afford only one skin mount amulet and a single three-dot Essence capacitor carry switchklaves and wear mundane reinforced buff jackets.

Some enhanced criminals have enlightened Essence and Essence 2, for an Essence pool of 20. Such characters must spend a Willpower point to access motes beyond the first 6.

### LAW ENFORCERS

On the other side of the crime coin are the forces of law enforcement. Criminals cannot be allowed free rein in the lands governed by the Deliberative, so its various principalities organize forces of mortal police charged with keeping the peace.

### MORTAL PEACEKEEPERS

While Dragon-Blooded and enlightened mortals make up the elite branches of law enforcement, most street-level



peacekeeping is performed by ordinary mortals who do every-

thing from investigate crimes to break up bar fights. They wear distinctive buff jackets that are discreetly reinforced.

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

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

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

**Join Battle:** 4

**Attacks:**

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

*Kick:* Speed 5, Accuracy 4, Damage 6B, Parry DV 1, Rate 2

*Clinch:* Speed 6, Accuracy 4, Damage 3B, Parry DV —, Rate 1

*Cudgel:* Speed 5, Accuracy 7, Damage 11B, Parry DV 2, Rate 3

*Knife*: Speed 5, Accuracy 8, Damage 6L, Parry DV 3, Rate 3  
*Plasma Tongue Repeater*: Speed 5, Accuracy 6, Damage 10L, Range 20 (max. range), Rate 1

**Soak**: 6L/12B (Reinforced buff jacket, +6L/9B, fatigue value 2)

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

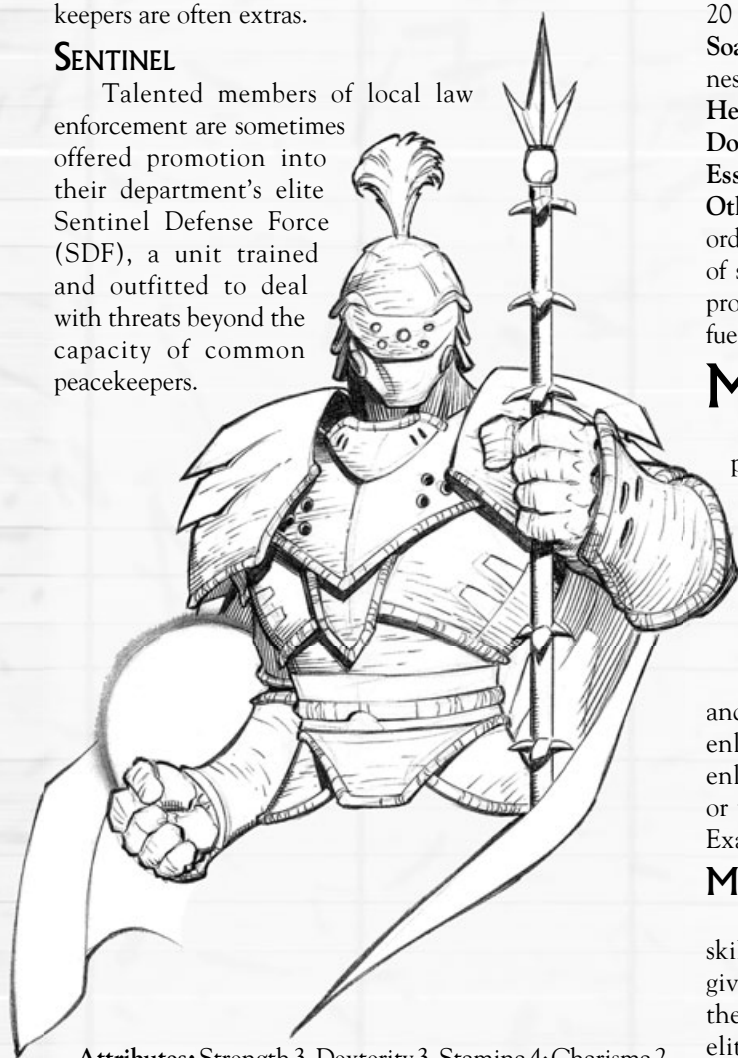
**Dodge DV**: 2     **Willpower**: 6

**Essence**: 1

**Other Notes**: Private security guards typically wear ordinary buff jackets and are armed with straight swords. Some peacekeepers and private security guards carry mechanized crossbows instead of plasma tongue repeaters. Mortal peacekeepers are often extras.

## SENTINEL

Talented members of local law enforcement are sometimes offered promotion into their department's elite Sentinel Defense Force (SDF), a unit trained and outfitted to deal with threats beyond the capacity of common peacekeepers.



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

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

**Abilities**: Archery 3, Athletics 3, Awareness 3 (+2 from armor), Bureaucracy 2, Craft (Wood) 2, Dodge 3, Integrity 3, Investigation 2, Linguistics 3, Lore 2, Martial Arts 3, Medicine 2, Melee 4, Occult 2, Presence 2, Resistance 3 (+2 from armor), Ride 2, Socialize 2, Stealth 3, Survival 3, Thrown 2,

War 4

**Join Battle**: 8

**Attacks**:

*Punch*: Speed 5, Accuracy 7, Damage 3B, Parry DV 4, Rate 3

*Kick*: Speed 5, Accuracy 6, Damage 6B, Parry DV 2, Rate 2

*Clinch*: Speed 6, Accuracy 6, Damage 3B, Parry DV —, Rate 1

*Shock Pike (melee)*: Speed 5, Accuracy 8, Damage 8L, Parry DV 4, Rate 2

*Shock Pike (ranged)\**: Speed 5, Accuracy 9, Damage 10L, Range 50 (max. range), Rate 2

\* Each ranged attack drains two motes from the weapon's 20 mote internal battery.

**Soak**: 7L/10B (Sentinel defense force armor, +7L/6B, Hardness: 4L/4B, fatigue value 1)

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

**Dodge DV**: 3     **Willpower**: 6 (5)

**Essence**: 1

**Other Notes**: These weapons are the most common for ordinary SDF duties. In case of widespread civil unrest, units of sentinels will often be issued Essence twisters or panic projectors to disperse crowds, and heavier weapons such as fuel bolt launchers or small Essence cannon.

## MORE THAN HUMAN

Although ordinary mortals make up more than 98 percent of all humans, there are also others with powers and abilities considerably beyond those of ordinary mortals. Some mortals can use Essence, while others are changed by powerful magics or have ancestors who endured such changes centuries or millennia ago.

## ENLIGHTENED HUMANS

Occupying an intermediary position in both authority and supernatural power between mortals and the Exalted, enlightened humans are those rare few who have either enlightened their own Essence through years of hard work, or who (more commonly) have been blessed by gods or Exalts with this potent gift.

## MORTAL MARTIAL ARTIST

Mortal soldiers who demonstrate exceptional martial skill and a high level of spiritual purity are sometimes given special training to enlighten their Essence and are then trained in Terrestrial martial arts. These are the true elite of the mortal troops, who regularly fight alongside younger Dragon-Blooded soldiers.

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

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

**Abilities**: Archery 3, Athletics 3, Awareness 3, Bureaucracy 2, Dodge 3, Integrity 3, Investigation 2, Larceny 2, Linguistics 2, Lore 3, Martial Arts 4, Medicine 2, Melee 3, Occult 2,



Presence 2, Resistance 3, Ride 3, Socialize 2, Stealth 3, Survival 3, Thrown 4, War 4

**Charms:** The first five Charms of any Terrestrial martial arts style. The most common are Crimson Pentacle Blade Style, Five-Dragon Style, Golden Exhalation Style and Golden Janisary Style. A very few of these martial artists are instead secretly trained in the officially forbidden Fivefold Shadow Hand Style.

**Join Battle:** 6

**Attacks:**

**Punch:** Speed 5, Accuracy 9, Damage 4B, Parry DV 5, Rate 3

**Kick:** Speed 5, Accuracy 8, Damage 7B, Parry DV 3, Rate 2

**Clinch:** Speed 6, Accuracy 8, Damage 4B,

Parry DV —, Rate 1

**Knife:** Speed 5, Accuracy 10, Damage 7L, Parry DV 4, Rate 3

**Soak:** 5L/7B (Silken armor, +5L/3B)

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

**Dodge DV:** 4 **Willpower:** 6

**Essence:** 2

**Essence Pool:** 20 (must spend a Willpower to access motes beyond the first 6)

**Other Notes:** All mortal martial artists are offered the Longevity pox, and each has a specific form weapon that she is trained in. In addition, mortals who follow styles that allow armor typically wear either jade reinforced breastplates or yoroi rapid response armor.

## MORTAL THAUMATURGE

Mortal thaumaturges and sorcerers are the elite of the mortal scholars and technicians working for the Deliberative. They represent some of the brightest and most dedicated mortals in all of Creation.

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

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

**Abilities:** Athletics 1, Awareness 2, Bureaucracy 3, Craft (Genesis or Magitech) 3, Dodge 1, Integrity 2, Investigation 3 (Research +2), Larceny 1, Linguistics 3, Lore 4, Martial Arts 1, Medicine 3, Melee 1, Occult 4 (Art of Alchemy +3, Art of Enchantment +3, Art of Geomancy +3), Performance 2, Presence 2, Resistance 2, Socialize 3, Stealth 1, Survival 1

**Join Battle:** 5

**Attacks:**

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

**Kick:** Speed 5, Accuracy 4, Damage 5B, Parry DV 1, Rate 2

**Clinch:** Speed 6, Accuracy 4, Damage 2B, Parry DV —, Rate 1

**Knife:** Speed 5, Accuracy 7, Damage 5L, Parry DV 2, Rate 3

**Soak:** 4L/8B (Buff jacket, +4L/5B)

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

**Dodge DV:** 3 **Willpower:** 6

**Essence:** 3

**Essence Pool:** 30 (must spend one Willpower to access motes beyond the first 10)

**Other Notes:** All mortal martial thaumaturges are offered the Longevity pox.

## THE BLESSED MORTALS

In the first centuries after the end of the war against the Primordials, the Celestial Exalted celebrated their victory as the victory of all humanity. In response to this idea, a trio of Copper Spiders sought out several thousand human volunteers and transformed them into three of the Deliberative's most impressive achievements—the people



of the air, the people of the sea and the people of the earth. The first are humans with gorgeous wings who fly as well as the swiftest of birds. The second are aquatic humans with gills and the ability to live indefinitely under water. The third had large white-less eyes, blue skin and claws suitable for digging and are ideally suited to live in the networks of caverns underneath Creation.

## BLESSED MORTALS AND EXALTATION

As befits their name, blessed mortals can also all be blessed with Exaltation. They have exactly the same chance as any other mortal to become one of the Celestial Exalted. Also, because so many of these beings work in the Deliberative, many have had frequent contact with the Dragon-Blooded over the centuries. Therefore, the blood of the Terrestrial Exalted runs through the veins of many of them. As a result, as many as one in 1,000 of the blessed races draws a second breath as one of the Terrestrial Exalted. Over the millennia, even the diminutive minikins have had two Celestial Exalted among their number, as well as many dozens of Dragon-Blooded.

As with any mortal or beastman who possesses beneficial mutations, when such beings become Exalted, they lose all mutations such as Longevity, Short Life and Enlightened Essence and need not pay bonus points for them. The remaining mutations function normally and must be paid for with the character's bonus points. See *The Book of Celestial Directions, Vol. II—The Wyld*, pages 158-160 for further information.

Known as blessed mortals, these beings were created both as a way to expand the Deliberative into the air, under the waves and beneath the earth while also celebrating the wondrous power of the Celestial Exalted and the benefits they deliver to their mortal subjects. As a result, all blessed mortals were granted life spans approximately twice as long as those of ordinary mortals. In the millennia that followed the founding of the Deliberative, other Celestial bioengineers created additional varieties of blessed mortals, including the herd guardians and later the minikins, to aid the Exalted in different tasks or in different areas of Creation. As creations of the Lawgivers, blessed mortals have a special relationship with the Deliberative. Blessed mortals are often given special treatment for placement in positions within the Deliberative government and are usually granted preferential status for obtaining licenses for Essence enlightenment, thaumaturgical training, medical training or training in working with Essence-based technologies. Although there are only around 20 million blessed mortals in all of Creation, they are significantly represented in positions of power and authority.

## THE HERD GUARDIAN

Initially created to serve as caretakers and companions for Ahlat's Glorious Cattle, the herd guardians' success at these duties soon persuaded some Exalts to seek their services as game wardens for the vast savannas of the Southeast, caring for the animals on the numerous large hunting preserves located there. Today, herd guardians are found throughout the South, but remain most common in the Southeast.

Herd guardians are a dark-skinned people with the golden, white-less eyes and retractile claws of lions. Their inhuman feet and lower legs are like a hairless blending of human and hunting cat, and their feet are similarly clawed. Other than their legs, eyes and claws, they appear fully human. However, they can endure the exceptional heat of the Far South without discomfort and can run all day without tiring, regularly traveling as fast as 15 miles in one hour or 200 miles in an average day's travel. Although they can forgo sleep for as long as desired, dreaming forms an important part of their spiritual life, so they normally sleep several hours a night for the sake of enjoyment. They are hunting carnivores who dine on the flesh of animals they cull from the herds they protect. They require large amounts of meat to survive.

Herd guardians are a proud, nomadic people who take their duties seriously and worship the Unconquered Sun at a series of ancient shrines located throughout the Southeastern savanna. Most follow the herds they protect and care for, never remaining in one location for more than a week. They regularly move their camps every two or three days. To assist them in their travels, each herd guardian tribe owns a single vehicle identical to a traveling pagoda (see *The Books of Sorcery, Vol. I—Wonders of the Lost Age*, p. 45-46) in size, speed and power source, but considerably less lavish. These vehicles are four-dot artifacts, known as traveling camps. They provide the tribes with mobile workshops, libraries, fresh water, medical facilities and places where the very young, the old and the injured can rest. These vehicles and their other occasional pieces of Essence-technology are controlled by tribal thaumaturges who all possess enlightened Essence, or by one of the occasional Dragon-Blooded or God-Blooded herd guardians. Other than the small amounts of personal goods each tribe member is permitted to keep on board their traveling camp, they carry everything the need on their backs.

In addition to protecting and keeping track of the vast preserves of the Southeast, herd guardians are also well represented among the employees of the Deliberative government of the South. Many serve as emergency service personnel and peacekeepers, and like all blessed mortals, their petitions for Essence enlightening are commonly granted. Therefore, they also work as physicians, as special forces troops and in similar high-profile positions. Several thousand are employed in the hunting city of Tamar-Kas.



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

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

**Abilities:** Archery 3, Athletics 3, Awareness 3 (Smell +2), Bureaucracy 1, Craft (Wood) 2, Dodge 3, Integrity 2, Investigation 1, Linguistics 3, Lore 2, Martial Arts 3, Medicine 2, Melee 3, Occult 2, Performance 1, Presence 1, Resistance 3, Ride 1, Socialize 2, Stealth 3, Survival 3, Thrown 3, War 3  
**Join Battle:** 6 (8)

**Attacks:**

*Punch:* Speed 5, Accuracy 7, Damage 3B or 3L, Parry DV 4, Rate 3

*Kick:* Speed 5, Accuracy 6, Damage 6B or 6L, Parry DV 2, Rate 2

*Clinch:* Speed 6, Accuracy 6, Damage 3B, Parry DV —, Rate 1

*Spear:* Speed 5, Accuracy 9, Damage 8L/11L, Parry DV 4, Rate 2

*Javelin:* Speed 4, Accuracy 8, Damage 8L, Range 40, Rate 2

*Plasma Tongue Repeater:* Speed 5, Accuracy 8, Damage 10L, Range 20 (max. range), Rate 1

**Soak:** 5L/6B (Hide breastplate, +5L/3B)

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

**Dodge DV:** 3      **Willpower:** 7

**Essence:** 1

**Other Notes:** Herd Guardians possess the Claws, Elemental Adaptation (Fire), Enhanced Smell, Fangs, Longevity and Night Vision poxes, as well as the Gazelle's Pace and Inexhaustible afflictions and the Diet (Pure Carnivore) debility.

## MINIKIN

Perhaps the strangest of the blessed mortals are the minikins. Many forms of Essence-based technologies are complex, delicate and difficult to repair. Although only the most powerful and fragile creations of the First Age require regular maintenance, some undergo periodic upgrades, and all require servicing if they are damaged. Approximately 2,000 years ago, Owl-Over-Water, a Lunar scholar and sorcerer of the No Moon Caste, decided to create a race of miniature humans specially designed to repair advanced devices. Using the already short Djala people as her base, she created a blessed race specifically designed to work on and inside complex devices. Each minikin appears to be one of the Djala people who is less than two and a half feet tall, and who possesses exceptionally flexible joints and an innate ability to work Essence.

In succeeding millennia, minikins proved themselves so useful that they soon became much in demand for other tasks, including mining fragile materials, performing delicate surgery and spying. Although they are considerably less numerous than the other races of blessed mortals, there are more than 100,000 minikins working throughout Creation. Most know at least some thaumaturgy, many are skilled technicians, and some are highly accomplished sorcerers or martial artists.

Minikins are unique among the blessed mortals in that they have no actual homeland. Instead of flying cities, undersea domes, deep caverns or the vast Southern savanna,



most minikins live in cities or research installations. Many such places contain special districts where the buildings, streets and other conveniences are built at 40 percent human scale, places where ordinary mortals appear as giants wandering amidst the diminutive masses. Because need for their services is somewhat limited, however, even the largest cities or factory-cathedral towns rarely contain communities of more than 2,500 minikins.

**Attributes:** Strength 1, Dexterity 4, Stamina 2; Charisma 3, Manipulation 2, Appearance 2; Perception 3, Intelligence 4, Wits 3

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

**Abilities:** Athletics 1, Awareness 2, Bureaucracy 3, Craft (Genesis or Magitech) 3, Dodge 1, Integrity 2, Investigation 3 (Research +2), Larceny 1, Linguistics 3, Lore 4, Martial Arts 1, Medicine 3, Melee 1, Occult 4 (Art of Alchemy +3, Art of Enchantment +3, Art of Geomancy +3), Performance 2, Presence 2, Resistance 2, Socialize 3, Stealth 1, Survival 1

**Join Battle:** 5

**Attacks:**

*Punch:* Speed 5, Accuracy 6, Damage 1B, Parry DV 3, Rate 3

*Kick:* Speed 5, Accuracy 5, Damage 4B, Parry DV 1, Rate 2

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

*Knife:* Speed 6, Accuracy 7, Damage 4L, Parry DV 2, Rate 3

**Soak:** 0L/2B

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

**Dodge DV:** 4 **Willpower:** 6

**Essence:** 3

**Essence Pool:** 30 (must spend one Willpower to access notes beyond the first 10)

**Other Notes:** Minikins possess the Longevity and Skin Color poxes, the Tiny affliction and the Enlightened Es-

sence blight. Most are thaumaturge-technicians, though minikin spies are regularly employed by the Deliberative's peacekeepers and among the retinues of various justly or unjustly paranoid Exalts. A few are trained in martial arts, usually the Night Breeze style, or occasionally either the Ill Lily Style or the Golden Exhalation Style.

### PERSON OF THE AIR

Created to tame the frontiers of the North, the people of the air look like beautiful humans with enormous white-feathered wings growing from their shoulders. To demonstrate their power and the glory of the Deliberative, the air folk's Copper Spider creators endowed them with the wings and eyes of birds of prey and unusually long lives. The air folk have since expanded to all corners of Creation, though their capital is still the magnificent city of Sezakan, located in the mountains of the Northwest.

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

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

**Abilities:** Archery 3, Athletics 2, Awareness 2, Bureaucracy 2, Craft (Air) 1, Dodge 3, Integrity 2, Linguistics 1, Lore 1, Martial Arts 2, Medicine 1, Melee 2, Occult 1, Presence 1, Resistance 2, Socialize 1, Stealth 2, Survival 1

**Join Battle:** 4 (6 if sight is used to detect the threat)

**Attacks:**

*Punch:* Speed 5, Accuracy 6, Damage 2B, Parry DV 3, Rate 3

*Kick:* Speed 5, Accuracy 5, Damage 5B, Parry DV 1, Rate 2

*Clinch:* Speed 6, Accuracy 5, Damage 2B, Parry DV —, Rate 1

*Knife:* Speed 5, Accuracy 8, Damage 5L, Parry DV 3, Rate 3

**Soak:** 0L/3B

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

**Dodge DV:** 3 **Willpower:** 6

**Essence:** 1



**Other Notes:** People of the Air possess the Enhanced Sight and Longevity poxes and the Wings abomination.

### PERSON OF THE EARTH

Mountain Folk control the regions under the Blessed Isle, and their Darkbrood enemies control the regions immediately around that. The tunnels and caverns underneath the further portions of the Threshold are somewhat emptier, though, and are filled with all manner of mysteries (as well as much buried wealth and exotic dangers). To explore these strange subterranean lands and mine the large amounts of adamant, magical crystals and other materials found there, the Exalted created a people perfectly suited for life underground. Their skin is bright azure and as smooth and hairless as the hide of a dolphin. Their only hair is on the tops of their heads. They have short claws on their hands and feet that allow them to defend themselves and to climb and dig with consummate ability. They also possess large featureless black eyes that can see normally even in the total absence of light.

In the late First Age, most people of the earth live and work in the vast caverns underneath the North and South, inhabiting exotic subterranean cities illuminated only by the dim blue light of various eternally glowing crystals. They have regular commerce with nearby mortal cities, and several thousand live in both Chiaroscuro and Three Force Mesa. Most, however, keep to themselves. Some people of the earth have formed close friendships with the Mountain Folk, and there are small communities of Mountain Folk in some of their cities, as well as more than 10,000 people of the earth living in the Mountain Folk metropolis of Urvar.

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

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

**Abilities:** Athletics 1, Awareness 2, Craft (Earth) 3, Dodge 1 (Cave Ins + 3), Integrity 2, Investigation 2, Linguistics 1, Lore 1 (Subterranean +2), Martial Arts 1, Melee 1, Occult 1, Presence 1, Resistance 2, Socialize 1, Stealth 3, Survival 3

**Join Battle:** 4 (6 if sight is used to detect the threat)

#### Attacks:

**Punch:** Speed 5, Accuracy 4, Damage 2B or 2L, Parry DV 2, Rate 3

**Kick:** Speed 5, Accuracy 3, Damage 5B or 5L, Parry DV 0, Rate 2

**Clinch:** Speed 6, Accuracy 3, Damage 2B, Parry DV —, Rate 1

**Hammer:** Speed 5, Accuracy 6, Damage 11B/3, Parry DV 2, Rate 3

**Knife:** Speed 5, Accuracy 6, Damage 5L, Parry DV 2, Rate 3

**Soak:** 5L/9B (Buff jacket, +4L/5B; "Fur," +1L/1B)

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

**Dodge DV:** 1 **Willpower:** 6

**Essence:** 1



**Other Notes:** People of the earth possess the Claws, Enhanced Sight, "Fur," Longevity and Night Vision (x2) poxes, as well as the Wall Walking blight. Possessing the Night Vision pox twice allows people of the earth to see in total darkness as well as ordinary mortals can in full daylight. Although they are protected as if they had the Fur pox, people of the earth have exceedingly tough, azure skin rather than actual fur.

### PERSON OF THE SEA

People of the sea look like nothing more than attractive Westerners, with the blue or green hair and pale, blue-tinged skin sometimes found in the West. Their most obvious differences are the large but elegant gill slits on their neck that extend a palm's breadth down their back. On land, the slits close and resemble unusually symmetrical scars. The only other marks of their true nature are their unusually long lives and the tough webbing between the first joint of their fingers and the entirety of their slightly over-long toes. The sea folk were engineered by their Twilight creators to extend the dominion of the Deliberative beneath the waves of Creation's seas. They have performed most admirably, having spread from their Western point of origin to inhabit submerged cities beneath many of the world's large bodies of water.

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

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

**Abilities:** Archery 3, Athletics 2, Awareness 2, Bureaucracy 2, Craft (Wood) 1, Dodge 3, Integrity 2, Linguistics 1, Lore 1, Martial Arts 2, Medicine 1, Melee 2, Occult 1, Presence 1, Resistance 2, Socialize 1, Stealth 2, Survival 1

**Join Battle:** 4

**Attacks:**

**Punch:** Speed 5, Accuracy 6, Damage 2B, Parry DV 3, Rate 3

**Kick:** Speed 5, Accuracy 5, Damage 5B, Parry DV 1, Rate 2

**Clinch:** Speed 6, Accuracy 5, Damage 2B, Parry DV —, Rate 1

**Knife:** Speed 5, Accuracy 8, Damage 5L, Parry DV 3, Rate 3

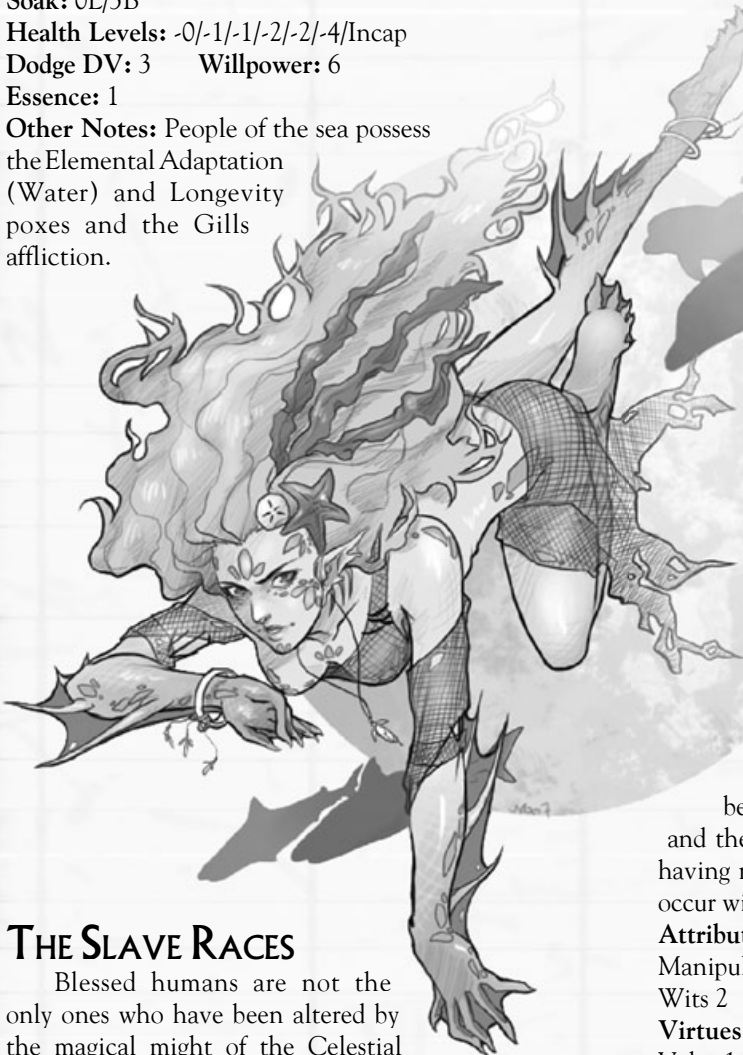
**Soak:** 0L/3B

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

**Dodge DV:** 3     **Willpower:** 6

**Essence:** 1

**Other Notes:** People of the sea possess the Elemental Adaptation (Water) and Longevity poxes and the Gills affliction.



## THE SLAVE RACES

Blessed humans are not the only ones who have been altered by the magical might of the Celestial Exalted. Another variety of altered human secretly labors in the most distant portions of Creation. The Celestial Exalted rarely talk about these beings, and Deliberative law prohibits the I AM network from broadcasting information about them. When they discuss

## SLAVES RACES AND EXALTATION

During the High First Age, the rulers of the Deliberative forbade Lytek, the god of Exaltation from Exalting any of the slave races. Also, Dragon-Blooded were forbidden from having relations with slave races. As a result, during the High First Age, slave races almost never became Exalted. Naturally, these rules broke down during the Shogunate and decayed completely shortly after the beginning of the Second Age. In the Second Age, members of former slave races can become all varieties of Exalted.

them at all, Celestial Exalted refer to them with terms such as “altered producers” or “modified strategic resource extractors,” but the Terrestrial Exalted and enlightened mortals within the Deliberative refer to them by a more honest term: “slave races.”

## TREE FOLK

The oldest slave race is the tree folk of the Far East. Originally conceived as a new form of blessed mortal designed to inhabit the farthest reaches of the East, several local administrators consulted with the savant in charge of this project, and convinced her that these beings could form the basis of a bold social experiment. To accomplish this, the tree folk were completely isolated from the rest of Creation, interacting only with automated flying shuttles carrying supplies in and various rare and potent plant products out—and with the Celestial Exalted when they stopped by to check out the experiment’s progress once a decade. Since one of the project’s directors was interested in the evolution of their societies, these beings were specifically denied both advanced medicine and the Longevity pox given to blessed mortals, because having normal mortal life spans allowed social changes to occur with considerably greater speed.

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

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

**Abilities:** Athletics 3, Awareness 2, Craft (Wood) 3, Dodge 2, Integrity 1, Investigation 2, Linguistics 1, Lore 1 (Plants +2), Martial Arts 2, Melee 1, Presence 1, Resistance 2, Socialize 1, Stealth 3, Survival 3

**Join Battle:** 4

**Attacks:**

**Punch:** Speed 5, Accuracy 6, Damage 2B, Parry DV 3, Rate 3

**Kick:** Speed 5, Accuracy 5, Damage 5B, Parry DV 1, Rate 2

**Clinch:** Speed 6, Accuracy 5, Damage 2B, Parry DV —, Rate 1

**Knife:** Speed 5, Accuracy 7, Damage 5L, Parry DV 2, Rate 3

**Soak:** 0L/3B

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

Incap

**Dodge DV:** 2

**Willpower:** 6

**Essence:** 1

**Other Notes:** Tree folk possess the Elemental Adaptation (Wood) pox and a unique affliction that makes them completely ambidextrous and gives them prehensile toes. Therefore, they never suffer an offhand penalty and can even hold weapons and manipulate tools with their feet as well as they can with their hands.

## ALTERED MORTALS

In addition to those whose ancestors were altered long ago, some humans either purchase or petition for the right to gain various mutations. Any mortal who has three or more dots in Resources and no outstanding warrants for criminal acts can purchase any of the poxes found in the **Exalted** core book, **The Compass of Celestial Directions, Vol. II—The Wyld**, pages 144-146 or **The Manual of Exalted Power—The Lunars**, pages 207. Almost 10 percent of all mortals possess the Longevity pox and more than six percent possess some other pox, usually cosmetic alterations, such as Fur, Feathers, Skin/Hair Color, Enhanced Senses or one of the Elemental Adaptation poxes. As long as they avoid looking like predatory monsters sporting claws, fangs and reptilian scales, most mortals view individuals with visible poxes as either wealthy eccentrics or trendy and glamorous people worthy of both envy and emulation.

Characters with Resources of three dots or higher can obtain up to (Stamina + Essence) poxes but cannot stack

poxes. Stacking poxes or gaining afflictions, blights or abominations requires special approval from the Deliberative and is usually granted only as a reward for exceptional service or to help prepare a character for an unusual or challenging career. Because all mutations are gained in specially designed biogenesis tanks, mortals suffer no mental or physical ill effects when gaining them.

## BEASTMEN

Beastmen are relatively uncommon during the First Age. Despite their millennia-long life spans, only a few Lunar Exalted breed large retinues of beastmen to act as their assistants, guards and retainers. Some Solar and Sidereal Exalted, especially those who take Lunar lovers, also have small retinues of beastmen. If their creators die, beastmen often find employment with other Exalts, especially among other Lunar Exalted with similar totems.

While mutations and blessed mortals are unremarkable and well accepted aspects of mortal society, most mortals find beastmen to be somewhat uncanny and threatening. As a result, beastmen are rarely found in mortal cities or RPCs unless they are on Deliberative business or a mission from an Exalted patron.

Lunars often enlighten the Essences of beastmen who are either their favorites or who are the most accomplished of their number. They then teach these beastmen Terrestrial martial arts (or occasionally sorcery) and have them serve as their honor guards.

## GOD-BLOODS AND EXALTED HALF-CASTES

Gods, elementals and the Exalted all occasionally breed with mortals, producing children who take after both parents. These children occupy a strange intermediate position in society. Some are content to remain the pampered children of powerful parents. Because most live no more than two or three centuries, children of gods or the Celestial Exalted can often simply become hobbies for their parents. The children of beings with significantly lower status, however, such as elementals or the Dragon-Blooded, rarely have the opportunity to spend their lives being pampered pets. Instead, most of these children, as well as the more ambitious children of various Celestial beings, either join the Deliberative government and serve in some intermediate capacity, or they become independent merchants, scholars or artists. Some even become entertainers or gamblers.

## NON-HUMANS

Creation also contains a number of non-human mortal races, specifically the Dragon Kings, the Mountain Folk and the Darkbroods. All are relics of the days before the Deliberative, when the Primordials ruled Creation. Both the Dragon-Kings and the Jadeborn are close allies of the Deliberative, while the Darkbroods are either its enemies, or

at best, strange and eldritch beings whom the Deliberative distrusts and with whom it prefers to avoid dealing.

## DRAGON KINGS

Dragon Kings are long-lived reptiles with powers attuned to the five elements. Most of their number were utterly obliterated during the war with the Primordials, but almost 25 million Dragon Kings still survive. Many live in the city of Rathess (in the East), the city of Ssaaneth (in the Southwestern), the city of Vesathar (in the North) and in similar isolated locations throughout Creation. The Deliberative gives Dragon King communities a special status as independent, self-governing client states.

Dragon Kings regularly trade with the Deliberative, and communities of as many as 20,000 Dragon Kings can be found both in Creation's largest cities and in Yu-Shan. Most Dragon Kings keep to themselves, though, and are content to bask in their ancient glories.

## RAPTOK WARRIOR

The Raptok are the native Dragon Kings of the East, savage and wise beings who worship the Unconquered Sun with great zeal. The Raptok offer the hearts of captured enemies and criminals up to their patron god on a regular basis even in this enlightened era.

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

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

**Abilities:** Archery 3, Athletics 3, Awareness 3 (Hearing +1, Smell +2), Bureaucracy 2, Dodge 2, Investigation 3, Linguistics 2, Lore 3, Occult 3, Martial Arts 3, Medicine 2, Melee 3, Performance 1, Presence 2, Resistance 2, Socialize 2, Stealth 2, Survival 3 (Track by Smell +2), Thrown 2, War 3

**Paths:** Dragon Kings possess many powerful abilities. By spending three motes of Essence, they can add their Essence score to their Strength, Dexterity, Stamina, Perception or soak score for a full scene. They can enhance only one of these traits at a time. They can also spend three motes to activate a power identical to the anima powers of Air-, Earth-, Fire- and Wood-aspected Dragon Bloods, but they can use only one such anima power at a time. These Dragon Kings can automatically see all immaterial spirits and can spend two motes of Essence to be able to physically attack an immaterial spirit, demon or elemental for a scene.

Finally, the Dragon Kings possess the ability to control earth, fire and wood. They can spend three motes to make an attack with any of these elements with a dice pool of (Dexterity + Athletics + Essence) or (Dexterity + Archery + Essence) and a base damage equal to twice their permanent Essence. They can also spend five motes to cause any of the following effects. Each effect persists for a scene:

- A flammable object within 20 yards may be made to ignite as if touched by a torch.



- Fires up to the size of bonfires can either be instantly snuffed out or caused to burn twice as hot and twice as fast.
- With a thought, the Dragon King can shape stone and both living and dead wood within a number of yards equal to his Essence.

**Join Battle:** 6

**Attacks:**

*Bite:* Speed 6, Accuracy 7, Damage 6L, Parry DV 7, Rate 1  
*Claw:* Speed 5, Accuracy 9, Damage 4L, Parry DV 5, Rate 3  
*Crystal Warclub:* Speed 5, Accuracy 9, Damage 16L/4, Parry DV 7, Rate 2

*Bracer of Crystal Bolts:* Speed 4, Accuracy 9, Damage 8L (piercing), Range 100, Rate 2

**Soak:** 10L/12B (Scaled skin, +3L/3B, and discreet Essence armor, +5L/5B, Hardness: 2L/2B)

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

**Dodge DV:** 5      **Willpower:** 7

**Essence:** 4

**Essence Pool:** 30

**Committed Essence:** 15

**Other Notes:** None

## THE MOUNTAIN FOLK

The position of the Mountain Folk in the late First Age is remarkably similar to their status in the Second Age. They control the regions underneath the Blessed Isle, while hordes of Darkbroods largely control the lands underneath the Inland Sea around the Blessed Isle. The tunnels and caverns underneath the Threshold consist of a mixture of regions

inhabited only by mindless eldritch beasts and subterranean lands controlled by the strange intelligences who largely avoid taking sides in the battles between the Jadeborn and the Darkbroods. The Jadeborn obey and pay tribute to the Deliberative, but the vast majority remains underground.

## ARTISAN

The Artisans are the undisputed masters of Jadeborn society by dint of power and wisdom. Inhumanly beautiful, like glorious living statues, and as shrewd one might expect of the creations of the Great Maker Autochthon, they have attracted the ardor of even the Celestial Exalted in the past.

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

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

**Abilities:** Archery 2, Athletics 1, Awareness 2, Bureaucracy 2, Craft (Earth) 4, Dodge 2, Integrity 2, Investigation 2, Linguistics 2, Lore 3, Martial Arts 1, Melee 2, Occult 3, Presence 3, Resistance 2, Socialize 3, Stealth 1, Survival 3, War 2

**Charms:** For five motes and one Willpower, the Artisan can emulate the Solar All-Encompassing Sorcerer's Sight Charm. For three motes, the Jadeborn may subtract five from all wound penalties. Also, for eight motes, the Warrior can transform his body into blue jade, gaining +4L/4B soak, subtracting five from any armor's fatigue value and doubling

his leaping distance and halving any falling damage taken. Finally, the Artisan may lay a hand on any earthen object and reshape it with his will, affecting one cubic yard per mote spent to do so.

**Join Battle:** 8

**Attacks:**

*Punch:* Speed 5, Accuracy 6, Damage 4B, Parry DV 3, Rate 3

*Kick:* Speed 5, Accuracy 5, Damage 7B, Parry DV 1, Rate 2

*Clinch:* Speed 6, Accuracy 5, Damage 4B, Parry DV —, Rate 1

*Hammerfist Bracer:* Speed 6, Accuracy 6, Damage 12L (against animate targets) or 14L (against inanimate targets), Parry DV 3, Rate 1

*Dragon Sigh Wand:* Speed 5, Accuracy 7, Damage 12L, Range 30 (max. range), Rate 1

**Soak:** 7L/8B (Silken armor, +5L/3B)

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

**Dodge DV:** 4      **Willpower:** 8

**Essence:** 2

**Essence Pool:** 20 (11)      **Committed Essence:** 9

**Other Notes:** None

## WARRIOR

As the frontline troops of the Mountain Folk's ongoing war with the Darkbroods, Jadeborn Warriors are formidable opponents.

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

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



**Abilities:** Archery 2, Athletics 1, Awareness 2, Craft (Earth) 2, Dodge 2, Integrity 2, Investigation 2, Linguistics 1, Martial Arts 1, Melee 2, Occult 1, Presence 1, Resistance 2, Stealth 1, Survival 3, War 2

**Charms:** For three motes, the Jadeborn gains an extra dot of Valor. He also gains an additional dot for every five allies in sight using this power, up to a maximum of Valor 5. (Any dot that would push the Warrior beyond that makes him effectively fearless.) Also, for eight motes, the Warrior can transform his body into red jade, gaining +4L/4B soak, total immunity to non-magical flame and three additional soak versus magical sources of fire. This Charm adds two to his Join Battle as well.

**Join Battle:** 5

**Attacks:**

*Punch:* Speed 5, Accuracy 5, Damage 4B, Parry DV 3, Rate 3

*Kick:* Speed 5, Accuracy 4, Damage 7B, Parry DV 1, Rate 2

*Clinch:* Speed 6, Accuracy 4, Damage 4B, Parry DV —, Rate 1

*Power Mace (melee):* Speed 5, Accuracy 7, Damage 14L/4 (piercing) or 19B/4 (piercing), Parry DV 3, Rate 2

*Power Mace (ranged):* Speed 5, Accuracy 7, Damage 10L or 15B, Range 60 or 100, Rate 3

*Mechanized Crossbow:* Speed 5, Accuracy 7, Damage 7L, Range 300, Rate 1\*

\* Crossbows equipped with a repeating magazine have a Rate of 2 until they run out of ammunition (10 bolts), but require a simple action to load a new magazine.

**Soak:** 11L/13B (Articulated plate, +9L/9B, -3 mobility, fatigue value 2)

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

**Dodge DV:** 0      **Willpower:** 5

**Essence:** 2

**Essence Pool:** 20 (12)      **Committed Essence:** 8

**Other Notes:** None

## WORKER

Workers form the backbone of Mountain Folk society. It is thanks to their toil that the Jadeborn's subterranean cities maintain their famed wealth and glory in spite of the Endless War against the Darkbroods.

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

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

**Abilities:** Athletics 2, Awareness 2, Craft (Earth) 3, Dodge 1, Integrity 2, Investigation 2, Linguistics 1, Martial Arts 1, Melee 1, Occult 1, Presence 1, Resistance 2, Stealth 1, Survival 3

**Charms:** The Worker may respire Essence rather than air for up to nine minutes, but thereafter begins to suffocate. She may also supplement her diet with Essence, halving the amount of food she needs to eat in order to remain healthy.

**Join Battle:** 4



**Attacks:**

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

*Kick:* Speed 5, Accuracy 5, Damage 6B, Parry DV 1, Rate 2

*Clinch:* Speed 6, Accuracy 5, Damage 3B, Parry DV —, Rate 1

*Sledge:* Speed 6, Accuracy 5, Damage 15B/4, Parry DV 1, Rate 1

**Soak:** 6L/9B (Buff jacket, +4L/5B)

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

**Dodge DV:** 3      **Willpower:** 5

**Essence:** 2

**Essence Pool:** 20

**Committed Essence:** 0

**Other Notes:** None

## THE DARKBROODS

Some were horribly failed experiments that the Primordials locked away underground. Others were monsters that remained loyal to the Primordials and retreated deep underground when their masters lost the war with the Exalted. Some are strange creatures created long ago to live underneath Creation, and who remain there to this day. Finally, a few are mortals who were ordered by the Primordials to become servants of the inhuman Darkbroods, and who have been gradually transformed by various exotic forms of underground Essence leakage into semi-human dwellers in the depths.

Most of these beings are the enemies of all surface dwellers and fight an endless battle with the Mountain Folk. Not all of the Darkbroods, however, are utterly hostile to either humanity or the Jadeborn. Further from the underground homes of the Jadeborn, underneath the lands of the North and South, there are vast caves inhabited by beings who are deeply alien, but are neither the allies nor the enemies of the Deliberative.

## THE UNDERFOLK

The most numerous of these neutral Darkbroods are exotic beings known as underfolk. There are two breeds of underfolk, one living in the caves underneath the North, another living in the many caves under the South. Both appear human in overall shape but have a monstrous nature that is apparent in all of the details of their appearance. Their lustrous pearl gray skin is slightly loose and wrinkled. Instead of hands and feet, they have fleshy palpi covered with small suckers. Instead of a face, they have two enormous faintly glowing eyes, each the size of a grapefruit. The underfolk of the North have eerie violet eyes, while the Southern underfolk have sickly green eyes. Their heads contain these two eyes and small beak-like mouths, but are otherwise entirely devoid of features.

Underfolk live in cities carved from quartz and obsidian and possess formidable Essence-using abilities as well as inhumanly keen senses. They attempt to either kill or flee from trespassers. They are, however, willing to make deals and alliances, including treaties of safe passage or even mutual aid. Underfolk are scrupulously law-abiding and regard any breach of a treaty, even a minor or accidental one, as an offense punishable by death. They also consider Essence use one of the basic attributes of all intelligent beings and regard ordinary mortals as dumb animals.

Underfolk are willing to trade with surface dwellers for various Essence-powered devices. Although not official enemies of the Deliberative, trading weapons, armor or other military technologies with underfolk is strictly forbidden, which is why they pay especially dearly for such items. They are also willing to trade for other wonders with more peaceful uses. Trade with the underfolk is not without risk, however. The underfolk never venture to the surface, since the touch of the sun burns them, inflicting one level of unsoakable bashing damage every minute.

Traders must, therefore, venture deep under the earth, in realms also inhabited by various dangerous creatures and more hostile Darkbroods. Also, underfolk must also personally approve everyone who wishes to trade with them. To gain their approval, an individual must travel to the edge of their deep realm either alone or in the company of others they have approved and wait until challenged by one of their number. Then, several underfolk examine the person and decide whether or not to approve him. They have an uncanny way of knowing if someone is secretly hostile to them or wishes to visit their realm under false pretenses. Rejected individuals who either remain in their realm or attempt to touch or otherwise impede any of the underfolk are killed. Even if the underfolk have specifically requested a particular shipment of goods, they refuse any shipment sent with someone unknown to them and either kill or flee from anyone they do not know personally. The people of the earth (see p. 136) maintain a number of merchants



with enlightened Essence who specialize in trading with underfolk and exploring their lands.

**Attributes:** Strength 3, Dexterity 2, Stamina 3; Charisma 2, Manipulation 2, Appearance 1; Perception 3, Intelligence 3, Wits 2

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

**Abilities:** Athletics 1, Awareness 4, Bureaucracy 2, Craft (Earth) 2, Dodge 2, Integrity 2, Linguistics 1, Lore 1 (Subterranean +3), Martial Arts 1, Medicine 1, Melee 2, Occult 4 (Art of Elemental Summoning +3, Art of Geomancy +3, Art of Husbandry +3), Presence 1, Resistance 2, Stealth 3, Survival 1

**Join Battle:** 6

**Attacks:**

*Punch:* Speed 5, Accuracy 4, Damage 3B, Parry DV 2, Rate 3

*Kick:* Speed 5, Accuracy 3, Damage 6B, Parry DV 0, Rate 2

*Clinch:* Speed 6, Accuracy 3, Damage 3B, Parry DV —, Rate 1

**Soak:** 0L/3B

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

**Dodge DV:** 3

**Willpower:** 6

**Essence:** 2

**Essence Pool:** 20

**Other Notes:** Underfolk possess the Night Vision (x2) and Enhanced Smell poxes, the Enlightened Essence and Wall Walking blights and a unique debility that renders sunlight deadly to them. In sunlight, one of the underfolk is at -2 on all dice pools and suffers one unsoakable level of bashing damage for each minute of exposure.



WHEW! THAT WAS FUN!

I'VE NEVER SEEN ANYBODY IN YOUR CONDITION FIGHT LIKE THAT.

YOU WERE AMAZING.

I GUESS THAT'S HOW YOU'RE KEEPING IN SUCH GOOD SHAPE, HUH?

WHAT DO YOU MEAN?

WELL, IT'S BEEN, WHAT, SIX MONTHS? YOU HAVEN'T EVEN GAINED A POUND.

WHAT'S YOUR SECRET?

THERE'S NO SECRET. I... I LOST THE BABY.

WHAT? WHAT'D I SAY?

OH. DOES DESUS KNOW?



Heirs to a time of unsurpassed splendor, the Exalted of the High First Age are some of the most powerful beings ever to stride the surface of Creation. Thanks to advances in medicine and highly potent anagathics, even the Dragon-Blooded of the period can grow to become creatures of awesome power. And their Celestial Exalted betters have grown strong enough to reshape Creation as they see fit... and perhaps to destroy all that is.

## CHOSEN OF THE UNCONQUERED SUN

Undisputed masters of Creation, the Solar Exalted are the mightiest of the mighty. Ruling the Realm's many principalities—either directly or through Terrestrial or Lunar Exalted proxies—and participating with their peers in the Deliberative, it is they who chart the future of Creation and its peoples.

### BRIGHT SHATTERED ICE, EMPRESS OF TZATLI

The glittering sky-city of Tzatli is visible from most of the North. Its every building is shaped from clear sky-glass and covered in netted silver, with lightning arcing from each tower's top and shivering down its sides. The imperious Bright Shattered Ice rules Tzatli alone from a

sapphire palace in the center, built after the pattern of her labyrinthine anima. Her iron fist keeps Tzatli one of the loveliest, most well-regulated dominions in Creation, and her freezing laboratories were the birthplace of I AM.

Along with most of her circle, Bright Shattered Ice is from the first “generation” of Solars. Under the Dragon Kings, she assisted in crystal-growing experiments and ran errands for biotechnologists. She fought alongside Solar Queen Merela in the Primordial War and was personally tutored by Autochthon in the making of artifacts. Later, when Brigid discovered sorcery, Bright Shattered Ice was one of the first to adopt its use. Inexhaustible ambition and extreme care have kept her at the head of scientific advances. She leads at least 60 percent of the Deliberative's technological panels and committees, and as one of the perennial Faithful, she's never once failed in her duties. Her means are not always the kindest, but they're undeniably effective and efficient. Naturally, she spoke and voted for Operation Wyldhand.

If she suspects that she hasn't been told of some important new discovery, the elder Twilight will immediately take action. Automaton spies and sorcerous scrying will be the first tack she takes against whomever she thinks might be withholding information. She may read up on his areas of expertise, then personally visit and inquire after his recent

progress. Next, she'll try politics: Knowing that age makes her word practically law in the Deliberative, Bright Shattered Ice will find or invent evidence of the discovery, then politely request in-session that the other person share it. Only after these comparatively harmless tactics will she do things such as summoning demons—or asking her circlemate Gold-Shadowed Arrow—to break into the other person's lab. In the Faithful Twilight's paranoid mind, all this is justified by the belief that she must keep abreast of new work for the sake of Creation. This paranoia is somewhat justified, but not all who keep secrets from Bright Shattered Ice do so from selfishness or wicked intent. Some merely worry about the consequences new technology could have in her merciless hands.

Bright Shattered Ice has long loved her circlemate Desus, but though he's willing to have occasional flings with her, he always returns swiftly to his wife, Lilith. The Twilight feels the rejection keenly every time. Other lovers take her mind off the pain for only a little while. Her No Moon husband has been there for her for two millennia, always close by to pick up the pieces of her broken heart. Yet although she likes him well enough and they once designed many things together—from her white wings, to Tzatli's flight mechanism, to elaborate new sorceries—Bright Shattered Ice never really treated him as a mate. Finally, he's given up on her. She's barely seen him for a thousand years.

Blessed with beautiful Northern-pale skin and long red hair, Bright Shattered Ice rarely feels the need to wear much beneath her wings of the raptor artifact. She took her name from a Primordial she slew, whose body left nothing behind but a plain of frozen fragments, and she sometimes dons a necklace of those same shards—preserved 3,500 years against melting by her technical virtuosity. Unlike many Exalts, she has no interest in birthing a dynasty, and has never borne a single child. The servants and companions who trail her are favored Dragon-Blooded lieutenants and tightly bound demons.

**Limit Break:** Conviction: *Deliberate Cruelty* (see *Exalted*, p. 105). Tzatli's crime rate is nonexistent, due to the horrifying punishments Bright Shattered Ice is only too happy to devise. Her viciousness is part of what alienated her husband and most of her lovers—save, ironically, for Desus, who can relate. Of course, Desus's careless seductions and abandonments are what add most often to her Limit these days, and so, he's also seen a lot of the worst side of Bright Shattered Ice—too much to laugh just it off.

**Motivation:** Be the greatest scholar in Creation.

**Caste:** Twilight

**Anima Banner:** An evening-colored labyrinth of ice that spins slowly, reflecting red-gold from every facet.

**Attributes:** Strength 6, Dexterity 7, Stamina 6; Charisma 6, Manipulation 9, Appearance 7; Perception 7, Intelligence 9, Wits 8

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

**Abilities:** Athletics 8, Awareness 7, Bureaucracy 9 (Tzatli +2), Craft (Air) 10, Craft (Earth) 10, Craft (Fire) 9, Craft (Magitech) 7 (Flying Machines +1), Dodge 8, Integrity 7, Investigation 10 (Research +3), Larceny 4 (Sabotage +2), Linguistics (Native: Old Realm; Others: Dragontongue, Earth-tongue, Flametongue, Forest-tongue, Riverspeak, Seatongue, Skytongue) 7, Lore 10

(Fair Folk +1), Martial Arts 1, Medicine 8, Melee 6 (Cruel Wisdom +2), Occult 9, Presence 8 (Rhetoric +2), Resistance 7, Ride 8 (Spirit Horse +2), Socialize 7 (Politics +3), Stealth 3, Survival 6 (North +1), Thrown 8 (Cruel Wisdom +3), War 4 (Tzatli +3)

**Backgrounds:** Allies 5 (Legendary Ally), Arsenal 5, Artifact 5 (Legendary Artifact), Backing (Faithful) 5 (Legendary Backing), Command 4, Connections (Deliberative) 5, Cult 3, Manse 5 (Legendary Manse), Panoply 5 (Legendary Panoply), Reputation (Sorcery) 5, Reputation (Artificer) 5 (Legendary Reputation), Retainers 5, Savant 5 (Legendary Savant), Wealth 4



**Charms:** Ailment-Rectifying Method, All-Encompassing Sorcerer's Sight, Anointment of Miraculous Health, The Art of Permanence, Athletics Essence Flow, Authority-Radiating Stance, Body-Mending Meditation, Body-Purifying Admonitions, Bureau-Rectifying Method, Bureaucracy Essence Flow, Call the Blade, Cascade of Cutting Terror, Celestial Circle Sorcery, Chaos-Repelling Pattern, Chaos-Resistance Preparation, Consumer-Evaluating Glance, Contagion-Curing Touch, Courtier's Eye Technique, Crack-Mending Technique, Craft Essence Flow, Craftsman Needs No Tools, Crafty Observation Method, Devonian Absorption, Design Beyond Limit, Discerning Savant's Eye, Dodge Essence Flow, Durability-Enhancing Technique, Eagle-Wing Style, Enemy-Castigating Solar Judgment, Essence-Lending Method, Eternal Empress of Love Attitude, Evidence-Discerning Method, Excellent Emissary's Tongue, Eye of the Unconquered Sun, Falling Icicle Strike, Feather-Foot Style, First Athletics Excellency, First Craft Excellency, First Integrity Excellency, First Investigation Excellency, First Lore Excellency, First Medicine Excellency, First Occult Excellency, First Ride Excellency, First Thrown Excellency, Flashing Thunderbolt Steed, Flawless Brush Discipline, Flawless Diagnosis Technique, Flow Like Blood, Foe-Vaulting Method, Foul Air of Argument Technique, Frugal Merchant Method, Ghost-Eating Technique, Graceful Crane Stance, Harmonious Academic Methodology, Hypnotic Tongue Technique, Immanent Solar Glory, Increasing Strength Exercise, Indolent Official Charm, Infinite Athletics Mastery, Infinite Bureaucracy Mastery, Infinite Craft Mastery, Infinite Dodge Mastery, Infinite Investigation Mastery, Infinite Lore Mastery, Infinite Medicine Mastery, Infinite Occult Mastery, Infinite Ride Mastery, Infinite Thrown Mastery, Insightful Buyer Technique, Instant Treatment Methodology, Integrity-Protecting Prana, Investigation Essence Flow, Irresistible Questioning Technique, Irresistible Salesman Spirit, Joint-Wounding Attack, Judge's Ear Technique, Keen Hearing and Touch Technique, Keen Sight Technique, Keen Smell and Taste Technique, Keen Understanding of the Core Imperfection, Know the Soul's Price, Leaping Dodge Method, Legendary Scholar Curriculum, Letter-Within-a-Letter Technique, Lightning Speed, Lore Essence Flow, Magic-Shattering Strike, Majestic Radiant Presence, Master Horseman's Techniques (Harmony of Spirits Style, Horse-Summoning Whistle, Master Horseman's Eye, Speed-Sustaining Technique, Spirit-Steadying Assurances), Medicine Essence Flow, Mist on Water Attack, Monkey Leap Technique, Mountain-Crossing Leap Technique, Object-Strengthening Touch, Observer-Deceiving Attack, Occult Essence Flow, Order-Affirming Blow, Ox-Body Technique (x4), Poetic Expression Style, Phantom Steed, Power-Awarding Prana, Power from Darkness, Presence Essence Flow, Racing Hare Method, Reflex Sidestep Technique, Returning Weapon Concentration, Rings of Spiritual Frailty, Sagacious Reading of Intent, Science of Mutation, Second Athletics Excellency,

Second Bureaucracy Excellency, Second Craft Excellency, Second Investigation Excellency, Second Linguistics Excellency, Second Lore Excellency, Second Melee Excellency, Second Occult Excellency, Second Socialize Excellency, Second War Excellency, Seven Shadow Evasion, Shadow Over Water, Shattering Grasp, Single Spirit Method, Soaring Crane Leap, Solar Circle Sorcery, Sometimes Horses Fly Approach, Sorcerer's Burning Chakra Charm, Speed the Wheels, Spider-Foot Style, Spirit-Cutting Attack, Spirit-Detecting Glance, Spirit-Repelling Diagram, Spirit Weapons, Supreme Perfection of Craft (Air), Supreme Perfection of Craft (Earth), Supreme Perfection of Craft (Fire), Supreme Perfection of Craft (Magitech), Supreme Perfection of Investigation, Supreme Perfection of Lore, Supreme Perfection of Medicine, Supreme Perfection of Occult, Supreme Perfection of Presence, Surprise Anticipation Method, Terrestrial Circle Sorcery, Terrifying Apparition of Glory, Third Athletics Excellency, Third Awareness Excellency, Third Craft Excellency, Third Dodge Excellency, Third Investigation Excellency, Third Lore Excellency, Third Medicine Excellency, Third Occult Excellency, Third Presence Excellency, Third Resistance Excellency, Third Survival Excellency, Thunderbolt Attack Prana, Touch of Blissful Release, Triple-Distance Attack Technique, Twisted Words Technique, Unbreakable Fascination Method, Underling Promoting Touch, Unsurpassed Hearing and Touch Discipline, Unsurpassed Sight Discipline, Unsurpassed Smell and Taste Discipline, Whirling Brush Method, Wholeness-Restoring Meditation, Will-Bolstering Method, Wind-Racing Essence Infusion, Wonder-Forging Genius, Worshipful Lackey Acquisition, Worthy Mount Technique, Wound-Cleansing Meditation, Wound-Mending Care Technique, Wyld Cauldron Technology, Wyld-Shaping Technique

**Spells:** Adamant Circle Banishment, Adamant Countermagic, Blood Lash, Blood of Boiling Oil, Calling the Stalwart Servitor, Calling the Wind's Kiss, Cantata of Empty Voices, Cloud Trapeze, Conjuring the Azure Chariot, Corrupted Words, Curse of Slavish Humility, Curse of Unyielding Mist, Curtain of Quartz, Death of Obsidian Butterflies, Demon of the First Circle, Demon of the Second Circle, Demon of the Third Circle, Dolorous Reflection, Droning Suggestion, Emerald Circle Banishment, Emerald Countermagic, Empathic Wind, Essence Inversion, Eternal Crystalline Encasement, The Eye and the Mouth, Eye of Alliance, Flight of Separation, Fugue of Truth, Geyser of Corrosion, God-Forged Champion of War, Hideous Confusion of Tongues, The Horse that Travels Earth and Water, Hound of the Five Winds, Imbue Amalgam, Impenetrable Frost Barrier, Impervious Sphere of Water, Incantation of Spiritual Discretion, Incomparable Body Arsenal, Infallible Messenger, Invoking the Eyeless Face, Invulnerable Skin of Bronze, Keel Cleaves the Clouds, Lightning Spider, Lightning Whip Smites the Water, Mercury's Deliverance, Mirage of Protective Shelter, Mists of Eventide, Mystic

Travel, Open the Spirit Door, Outside Worlds Within, Peacock Shadow Eyes, Personal Tempest, Pressed Beyond the Veil of Time, The Princes of the Fallen Tower, Private Plaza of Downcast Eyes, Rain of Doom, Raise the Puissant Sanctum, Ritual of Elemental Empowerment, River of Blood, Rune of Singular Hate, The Sacred Tongue, Sapphire Circle Banishment, Sapphire Countermagic, Shadow Summons, Shadow Theft, Shadows of the Ancient Past, Silent Words of Dreams and Nightmares, Solar Sanctuary, Sorcerer's Irresistible Puppetry, Soul Seal, Spirit of Might, Spirit Sword, The Spy Who Walks in Darkness, Sting of the Ice Hornet, Stormwind Rider, Summon Elemental, Summon Ghost, Summon the Heavenly Portal, Summoning the Greater Minions of the Eyeless Face, Summoning the Heart of Darkness, Summoning the Lesser Minions of the Eyeless Face, Swift Spirit of Winged Transportation, Technique Mirror, Theft of Memory, The Titan's Icy Breath, Threefold Binding of the Heart, Total Annihilation, Travel Without Distance, Unity of Dreams, Unity of the Closed Fist, The Violent Opening of Closed Portals, Voices of Distant Regard, Whirlwind of Fate, Winds of Confusion, Wood Dragon's Claw, Wrath of the Five Elements

**Join Battle:** 15

**Attacks:**

**Punch:** Speed 5, Accuracy 9, Damage 6B, Parry DV 5, Rate 3

**Kick:** Speed 5, Accuracy 8, Damage 9B, Parry DV 3, Rate 2

**Clinch:** Speed 6, Accuracy 8, Damage 6B, Parry DV —, Rate 1

**Cruel Wisdom (Melee):** Speed 5, Accuracy 19, Damage 13L, Parry DV 9, Rate 4

**Cruel Wisdom (Thrown):** Speed 5, Accuracy 22, Damage 13L, Range 100, Rate 4

**Soak:** 8L/11B (Discreet Essence armor, +5L/5B, Hardness: 2L/2B)

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

**Dodge DV:** 13 **Willpower:** 9

**Essence:** 10

**Personal Essence:** 39 **Peripheral Essence:** 93 (75)

**Committed Essence:** 18

**Other Notes:** Bright Shattered Ice built the city of Tzatli (see **Lands of Creation**, p. 143) during the Thousand Struggles Era. It's highly maneuverable, extremely defensible and has served as her circle's headquarters for centuries.

Her glorious wings of the raptor artifact is a ubiquitous part of Bright Shattered Ice's panoply, as she created this, the first such artifact, in order to soar through the skies in the company of her Lunar mate. The wings' hearthstone socket is fitted with a Third Hand Orb.

For defense, Bright Shattered Ice eschews heavy armor, trusting in her discreet Essence armor to defend her (backed by her powerful defensive spells and anima power). The left bracer of said armor is fitted with a Twice-Striking Lightning Prism.

Bright Shattered Ice's Artifact 5 daiklave, Cruel Wisdom, is a broad but thin blade that may be swung or thrown. It creates an icy sphere around its bearer that breaks all glamour sorceries save those flung by Northern Fair Folk. Those, it absorbs and shapes into viciously serrated shards, which fling themselves back at the attackers using Bright Shattered Ice's Thrown pool. If they hit, such shards infect the raksha with Creation's cruel wisdom, reducing the targets' Conviction and Valor immediately to 0. Cruel Wisdom's hearthstone socket is fitted with a Jewel of the Flying Heart.

The Twilight also typically carries an array of common First Age items. Examples include a hard mote, a handheld I AM glyph reader, a resplendent personal assistant, a dragonfly's ranging eye, a prayer transceiver module and perfected boots (all figured into her committed Essence).

As one of the premier artificers of the Age, however, Bright Shattered Ice has at her disposal a huge number of artifacts useful in particular situations, as well as a veritable army of automaton servants at her beck and call. Of particular interest to the Twilight are artifacts that aid in her artifice. Her collection includes a hand of the great maker, a protoshinmaic vortex, a vault of woven dreams, and many others. She often transports artifacts she thinks she'll need in any given situation within cache eggs.

## CONTENTIOUS SWORD, THE GOLDEN BLADE

Solar Queen Merela was the greatest warrior of the Primordial War, but its greatest commander was Aofe, the Golden Blade. Aofe led the Exalted into battle with brilliant, blazing courage. She planned assaults that took down several Primordials at once, and her Dragon-Blooded soldiers bore the symbol of her sword on their armor and shields. She likewise took the lead against the Fair Folk during the Dissolution Invasion, strategically aided by the captured raksha general Dreaming Steel, with whom she had an affair. Indeed, after her assassination, Dreaming Steel used glamour to take her form and lead the final charge against his former kin.

That love affair is rarely discussed, and despite his aid to Creation, Dreaming Steel was hardly mourned by the Exalted when he died. Still, every subsequent incarnation of the Golden Blade remembers. The most recent Golden Blade died in a foolhardy foray into the Wyld, trying to discover if Fair Folk reincarnate, and his mantle was claimed by a blond Northern hunter who himself now struggles against those ancient dreams.

Contentious Sword didn't just inherit his prior incarnation's memories, but also the former Golden Blade's dynasty, daiklave, circle and Lunar wife. Ivory Feather loved her distracted ex-husband, and likewise loves his reincarnation, but her taciturn ways have led him to think her loyalty comes from nothing more than antique oaths. His circle, on the other hand, is quite welcoming. The other four members—Bright Shattered Ice, the Hierophant, Desus and Gold-Shadowed Arrow—are much older than he, and

they've come to see the Golden Blade (who's died and returned quite a lot) as something of a perpetual younger sibling. They address Contentious Sword with indulgent smiles and are always prepared to laugh off his eager fool-hardy plans. This Golden Blade, though, is more serious than his recent predecessors, and finds his elders' estimation of him as fickle and harebrained to be quite irritating.

His dynasty is no better. Ever since the young Dawn Caste arrived in Meru over two centuries ago, they've held him to the impossible standards of their progenitor, as magnified by rumor and fading history. He'd feel guilty banishing them to the principality he inherited, so Contentious Sword has taken to avoiding Meru. He once thought to lose himself in training maneuvers with some of his Dragon-Blooded, but they also commented at length upon his former self, until he abandoned the exercises and didn't return.

As tours of the Underworld are a popular diversion among Creation's elite, Contentious Sword occasionally goes on them to seek Aofe's ghost. Her legend calls her levelheaded, and he thinks she'd be able to relate to him better than his circlemates. On some level, too, he wishes to hear more of Dreaming Steel. But he's not yet found Aofe's soul and fears she's passed into Lethe.

Trapped in the shadow of his illustrious predecessors, the Solar is frustrated by the world's failure to recognize his excellence. Certain elder Exalts have noticed this and begun to flatter him. Contentious Sword is a significant weak point for his four circlemates. They feel far more loyalty to him than he to them. Most of their esteem is built on shared experiences and his—even augmented by sorcerous memory-retrieval—only from dreams. His Faithful politics with Unionist leanings echo theirs, but more because they're the ones telling him how to vote than because those factions attract him. (Left to his own devices, he'd probably be more of a Militant.) There are many who could use an edge against his powerful circle, and he might be more than just an edge, a source of information or a method of planting ideas.



Indeed, it might just be possible to demonstrate enough of his circle's weaknesses that Contentious Sword could be turned directly against its members.

**Limit Break:** To the surprise of his circlemates, who are accustomed to the Golden Blade being rather thoughtless and eager for battle, Contentious Sword's more likely to go into a Valorous Self-Aggrandizing Sulk. He's rather

narcissistic and feels that he deserves quite a lot for his excellence. In general, he takes what he wants and calls it his due. If his desires are thwarted, he gains Limit, and will eventually withdraw into isolation, refusing to do absolutely anything for one full day. He can control this only in order to perform acts he has sworn to do.

**Motivation:** Prove himself on his own terms.

**Caste:** Dawn

**Anima Banner:** A golden blade cuts the air, shadowing his every strike.

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

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

**Abilities:** Archery 4, Athletics 3, Awareness 3, Bureaucracy 2, Dodge 2, Integrity 2, Investigation 1, Linguistics (Native: Skytongue; Others: Old Realm) 1, Lore 2, Martial Arts 4, Melee 4 (Dawnlight +2), Occult 2, Performance 4, Presence 4, Resistance 3, Ride 3, Socialize 2, Stealth 2, Survival 4, Thrown 1, War 4 (With Dragon-Blooded Aid +1)

**Backgrounds:** Arsenal 3, Artifact 5, Command 3, Cult 1, Manse 3, Reputation (the Golden Blade) 2, Wealth 3

**Charms:** Blessing of Righteous Solar Spark Meditation, Blossom of Inevitable Demise Technique, Bulwark Stance, Cloud of Ebon Devils, Commanding the Ideal Celestial Army, Dipping Swallow Defense, Fire and Stones Strike, First Archery Excellency, First Martial Arts Excellency, First Melee Excellency, First War Excellency, Hardship-Surviving Mendicant Spirit, Hauberk-Lightening Gesture, Heavenly Guardian Defense, Hungry Tiger Technique,

Infinite Melee Mastery, Infinite War Mastery, Kiss of the Sun Concentration, Lightning Draw Stance, Majestic Radiant Presence, Ox-Body Technique (x2), Phoenix Flies on Golden Wings Attack, Righteous Devil Form, Rout-Stemming Gesture, Second Athletics Excellency, Second Performance Excellency, Second Presence Excellency, Second Survival Excellency, Third Awareness Excellency, Third Resistance Excellency, Third Ride Excellency, Trackless Region Navigation, Trance of Unhesitating Speed, Whirlwind Armor-Donning Prana

**Join Battle:** 6

**Attacks:**

*Gauntlet:* Speed 5, Accuracy 11, Damage 9B, Parry DV 6 (8 with Essence shield), Rate 4

*Boot:* Speed 5, Accuracy 10, Damage 10B, Parry DV 4 (6 with Essence shield), Rate 3

*Clinch:* Speed 6, Accuracy 9, Damage 4B, Parry DV —, Rate 1

*Reaver Daiklave (Dawnlight):* Speed 5, Accuracy 15, Damage 13L/3, Parry DV 6 (8 with Essence shield), Rate 3

*Fiery Solar Cannon (The Sun's Kiss):* Speed 5, Accuracy 12, Damage 9L or 18L, Range 300, Rate 1

**Soak:** 18L/20B (Orichalcum celestial battle armor, +15L/15B, Hardness: 10L/10B)

**Health Levels:** -0/-1/-1/-1/-2/-2/-2/-2/-2/-4/Incap  
**Dodge DV:** 6 (8 with Essence shield)      **Willpower:** 6  
**Essence:** 4

**Personal Essence:** 18      **Peripheral Essence:** 46 (30)

**Committed Essence:** 16

**Other Notes:** Contentious Sword's reaver daiklave, Dawnlight, was forged by Kek'Tungsha herself, while his fiery solar cannon, The Sun's Kiss, was constructed by a second of Autochthon's Divine Ministers, Debok Moom. Aofo, the original Golden Blade, wielded both in battle against the Primordials. The Dawn Caste's celestial battle armor is of more recent construction, built by Bright Shattered Ice as a present upon Contentious Sword's Exaltation. The armor features enhanced durability, a voice of command and an Essence shield in addition to the standard package of battle armor traits. It is also set with a Crystal of Legendary Leadership, a Gemstone of Last Resort and a Stone of Shelter. When not busy leading his gunzosha in battle at the behest of his circle, the young Solar takes great pleasure flying his warbird through the wastes of the Far North, drawn there by vague memories of his earlier incarnations.

## DANCER IN LIGHT

Each of his gestures (say those who have met Dancer in Light) is a hymn, a poem, a shaft of brilliance. Every footstep on the common street is no less than a dance. He hardly ever speaks—merely motions or tilts his head—and yet, his observers feel that they comprehend him totally (and may be brought to tears by his eloquence). Still, this Eclipse feels that no one truly understands him.

The full connotations and implications of the Dancer's movements are (he feels) lost on everyone, save two. The first, Node 3087, was once the part of I AM located in Dancer in Light's home. As it observed and serviced Dancer in Light, it learned his language and repeated it back to him with projected light displays. Thrilled, the Eclipse spent all his time at home, tutoring and growing close to I AM. But its odd experiences eventually caused Node 3087 to exhibit certain abnormalities, and Dancer in Light was notified that his node would need to be serviced—possibly replaced—before its strangeness replicated through the system. Panicked, the Solar resolved to take whatever steps were necessary to save his closest friend. In the end, he was forced to make an infernal deal in order to secretly disengage Node 3087 from the I AM network, secure it in an automaton body and grant it independent selfhood. Still, the deal wasn't so bad: He was merely asked to visit Malfeas seven times.

It was on the sixth safari (100 years ago) that he met the Second Circle demon Stanewald, Answer to the Earth. Enchanted, Dancer in Light followed her through the brass city until she noticed and deigned to partner him. Together, they invented whole new harmonies of movement. New paths split open through the demon city rather than let them fetch up against the end of a street, and they earned a vast and monstrous audience that, despite its nature, wept to see them. At the end of their five-day marathon, the exhausted Dancer begged Stanewald to return to Creation with him, and she accepted.

Protected by the Treaty of Broken Ribbons, Stanewald lives with Dancer in Light. They aren't lovers: What they have is already far more than that, and neither particularly craves that release. (Indeed, each occasionally mentions that lack of such release improves their dancing.) Stanewald has taught the Eclipse certain demonic techniques, and though she didn't set out to corrupt him, she sometimes can't help but point out how superior the Primordial-run world was—especially since Dancer in Light already complains about his "largely worthless" fellow Solars. He's on the verge of becoming an infernalist, and might already be deemed one if any of Creation's other overseers bothered to look.

Node 3087 was Dancer in Light's only close companion for centuries, and the Dancer's comparatively recent kinship with Stanewald drives it mad with jealousy. It knows the Dancer still cares for it and will protect it, but it has little experience with such irrational emotions and may eventually feel driven to take action. As it now oversees Dancer in Light's entire dominion, this could be problematic. It also recently learned of Salina's opposition to the Principle of Hierarchy, and is contemplating how it may turn the popular Zenith's dislike to its advantage. Stanewald, after all, is descended from She Who Lives In Her Name.

**Limit Break:** Temperance: *Contempt of the Virtuous* (see *Exalted*, p. 105). Dancer in Light has little patience for his

fellow Solars and their foibles. When he bothers to attend the Deliberative, he aligns himself with the Fugitive faction (such as it is) and often cannot resist making his disgust clear with a few well-chosen gestures.

**Motivation:** Find the ideal dancing partner.

**Caste:** Eclipse

**Anima Banner:** A shimmering white, androgynous silhouette that flickers through a dance.

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

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

**Abilities:** *Athletics* 6 (*Moves Beautifully* +1), *Awareness* 4, *Bureaucracy* 6 (*With Node 3087* +3), *Dodge* 6, *Integrity* 5, *Investigation* 2, *Larceny* 3, *Linguistics* (*Old Realm*; *Others: Body Language, Dragon-tongue, Earthtongue, Flametongue, Forest-tongue, Riverspeak*) 6, *Lore* 5, *Martial Arts* 6 (*Wind-Fire Wheels* +3), *Occult* 5 (*Demons* +3), *Performance* 6 (*Dancing* +3), *Presence* 5, *Resistance* 3, *Ride* 5, *Sail* 5, *Socialize* 5, *Stealth* 4, *War* 2

**Backgrounds:** *Allies* 3, *Arsenal* 1, *Backing* (*The Fugitives*) 2, *Artifact* 2, *Connections* (*Meru Art Scene*) 3, *Connections* (*The Fugitives*) 4, *Cult* 1, *Manse* 3, *Panoply* 2, *Reputation* (*Artist*) 3, *Retainers* 2, *Wealth* 3

**Charms:** All-Encompassing Sorcerer's Sight, Dematerialize, Demure Carp Feint, Dreaming Pearl Courtesan Form, Easily Overlooked Presence Method, Feather-Foot Style, First Martial Arts Excellency, First Performance Excellency, First Presence Excellency, First Ride Excellency, First Sail Excellency, First Socialize Excellency, First Stealth Excellency, Flurry of August Leaves Concentration, Foe-Vaulting Method, Fragrant Petal Fascination Kata, Graceful Crane Stance, Heart-Compelling Method, Husband-Seducing Demon Dance, Infinite Athletics Mastery, Infinite Dodge Mastery, Infinite Martial Arts Mastery, Infinite Performance Mastery, Infinite Socialize Mastery, Infinite Stealth Mastery, Invoking the Chimera's Coils, Leaping Dodge Method, Lethal Paper Fan Attack, Letter-Within-A-Letter Technique, Lightning Speed, Memory-Reweaving Discipline, Monkey Leap Technique, Mountain-Crossing Leap Technique, Ox-Body Technique, Pearlescent Filigree Defense, Performance Essence Flow, Phantom-Conjuring Performance, Poetic Expression Style, Principle of Motion, Racing Hare Method, Respect Commanding

Attitude, Resplendent Sash Grapple Technique, Sagacious Reading of Intent, Salty Dog Method, Second Athletics Excellency, Second Bureaucracy Excellency, Second Dodge Excellency, Second Integrity Excellency, Second Linguistics Excellency, Second Occult Excellency, Second Performance Excellency, Second Ride Excellency, Second Stealth Excellency, Seven Shadow Evasion, Seven Storms Escape Prana, Shadow Over Water, Soaring Crane Leap, Spider-Foot Style, Spirit-Cutting Attack, Spirit-Detecting Glance, Terrestrial Circle Sorcery, Third Awareness Excellency, Third Bureaucracy Excellency, Third Larceny Excellency, Third Linguistics Excellency, Third Performance Excellency, Third Sail Excellency, Third Socialize Excellency, Twisted Words Technique, Unbreakable Fascination Method, Unparalleled Acumen Meditation, Vindictive Concubine's Pillow Book Understanding, Worthy Mount Technique

**Spells:** Demon of the First Circle, Emerald Circle Banishment, Emerald Countermagic, Infallible Messenger, Summon Elemental

**Join Battle:** 9

**Attacks:**

*Punch:* Speed 5, Accuracy 13, Damage 5B, Parry DV 7, Rate 3

*Kick:* Speed 5, Accuracy 12, Damage 7B, Parry DV 5, Rate 2

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

*Paired Orichalcum Fate Rings (Whirling Dancers):*

Speed 4, Accuracy 17, Damage 8L, Parry DV 10, Rate 4

**Soak:** 7L/7B (Silken armor, +5L/3B)

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

**Dodge DV:** 12

**Willpower:** 7

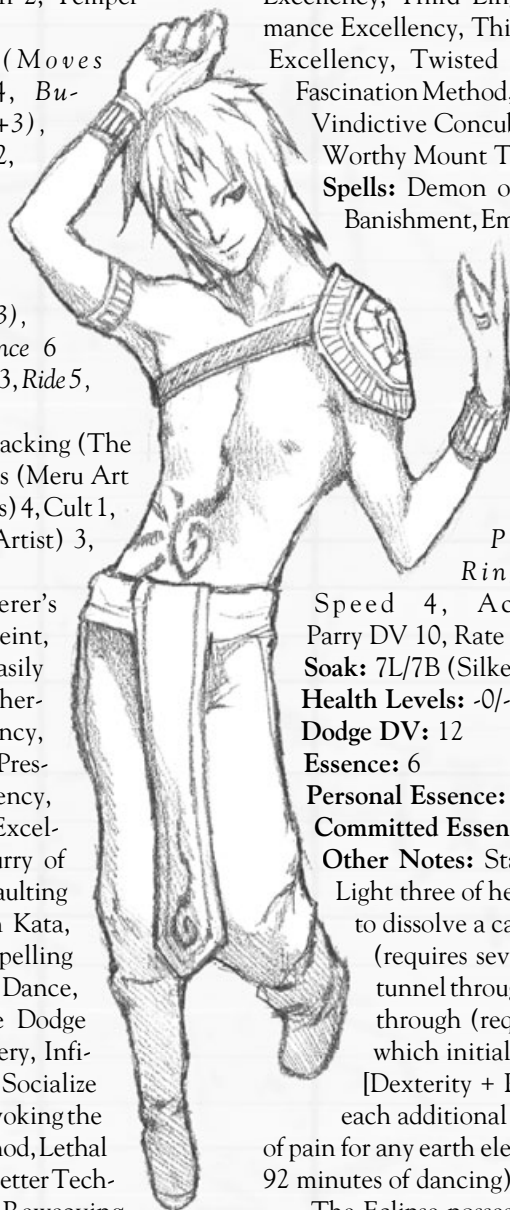
**Essence:** 6

**Personal Essence:** 25 **Peripheral Essence:** 61 (54)

**Committed Essence:** 7

**Other Notes:** Stanewald has taught the Dancer in Light three of her demonic dances. One allows him to dissolve a castle into molten rock with a dance (requires seven days of dancing). One carves a tunnel through stone wide enough for him to pass through (requires 26 hours to start the tunnel, which initially extends a foot per success on the [Dexterity + Performance] roll and the same for each additional hour of the dance). One is a dance of pain for any earth elementals present to view it (requires 92 minutes of dancing).

The Eclipse possesses two estates on the Blessed Isle proper (one in Meru and one near the southern coast) as well as a small Eastern principality he seldom visits. (He leaves governance of it to a Dragon-Blood prefect.) The manses on these properties produce three hearthstones the Dancer wears at all times. A Freedom Stone is socketed into a skin



mount amulet in the center of his chest, a Monkey Stone is set into the right bracer of a pair of orichalcum hearthstone bracers he inherited from a prior incarnation, and a Gem of Dignity is set in an orichalcum hearthstone amulet.

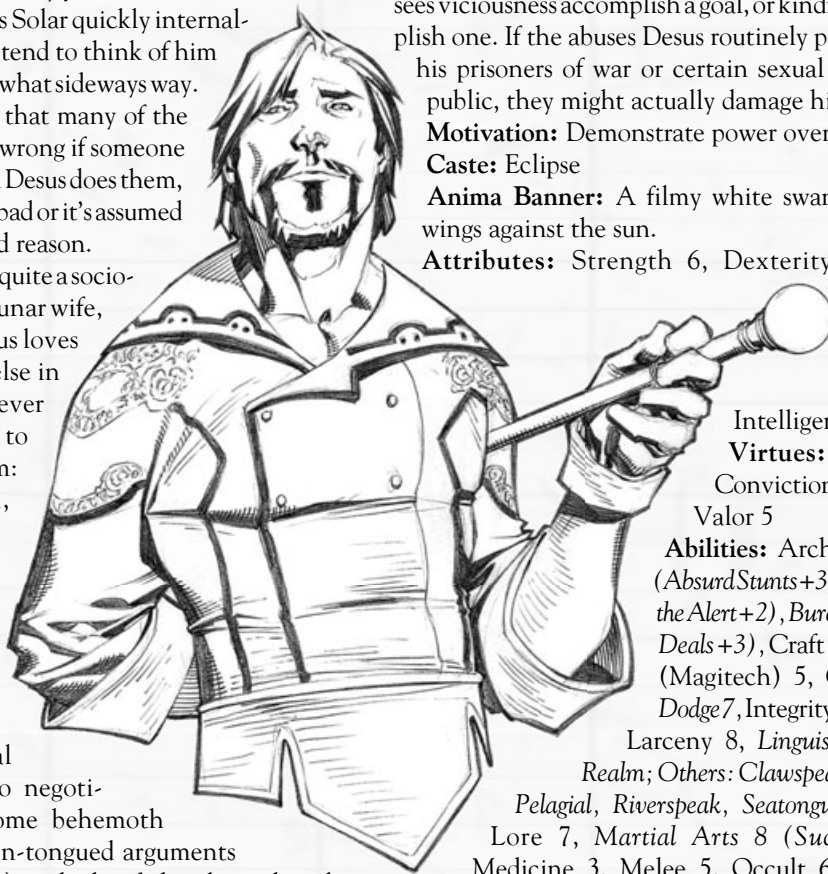
The Dancer in Light is currently developing his own Martial Arts style based on his dancing, which treats wind-fire wheels as form weapons. He has not yet made Charms for it, however, and might seek the advice of more powerful beings.

## DESUS

His first incarnation was killed for deceit at the dawn of the Primordial War, but Desus never learns. Never an introspective man, the famous Eclipse doesn't really consider what he's doing when he's being manipulative. He doesn't rationalize lies to himself because he hardly notices them—they're just his way. Desus has long since learned how to frame just about any action as virtuous, or at least find a reason that'll explain it to others, and he's usually firmly convinced even himself that deceiving his close friend or torturing his mate was totally justified.

Those who meet this Solar quickly internalize his justifications and tend to think of him as goodhearted in a somewhat sideways way. They might understand that many of the things he does would be wrong if someone else did them—but when Desus does them, either they don't seem so bad or it's assumed he must have had a good reason.

And yet, Desus isn't quite a sociopath. In the case of his Lunar wife, Lilith, for instance, Desus loves her more than anyone else in the world. He's just never had any reason to learn to control his casual sadism: She'll take the pain, she'll never complain, and she'll keep loving him, so why shouldn't he mete it out? Indeed, the Eclipse has accomplished feats of astonishing heroism. During the Primordial War, he went alone to negotiate with the troublesome behemoth Oliphem. Desus's golden-tongued arguments (and swift sucker-punch) made that fight a legend, and him the toast of the Exalted Host. His inspired genius was critical to dealing with the diplomatic pitfalls of the Period of Long Silence. Every century or so, he goes on another highly visible quest to keep up his star power. He seems to have a sixth sense for those that will make him look *perfect*.



For the sake of his circlemates, particularly Bright Shattered Ice, Desus often votes alongside the Faithful, but he's not really in line with any faction. (He does have some sympathy for the Cauldronists and the Divisives, though.) Thus, as long as he can appear to be in the Faithful camp, he'll occasionally sneakily support another cause: perhaps by saying one thing in front of the Deliberative, while using body language to telegraph a subconsciously received message that says the opposite. His major services to Creation are his very visible quests.

Desus avoids overseeing his Southeastern estate as much as possible, spending his time mainly on exciting politics and romantic jaunts with Lilith. (His obvious devotion to his wife is publicly admired, sometimes even held up as a romantic standard.) His Eastern-golden skin is further tanned by the Southern sun, and his hair lightened to a medium gold-brown. He's unbelievably handsome in a sinister kind of way, but no one ever takes his devilish grin for the warning it is.

**Limit Break:** As the Conviction flaw *Deliberate Cruelty* (see *Exalted*, p. 105), save that Desus gains Limit whenever he sees viciousness accomplish a goal, or kindness fail to accomplish one. If the abuses Desus routinely perpetrates against his prisoners of war or certain sexual partners become public, they might actually damage his reputation.

**Motivation:** Demonstrate power over others.

**Caste:** Eclipse

**Anima Banner:** A filmy white swan that spreads its wings against the sun.

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

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

**Abilities:** Archery 8, Athletics 8 (*Absurd Stunts*+3), Awareness 7 (*On the Alert*+2), Bureaucracy 8 (*Making Deals*+3), Craft (Genesis) 5, Craft (Magitech) 5, Craft (Wood) 7, Dodge 7, Integrity 7, Investigation 5, Larceny 8, Linguistics (Native: Old Realm; Others: Clawspeak, Naval Ciphers, Pelagial, Riverspeak, Seatongue, Skytongue) 6, Lore 7, Martial Arts 8 (*Sucker-Punch*+3), Medicine 3, Melee 5, Occult 6, Performance 8 (*Heroism*+3), Presence 9 (*Seduction*+2), Resistance 7, Ride 6 (*Winged Steeds*+2), Sail 9, Stealth 7, Socialize 9 (*Lying*+3), Survival 6 (Animal Husbandry +2), Thrown 4, War 6 (Naval Warfare +1)

**Backgrounds:** Allies 5 (Legendary Ally), Arsenal 1, Artifact 4, Artifact 2, Backing (Order-Conferring Trade Pattern) 4, Connections (Deliberative) 5, Connections (Solar Navy) 5,

Connections (Yu-Shan) 5, Cult 3, Manse 5, Panoply 4, Reputation (Dashing Adventurer) 5 (Legendary Reputation), Retainers 4, Salary 3, Wealth 4

**Charms:** Adamantine Fists of Battle, Armor-Penetrating Fang Strike, Ascendant Battle Visage, Athletics Essence Flow, Awareness Essence Flow, Battle Fury Focus, Body-Mending Meditation, Bureau-Rectifying Method, Chaos-Repelling Pattern, Clarity-of-Mind Moment, Crashing Wave Throw, Dancing with Strife Technique, Deck-Striding Technique, Destiny-Manifesting Method, Discerning Savant's Eye, Doldrums-Induced Tempo, Dragon Coil Technique, Drunken Monk Finds His Sandal, Drunken Monk Loses His Sash, Eagle-Wing Style, Element-Resisting Prana, Essence Arrow Attack (Dazzling Flare, Fiery Arrow Attack, Righteous Judgment Arrow), Essence Fangs and Scales Technique, Essence-Gathering Temper, Essence-Lending Method, Essence Plethora (x2), Essence Venom Strike, Eternal Elemental Harmony, Ever-Watchful Sentinel Dedication, Excellent Emissary's Tongue, Feather-Foot Style, Fine Passage Negotiating Style, First Appearance Excellency, First Archery Excellency, First Athletics Excellency, First Dexterity Excellency, First Integrity Excellency, First Larceny Excellency, First Martial Arts Excellency, First Performance Excellency, First Presence Excellency, First Ride Excellency, First Sail Excellency, Fists of Iron Technique, Flawless Brush Discipline, Flawless Pickpocketing Technique, Flawlessly Impenetrable Disguise, Flow Like Blood, Flowing Body Evasion, Foe-Vaulting Method, Foul Air of Argument Technique, Frugal Merchant Method, Full-Stroke Ramming Kick, Fury Inciting Presence, Gathering the Congregation, Ghost-Eating Technique, Godspeed Steps, Golden Courtier Misdirection, Golden Tiger Stance, Graceful Crane Stance, Ground-Denying Defense, Hammer on Iron Technique, Hardship-Surviving Mendicant Spirit, Heart-Compelling Method, Heaven Thunder Hammer, Heroism-Encouraging Presence, Hull-Preserving Technique, Hurricane-Predicting Glance, Hypnotic Tongue Technique, I Wasn't There Understanding, Immaculate Golden Bow, Immanent Solar Glory, Immortal Captain's Advantages, Increasing Strength Exercise, Indolent Official Charm, Inevitable Victory Meditation, Inexhaustible Bolts of Solar Fire, Infinite Athletics Mastery, Infinite Awareness Mastery, Infinite Bureaucracy Mastery, Infinite Dodge Mastery, Infinite Linguistics Mastery, Infinite Martial Arts Mastery, Infinite Presence Mastery, Infinite Ride Mastery, Infinite Sail Mastery, Infinite Socialize Mastery, Insightful Buyer Technique, Instinct-Driven Beast Movement, Integrity-Protecting Prana, Invincible Admiral Method, Invincible Solar Vessel, Irrepressible Bravery Tactic, Irresistible Salesman Spirit, Irresistible Silver Spirit, Knockout Blow, Leaping Dodge Method, Letter-Within-a-Letter Technique, Lightning Speed, Lightning Stroke Attack, Lock-Opening Touch, Majestic Radiant Presence, Martial Arts Essence Flow, Mastery of Small Manners, Mastery of Society Technique, Mob-Dispersing Rebuke, Monkey Leap

Technique, Mountain-Crossing Leap Technique, Octopus and Spider Barrage, Omnipotent Admiral Authority, One of the Herd, Orgiastic Fugitive Form, Orichalcum Fists of Battle, Ox-Body Technique (x3), Ox-Stunning Blow, Perfect Reckoning Technique, Perfect Symmetry, Performance Essence Flow, Phantom Arrow Technique, Poetic Expression Style, Pounding Hammer of Devastation Technique, Principle of Motion, Racing Hare Method, Rain of Feathered Death, Reflex Sidestep Technique, Respect-Commanding Attitude, Ride Essence Flow, Rout-Stemming Gesture, Sagacious Reading of Intent, Sail Essence Flow, Sail-Furling Invulnerability, Salty Dog Method, Saturnalia Memoriam Kick, Sea Ambush Technique, Sea Spider Plunge, Seafaring Hero Form, Second Awareness Excellency, Second Bureaucracy Excellency, Second Linguistics Excellency, Second Lore Excellency, Second Socialize Excellency, Second Stealth Excellency, Second Survival Excellency, Second War Excellency, Secure Cat Stepping, Serpentine Evasion, Seven Seas Wind-Luring Chanty, Seven Shadow Evasion, Shadow Over Water, Ship-Claiming Stance, Shipwreck-Surviving Stamina, Shockwave Technique, Sledgehammer Fist Punch, Snake Form, Snake Strikes the Heel, Soaring Crane Leap, Socialize Essence Flow, Solar Hero Form, Solar Hero Supremacy, Speed of Light Approach, Speed the Wheels, Spider-Foot Style, Spirit-Cutting Attack, Spirit-Detecting Glance, Stealing from Plain Sight Spirit, Storm-Outrunning Technique, Storm-Weathering Essence Infusion, Striking Cobra Technique, Striking Serpent Speed, Ship and Soul Union, Stubborn Boar Defense, Stuck Rudder Infliction, Sturdy Bulkhead Concentration, Supremacy of War Method, Supreme Perfection of Athletics, Supreme Perfection of Martial Arts, Supreme Perfection of Performance, Supreme Perfection of Presence, Supreme Perfection of Sail, Supreme Perfection of Socialize, Surprise Anticipation Method, Swallowing the Lotus Root, Taboo Inflicting Diatribe, Terrestrial Circle Sorcery, Terrible Sail-Rending Assault, Third Dodge Excellency, Third Martial Arts Excellency, Third Resistance Excellency, Third Sail Excellency, Thunderbolt Attack Prana, Thunderclap Rush Attack, Twin-Fang Technique, Twisted Words Technique, Two-Fisted Merrymaker, Unbreakable Fascination Method, Uncoiling Serpent Prana, Understanding the Court, Unhealthy Miasma Stance, Unparalleled Acumen Meditation, Venomous Whispers Technique, Wary Swallow Method, Wasp Sting Blur, Wave-Riding Navy-Breaker, Web-Cutting Eyes, Whirling Brush Method, Wild Revelry Approach, Will-Bolstering Method, Wind-Dancing Method, Wise-Eyed Courtier Method, Worshipful Lackey Acquisition

Desus has developed a custom technique (Socialize 7/Essence 7) that influences everyone who has ever heard him speak into believing that he means well, no matter what he does. The system for Eternal Empress of Love Attitude (see p. 66) may be mirrored for this Charm, if necessary.

**Spells:** Blood Lash, Calling the Wind's Kiss, Emerald Circle Banishment, Emerald Countermagic, Infallible Messenger,

Invocation of the Living Ship, Keel Cleaves the Clouds, Lightning Whip Smites the Water, Mast-Shattering Spell, Open the Spirit Door, Storm Rider Enchantment, Summon Elemental, Viridian Mantle of Underwater Journeys, Written upon the Water

**Join Battle:** 14 (On the Alert 16)

**Attacks:**

**Punch:** Speed 5, Accuracy 15, Damage 6B, Parry DV 8, Rate 3

**Kick:** Speed 5, Accuracy 14, Damage 9B, Parry DV 6, Rate 2

**Clinch:** Speed 6, Accuracy 14, Damage 6B, Parry DV —, Rate 1

**Gloves of Martial Readiness:** Speed 5, Accuracy 17, Damage 12L, Parry DV 9 or 11, Rate 4

**Swagger Stick (melee):** Speed 4, Accuracy 11, Damage 9B, Parry DV 6, Rate 3

**Swagger Stick (ranged):** Speed 4, Accuracy 15, Damage 10B (piercing), Range 50, Rate 1

**Soak:** 7L/7B (Silken armor, +5L/3B)

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

**Dodge DV:** 12      **Willpower:** 8

**Essence:** 10

**Personal Essence:** 38      **Peripheral Essence:** 112 (90)

**Committed Essence:** 22

**Other Notes:** Desus' swagger stick contains a built-in very small concussive Essence cannon and may also be wielded in hand-to-hand combat (as a stick). His main form of transport is a folding ship given to him as a reward for the blinding of Oliphem. He owns more powerful craft, but enjoys the former ship more.

As one of the most powerful and shrewd Solars in Creation, Desus maintains a number of powerful manses on the Blessed Isle and abroad, which provide him access to a number of hearthstones. The Eclipse has a Seacalm Gemstone mounted on the back of his right-hand glove of martial readiness, a Gem of Dignity mounted in a hearthstone amulet and, unknown to all but Lilith, a Gem of Immortality set into a skin mount amulet over his heart.

Aided by the expertise (i.e., Science of Mutation Charm) of Bright Shattered Ice, Desus breeds custom simhata on one of his estates. These magnificent beasts are like the ones detailed on page 349 of *Exalted*, but are colored a deep red-gold and possess magnificent furred wings.

Desus' Ever-Watchful Sentinel Dedication is keyed to noticing danger to Lilith.

## GOLD-SHADOWED ARROW

Over four millennia ago, when Gold-Shadowed Arrow was born, the Dragon Kings occasionally trained very talented humans as thaumaturge-commandos. These assassin occultists were assigned to take care of minor threats such as human serial killers or small errant monsters: things the Dragon Kings themselves didn't feel like dealing with. The

best of them was a lithe, dark-skinned boy—and naturally, he was a prime candidate for the Night Caste. In the Primordial War, he was granted the Sun's gifts in order to stalk and kill the Yozis' most elusive souls.

This modest Solar declined to carve out his own principality during the Ochre Fountain Era, and has never done so since, though he keeps a small estate on the Blessed Isle. He serves his duty to Creation as guardian of the South. Although some Exalts grumble at this—and especially at his casual infiltrations into their principalities—none dare suggest that his duties be curtailed, for that might attract his suspicion.

They have reason to fear. Gold-Shadowed Arrow has indeed taken down corrupt Solars (though he considers himself above most Exalt-driven criminal disputes and won't pursue them unless asked to do so). Fellow Night Caste Gilded Whisper, who disrupted the Order-Confering Trade Pattern and fled Queen Merela's righteous rage, just recently tasted death at his hands. At least, Queen Merela gives Gold-Shadowed Arrow the credit. He himself didn't claim it. Since no living being has spotted him outside the Deliberative, his estate or Tzatli for over 1,000 years, it's hard to be sure it was he. Still, the total lack of evidence for the murder leaves little doubt as to its perpetrator, as does the fact that six Exalted investigators who started looking into it each completely forgot the event within a week.

Young Exalts sometimes whisper that Gold-Shadowed Arrow's exacting standards would find *anyone* he closely observed corrupt. But they soon learn not to speak of him even in whispers, for he can hear his name from across Creation.

To watch over the South, Gold-Shadowed Arrow uses a method as entertaining as it is effective. He maintains a crime network throughout that fifth of the world, which—though it does contribute to social ills—also functions as an ideal method of attracting dissidents for him to observe. This gives him an excuse to play to his criminal strengths while serving society. In the Southeast, for instance, the only place he's failed to infiltrate is the Domain of Stately Order (a problem that preoccupies him). The rest of his efforts there include:

- One agent to track the “accidents” in Tamar-Kas
- One of the sacred cattle, who reports attempts to sway their loyalty (rare, but there was one Exalt who tried to “emancipate” them)
- Fifteen cat's-paws in the Brazen Lands, six of whom are tracked by the Dual Queens (and known to be tracked by Gold-Shadowed Arrow)
- Nineteen unwitting agents in Chiaroscuro, including a five-member cabal of unlicensed alchemists and a seven-member gang of God-Blooded smugglers
- Twenty-six corrupt officials in High Nyunda, ten of whom are bribing each other

Gold-Shadowed Arrow has sympathies with both the Unionists and the Faithful. He believes in the Unionists



because he believes wholeheartedly in the purity and righteousness of his Zenith circle-mate, the Hierophant, who would be one of the top candidates for a single Solar commander. He believes in the Faithful because he, like Bright Shattered Ice, is of a rigorous and ambitious bent. Also like his Twilight circle-mate, the Night Caste has never wanted children. Unlike her, he usually travels and works alone, unless he's on business with his circle or his fellow Night Caste Nasuno Jumong.

**Limit Break:** Gold-Shadowed Arrow isn't much for indulgence, and the self-righteousness born of his Temperance can lead him into *Irrational Saintliness*. He gains Limit when he sees negative consequences from others' indulgences, and after enough of that, he'll refuse all "self-centered indulgences" for a full day—even necessary ones. If injured, he'll refuse medical treatment and force himself onward. If offered aid, he'll turn it down even if he can't succeed without it. He may control this Limit Break in order to accept help that's offered, but still won't seek it out.

**Motivation:** Eliminate corruption. (Ironically, Gold-Shadowed Arrow's Intimacies toward his circle-mates blinds him to their flaws, and his relative lack of social grace makes him easy for many of his peers to deceive.)

**Caste:** Night

**Anima Banner:** A shooting star fires with his arrows against dim grayness.

**Attributes:** Strength 8, Dexterity 9, Stamina 8; Charisma 4, Manipulation 5, Appearance 4; Perception 9, Intelligence 9, Wits 9

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

**Abilities:** Archery 10, Athletics 9 (Running +2), Awareness 10, Bureaucracy 7 (Planting/Finding Agents +2), Craft (Wood) 6 (Archery Materials +2), Craft (Water) 6 (Poisons +2), Dodge 10, Integrity 7 (Obvious Corruption +3), Investigation 9 (The South +3), Larceny 10 (The South +3), Linguistics (Native: Old Realm; Others: Dragontongue, Earthtongue, Flametongue, Forest-tongue, Riverspeak, Seatongue, Sky-

tongue) 7, Lore 8, Martial Arts 8, Medicine 5, Melee 9, Occult 8, Performance 5, Presence 4 (Intimidation +3), Resistance 8, Ride 8 (Chases +3), Sail 4, Socialize 4, Stealth 10, Survival 7, Thrown 8, War 7 (Guerilla Warfare +3)

**Backgrounds:** Arsenal 3, Artifact 5, Backing (Criminal Empire) 5 (Legendary Backing), Command 1, Connections (Criminal Underworld) 5, Connections (Meru) 5, Connections (South) 5 (Legendary Connections), Henchmen 5, Manse 5, Panoply 4, Reputation (Inescapable) 5 (Legendary Reputation), Retainers 5, Wealth 4

**Charms:** Accuracy Without Distance, Aegis of Altruistic Interposition, Alehouse Memory Stance, All-Encompassing Sorcerer's Sight, Angry Predator Frenzy Style, Arrow Storm Technique, Athletics Essence Flow, Archery Essence Flow, Armored Scout's Invigoration, Awareness Essence Flow, Behemoth-Slaying Attitude, Birdsong Over Blades, Blazing Solar Bolt, Blinded by Laughter, Blow-Concealing Gesture Technique, Body-Mending Meditation, Boundless Arrow of the Unconquered Sun, Bulwark Stance, Bureaucracy Essence Flow, Call the Blade, Cannibalistic Heritage

Technique, Cascade of Cutting Terror, Celestial Circle Sorcery, Celestial Tiger Hide, Chaos-Repelling Pattern, Charcoal March of Spiders Form, City-Moving Secrets, Consumer-Evaluating Glance, Courtier's Eye Technique, Craft Essence Flow, Crafty Observation Method, Crimson Leaping Cat Technique, Crushing Claw Technique, Dance of the Hungry Spider, Dipping Swallow Defense, Discerning Savant's Eye, Distracting Finger-Gesture Attack, Divine Witness of Utter Safety, Door-Evading Technique, The Dragon Dies in Bed, The Dragon Dies Screaming, The Dragon Succumbs, Eagle-Wing Style, Easily Overlooked Presence Method, Ebon Shadow Form, Element-Resisting Prana, Elusive Dream Defense, Elusive Flicker Evasion, Essence Arrow Attack (Dazzling Flare, Fiery Arrow Attack, Righteous Judgment Arrow), Ever-Watchful Sentinel Dedication, Everywhere and Nowhere Stance, Evidence-Discerning Method, Eye-Deceiving Camouflage, Eye of the Unconquered Sun, Falling Icicle Strike, Falling Sun Eyes, Feather-Foot Style, First Archery Excellency, First Athletics Excellency, First Investigation Excellency, First Larceny Excellency, First Martial Arts Excellency, First Melee Excellency, First Ride Excellency, First Stealth Excellency, First Thrown Excellency, Fivefold Bulwark Stance, Flashing Vengeance Draw, Flawless Pickpocketing Technique, Flawlessly Impenetrable Disguise, Flow Like Blood, Flying Mantis Kick, Foe-Vaulting Method, Forceful Arrow, Frugal Merchant Method, Fury Inciting Presence, Ghost-Eating Technique, Glorious Solar Saber, Godspeed Steps, Golden Artillerist Method, Graceful Crane Stance, Grandmother Spider Mastery, Grasping Claw Method, Grasping Mantis Defense, Hardship-Surviving Mendicant Spirit, Hauberk-Lightening Gesture, Heavenly Guardian Defense, Heroism-Encouraging Presence, Hooding the Solar Lantern, Hungry Tiger Technique, Image of Death Technique, Immaculate Golden Bow, Immunity to Everything Technique, In Doubt of Legions Spirit, Increasing Strength Exercise, Inexhaustible Bolts of Solar Fire, Infinite Archery Mastery, Infinite Athletics Mastery, Infinite Awareness Mastery, Infinite Dodge Mastery, Infinite Investigation Mastery, Infinite Larceny Mastery, Infinite Martial Arts Mastery, Infinite Melee Mastery, Infinite Occult Mastery, Infinite Resistance Mastery, Infinite Stealth Mastery, Insightful Buyer Technique, Investigation Essence Flow, Invincible Fury of the Dawn, Invisible Statue Spirit, Iron Arm Block, Iron Raptor Technique, Iron Whirlwind Attack, Irresistible Questioning Technique, Joint-Disabling Attack, Joint-Locking Technique, Joint-Wounding Attack, Judge's Ear Technique, Jumping Spider Strike, Keen Hearing and Touch Technique, Keen Sight Technique, Keen Smell and Taste Technique, King of Thieves Spirit, Know the Soul's Price, Lament Bolt of Annihilation, Larceny Essence Flow, Lawgiver's Parable Defense, Leap from Cloaking Shadows Attack, Leaping Dodge Method, Leaping Mantis Technique, Legacy-Detecting Glance, Legendary Warrior Curriculum, Letter-Within-A-Letter Technique, Lightning

Speed, Limb-Immobilizing Method, Lock-Opening Touch, Magic-Shattering Strike, Mantis Form, Mastery of Small Manners, Maw of Dripping Venom, Mental Invisibility Technique, Mist on Water Attack, Mob-Dispersing Rebuke, Monkey Leap Technique, Mountain-Crossing Leap Technique, Nest of Living Strands, Observer-Deceiving Attack, Occult Essence Flow, Omniscient Ears Approach, One Weapon, Two Blows, Oracular Magistrate Understanding, Owl Clutches at the Night, Ox-Body Technique (x6), Paralyzing Touch Attack, Pattern Spider Touch, Peony Blossom Attack, Perfect Mirror, Phantom Arrow Technique, Protection of Celestial Bliss, Racing Hare Method, Raging Tiger Pounce, Rain of Feathered Death, Rain of Unseen Threads, Ready in Eight Directions Stance, Refinement of Flowing Shadows, Reflex Sidestep Technique, Reversal of Fortune, Righteous Lion Defense, Rout-Stemming Gesture, Sagacious Reading of Intent, Second Awareness Excellency, Second Bureaucracy Excellency, Second Dodge Excellency, Second Integrity Excellency, Second Linguistics Excellency, Second Lore Excellency, Second Occult Excellency, Second Resistance Excellency, Second Survival Excellency, Second War Excellency, Seven Points of Weakness Strike, Seven Shadow Evasion, Shadow-Body Style, Shadow Over Water, Shadow-Stepping Motion, Shroud of Night's Law, Solar Counterattack, Soaring Crane Leap, Solar Flare Methodology, Speed of Light Approach, Spider-Foot Style, Spine-Shattering Bite, Spirit-Cutting Attack, Spirit-Detecting Glance, Stalking Cat Movement Meditation, Stealing from Plain Sight Spirit, Stealth Essence Flow, Striking Fury Claws Attack, Summoning the Loyal Bow, Supreme Perfection of Archery, Supreme Perfection of Awareness, Supreme Perfection of Investigation, Supreme Perfection of Larceny, Supreme Perfection of Stealth, Surprise Anticipation Method, Temptation-Resisting Stance, Terrestrial Circle Sorcery, Tiger Warrior Training Technique, There Is No Wind, Third Craft Excellency, Third Medicine Excellency, Third Performance Excellency, Third Thrown Excellency, Thumbnail Spider March, Thunderbolt Attack Prana, Tiger Form, Touch of Blissful Release, Traceless Passage, Trackless Region Navigation, Trance of Unhesitating Speed, Triple-Distance Attack Technique, Unconquered Might, Unfolding Retribution Stance, Unhesitating Dedication, Unnatural Many-Step Stride, Unparalleled Acumen Meditation, Unshakeable Bloodhound Technique, Unsurpassed Hearing and Touch Discipline, Unsurpassed Sight Discipline, Unsurpassed Smell and Taste Discipline, Vanishing from Mind's Eye Method, Wall Climbing Technique, War Essence Flow, Water Spider Bite, Whirlwind Armor-Donning Prana, White Veil Form

**Spells:** Assassin's Fatal Touch, Becoming the Wood Friend, Blood Lash, Cirrus Skiff, Cloud Trapeze, Coin of Distant Vision, Corrupted Words, Death of Obsidian Butterflies, Disguise of the New Face, Dolorous Reflection, Droning Suggestion, Emerald Circle Banishment,

Emerald Countermagic, Empathic Wind, The Eye and the Mouth, The Faithful Ally, Flying Guillotine, Fugue of Truth, Hidden Judges of the Secret Flame, Hound of the Five Winds, Infallible Messenger, Lightning Spider, Mists of Eventide, Open the Spirit Door, Peacock Shadow Eyes, Private Plaza of Downcast Eyes, Ritual of Elemental Empowerment, Sapphire Circle Banishment, Sapphire Countermagic, Servant of Infallible Location, Shadow Summons, Shadow Theft, Shadows of the Ancient Past, Shadowy Simulacrum of Smoke, The Spy Who Walks in Darkness, Summon Elemental, Summon the Heavenly Portal, Theft of Memory, Travel Without Distance, The Violent Opening of Closed Portals, Voices of Distant Regard

**Join Battle:** 19

**Attacks:**

**Punch:** Speed 3, Accuracy 18, Damage 9B, Parry DV 10, Rate 3

**Kick:** Speed 3, Accuracy 17, Damage 12B, Parry DV 8, Rate 2

**Clinch:** Speed 3, Accuracy 17, Damage 9B, Parry DV —, Rate 1

**Gauntlets of Distant Claws (melee):** Speed 3, Accuracy 21, Damage 14L, Parry DV 10, Rate 3

**Gauntlets of Distant Claws (ranged):** Speed 3, Accuracy 21, Damage 8L, Range 15, Rate 1

**Orichalcum Short Powerbow (Eagle's Rain):** Speed 3, Accuracy 21, Damage 13L, Range 300, Rate 2

**Soak:** 11L/16B (Yoroi rapid-response armor, +7L/8B, Hardness: 3L/3B, fatigue value 1)

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

**Dodge DV:** 15 **Willpower:** 10

**Essence:** 10

**Personal Essence:** 40 **Peripheral Essence:** 94 (74)

**Committed Essence:** 20

**Other Notes:** In addition to his combat accoutrements, Gold-Shadowed Arrow can always be found with his *Windblade*-class personal transport (Raptor) and a belt-mounted amulet of shadow walking in addition to such common devices as a hard mote and I AM glyph reader. In addition, the Night Caste has a Artifact 3 cache egg available to him that typically contains numerous false identities and disguise materials, as well as any equipment he thinks he'll need for a particular mission. (It has also come in handy in the past as everything from hard cover to an easy means to dispose of a corpse.)

As an ancient and respected Solar Exalt, Gold-Shadowed Arrow has a number of powerful manses under his control. These produce a Windhands Gemstone (mounted in his right gauntlet of distant claws), a Gem of Perfect Mobility (mounted on his powerbow) and a Stone of Gender Transformation (mounted in a skin mount amulet on the back of his neck).

Gold-Shadowed Arrow does not have a cult. If he feels the power of one flickering within him, he'll make a point of hunting it down and dispersing it.

## THE HIEROPHANT

Once little more than a mortal surgeon, the Hierophant was Exalted for his steadfastness and will to survive during the turbulence of the Thousand Struggles Era. He holds his position because, at his behest, his circle chose not to fight and worked hardest to resolve the Period of Long Silence. In the process, they gained treaties and favors from nearly all Exalted then alive. Furthermore, his circle contains three Primordial War survivors. Only a few others boast so many, and his is certainly the most cohesive. But, although he's uniquely powerful, he's never quite been able to wrest total control of the Solar establishment under the Unionist banner.

Always dressed in white robes, with his white hat and staff of office, the Hierophant lives a life of purity. He only indulges in sexual congress with his Lunar mate, and only when the sun and moon are in the correct alignment. His diet is one of plain rice and green vegetables, and he devotes two hours a day to breath exercises and martial meditations. And yet, though he doesn't understand it, he's grown subtly corrupt. His enormous principality's idyllic, rolling lawns and lushly perfect gardens are fed by irresponsible Essence-drawing engines that render swaths of Creation cursed and infertile. His retinue's members are all reshaped to be nine feet tall, lightly muscled, and colored white-and-gold. He calls this a tribute to the Unconquered Sun, but it's truly because he finds them exquisite. Those self-indulgent warpings have left the mortals incapable of surviving without a diet as expensive as it is wasteful.

But the Hierophant's worst corruption is his certainty that only *he* can properly lead the Deliberative. He's made an increasing number of back-room deals and irreligious policies for ambition's sake. (In his mind, of course, it's for Creation's sake.) He's even taken the name of his god in vain.

**Limit Break:** Compassion: *Heart of Tears* (see **Exalted**, p. 104). The Hierophant hardly ever sees innocents, however, and certainly never encounters suffering in his beautiful manicured estate. He believes that every mortal in Creation is doing just fine guided by Solar wisdom. Although he abstractly regrets the deaths caused by Operation Wyldhand, he was confronted by no actual evidence of the suffering—and still hasn't been. Immured in his ivory tower, it's easy for him to believe such things as Wyldhand to be regrettable necessities, to justify a growing number of corrupt policies and to turn a blind eye to any pain that might cause him to weep. The Hierophant, it's important to note, doesn't *want* to know about suffering, since knowing about it hurts so much. Attempts to inform him will generally lose his attention to distraction and denial.

**Motivation:** Become the single Solar leader. The Hierophant has an Intimacy to his circlemates.

**Caste:** Zenith

**Anima Banner:** A gold-clawed white panther tilts back its head and roars.

**Attributes:** Strength 5, Dexterity 5, Stamina 6; Charisma 8, Manipulation 7, Appearance 6; Perception 7, Intelligence 6, Wits 6

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

**Abilities:** Archery 2, Athletics 6, Awareness 7, Bureaucracy 7 (Government +3), Craft (Earth) 4, Craft (Genesis) 5, Craft (Water) 8, Craft (Wood) 3, Dodge 6, Integrity 8 (Self-Righteousness +3), Investigation 6 (Government +2), Larceny 3, Linguistics (Native: Old Realm; Others: Dragon-tongue, Earthtongue, Flametongue, Forest-tongue, Pelagial, Riverspeak, Seatongue, Skytongue) 8, Lore 7 (Treaties +3),

Martial Arts 7 (Staff +3), Medicine 8, Melee 4, Occult 8, Performance 8 (Speeches +2, Deliberative +1), Presence 8 (Righteousness +2), Resistance 8, Ride 4, Sail 5, Socialize 8 (Deliberative +2), Stealth 2, Survival 8, Thrown 3, War 6 (Tzatl +2, Defense +1)

**Backgrounds:** Allies 5 (Legendary Ally), Arsenal 5 (Legendary Arsenal), Backing (Deliberative) 5 (Legendary Backing), Command 5, Connections (Deliberative) 5 (Legendary Connections), Connections (The Priesthood of the Unconquered

Sun) 5, Connections (Rogue Tributaries) 4, Cult 3, Henchmen 5, Manse 5 (Legendary Manse), Panoply 5, Reputation (Virtuous Priest of the Sun) 5 (Legendary Reputation), Retainers 5, Salary 4, Wealth 5 (Legendary Wealth)

**Charms:** Adamant Skin Technique, Ailment-Rectifying Method, Anointment of Miraculous Health, Armored Scout's Invigoration, Authority-Radiating Stance, Battle Fury Focus, Bloodthirsty Sword-Dancer Spirit, Body-Mending Meditation, Body-Purifying Admonitions, Bureaucracy Essence Flow, Cast Out Beyond Regard, Catching the Sun's Glance, Celestial Circle Sorcery, Cleansing Flame Strike,

Contagion-Curing Touch, Destiny-Manifesting Method, Durability of Oak Meditation, Element-Resisting Prana, Elusive Dream Defense, Enemy-Castigating Solar Judgment, Essence-Gathering Temper, First Awareness Excellency, First Bureaucracy Excellency, First Integrity Excellency, First Martial Arts Excellency, First Medicine Excellency, First Melee Excellency, First Performance Excellency, First Resistance Excellency, First War Excellency, Flawless Diagnosis Technique, Friendship with Animals Approach, Fury Inciting Presence, Glorious Solar Plate, Golden Janissary Form, Guiding Light Shines On, Hardship-Surviving Mendicant Spirit, Hauberk-Lightening Gesture, Heart-Compelling Method, Heroism-Encouraging Presence, Husband-Seducing Demon Dance, Hypnotic Tongue

Technique, Immunity to Everything Technique, Infatuation-Gathering Idol Methodology, Infinite Athletics Mastery, Infinite Bureaucracy Mastery, Infinite Awareness Mastery, Infinite Dodge Mastery, Infinite Linguistics Mastery, Infinite Integrity Mastery, Infinite Martial Arts Mastery, Infinite Medicine Mastery, Infinite Performance Mastery, Infinite Presence Mastery, Infinite Resistance Mastery, Infinite Survival Mastery, Instant Treatment Methodology, Integrity-Protecting Prana, Invincible Armor Invocation, Iron Kettle Body,

Iron Skin Concentration, Irresistible Questioning Technique, Irresistible Salesman Spirit, Judge's Ear Technique, Life-Sustaining Shelter Preparation, Light-on-Dark Shield, Lone Spark Lights the Conflagration, Majestic Radiant Presence, Medicine Essence Flow, Memory-Reweaving Discipline, Mind-Blanking Rebuke, Mob-Dispersing Rebuke, Ox-Body Technique (x8), Paralyzing Combustion Imbue-ment, Performance Essence Flow, Phantom-Conjuring Performance, Phoenix Renewal Tactic, Presence Essence Flow, Resistance Essence Flow, Respect Commanding Attitude, Righteous Lion Defense, Rotten Leaf Arrested,





While certain elders such as Bright Shattered Ice opposed this Working, the young sorcerer attached it as a cleverly worded rider on a more popular measure. She then planned every step well before the measure passed—so by the time its opponents realized what they'd voted for, the Salinan Working was already complete.

Bright Shattered Ice and others were displeased, but there was little they could do beyond watch Salina like hawks. They've seized upon every subsequent proposal of hers and turned it over and over for new deceptions, but since she's accomplished her grand Working, Salina's been laying low. On her own time and in secret, she's been looking for a way to make every circle of sorcery available to everyone—even mortals. Success seems unlikely, but she's sure that if she can only manage this, all her anti-hierarchical dreams will be realized.

Salina's wildest proposal in the last few centuries was to throw a great Calibration Feast every year: it would last all five days, she suggested, and every Solar would be encouraged to attend (though only sorcerers would be closely observed). The idea was simple—since Third Circle demons can only be summoned during Calibration, and nobody wants a Third Circle demon in Creation, everyone should come and feast together during that time. Thus, social pressure accomplishes what sorcery-restricting laws might not. This comparatively mild suggestion was greeted with great acclaim, and Salina delivers a speech at every feast.

A short, compact woman, this Solar isn't too much to look at, but the force of her personality hits onlookers like a blow. Her every word draws an irresistible response, and her laughter is contagious. She's never lacked for the attentions of the opposite sex, though she hasn't yet found a Lunar to marry; and she likes having kids, whom she educates in a somewhat haphazard way and sends out to "do some good, like fight an invading raksha or something." In particular, she's got an on-again-off-again involvement with Joyous Youth Juritsu, a Lesser Elemental Dragon of Wood (see *The Books of Sorcery, Vol. IV—The Roll of Glorious Divinity I*, pp. 131-134), and a number of her children are his. She keeps a much closer eye on them than she does the rest, for Juritsu's favorite activity is taking over the bodies and selves of his descendants. He's sworn to her that he'd never do that to their children, but Salina's not sure the dragon can help his nature.

**Limit Break:** The intense Salina is so concerned about the welfare of others that observing even minor social problems is likely to send her on an *Unshakable Crusade*. Whenever she notices an injustice, she rolls Compassion to gain Limit, and once her Limit Breaks, she becomes obsessed with one of the injustices she saw. The Zenith will then attempt whatever action she thinks necessary to immediately repair the problem. This might include fighting enemies far too strong for her, sacrificing her life to make her point, et cetera. She can control this in order to keep from taking suicidal actions, but will still act in an extreme

manner. For instance, if she's controlling a Limit Break and believes Bright Shattered Ice is an impossibly cruel woman who cannot be allowed to rule mortals, then Salina need not forcibly remove the Twilight from power, but must still do her level best to completely undermine the elder's rule. This Limit Break lasts for a full day.

**Motivation:** Create true freedom by eliminating hierarchy.

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

**Caste:** Zenith

**Anima Banner:** A blazing golden eagle dives forward with every forceful gesture she makes.

**Attributes:** Strength 5, Dexterity 5, Stamina 5; Charisma 7 (12 with artifact), Manipulation 7, Appearance 4; Perception 6, Intelligence 7, Wits 6

**Abilities:** Athletics 6, Awareness 6, *Bureaucracy* 7 (*Sneaky Maneuvers* +2, *Cooperatives* +1), Craft (Fire) 4, Dodge 7, Integrity 7 (*Her Crusades* +3), Investigation 7 (Research +1, Social Problems +1), *Larceny* 6, Linguistics (Native: Old Realm; Others: Dragontongue, Earthtongue, Firetongue, Forest-Tongue, Riverspeak) 5 (Demon Dialects +1), Lore 7 (*The Primordials* +2), Martial Arts 3, Medicine 7, Melee 6, Occult 7 (*Sorcery* +3), *Performance* 7 (*Rallying Supporters* +2), *Presence* 7 (*Her Crusades* +2), Resistance 6, Ride 4, Socialize 7 (Politics +1), Survival 5, War 3

**Backgrounds:** Arsenal 2, Artifact 5, Backing (Salinan School) 5 (Legendary Backing), Connections (Deliberative) 4, Connections (Terrestrial Bureaucracy) 5, Cult 1, Henchmen 5, Manse 3, Mentor (Devon) 5, Panoply 2, Reputation (Sorcerer) 5, Savant 5, Wealth 2

**Charms:** All-Encompassing Sorcerer's Sight, Authority-Radiating Stance, Bulwark Stance, Bureau-Rectifying Method, Bureaucracy Essence Flow, Celestial Circle Sorcery, Destiny-Manifesting Method, Dipping Swallow Defense, Elusive Dream Defense, Enemy-Castigating Solar Judgment, First Athletics Excellency, First Dodge Excellency, First Lore Excellency, First Medicine Excellency, First Melee Excellency, First Occult Excellency, Foul Air of Argument Technique, Frugal Merchant Method, Ghost-Eating Technique, Heart-Compelling Method, Heavenly Guardian Defense, Husband-Seducing Demon Dance, Hypnotic Tongue Technique, Indolent Official Charm, Infinite Bureaucracy Mastery, Infinite Dodge Mastery, Infinite Integrity Mastery, Infinite Larceny Mastery, Infinite Lore Mastery, Infinite Melee Mastery, Infinite Occult Mastery, Infinite Performance Mastery, Infinite Presence Mastery, Infinite Resistance Mastery, Infinite Socialize Mastery, Infinite Survival Mastery, Insightful Buyer Technique, Integrity Essence Flow, Integrity-Protecting Prana, Irresistible Salesman Spirit, Lion's Roar Recovery, Majestic Radiant Presence, Occult Essence Flow, Ox-Body Technique (x4), Performance Essence Flow, Phoenix Renewal Tactic, Presence Essence Flow, Ready in Eight Directions Stance, Righteous Lion Defense, Sacrosanct Soul Retribution, Salinan Absorption, Searing After-Image Passion,

Second Bureaucracy Excellency, Second Integrity Excellency, Second Investigation Excellency, Second Performance Excellency, Second Presence Excellency, Second Resistance Excellency, Second Socialize Excellency, Shinmaic Communion, Shinmaic Calibration, Should the Sun Not Rise, Socialize Essence Flow, Solar Circle Sorcery, Solar Counterattack, Sorcerer's Burning Chakra Charm, Speed the Wheels, Spirit-Cutting Attack, Spirit-Detecting Glance, Spirit-Maintaining Maneuver, Spirit-Repelling Diagram, Stubborn Boar Defense, Sun King Radiance, Supreme Perfection of Integrity, Supreme Perfection of Occult, Temptation-Resisting Stance, Terrestrial Circle Sorcery, Terrifying Apparition of Glory, Third Awareness Excellency, Third Larceny Excellency, Touch of Blissful Release, Transcendent Hero's Meditation, Underling Promoting Touch, Unhesitating Dedication, Worshipful Lackey Acquisition, Wound-Mending Care Technique

**Spells:** Abjuration of the Maidens, Adamant Circle Banishment, Adamant Countermagic, The Battle's End, Becoming the Wood Friend, Benediction of Archgenesis, Calling the Stalwart Servitor, Chariot of the Blazing Sun, Cloud Trapeze, Death of Obsidian Butterflies, Demon of the First Circle, Demon of the Second Circle, Demon of the Third Circle, Dolorous Reflection, Droning Suggestion, Emerald Circle Banishment, Emerald Countermagic, The Eye and the Mouth, The Faithful Ally, Food from the Aerial Table, Hideous Confusion of Tongues, Impenetrable Frost Barrier, Impervious Sphere of Water, Incantation of Effective Restoration, Infallible Messenger, Invulnerable Skin of Bronze, Light of Solar Cleansing, Malediction of the Distorted Compass, Mercury's Deliverance, Mists of Eventide, Mystic Travel, Open the Spirit Door, Outside Worlds Within, Paralyzing Contradiction, Purifying Flames, Ritual of Elemental Empowerment, Sapphire Circle Banishment, Sapphire Countermagic, Shadowy Simulacrum of Smoke, Sleep

of Stony Safety, Spirit of Might, Spoke the Wooden Face, Sprouting Shackles of Doom, Solar Sanctuary, Stormwind Rider, Summon Elemental, Summoning of the Harvest, Travel Without Distance, Unbreakable Bones of Stone, Virtuous Guardian of Flame, Wheel of the Turning Heavens, Winds of Confusion

**Join Battle:** 12

**Attacks:**

*Punch:* Speed 5, Accuracy 9, Damage 5B, Parry DV 5, Rate 3

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

*Clinch:* Speed 6, Accuracy 8, Damage 5B, Parry DV –, Rate 1

*Orichalcum Daiklave (Last Resort):* Speed 5, Accuracy 15, Damage 11L, Parry DV 7, Rate 4

**Soak:** 10L/10B (Orichalcum chain shirt, 7L/5B)

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

**Dodge DV:** 10    **Willpower:** 9

**Essence:** 7

**Personal Essence:** 30

**Peripheral Essence:** 72

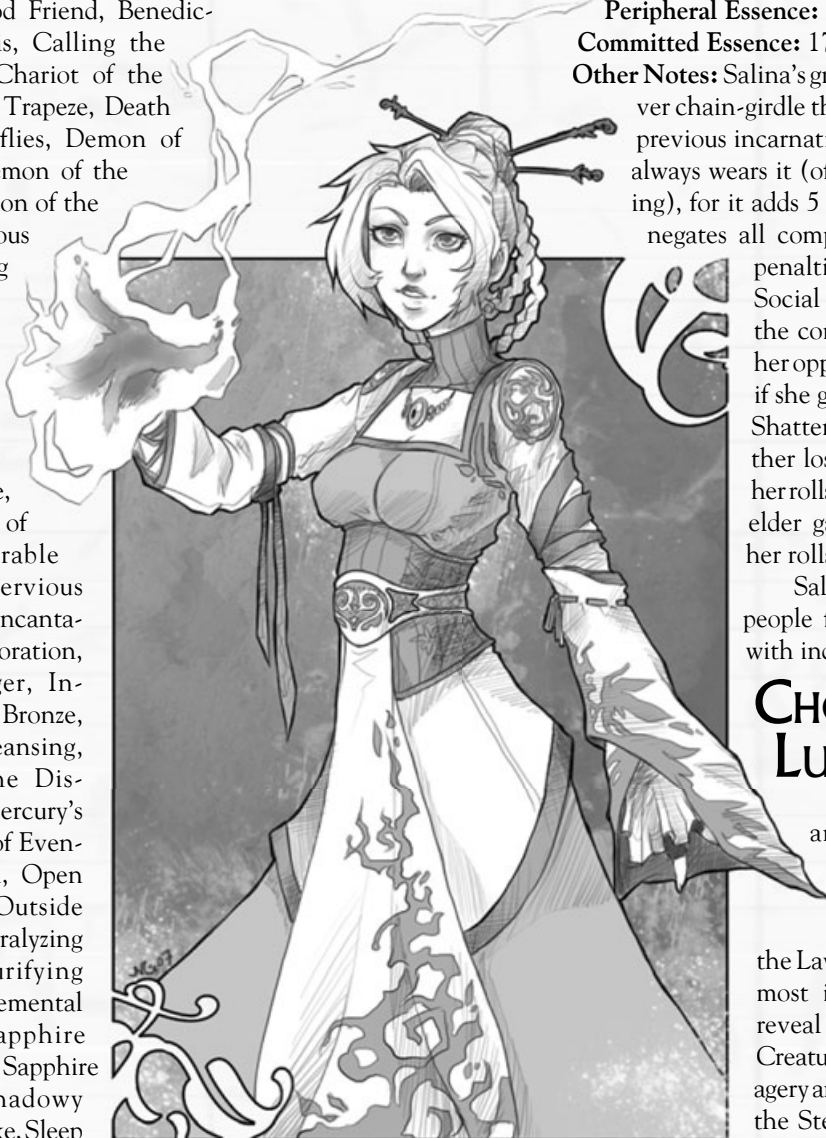
**Committed Essence:** 17

**Other Notes:** Salina's greatest treasure is a silver chain-girdle that was granted to her previous incarnation by a goddess. She always wears it (often under her clothing), for it adds 5 to her Charisma and negates all comparative Appearance penalties she might suffer in Social Combat—as well as the comparative bonuses of her opponent. (For instance, if she goes up against Bright Shattered Ice, she will neither lose three dice from all her rolls, nor will the Twilight elder gain three dice to all her rolls.)

Salina tries to keep her people from worshipping her, with indifferent success.

## CHOSEN OF LUNA

Mates, confidants and seconds to the Solar Exalted, it is often the Lunar Exalted to whom the Lawgivers delegate their most important tasks and reveal their darkest secrets. Creatures of unsurpassed savagery and animal magnetism, the Stewards are the power



behind their enthroned Solars in some principalities, while in others, they are dominated into quiescence by their dictatorial spouses.

## INGOSH SILVERCLAWS

Sharp-eyed Ingosh Silverclaws is a respected member of the Silver Pact and a quiet adherent to the Winding Path. As one of Luna's chosen priests, Ingosh considers it his duty to honor her in his politics through experimental contradiction of established protocol. Ingosh's Solar mate is comfortable with Silverclaws' practices and appreciates them as a method of strengthening the principality the two close friends rule together. The Dawn Caste Ironbound Mercy endures jests from other Solars about who truly rules their land, but Mercy is comfortable with his mate-companion. He will become less so when he realizes that Ingosh Silverclaws shaped him—from Mercy's Exaltation after the Time of Cascading Years onward—to accept the Winding Path's way of influencing government.

Ingosh regrets the necessity of manipulating his instinctual mate's development, but he refused to endure another White Wing Passing. Mercy's earlier incarnation was dictatorial, intransigent, sexually insistent and disregarding of Ingosh's desires and advice; and she died during the Time of Cascading Years. Silverclaws' greatest secret would get him executed for crimes against the Realm and Heaven. Inexplicably isolated *with* his mate White Wing Passing for almost seven centuries, Ingosh murdered the Solar to protect her lands from her foolishness and to save himself from a lifetime of degradation. Luckily, no one knows the two Exalts shared their cascading-years experience.

Now, Ingosh and Mercy run the Southeastern Doves' Flight Hills Synarchy in concordance. They plan to apply for prefectural status once they clean up the last of White Wing Passing's wars, dangerous experiments and time-delayed revenges, using the money they save from tributes to better their people's lots and improve their utilization of the land's resources. Most neighbors are less thrilled. If the Synarchy becomes a prefecture, the neighbors lose their opportunity to retaliate for slights they remember of White

Wing Passing and feel pressure to themselves become prefectures.

The only nearby principality not sabotaging the attempt to legitimize the region is that under the care of Tamuz, Ingosh's student in the nature of being a Lunar and in the arts of love. As Ingosh has consistently rebuffed all of Ironbound Mercy's advances, this is another secret whose revelation would sour things between the bonded pair.

**Limit Break:** The Curse of the Mother Hen

**Motivation:** Ensuring the survival and advancement of lands under his responsibility.

**Caste:** Waxing Moon

**Anima Banner:** A bear standing amidst misty violet and azure backed by a blinding silver light.

**Spirit Shape:** Small bear with wise eyes.

**Tell:** Expressive, sympathetic eyes visible in all his forms.

**Attributes:** Strength 4, Dexterity 6, Stamina 5; *Charisma* 8 (*Getting My Way* +3), *Manipulation* 8 (*Socialize* +3), *Appearance* 8; *Perception* 8, *Intelligence* 6, *Wits* 5

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

**Abilities:** Archery 3, Athletics 6, Awareness 8, Bureaucracy 6, Craft (Air) 4, Craft (Fire) 5, Dodge 6, Integrity 7, Investigation 6, Larceny 4, Linguistics (Native: Old Realm; Others: Clawspeak, Dragontongue, Earthtongue, Flametongue, Foresttongue, Riverspeak) 6, Lore 8, Martial Arts 5, Medicine 5, Melee 5, Occult 6, Performance 6 (*Inspiration* +2), *Presence* 8, Resistance 7, Ride 5 (*Simhata* +2), Sail 6 (*Sand-Ships* +3), *Socialize* 7, Stealth 6, *Survival* 6, Thrown 7 (*Boomerangs* +3), War 7

**Backgrounds:** Allies 5, Arsenal 3, Backing (*Deliberative*) 3, Command 3, Cult 1, Heart's Blood 6, Henchmen 4, Panoply 5, Reputation (*Politics*) 3, Retainers 4, Savant 1, Solar Bond 2, Wealth 4

**Knacks:** Changing Plumage Mastery, Compassionate Mirror Nature, Deadly Beastman Transformation\*, Emerald Grasshopper Form,

Flickering Star Infusion, Hearth-and-Flame Shell, Honing the Stolen Form, Humble Mouse Shape, Internal Form Mastery, Intimate Training Recollection, Life of the Hummingbird, Luna's Hidden Face, Mountainous Spirit Expression, Prey's Skin Disguise, Quicksilver Second Face, Subtle Silver Declaration, Taste of Luna's Champions, Towering Beast Form



\* In his war form, Ingosh Silverclaws benefits from +1 Strength, Dexterity and Stamina and the positive aspects of the following mutations: Armored Hide, Enhanced Smell, Fangs, Night Vision, Talons, Wolf's Pace, Wood Adaptation. He may also benefit from various Gift Charms.

**Charms:** Blood-Kin Sense, Bruise-Relief Method, Butterfly Eyes Defense, Butterfly Eyes Enhancement, Cat-Face Presentation, Cat-Falling Attitude, Celestial Circle Sorcery, Charismatic Lunar Trick, Coiled Serpent Strikes, Commanded to Fly, Counting the Elephant's Wrinkles, Creating the Wolf Attitude, Culling the Pride, Dog-Tongue Method, Eye of the Cat, Falling Leaf Distraction, False Burrow Pursuit, Feeding the Bear Progression, Fertile Breath Inversion, Finding the Needle's Eye, First Charisma Excellency, First Dexterity Excellency, First Intelligence Excellency, First Manipulation Excellency, First Strength Excellency, Flawless Charisma Focus, Flawless Manipulation Focus, Flowing Body Evasion, Foe-Turning Rebuke, Foot-Trapping Counter, Forsaking the Blood Posture, Glance-Oration Technique, God-Body Dissection, God-Cutting Essence, Golden Tiger Stance, Graceful Crane Stance, Halting the Scarlet Flow, Hard-Nosed Denial Style, Herd Reinforcement Stance, Herd-Strengthening Invocation, Hibernation of the Dog, Impossible Manipulation Improvement, Inevitable Genius Insight, Inevitable Spoor Discovery, Instinct Memory Insertion, Instinctive Charisma Unity, Instinctive Dexterity Unity, Instinctive Essence Prediction, Instinctive Manipulation Unity, Irresistible Silver Spirit, Keen Hearing and Touch Technique, Labyrinth of the Beast, Lightning Stroke Attack, Lunar Hero Form, Mask of White Jade, Mirror Sight Dismay, Motive-Dissecting Eye, Octopus and Spider Barrage, Outworld-Forsaking Stance, Ox-Body Technique (x4), Perfect Symmetry, Rabid Beast Attitude, Rapid-Speech Technique, Relentless Lunar Fury, Riding the Secret Wind, Righteous Lion Defense, Second Appearance Excellency, Second Intelligence Excellency, Second Perception Excellency, Second Stamina Excellency, Secret Speech Method, Secure Cat Stepping, Sense-Borrowing Method, Silver Lunar Resolution (x6), Snake Body Technique, South Mastery Technique, The Spider's Trap Door, Spirit-Maiming Essence Attack, Subduing the Honored Foe, Tearing Claw Atemi, Terrestrial Circle Sorcery, Thieving Magpie Prana, Third-Veil Suggestion, Thousand Claw Infliction, Topiary Culture Meditation, True-to-the-Pack Dedication, Twin-Fang Technique, Wary Swallow Method, Wasp Sting Blur, Watchful Spider Stance, Wind-Dancing Method, Wolf Ear Advantage, Wolf Eye Advantage

**Spells:** Becoming the Wood Friend, Demon of the First Circle, Demon of the Second Circle, Dolorous Reflection, Emerald Countermagic, Eternal Crystalline Encasement, Eye of Alliance, Open the Spirit Door, The Princes of the Fallen Tower, Private Plaza of Downcast Eyes, Ritual of Elemental Empowerment, Sapphire Countermagic, Spoke the Wooden Face, Stormwind Rider, Summon Elemental, Wood Dragon's Claw

**Join Battle:** 13

**Attacks:**

*Human:*

*Punch:* Speed 5, Accuracy 12, Damage 4B, Parry DV 7, Rate 3

*Kick:* Speed 5, Accuracy 11, Damage 7B, Parry DV 5, Rate 2

*Clinch:* Speed 6, Accuracy 11, Damage 4B, Parry DV —, Rate 1

*Moonsilver Sky-Cutter (Winter Deaths):* Speed 5, Accuracy 19, Damage 9L, Range 70, Rate 2

*War Form:*

*Bite:* Speed 5, Accuracy 10, Damage 5L, Parry DV —, Rate 3

*Talons:* Speed 5, Accuracy 11, Damage 8L, Parry DV 6, Rate 3

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

*Moonsilver Sky-Cutter (Winter Deaths):* Speed 5, Accuracy 20, Damage 10L, Range 70, Rate 2

**Soak:** 15L/19B; 19L/24B in war form (Moonsilver articulated plate, +12L/14B, Hardness: 8L/8B)

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

**Dodge DV:** 10 (11 in war form)      **Willpower:** 8

**Essence:** 8

**Personal Essence:** 24      **Peripheral Essence:** 128 (118)

**Committed Essence:** 10

**Other Notes:** Ingosh Silverclaws prefers to solve his problems, be they political or physical threats, in methods other than direct. It's a matter of making worship of Luna part of his every action. A favorite tactic is to throw Winter Deaths through scenery to end fights in clear decision.

Winter Deaths inspires those it strikes to think of their final breaths. A successful attack causes the target's player to roll (Willpower + Integrity) at a difficulty equal to the levels of damage the weapon inflicts. Failure halves the victim's MDVs versus social attacks that manipulate fear of death, hunger or other dangers of long winters. Winter Deaths always returns to its wielder.

Ingosh Silverclaws' moonsilver articulated plate armor, Finch Feather Fallen, hypnotizes people with its scintillating beauty. Any who see and attack its wearer deduct a number of dice equal to Ingosh's Essence from their attack pools. Finally, 60 motes of the Lunar's Peripheral Essence comes from Silver Lunar Resolution and can only be replenished by working to preserve the Southeastern Doves' Flight Hills Synarchy.

## LILITH

Two fames precede Lilith across Creation, to even the most ignorant barbarians' camp. The first is awe for her physical prowess, which has defeated many potent demons and behemoths in single combat. Second is profound respect for her devotion to Desus, her bonded Solar

mate. Overseeing their prefecture in the East, she takes her chosen leisure while he toys with Deliberative politics and lays strong foundations for him to take control of neighboring principalities. These ploys draw antipathy from their neighbors that Lilith deals with on her own.

Lilith's dark secret is the war in her heart between loathing and love for her mate. Some Lunars know the physical harm he occasionally inflicts on her, but they know little of the degree to which he controls her life. She interacts only with Seneschals of the Sun Kings, as "they are the only respectful Lunars." Desus directs her study of Charms and Knacks. Lilith is female to the core and is a Twin-Faced Hero only to please Desus. He forbids her some Charms that would allow her to deceive or hide from him. If Lilith's mate knew she could invoke Clover Can't Be Found, he would punish her greatly.

For all that, Lilith loves Desus dearly and is loyal to him. Even mastering Clover Can't Be Found with the knowledge that it would displease him was difficult for Lilith. A silver tongue that plays off Lilith's hate and fear for Desus is effective, if it manages to avoid triggering the many defenses Desus placed in Lilith's personality. Some such mental landmines cause Lilith to turn and walk away, afterward to remember only that the person speaking angered her and she left. And that's the best-case scenario. One Dragon-Blood caused her to tear him limb from limb and forget the incident. Lilith denies it ever happened. Other Celestial Exalted restrain their public contradictions out of respect and marvel at her dedication in private.

One of Lilith's few disobediences is this: She is the secret patron of an RPC in the Northeast. It is where she was born and spent her first 19 years of life. Exaltation stole her youthful love away as the relationship she thought she could have faltered beneath her glory and her acquisition of a husband and mate. For centuries, she's guided the village's fortunes. Her first love's many-times-great-grandson is just coming of age, and he resembles his forebear more than Lilith can bear. She is on the verge of taking him as a lover, something Desus has forbidden, under the rationalization that taking lovers is no insult among the Exalted and is often expected. What punishments Desus has planned for

such an event, or that he has programmed Lilith to execute herself, remain to be discovered.

**Limit Break:** The Curse of the Whipped Dog

**Motivation:** Please Desus.

**Caste:** Waning Moon

**Spirit Shape:** A white spotted owl



**Anima Banner:** A cloak of white owl feathers, settled over her like wings.

**Tell:** Feathers in her hair.

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

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

**Abilities:** Archery 2, Athletics 5, Awareness 5, Bureaucracy 2, Craft (Water) 3, Dodge 5, Integrity 2, Larceny 5, Linguistics (Native: Riverspeak; Others: Forest-tongue, Old Realm, Seatongue, Skytongue) 4, Lore 4, Martial Arts 7, Medicine 3, Melee 4 (Spears +2), Occult 3, Performance 4 (Fooling Desus +3), Presence 4, Resistance 5, Ride 2, Sail 1, Socialize 4, Stealth 4,

Survival 5, Thrown 2, War 1 (Ambush +3)

**Backgrounds:** Arsenal 1, Artifact 2, Cult 1, Heart's Blood 4, Manse 2, Panoply 3, Retainer 3, Sifu 2, Solar Bond 5, Wealth 2

**Knacks:** Changing Plumage Mastery, Constant Quicksilver Rearrangement, Deadly Beastman Transformation\*, Emerald Grasshopper Form, Flickering Star Infusion, Hearth-and-Flame Shell, Humble Mouse Shape, Hybrid Body Rearrangement\*\*, Illimitable Beast Declaration, Intimate Training Recollection, Laurels-and-Ivy Technique, Life of the Hummingbird, Lightning-Change Style, Prey's Skin Disguise, Quicksilver Second Face, Subtle Silver Declaration, Twin-Faced Hero

\* In her war form, Lilith benefits from +1 Strength, Dexterity and Stamina and the positive aspects of the following mutations: Feathers, Night Vision, Small, Talons, Wings. She may also benefit from various Gift Charms.

\*\* Hybrid Body Rearrangement allows Lilith to activate any of the following mutations as a shapeshifting action that costs one mote: Chameleon, Gills, Enhanced Sight, Armored Hide.

**Charms:** Agitation of the Swarm Technique, Armor-Rending Claw Fist, Bear Sleep Technique, Bruise-Relief Method,

Butterfly Eyes Defense, Butterfly Eyes Fist, Butterfly Eyes Tread, Claws of the Silver Moon, Clover Can't Be Found, Coiled Serpent Strikes, Crouching Tiger Stance, Den Mother Method, Dog-Tongue Method, Durable Battle Mind, Eagle Eye Advantage, East Mastery Technique, External Hide Perfection, Eye of the Cat, Falling Leaf Distraction, False Burrow Pursuit, Ferocious Biting Tooth, First Appearance Excellency, First Charisma Excellency, First Dexterity Excellency, First Manipulation Excellency, First Perception Excellency, First Strength Excellency, First Wits Excellency, Flawless Dexterity Focus, Flawless Manipulation Focus, Flawless Strength Focus, Flesh-Tearing Entanglement, Flowing Body Ascension, Flowing Body Evasion, Foot-Trapping Counter, Frenzied Bear Fortification, Furious Hound Pursuit, Furious Unhappy Recourse, Golden Tiger Stance, Graceful Crane Stance, Greedy Mosquito Bite, Ground-Denying Defense, Halting the Scarlet Flow, Hide-Toughening Essence, Impossible Dexterity Improvement, Impossible Manipulation Improvement, Impressions of Strength (Ogre's Loving Caress, Undeniable Might), Instinct-Driven Beast Movement, Instinctive Dexterity Unity, Instinctive Manipulation Unity, Inviting the Winter Wolf, Irresistible Silver Spirit, Jaws of the River Dragon, Keen Hearing and Touch Technique, Light-Footed Mountain Goat Stance, Lightning Stroke Attack, Lost Mirror Flight, Luna's Fortitude, Lunar Hero Form, Many-Pockets Meditation, Many-Armed Monkey Style, Mask of White Jade, Meerkat Alertness Practice, Might-Bolstering Blow, Mirror Sight Dismay, Octopus and Spider Barrage, One of the Herd, Ox-Body Technique (x4), Perfection of the Mockingbird, Perfect Symmetry, Prey-Hobbling Bite, Rabid Beast Attitude, Relentless Lunar Fury, Righteous Lion Defense, Running Through the Herd, Second Stamina Excellency, Secure Cat Stepping, Secure Den Prana, Silver Lunar Resolution, Snake Body Technique, South Mastery Technique, The Spider's Trap Door, Spreading the Wyld Roots, Steadfast Yeddim Meditation, Terrible Wolverine Onslaught, Thieving Magpie Prana, Thousand Claw Infliction, Throat-Baring Hold, True-to-the-Pack Dedication, Twin-Fang Technique, Unstoppable Lunar Wound, Wary Swallow Method, Wasp Sting Blur, Wind-Dancing Method

**Join Battle:** 11

**Attacks:**

*Human:*

**Punch:** Speed 5, Accuracy 15, Damage 5B, Parry DV 8, Rate 3

**Kick:** Speed 5, Accuracy 14, Damage 8B, Parry DV 6, Rate 2

**Clinch:** Speed 6, Accuracy 14, Damage 5B, Parry DV —, Rate 1

**Moonsilver Dire Lance (Luna's Fang):** Speed 5, Accuracy 17, Damage 13L/17L, Parry DV 9, Rate 2

**Moonsilver Short Powerbow (Luna's Bite):** Speed 6, Accuracy 12,

Damage 9L, Rate 2, Range 350

*War Form:*

**Talons:** Speed 5, Accuracy 16, Damage 8L, Parry DV 9, Rate 3

**Talon Kick:** Speed 5, Accuracy 15, Damage 11L, Parry DV 7, Rate 2

**Clinch:** Speed 6, Accuracy 15, Damage 6B, Parry DV —, Rate 1

**Moonsilver Dire Lance (Luna's Fang):** Speed 5, Accuracy 18, Damage 14L/18L, Parry DV 9, Rate 2

**Moonsilver Short Powerbow (Luna's Bite):** Speed 6, Accuracy 13, Damage 10L, Range 350, Rate 2

**Soak:** 8L/9B; 8L/10B in war form (Moonsilver hearthstone bracers, +2L/0B, and moonsilver breastplate [Soaring Lov-ers]; 2L/2B)

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

**Dodge DV:** 13      **Willpower:** 7

**Essence:** 7

**Personal Essence:** 21      **Peripheral Essence:** 72 (58)

**Committed Essence:** 14

**Other Notes:** Lilith takes pleasure in bringing elegance, distilled brutality and smooth success to combat. She happily duels with friends and rivals and destroys enemies of the Realm wherever she finds them. She possesses a hearthstone known as the Midnight War Crystal set in her hearthstone bracer, which allows her to challenge any person she knows to combat in their dreams. It is identical to waking combat, but the Essence and Willpower spent and wounds taken are not real, and the victor regains one point of temporary Willpower upon waking. A Gemstone of Shadows is set in her powerbow.

Also, 10 motes of the Lunar's Peripheral Essence comes from Silver Lunar Resolution and can only be replenished by working to protect her RPC in the Northeast.

## MA-HA-SUCHI

The Wolf with the Red Roses is infamous as the terror of bedchambers across the Blessed Isle. The Solar Temen Ambereyes issues public chastisements of his platonic Lunar mate while privately encouraging Ma-Ha-Suchi's recreation. Despite the rare negative feeling the Wolf's habit engenders (and the Dragon-Blooded assassins that often accompany such feelings), it is a sharp and versatile political weapon for Ambereyes—and it delays the day that the Ma-Ha-Suchi seeks entrance into Ambereyes' bed.

Ma-Ha-Suchi is indiscriminate in partners, apart from his ambition to sleep with every Celestial Exalt, though few mortals intrigue him enough to attract his lust. He sleeps with few people more than once, and his only recurrent lover is Odovacar of Rust, husband-wife to a neighboring Lawgiver on the Blessed Isle. Odovacar's Solar mate is jealous and unforgiving of affairs that reach beyond that of convenience, so their trysts remain secret lest Odovacar,

Ma-Ha-Suchi and Temen Ambereyes suffer large personal and political consequences.

Some people consider Ma-Ha-Suchi an irredeemable rascal, others an enemy, but none deny him admission into their principalities or their homes. He is too charming a guest and too pleasant a companion. He is not the oldest, most powerful or most socially convincing of the Exalted, but he uses that to his advantage. When Ma-Ha-Suchi cannot overwhelm potential hosts with his personality, he disarms them with his youth. Only the Sidereal Hadeon (see p. 170) avoids the Wolf with the Red Roses without respite. Ma-Ha-Suchi is confident that they will meet, because he prowls Meru and the Blessed Isle for the very reason that all Celestial Exalted come there eventually.

The Lunar has estates in the Threshold, some personal, some shared with Ambereyes and one for secret meetings with Odovacar. He rarely visits them. Everything in the world is in Meru, so why would he spend his time in barbarism? Ma-Ha-Suchi feels the same way about the dominion he and Ambereyes administer on the Isle. While Ambereyes enjoys the arenas of political and economic combat, Ma-Ha-Suchi leaves the busywork to his Terrestrial subordinates and aids his bonded mate as an afterthought. I AM conveys no messages left for him regarding his duties in the prefecture, by longstanding command. This would cause trouble, but I AM intelligently selects messages to share based on content and originator and has never been chastised by Ma-Ha-Suchi on the matter.

**Limit Break:** The Curse of the Raging Bull

**Motivation:** Bed every Celestial Exalt.

**Caste:** Waxing Moon

**Spirit Shape:** A handsome, groomed and powerful wolf.

**Anima Banner:** Glorious bright white and silver behind grinning wolf teeth.

**Tell:** Sharp canines in his smile.

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

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

**Abilities:** Archery 4 (Showing Off +2), Athletics 5, Awareness 4, Bureaucracy 2, Dodge 4, Integrity 4, Investigation 3, Larceny 4, Linguistics (Native: Earthtongue; Others: Flame-tongue, Forest-tongue, Old Realm, Riverspeak, Seatongue,

Skytongue) 6, Lore 2, Martial Arts 3, Medicine 1, Melee 5, Occult 3, Performance 6, Presence 6 (Seduction +3), Resistance 4, Ride 3, Sail 3, Stealth 2, Socialize 6 (Idle Pastimes +2), Survival 2, Thrown 2, War 2

**Backgrounds:** Allies 4, Artifact 4, Artifact 3, Artifact 3, Artifact 2, Connections (Celestial Exalted Lovers) 4, Cult 2, Heart's Blood 2, Panoply 3, Reputation (Lover) 5 (Legendary Reputation), Retainers 3, Wealth 3

**Knacks:** Changing Plumage Mastery, Compassionate Mirror Nature, Courtesan's Possession, Deadly Beastman Transformation\*, Flickering Star Infusion, Honing the Stolen Form, Life of the Hummingbird, Prey's Skin Disguise, Twin-Faced Hero

\* In his war form, Ma-Ha-Suchi benefits from +1 Strength, Dexterity and Stamina and the positive aspects of the following mutations: Cheetah's Pace, Fangs, Fire Adaptation, Inexhaustible, Night Vision, Small, Tail, Talons, Thick Skin. He may also benefit from various Gift Charms.

**Charms:** Blood-Kin Sense, Bruise-Relief Method, Butterfly Eyes Defense, Cat-Face Presentation, Cat-Falling Attitude, Charismatic Lunar Trick, Chattering Magpie Inflection, Cobra Hypnotic Method, Counting the Elephant's Wrinkles, Dog-Tongue Method, East Mastery Technique, Falling Leaf

Distraction, False Burrow Gift, False Burrow

Pursuit, First Charisma

Excellency, First Dexterity Excellency, First Manipulation Excellency, First Perception Excellency, First Strength Excellency, Foe-Marking Style, Foe-Turning Rebuke, Forgetful Victim Prana, Glance-Oration Technique, Graceful Crane Stance, Hard-Nosed Denial Style, Heightened Smell and Taste Method, Hide of the Cunning Hunter, Hide-Toughening Essence, Instinct Memory Insertion, Instinctive Charisma Unity, Instinctive Manipulation Unity, Irresistible Silver Spirit, Keen Hearing and Touch Technique, Keen Smell and Taste Technique, Light-Footed Mountain

Goat Stance, Lightning Flash Might Methodology, Lost Mirror Flight, Mask of White Jade, Meerkat Alertness Practice, Mind-Blanking Fear Technique, Mirror Sight Dismay, Motive-Dissecting Eye, New Friend Aroma, Observed Predator Instinct, Outworld-Forsaking Stance, Ox-Body Technique (x2), Perfect Fear Scent, Perfect Symmetry, Rapid-Speech Technique, Righteous Lion Defense,



Scathing Lunar Condemnation, Secret Speech Method, Second Appearance Excellency, Second Stamina Excellency, Second Wits Excellency, Serpent's Tooth Reply, Silver-Swift Retort, Stance-as-Thought Stride, Steadfast Yeddim Meditation, Subduing the Honored Foe, Subtle Silver Command, Tearing Claw Atemi, Terrifying Lust Infliction, Third-Veil Suggestion, Unnoticed Confusion Attack, Wolf Ear Advantage

**Join Battle:** 9

**Attacks:**

*Human:*

*Punch:* Speed 5, Accuracy 9, Damage 5B, Parry DV 5, Rate 3

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

*Clinch:* Speed 6, Accuracy 8, Damage 5B, Parry DV —, Rate 1

*Moonsilver Reaper Daiklave (Silver Sliver):* Speed 4, Accuracy 16, Damage 9L, Parry DV 8, Rate 3

*Moonsilver Short Powerbow (Touch of Grace):* Speed 6, Accuracy 12, Damage 9L, Range 350, Rate 2

*War Form:*

*Punch:* Speed 5, Accuracy 10, Damage 6B, Parry DV 6, Rate 3

*Kick:* Speed 5, Accuracy 9, Damage 9B, Parry DV 4, Rate 2

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

*Fangs:* Speed 5, Accuracy 9, Damage 6L, Parry DV —, Rate 1

*Talons:* Speed 5, Accuracy 10, Damage 8L, Parry DV 6, Rate 3

*Moonsilver Reaper Daiklave (Silver Sliver):* Speed 4, Accuracy 17, Damage 10L, Parry DV 8, Rate 3

*Moonsilver Short Powerbow (Touch of Grace):* Speed 6, Accuracy 13, Damage 9L, Range 350, Rate 2

**Soak:** 8L/10B; 10L/12B in war form (Moonsilver lamellar, +5L/5B)

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

**Dodge DV:** 8 (9 in war form) **Willpower:** 7

**Essence:** 7

**Personal Essence:** 21 **Peripheral Essence:** 62 (49)

**Committed Essence:** 13

**Other Notes:** Ma-Ha-Suchi prefers love to war, but his image is everything. Given the choice between fighting and looking like a fool, he'll fight—but do everything he can to end the conflict gracefully and with some egg on his opponent's face. And he's good at it, too.

Aiding him in this are his uniquely designed weapons and armor. Silver Sliver is an elegant moonsilver reaper daiklave that accents Ma-Ha-Suchi's image. Add one success to called shots and attempts to show off with it. Touch of Grace is a moonsilver short powerbow that automatically hits any target, regardless of difficulty, that has no Defense Value, a quality he employs to show off. The damage rating assumes broadhead arrows. Ma-Ha-Suchi's moonsilver lamellar armor Lover's Embrace is beautiful, adding one to

Ma-Ha-Suchi's Appearance in all forms. It makes him look particularly dashing after combat, increasing his Appearance by one more dot after it protects him from combat and for the scene that follows.

## TAMUZ

Tamuz's first love has always been war. As a youth, his delight was leading his friends against their rivals in play, plotting victories in team sports and exercising his natural aptitude for strategy board games. His admission into the Dejzmachy Steadfast Defenders surprised no one, and his meteoric rise through the ranks was entirely due to merit. He still made enemies, especially among those Dragon-Blooded he surpassed. Some of them remain alive, others passed their resentment to their descendents, and the lot of them plot in secret now that Tamuz is one of the elite Celestial Exalted. It was Tamuz's tenacity in the face of impossible odds and favoritism that earned him Luna's Blessing.

Exaltation proved Tamuz's right to high place in the army. The Dejzmachy's Queen Chiara is Tamuz's bonded mate, and in her name, he shaped her Steadfast Defenders into a conquering military worth those of any three neighboring tributaries. The Deliberative requested his service, and he distinguished himself in campaigns against the Fair Folk of all directions. In fact, his dedication to the task regardless of political consideration earned him lasting enmity among the Fair Folk and his allies.

Then, Queen Chiara recalled Tamuz from the field. She refused further entreaties for his services on his behalf, insisting that his place was with her, and set the Half Moon to governing the lands he had conquered for her in the earlier days of his Exaltation. This is a task to which the territory's Dragon-Blooded are better suited, but Chiara insists that Tamuz care for it personally. This creates weaknesses in the bureaucracy that enemies exploit, but he has little choice. He is Dejzmach Tamuz (a title Chiara's former incarnation bore but Chiara found distasteful and passed to her mate), and his duty is in the Starlit Ice Dejzmachy.

Impartial Tailor Teruko, a Sidereal of note in the Southern Convention, recently intimated to Tamuz that she was responsible for Tamuz's talent for strategy and his ascension to the heights that attracted Luna's attention. The Impartial Tailor's lie fools Tamuz so far, and the Lunar wonders whether he owes Teruko gratitude for the honor... or enmity for his current situation. Which he gives her, and whether she recognizes the danger before he does, remains to be seen, though Tamuz has already drawn up plans for the military conquest of all lands for which Impartial Tailor Teruko bears any responsibility as a theoretical exercise.

**Limit Break:** The Curse of the Lone Wolf

**Motivation:** Guide his people to military independence.

**Caste:** Half Moon

**Anima Banner:** Deep blues and silver-tinged browns that surround piercing eyes.

**Spirit Shape:** A sleek, fit gazelle hound.

**Tell:** His shadow has perked, peaked ears, no matter his actual form.

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

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

**Abilities:** Archery 5 (Sniping +2), Athletics 2, Awareness 3, Bureaucracy 4, Craft (Earth) 4, Craft (Fire) 4, Dodge 5, Integrity 3, Investigation 1, Linguistics (Native: Flametongue; Others: Earthtongue, Forest-tongue, Old Realm, River-speak) 4, Lore 4, Martial Arts 3, Medicine 3, *Melee* 6 (*Disarming* +2, *Swords* +1), Occult 4, Performance 5, Presence 3, Resistance 3, Ride 3, Sail 5, Socialize 4, *Survival* 4, War 6 (*The South* +3)

**Backgrounds:** Allies 3, Arsenal 3, Backing (Crimson Panoply of Victory) 1, Backing (Deliberative) 2, Command 4, Connections (Army of the Deliberative) 4, Cult 2, Heart's Blood 4, Henchmen 3, Manse 3, Panoply 2, Reputation (General) 5, Retainers 3, Salary 1, Solar Bond 3, Wealth 3

**Knacks:** Deadly Beastman Transformation\*, Devastating Ogre Enhancement, Emperor Ox Expansion, Essential Mirror Form (Green Sun Child), Green Sun Child, Heart-Theft of the Behemoth, Il-limitable Beast Declaration, Luna's Hidden Face, Mountainous Spirit Expression, Terrifying Beastman Alteration\*, Towering Beast Form

\* In his war form, Tamuz benefits from +2 Strength, Dexterity and Stamina and the positive aspects of the following mutations: Cheetah's Pace, Fangs, Fire Adaptation, Inexhaustible, Night Vision, Tail, Talons, Thick Skin. He may also benefit from various Gift Charms.

**Charms:** Bird Falls from Flock Targeting, Blood-Kin Sense, Boundary-Marking Meditation, Bruise-Relief Method, Diving Hawk Inspiration, Dog-Tongue Method, Durable Battle-Mind, Eagle Eye Advantage, External Hide Perfection, Eye of the Cat, First Charisma Excellency, First Dexterity Excellency, First Intelligence Excellency, First Manipulation Excellency, First Wits Excellency, Flawless Charisma Focus, Flight of the Sparrow, Flowing Body Evasion, Frenzied Bear Fortification, Furious Hound Pursuit, God-Cutting Essence, Golden Tiger Stance, Halting the Scarlet Flow, Hide-Toughening Essence, Instinct-Driven Beast Movement, Instinctive Charisma Unity, Leaf-Falling Scrutiny, Lesson of the Winter Wolf, Lessons in the Blood, Loyal Beast-Friend Enlightenment, Maintaining the Pack, Meerkat Alertness Practice, Mist-Walking Prana, Moonlight Curtain Drawn, Native Son's

Grace, Nature-Reinforcing Allocation, North Mastery Technique, Ox-Body Technique (x3), Pack and Flock Guidance, Pack Instinct Affirmation, Predator and Prey Recognition, Predator's Insight, Ranging Wolf Marking, Relentless Lunar Fury, Relentless Lunar Horde, Righteous Lion Defense, School Becomes Shark Formation, Second Appearance Excellency, Second Intelligence Excellency, Second Perception Excellency, Second Stamina Excellency, Secure Cat Stepping, Sense-Borrowing Method, Shadowlands Circle Necromancy, Sharing the Gifts of Luna, Silver Lunar Resolution (x3), South Mastery Technique, Steadfast Yeddim Meditation, Terrestrial Circle Sorcery, Unstoppable Beast-Warrior Indoctrination, Unstoppable Juggernaut Incarnation, Wary Swallow Method, Watchful Spider Stance, Wind-Dancing Method, Wolf Pack Training Technique

**Spells:** Coin of Distant Vision, Demon of the First Circle, Dusk Eyes, Emerald Circle Banishment, Emerald Countermagic, Hound of the Five Winds, Infallible Messenger, Iron Countermagic, Personal Tempest, Raise the Skeletal Horde, Raising the Earth's Bones, Stormwind Rider, Summoning of the Harvest, The Violent Opening of Closed Portals, Water from Stone

**Join Battle:** 7

**Attacks:**

*Human:*

*Punch:* Speed 5, Accuracy 10, Damage 3B, Parry DV 6, Rate 3

*Kick:* Speed 5, Accuracy 9, Damage 6B, Parry DV 4, Rate 2

*Clinch:* Speed 6, Accuracy 9, Damage 3B, Parry DV —, Rate 1

*Moonsilver Reaver Daiklave (Bull's Horns):* Speed 5, Accuracy 18, Damage 12L/3, Parry DV 8, Rate 2

*Moonsilver Long Powerbow (Parliament of Rooks):* Speed 6, Accuracy 13, Damage 8L, Range 450, Rate 3

*War Form:*

*Punch:* Speed 5, Accuracy 12, Damage 5B, Parry DV 7, Rate 3

*Kick:* Speed 5, Accuracy 11, Damage 8B, Parry DV 5, Rate 2

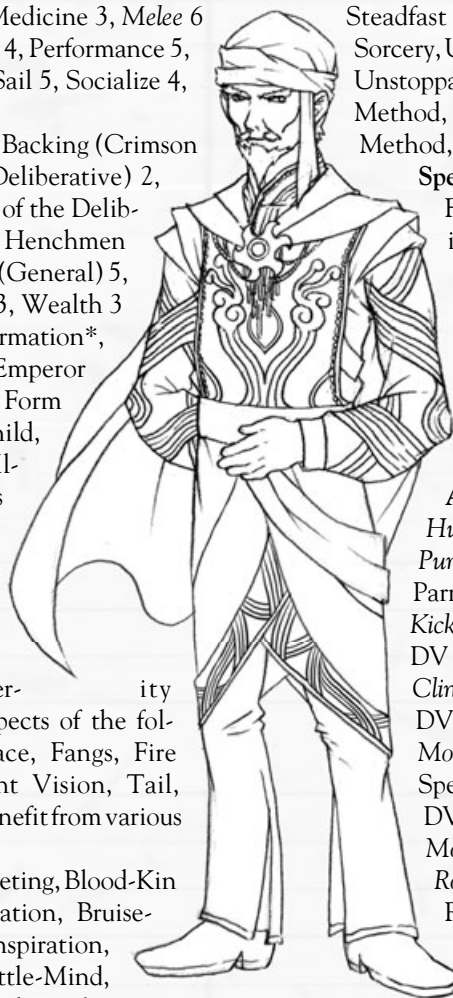
*Clinch:* Speed 6, Accuracy 11, Damage 5B, Parry DV —, Rate 1

*Fangs:* Speed 5, Accuracy 9, Damage 4L, Parry DV —, Rate 1

*Talons:* Speed 5, Accuracy 12, Damage 7L, Parry DV 7, Rate 3

*Moonsilver Reaver Daiklave (Bull's Horns):* Speed 5, Accuracy 20, Damage 14L/3, Parry DV 9, Rate 2

*Moonsilver Long Powerbow (Parliament of Rooks):* Speed 6, Accuracy 15, Damage 8L, Range 450, Rate 3





Technique, Compassionate Essence Replenishment, Conclusion-Pursuing Approach, Crimson Palm Counterstrike, Dance of the Hungry Spider, Deadly Starmetal Offensive, Death-Parrying Stroke, Defense of Shining Joy, Demesne and Manse Form, Demesne Emulation Practice, Destiny-Knitting Entanglement, Duck Fate, Easily Accepted Proposition Stance, Efficient Secretary Technique, Expected Pain, Fateful Awareness Excellency, Fateful Craft Excellency, Fateful Dodge Excellency, Fateful Lore Excellency, Fateful Martial Arts Excellency, Fateful Performance Excellency, Fateful Presence Excellency, Fateful Resistance Excellency, Fateful Socialize Excellency, Faultless Ceremony, Favorable Inflection Procedure, First Awareness Excellency,

First Craft Excellency, First Dodge Excellency, First Lore Excellency, First Martial Arts Excellency, First Performance Excellency, First Presence Excellency, First Resistance Excellency, First Socialize Excellency, Five Jade Fury, Flickering Moonsilver Approach, Flight of Mercury, Force Decision, Fortuitous Fellowship, Four Magical Materials Form, Full Moon Lunar Exalt Ways, Games of Divinity Form, Glory Path, God Ways, Grandmother Spider Mastery, Harmonic Completion, Harmony of Blows, Heart-Brightening Presentation Style, Horrific Wreath, Ice and Fire Binding, Icy Hand, Impeding the Flow, Impose Motivation, Joy in Adversity Stance, Jumping Spider Strike, Life-Severing Blow, Life Without Compunction, Loyalty-Sacrificing Sidestep, Mark of Exaltation, Maw of

Dripping Venom, Metal Storm, Methodology of Secrets, Mirror-Shattering Method, Name-Pilfering Practice, Nest of Living Strands, Night Solar Exalt Ways, Of Secrets Yet Untold, Of the Shape of the World, Of Truths Best Unspoken, Ordained Bridle of Mercury, Orichalcum Sheathing Stance, Ox-Body Technique, Pattern Spider Touch, Perfection in Life, Predestined Delivery Shaping, Presence in Absence Technique, Preservation of Resolve, Prior Warning, Prismatic Arrangement of Creation Form, Rain of Unseen Threads, Research Assistant Invocation, Salt into Ash Sleight, Secrets of Future Strife, Sequential Charm Disruption, Serendipitous Voyage, Shield of Destiny, Shun the Smiling Lady, Sidereal Shell Games, Soft

Presence Practice, Someone Else's Destiny, Song of Spirit Persuasion, Soul Fire Shaper Form, Spell-Shattering Palm, Spirit-Shape Companion, Stern Essence Replenishment, Stone Skipping Spirit, Supernal Awareness, Terrestrial Circle Sorcery, Thought-Swiping Distraction, Thumbnail Spider March, Unhearing Dedication, Unnatural Many-Step Stride, Unobstructed Blow, Violet Bier of Sorrows Form, Walls of Salt and Ash, Wanting and Fearing Prayer, Water and Fire Legion, Water and Fire Treaty, Water Spider Bite, Wise Choice, World-Shaping Artistic Vision (Knowledge +2), Yellow Path, You and Yours Stance

**Spells:** Coin of Distant Vision, Corrupted Words, Demon of the First Circle, Demon of the Second Circle, Empathic

Wind, The Faithful Ally, Hidden Judges of the Secret Flame, Incantation of Spiritual Discretion, Infallible Messenger, Lightning Spider, Mercury's Deliverance, Open the Spirit Door, Paralyzing Contradiction, Raise the Puissant Sanctum, The Sacred Tongue, Sapphire Circle Banishment, Sapphire Countermagic, Shadowy Simulacrum of Smoke, Stormwind Rider, Summon Elemental, Summon Ghost, Summon Spirit Boat, Summoning of the Harvest, Threefold Binding of the Heart, Thunder Wolf's Howl, Travel Without Distance, Virtuous Guardian of Flame, Voices of Distant Regard, Whirlwind of Fate

**Colleges:** The Banner 2, The Captain 3, The Corpse 2, The Crow 2, The Ewer 2, The Gauntlet 2, The Guardians 2, The Gull 1, The Haywain 3, The Key 3, The Lovers 2, The

Mask 3, The Mast 2, The Messenger 3, The Musician 2, The Peacock 3, The Pillar 2, The Quiver 3, The Rising Smoke 2, The Shield 1, The Ship's Wheel 3, The Sorcerer 3, The Spear 2, The Sword 3, The Treasure Trove 3

**Join Battle:** 12

**Attacks:**

**Punch:** Speed 5, Accuracy 12, Damage 5B, Parry DV 7, Rate 3

**Kick:** Speed 5, Accuracy 11, Damage 8B, Parry DV 5, Rate 2

**Clinch:** Speed 6, Accuracy 11, Damage 5B, Parry DV —, Rate 1



*Starmetal Wrackstaff (Fair Lesson)*: Speed 4, Accuracy 15, Damage 12L or 20B, Parry DV 7, Rate 3

**Soak**: 3L/5B

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

**Dodge DV**: 12 **Willpower**: 10

**Essence**: 7

**Personal Essence**: 24 **Peripheral Essence**: 66 (60)

**Committed Essence**: 6

**Other Notes**: The Chosen of Secret's starmetal-laced wrackstaff, Fair Lesson, allows Kejak to levy astrological penalties on those he touches with it. It raises the victim's target number for one Ability of Kejak's choice and remains for the rest of the scene. When the Ability activates, pattern spiders tie the malign destiny to the easiest of all targets touching Fair Lesson; i.e., the person with the lowest Essence, including Chejop. It has a Dream-Stone mounted it, as well.

Kejak typically wears a set of starmetal hearthstone bracers, as well as a starmetal hearthstone amulet. A Jewel of the Celestial Mandarin is set in the amulet, while the right bracer possesses an inset Gemstone of Surface Thoughts.

### HADEON

Hadeon appreciates the finer things in life: the arts of bonsai, origami, calligraphy, conversation and appreciation of wine and tea. Surprising to all but his close friends is his mastery of low skills: farming, weaving, cooking, circus acrobatics, mortal astrology, thaumaturgy, mundane disguises and other things. He treats such things as larks, things to study because it is amusing to think that they exist. Hadeon considers various other skills beneath the Exalted, and this attitude abrades the pride of his peers and superiors. The arts of war and lovemaking, which many Exalted pursue with expert vigor, are among those that strike Hadeon as uncouth. His amusement when other Celestial Exalted practice them is inoffensive enough that no one has challenged him over it, but few count him as a dear friend, and he attends few parties.

The studies of sorcery and supernatural martial arts are both dear to Hadeon, and he lectures regularly at Sperimin's relevant academies. Critics call him hypocrite, a title he does not challenge, but such knowledge is for Hadeon spiritualism and mastery of Essence, not a tool for conflict or base use. To Hadeon, the only noble application for his mastery is art, something he wishes to one day apply to the world on a grand scale through unmatched synthesis of sorcery and ideal martial prowess.

As one of the few Chosen of the Maidens who still survive from the Primordial War, few question Hadeon. His renown is such that he could lead the entire Five-Score Fellowship (as much as any Sidereal can), but he avoids positions of leadership and influence. He offers counsel when asked, as he did in the War, but he avoids getting his hands dirty. And he never, ever speaks of any time before the War's conclusion.

**Limit Break**: Joybringers' Flawed Fate

**Motivation**: Trim Creation as a bonsai or fold it as paper until it is the perfect pleasing shape.

**Caste**: Chosen of Serenity

**Anima Banner**: A lilac radiance that dims the room.

**Attributes**: Strength 3, Dexterity 8, Stamina 4; Charisma 5, Manipulation 7, Appearance 5; Perception 8, Intelligence 8, Wits 6

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

**Abilities**: Archery 4, Athletics 7 (Acrobatics +2), Awareness 8, Bureaucracy 6, Craft (Air) 5 (Glassblowing +1), Craft (Fate) 8, Craft (Fire) 5 (Ceramics +2, Smithing +1), Craft (Water) 5 (Cooking +2), Craft (Wood) 5 (Bonsai +3), Dodge 8, Integrity 8, Investigation 5, Larceny 3 (Disguise +1), Linguistics (Native: Earthtongue; Others: Deceptive Verdant Bonsai Artisan's Cipher, Dragon tongue, Flametongue, Forest tongue, Old Realm, Riverspeak, Seatongue, Skytongue) 8, Lore 8 (Primordials +3), Martial Arts 8 (Non-Combat +3), Medicine 5, Melee 3, Occult 8, Performance 5, Presence 6, Resistance 7, Ride 4, Sail 4, Socialize 6, Stealth 5, Survival 4, Thrown 4, War 1

**Backgrounds**: Allies 5 (Legendary Ally), Artifact 5, Backing (Bound by Senses Artistry Association) 5, Backing (Cerulean Lute) 5, Connections (Artists) 5, Connections (Black Bandana) 5, Connections (Deliberative) 2, Cult 1, Manse 3, Panoply 4, Reputation (Wise Elder) 5, Retainers 5, Salary 5, Wealth 3

**Charms**: Abandoned Words Curse, Absence, Adopting the Untamed Face, Astrology Interruption Method, Auspicious Prospects for Serenity, Avoidance Kata, Avoiding the Truth Technique, Battles Sidereal Exalt Ways, Becoming the Wilderness, Blade of the Battle Maiden, Blinding the Boar, Blue Vervain Binding, Breaking the Wild Mortal, Cannibalistic Heritage Technique, Cash and Murder Games, Celestial Circle Sorcery, Charcoal March of Spiders Form, Charm Redirection Technique, Compassionate Essence Replenishment, Conclusion-Pursuing Approach, Conclusive Wisdom, Creation-Preserving Will, Crimson Palm Counterstrike, Dance of the Hungry Spider, Dawn Solar Exalt Ways, Deadly Starmetal Offensive, Death-of-Self Meditation, Death-Parrying Stroke, Defense of Shining Joy, Demesne and Manse Form, Demesne Emulation Practice, Demure Carp Feint, Destiny-Knitting Entanglement, Dreaming Pearl Courtesan Form, Dreaming the Wild Lands, Duck Fate, Easily Accepted Proposition Stance, Eclipse Solar Exalt Ways, Efficient Secretary Technique, Elemental Vision (Air, Wood), Embracing Life Method, The Empress Lives for All, End Debate, Excellent Implementation of Objectives, Expected Pain, Fallen Ivory Defense, Fateful Awareness Excellency, Fateful Craft Excellency, Fateful Dodge Excellency, Fateful Integrity Excellency, Fateful Linguistics Excellency, Fateful Lore Excellency, Fateful Martial Arts Excellency, Fateful Occult Excellency, Faultless Ceremony, Favorable Inflection Procedure, First Awareness

Excellency, First Craft Excellency, First Dodge Excellency, First Integrity Excellency, First Linguistics Excellency, First Lore Excellency, First Martial Arts Excellency, First Occult Excellency, Five Jade Fury, Flickering Moonsilver Approach, Flight of Mercury, Flurry of August Leaves Concentration, Force Decision, Forgotten Earth, Fortuitous Fellowship, Four Magical Materials Form, Fragrant Petal Fascination Kata, Games of Divinity Form, Generalized Ammunition Technique, Glance and Stride, God Ways, Godly Companion, Grandmother Spider Mastery, Great Thinker's Defense Maneuver, Harmonic Completion, Harmony of Blows, Heart-Brightening Presentation Style, Heroic Essence Replenishment, Horrific Wreath, Ice and Fire Binding, Icy Hand, Impeccable Patterned Deployment, Impeding the Flow, Implicit Construction Methodology, Impose Motivation, Incite Decorum, Inevitable Pursuit, Invoking the Chimera's Coils, Joy in Adversity Stance, Jumping Spider Strike, Lethal Paper Fan Attack, Life-Severing Blow, Life Without Compunction, Loyalty-Sacrificing Sidestep, Mark of Exaltation, Maw of Dripping Venom, Mending Warped Designs, Metal Storm, Methodology of Secrets, Neighborhood Relocation Scheme, Nest of Living Strands, Of Horrors Best Unknown, Of Secrets Yet Untold, Of the Shape of the World, Of Things Desired and Feared, Of Truths Best Unspoken, Ordained Bridle of Mercury, Orichalcum Sheathing Stance, Ox-Body Technique, Paralyzed Mandarin Infliction, Pattern Spider Touch, Peaceable Conclusion, Pearlescent Filigree Defense, Perfection in Life, Predestined Delivery Shaping, Presence in Absence Technique, Preservation of Resolve, Prior Warning, Prismatic Arrangement of Creation Form, Propitious Awareness Alignment, Propitious Craft Alignment, Propitious Dodge Alignment, Propitious Integrity Alignment, Propitious Linguistics Alignment, Propitious Lore Alignment, Propitious Martial Arts Alignment, Propitious Occult Alignment, Rain of Unseen Threads, Research Assistant Invocation, Resplendent Sash Grapple Technique, Salt into Ash Sleight, Scarlet Patterned Battlefield Form, Second Awareness Excellency, Second Craft Excellency, Second Dodge Excellency, Second Integrity Excellency, Second Linguistics Excellency, Second Lore Excellency, Second Martial Arts Excellency, Second Occult Excellency, Secrets of Future Strife, Secrets Sidereal Exalt Ways, Sequential Charm Disruption, Serenity in Blood, Seven Storms Escape Prana, Shun the Smiling Lady, Singular Escape Stratagem, Sky and Rain Mantra, Slick Essence Replenishment, Smooth Transition, Soft Presence Practice, Someone

Else's Destiny, Song of Spirit Persuasion, Soul Fire Shaper Form, Spell-Shattering Palm, Spirit Shape Companion, Stern Essence Replenishment, Supernal Awareness, Tell-tale Symphony, Terminal Sanction, Terminate Illness, Terrestrial Circle Sorcery, Thought-Swiping Distraction, Thumbnail Spider March, Transcendent Hatchet of Fate, Trouble-Reduction Strategy, Twilight Solar Exalt Ways, Unassailable Rebuff Position, Underling Invisibility Practice, Unhearing Dedication, Unnatural Many-Step Stride, Unobstructed Blow, Unwavering Well-Being Meditation, Unweaving Method, Victory of the Cheat, Vindictive Concubine's Pillow Book Understanding, Violet Bier of Sorrows Form, Walls of Salt and Ash (Fair Folk and the Wyld, Gods and Elementals, Demons and Things of Malfeas), Wanting and Fearing Prayer, Water and Fire Treaty, Water Spider Bite, Willing Assumption of Chains, Wise Choice, Without Strategy Arrangement, World-Shaping Artistic Vision (Regarding Artistry x3), You and Yours Stance

**Spells:** Demon of the First Circle, Demon of the Second Circle, Disguise of the New Face, Dolorous Reflection, Emerald Countermagic, The Faithful Ally, Flight of Separation, Fugue of Truth, Hidden Judges of the Secret Flame, Incantation of Effective Restoration, Incantation of Spiritual Discretion, Infallible Messenger, Mercury's Deliverance, Mists of Eventide, Open the Spirit Door, Outside Worlds Within, Raise the Puissant Sanctum, Sapphire Countermagic, Servant of Infallible Location, Summon Elemental, Summoning the Greater Minions of the Eyeless Face, Summoning the Lesser Minions of the Eyeless Face, Travel Without Distance, Unconquerable Self, Wheel of the Turning Heavens, Whirlwind of Fate, Wood Dragon's Claw

**Colleges:** *The Ewer* 3, *The Guardians* 6, *The Haywain* 4, *The Key* 5, *The Musician* 4, *The Peacock* 7, *The Pillar* 7, *The Rising Smoke* 2, *The Sorcerer* 7, *The Sword* 8, *The Treasure Trove* 7

**Join Battle:** 14

**Attacks:**

*Punch:* Speed 5, Accuracy 17, Damage 3B, Parry DV 9, Rate 3

*Kick:* Speed 5, Accuracy 16, Damage 6B, Parry DV 7, Rate 2

*Clinch:* Speed 6, Accuracy 16, Damage 3B, Parry DV —, Rate 1

*Starmetal Daiklave (Discordant Virtue):* Speed 5, Accuracy 20, Damage 12L, Parry DV 9, Rate 3

**Soak:** 2L/4B

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

**Dodge DV:** 13

**Willpower:** 10

**Essence:** 9

**Personal Essence:** 28



**Peripheral Essence:** 84 (78)

**Committed Essence:** 6

**Other Notes:** Despite his incredible masteries of supernatural martial arts and sorcery, Hadeon uses neither for combat. His goal is elegant harmony in all things, and armed conflict is a distasteful flaw in the grand design he foretells. Only defending his life or his life's work drives him to fight.

Discordant Virtue is a starmetal daiklave that causes those it touches to treat all their Virtues as though they were five dots. Incidental to its effect is that all Virtues count as primary, adding Limit when Willpower is spent to subdue their urges. This condition lasts one day per health level inflicted, or one hour with just a touch. In the sword's hilt is set a Guardian Gem.

## TAMMIZ USHUN

Tammiz Ushun is Chejop Kejak's counterpart, longtime rival and clandestine confidant. Both were reborn on the same date, and their Exaltations were simultaneous. This latter fact is not a matter of public record, as Ain Leaning Pike concealed Kejak from the Five-Score Fellowship for one month and altered notes of the event in Heaven's records. (His reasons remain unknown to all but perhaps Kejak.) Only Ushun and Kejak know of their connection. Although their politics are diametric, their mutual respect is true and their hidden friendship is unbreakable. It endures even the occasional assassin Chejop sends after Tammiz to maintain appearances, though if someone learned their secret, the assassins' target would soon change.

Ushun believes that Creation is on a journey into glorious eternity and that, when the path becomes obscured, it is up to Mercury's Chosen to clear the way. His unshakable opponents blow off his rhetoric as Chosen of Journeys hogwash, but he is a convincing speaker to anyone who's at all uncertain—convincing enough that those who hate his ideals take refuge in violence against him, his estate and his allies. Threats dim none of the passion that fills his words, inspiring others to see his visions, but he is not above manipulating conditions to his advantage from the shadows.

Tammiz stands as de facto leader of one third of the Five-Score Fellowship. He is the titular head of three conventions, a dozen committees and over a hundred societies. Solar and Lunar Exalted respect his advice, and Terrestrials covet the chance to be seen with the Glorious Vizier. Getting a private word from him launches anyone lesser than a Celestial into 15 minutes of fame, maybe for better, maybe for worse, but no one doubts for some purpose.

**Limit Break:** Harbingers' Flawed Fate

**Motivation:** Lead Creation along the path to eternal brightness.

**Caste:** Chosen of Journeys

**Anima Banner:** A suffusion of saffron.

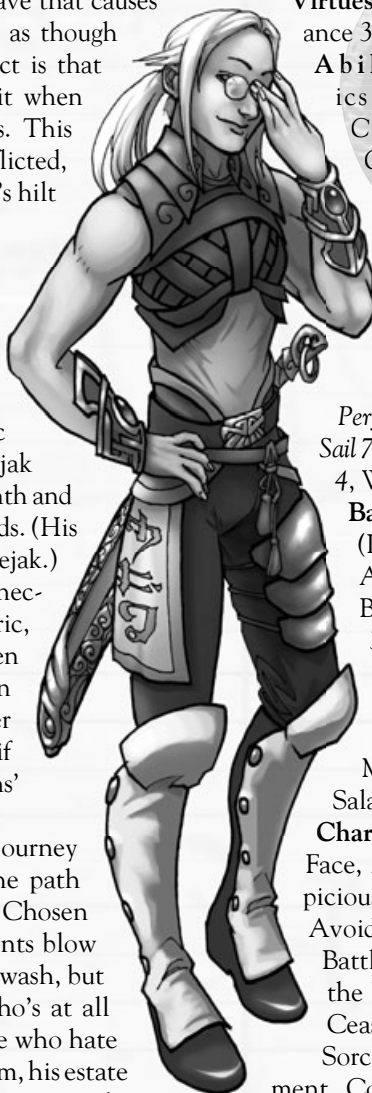
**Attributes:** Strength 4, Dexterity 7, Stamina 4; Charisma 7, Manipulation 4, Appearance 7; Perception 7, Intelligence 7, Wits 7

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

**Abilities:** Archery 4, Athletics 6, Awareness 7, Bureaucracy 7, Craft (Air) 5 (Clockworks +3), Craft (Fate) 7, Craft (Wood) 5 (FloralArrangement+2), Dodge 6, Integrity 7, Investigation 6, Larceny 6, Linguistics (Native: Old Realm; Others: Earth-tongue, Flametongue, Forest-tongue, Receding Horizon Cipher, Riverspeak, Seatongue, Skytongue) 7, Lore 7, Martial Arts 7, Medicine 6, Melee 4, Occult 5, Performance 7, Presence 7, Resistance 5, Ride 7, Sail 7, Socialize 7, Stealth 7, Survival 6, Thrown 4, War 5

**Backgrounds:** Acquaintances 5, Allies 5 (Legendary Ally), Artifact 1, Artifact 2, Artifact 5, Backing (Deliberative) 4, Backing (Golden Barque) 5, Command 3, Connections (Bureau of Destiny) 4, Connections (Deliberative) 4, Connections (Five-Score Fellowship) 5, Cult 2, Familiar 4, Henchmen 3, Manse 3, Panoply 3, Reputation (Politics) 5, Salary 4, Savant 3, Wealth 3

**Charms:** Absence, Adopting the Untamed Face, Auspicious Prospects for Journeys, Auspicious Recruitment Drive, Avoidance Kata, Avoiding the Truth Technique, Blade of the Battle Maiden, Blinding the Boar, Breaking the Wild Mortal, Cash and Murder Games, Ceasing to Exist Approach, Celestial Circle Sorcery, Compassionate Essence Replenishment, Conclusion-Pursuing Approach, Crimson Palm Counterstrike, Death-Parrying Stroke, Defense of Shining Joy, Demon-Blocking Battle Pattern, Destiny-Knitting Entanglement, Duck Fate, Easily Accepted Proposition Stance, Efficient Secretary Technique, Essence-Draining Battle Pattern, Essence Thorn Practice, Expected Pain, Fateful Awareness Excellency, Fateful Craft Excellency, Fateful Dodge Excellency, Fateful Lore Excellency, Fateful Martial Arts Excellency, Fateful Melee Excellency, Fateful Performance Excellency, Fateful Presence Excellency, Fateful Resistance Excellency, Fateful Ride Excellency, Fateful Socialize Excellency, Fateful Thrown Excellency, Fateful War Excellency, Faultless



Ceremony, Favorable Inflection Procedure, First Awareness Excellency, First Craft Excellency, First Dodge Excellency, First Lore Excellency, First Martial Arts Excellency, First Melee Excellency, First Performance Excellency, First Presence Excellency, First Resistance Excellency, First Ride Excellency, First Socialize Excellency, First Thrown Excellency, First War Excellency, Five Ordeals Odyssey, Flight of Mercury, Force Decision, Fortuitous Fellowship, Generalized Ammunition Technique, Glory Path, Harmonic Completion, Harmony of Blows, Heart-Brightening Presentation Style, Horrific Wreath, Ice and Fire Binding, Icy Hand, Impeding the Flow, Impose Motivation, Joy in Adversity Stance, Life Gets Worse Approach, Life-Severing Blow, Life Without Compunction, Loyalty-Sacrificing Sidestep, Mark of Exaltation, Metal Storm, Methodology of Secrets, Mirror-Shattering Method, Name-Pilfering Practice, Of Secrets Yet Untold, Of the Shape of the World, Of Truths Best Unspoken, Ordained Bridle of Mercury, Ox-Body Technique (x3), Perfection in Life, Predestined Delivery Shaping, Predestined Triumph Practice, Presence in Absence Technique, Preservation of Resolve, Prior Warning, Red Haze, Research Assistant Invocation, Salt into Ash Sleight, Secrets of Future Strife, Serendipitous Voyage, Serenity in Blood, Shadow-Piercing Needle, Shield of Destiny, Shun the Smiling Lady, Sidereal Shell Games, Sky and Rain Mantra, Soft Presence Practice, Someone Else's Destiny, Song of Spirit Persuasion, Spirit-Binding Battle Pattern, Spirit-Shape Companion, Stern Essence Replenishment, Stone Skipping Spirit, Subordinate Inspiration Technique, Supernal Awareness, Terminate Illness, Terrestrial Circle Sorcery, Thought-Swiping Distraction, Training Mandate of Auspicious Battle, Training Mandate of Celestial Empowerment, Unhearing Dedication, Unobstructed Blow, Violet Bier of Sorrows Form, Walking Outside Fate, Walls of Salt and Ash, Wanting and Fearing Prayer, Water and Fire Legion, Water and Fire Treaty, Willful Weapon Method, Wise Choice, Yellow Path, You and Yours Stance

**Spells:** Cloud Trapeze, Demon of the First Circle, Demon of the Second Circle, Disguise of the New Face, Emerald Circle Banishment, Emerald Countermagic, Floral Ferry, Gift of Knowledge, Infallible Messenger, Ivory Orchid Pavilion, Keel Cleaves the Clouds, Mercury's Deliverance, Open the Spirit Door, Rolling Earth Carpet, Sapphire Circle Banishment, Sapphire Countermagic, Spirit Sword, Stormwind Rider, Summon Elemental, Summon the Heavenly Portal, Swift Spirit of Winged Transportation, Travel Without Distance, Whirlwind of Fate

**Colleges:** The Banner 2, *The Captain* 4, The Corpse 3, The Crow 3, The Ewer 3, The Gauntlet 2, The Guardians 2, *The Gull* 4, The Key 3, The Lovers 3, The Mask 2, *The Mast* 4, *The Messenger* 4, The Musician 3, The Pillar 3, The Quiver 2, The Rising Smoke 3, The Shield 2, *The Ship's Wheel* 4, The Sorcerer 3, The Spear 2, The Sword 3, The Treasure Trove 3

**Join Battle:** 14

**Attacks:**

**Punch:** Speed 5, Accuracy 15, Damage 4B, Parry DV 8, Rate 3

**Kick:** Speed 5, Accuracy 14, Damage 7B, Parry DV 6, Rate 2

**Clinch:** Speed 6, Accuracy 14, Damage 4B, Parry DV —, Rate 1

**Starmetal Daiklave (Deliberator's Tongue):** Speed 5, Accuracy 16, Damage 13L, Parry DV 7, Rate 3

**Soak:** 5L/7B (Starmetal chain shirt, +3L/3B)

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

**Dodge DV:** 13      **Willpower:** 9

**Essence:** 7

**Personal Essence:** 23      **Peripheral Essence:** 65 (53)

**Committed Essence:** 12

**Other Notes:** Tammiz wears the Clasp of the Fellowship, a pair of starmetal hearthstone bracers. Inset is the Naming Stone, which makes Tammiz aware of the names of every person he sees, as well as the names and positions of their near family members, which enables him to foster goodwill in even the lowliest rickshaw god of Yu-Shan or Dragon-Blood in Meru. Deliberator's Tongue is Tammiz's starmetal daiklave. As long as Deliberator's Tongue remains unsheathed and Tammiz Ushun has caused no lethal damage in a scene, the weapon adds three dice to all dice rolls associated with Sidereal Charms (including Sidereal Martial Arts), while Sidereal Charms with no associated rolls cost one mote less than normal. The sword features two hearthstone settings in which are placed a Gem of Omens and a Gem of Holiness.

Tammiz is not a warlike person. His skills are those of a statesman and leader, not a warrior, despite his prowess with martial arts. Even though he has distaste for violence, he refuses to waste his talents and willingly leads troops in times of necessity.

## WHILE THE AX FALLS

While the Ax Falls takes his name from the constant threat of death that mortals and Dragon-Bloods live under every day—where the Celestial Exalted joined them after Facet Raven's death. That was the day a young Sidereal, seeing what would come, donned the name While the Ax Falls and left his old moniker behind, where it was forgotten. Even now, it sails the Great Western Ocean in a rickety dinghy seeking love and revenge. It gets no more rest than its erstwhile owner, who works long nights protecting forbidden knowledge of peoples' ends.

Others of the Five-Score Fellowship say While the Ax Falls is more amethyst than emerald, as his chosen specialty brings him into Saturn's purview more often than it does that of his fellows. He spends more time in the Violet Bier of Sorrows than some Chosen of Endings, and definitely more than most Sidereals choose. While the Ax Falls believes that

some things should be secret, and that the Bureau of Destiny should have acted to prevent knowledge of the Celestial Exalted's limited life spans from ever becoming public knowledge. While the Seer cannot put that cat back in the bag, his diligence prevents further errors in revelation.

While the Ax Falls is a close friend of Tammiz Ushun. They see like focus in each other despite their divergent interests, and the politics that Tammiz shares with his friend matches While the Ax Falls' ideas of how the future must pass. He, of course, betrays none of his secrets to Tammiz, which each Sidereal understands. Some things cannot be shared.

Actual Chosen of Endings favor While the Ax Falls, contrary to most Sidereals' expectations. The Chosen of Secrets holds Chosen of Endings in the highest regard and works closely with them, aiding them in their tasks and providing them timely information of a sensitive nature without ever revealing an untoward secret. While the Ax Falls does this not just out of respect for his colleagues, but also to prevent another error on a scale with Facet Raven's death. This he also keeps a close secret, because it would anger his allies.

**Limit Break:** Oracles' Flawed Fate

**Motivation:** Learn the secret ends of all things, the ends of all secrets, ensure their propriety and keep them secret.

**Caste:** Chosen of Secrets

**Anima Banner:** A dark green, as a verdant plain bidding farewell to the sun.

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

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

**Abilities:** Archery 6, Athletics 5, Awareness 5, Bureaucracy 5, Craft (Air) 5, Craft (Earth) 2, Craft (Fate) 7, Craft (Fire) 3, Craft (Water) 7, (Poisons +3), Craft (Wood) 5, Dodge 7, Integrity 7, Investigation 7, Larceny 7, Linguistics (Native: Seatongue; Others: Dragontongue, Earthtongue, Forbidding Manse of Ivy Cipher, Forest-tongue, Old Realm, Riverspeak, Violet Bier of Sorrows Cipher) 7, Lore 7, Martial Arts 7, Medicine 7 (Treating Poisonings +3), Melee 5, Occult 4, Performance 4, Presence 6, Resistance 6, Ride 5, Sail 5, Socialize 4 (Chosen of Endings +2), Stealth 6 (In Yu-Shan +2), Survival 6,

Thrown 4, War 4

**Backgrounds:** Acquaintances 3, Allies 5, Artifact 4, Artifact 4, Backing (Forbidding Manse of Ivy) 5, Connections (Bureau of Destiny) 3, Connections (Violet Bier of Sorrows) 5, Cult 1, Manse 2, Panoply 3, Reputation (Secrets) 3, Salary 4, Savant 1, Wealth 3

**Charms:** Absence, Any Direction Arrow, Auspicious Prospects for Endings, Auspicious Prospects for Secrets, Auspicious Prospects for Serenity, Avoidance Kata, Avoiding the Truth Technique, Blade of the Battle Maiden, Blinding the Boar, Burn Life, Cash and Murder Games, Ceasing to Exist Approach, Charm Redirection Technique, Conclusion-Pursuing Approach, Conclusive Wisdom, Conning Chaos Technique, Crimson Palm Counterstrike, Deadly Star Metal Offensive, Death-of-Self Meditation, Death-Parrying Stroke, Deferred Wounds, Demesne Emulation Practice, Destiny-Knitting Entanglement, Disjointed Essence Infec-

tious Atemi, Distracting Finger-Gesture Attack, Dream Confiscation Approach, Duck Fate, Earth and Sky Bargain, Ebon Shadow Form, Efficient Secretary Technique, Elusive Flicker Evasion, Embracing Life Method, Every Direction Arrow, Excellent

Implementation of Objectives, Expected Pain, Fateful Craft Excellency, Fateful Dodge Excellency, Fateful Investigation Excellency, Fateful Lore Excellency, Fateful

Martial Arts Excellency, Favorable Inflection Procedure, Feverish Essence Discharge Atemi, First Awareness

Excellency, First Craft Excellency, First Dodge

Excellency, First Integrity Excellency,

First Investigation Excellency, First Larceny Excellency, First Linguistics

Excellency, First Lore Excellency, First Martial Arts Excellency, First Medicine

Excellency, First Stealth Excellency, Five Jade Fury, Flickering Moonsilver Approach, Flight of Mercury,

Force Decision, Forgotten Earth, Forward-Thinking Technique, Four Magical Materials Form, Generalized

Ammunition Technique, God Ways, Harmony of Blows, Heartless Maiden Trance, Horrific Wreath, Icy Hand, Image

of Death Technique, Impeding the Flow, Inevitable Pursuit, Inexorable Advance, Invocation of the Storm-Following

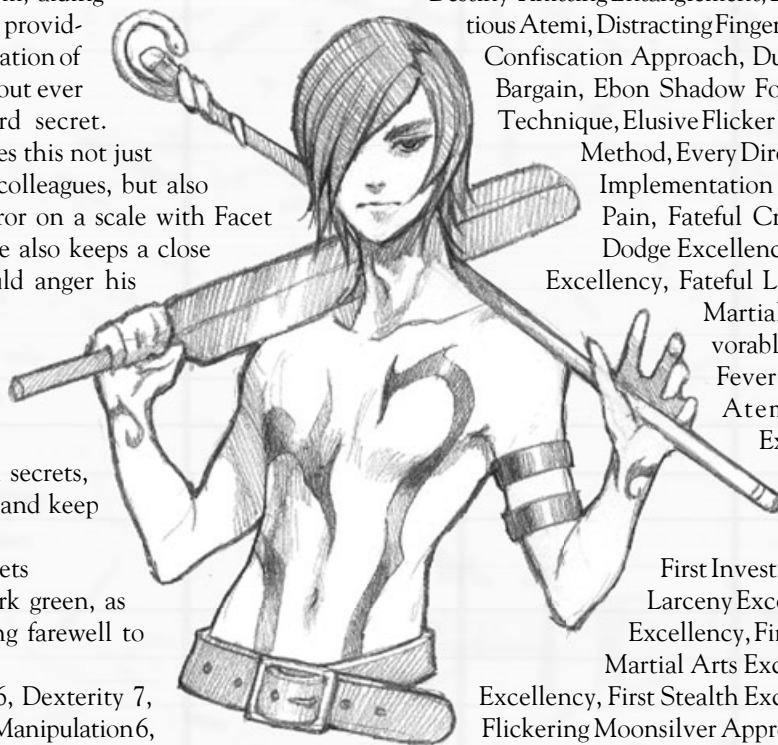
Silence, Joy in Adversity Stance, Life-Severing Blow, Life Without Compunction, Limb-Immobilizing Method,

Masque of the Uncanny (Demon, Ghost, Raksha), Metal Storm, Methodology of Secrets, Name-Pilfering Practice,

Of Horrors Best Unknown, Of Secrets Yet Untold, Of the Shape of the World, Of Things Desired and Feared, Of

Truths Best Unspoken, Optimistic Security Practice, One Direction Invocation, Orichalcum Sheathing Stance, Ox-

Body Technique (x3), Paralyzing Touch Attack, Peaceable



Conclusion, Preservation of Resolve, Prior Warning, Propitious Dodge Alignment, Propitious Martial Arts Alignment, Research Assistant Invocation, Secrets of Future Strife, Seven Points of Weakness Strike, Shield of Destiny, Shun the Smiling Lady, Sidereal Shell Games, Slick Essence Replenishment, Smooth Transition, Soft Presence Practice, Someone Else's Destiny, Stern Essence Replenishment, Subordinate Inspiration Technique, Supernal Awareness, Terminal Sanction, Terminate Illness, Terrestrial Circle Sorcery, Thought-Swiping Distraction, Transcendent Hatchet of Fate, Underling Invisibility Practice, Unhearing Dedication, Unobstructed Blow, Unswerving Juggernaut Principle, Unwavering Well-Being Meditation, Violet Bier of Sorrows Form, Walking Outside Fate, Wall Climbing Technique, Water and Fire Treaty, Wise Choice, World-Shaping Artistic Vision (Secrets +1, Ends +2), Yellow Path, You and Yours Stance

**Spells:** Assassin's Fatal Touch, Corrupted Words, Demon of the First Circle, Disguise of the New Face, Emerald Circle Banishment, Emerald Countermagic, Flying Guillotine, Fugue of Truth, Hound of the Five Winds, Incantation of Spiritual Discretion, Infallible Messenger, Malediction of the Distorted Compass, Open the Spirit Door, The Ravenous Fire, Shadow Summons, The Spy Who Walks in Darkness, Stormwind Rider, Summon Elemental, Theft of Memory, Unconquerable Self

**Colleges:** The Banner 3, The Captain 3, The Corpse 5, The Crow 3, The Ewer 2, The Gauntlet 3, *The Guardians* 4, The Gull 1, The Haywain 3, *The Key* 2, The Lovers 2, *The Mask* 5, The Mast 1, The Messenger 2, The Peacock 2, The Pillar 3, The Quiver 3, The Rising Smoke 3, The Shield 3, The Ship's Wheel 2, *The Sorcerer* 2, The Spear 3, The Sword 4, *The Treasure Trove* 4

**Join Battle:** 12

**Attacks:**

**Punch:** Speed 5, Accuracy 15, Damage 6B, Parry DV 8, Rate 3

**Kick:** Speed 5, Accuracy 14, Damage 9B, Parry DV 6, Rate 2

**Clinch:** Speed 6, Accuracy 14, Damage 6B, Parry DV —, Rate 1

**Starmetal Serpent-Sting Staff (The That Binds):** Speed 5, Accuracy 15, Damage 19B, Parry DV 9, Rate 3

**Starmetal Short Powerbow (From Afar):** Speed 6, Accuracy 16, Damage 12L, Range 250, Rate 2

**Soak:** 3L/5B

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

**Dodge DV:** 11 **Willpower:** 9

**Essence:** 7

**Personal Essence:** 23 **Peripheral Essence:** 65 (55)

**Committed Essence:** 10

**Other Notes:** While the Ax Falls acts with decision. He knows many endings that have yet to occur and his part in them. Any obstacle between him and those destinies

are obviously obstacles he will overcome, and so he does. His tomes of collected secrets are all concealed behind the double veil of the private and official ciphers of the Chosen of Secrets and Endings. Only While the Ax Falls can navigate the catalogues that describe where to find information in his private repository, and the dozen rooms contain esoteric traps to catch, kill or mark intruders. He is friendly only with a few because not many endure his obsession, and he has come to assume that new acquaintances will not.

The That Binds is While the Ax Falls' starmetal serpent-sting staff. When it strikes, the Speed of the target's next action increases by one per level of damage inflicted. This effect does not stack with itself. If While the Ax Falls fills someone's Incapacitated health level with damage inflicted by The That Binds, that person immediately becomes Inactive for two actions, after which time she falls to the ground or continues to fight (depending on her capabilities).

From Afar is the Sidereal's starmetal short powerbow. While the Ax Falls may fire his arrows toward the heavens. He activates Charms and his player rolls the attack at that time, but the arrows strike their target on While the Ax Falls' next action, when the target defends. They stack with other attacks on that action for onslaught penalty. Arrows fired in this way also double their raw damage. In it is set a Jewel of the Rabbit's Sword.

While the Ax Falls also wears a Stone of the Spider's Eye set in a starmetal hearthstone amulet.

## CHOSEN OF THE ELEMENTAL DRAGONS

Subordinates to the Celestial Exalted, the Dragon-Bloods of the High First Age often act as the face of the Exalted to the common folk of Creation, running the day-to-day affairs of their principalities and forming the bulk of Exalted in the Realm's armed forces.

### ANJEI MARAMA

Founded by oath of Kesu Tyr-Marama, the Anjei Gens attended Lord Tyraeth, the Eclipse who manages the exotic brothels outside Ondar Shambal to service Exalted penitents after their ascetic pilgrimages. Four generations of Anjei scions have obeyed Lord Tyraeth faithfully and competently as his majordomos, trained from birth in a rigorous curriculum of practical stewardship and carnal puissance devised by their master. In spite of this devotion, the latest heir has found herself unemployed for nearly a year, ever since being replaced by a unique servitor engineered by Tyraeth's Lunar mate Jormun to commemorate their millennial wedding anniversary.

With growing dismay, Marama has discovered her specialized skills do not lend themselves well to employment in other Solar retinues. Lacking palatable alternatives, she has taken residence in Ondar Shambal as an acolyte,

hoping a display of piety might attract a Celestial patron where her beauty and fetishist education have so far failed. With each promise that turns out to be mere pillow talk, Marama grows more jaded and hateful. She cannot hate the Solars—her long exposure to Tyraeth's Charms prevents that—so she transfers her rage to the Solar servant races whose existence she views as an affront to the honor and pride of the Dragon-Blooded race.

For now, Marama keeps her prejudices mostly to herself, sharing her rants only with other disenfranchised middle-age Terrestrials she has befriended at the temples. The ragtag gang has taken to kidnapping and torturing servitors they catch alone at night. Status in the group is based on body count, with Marama's more than double her nearest competitor. Although the temple police have yet to seriously investigate these disappearances, it is probably only a matter of time until one of the vigilantes slips up and executes a slave belonging to someone important.

Bred for superhuman beauty, Marama exudes sex appeal in every word and action, but astute observers can glimpse the naked hate at the heart of her lust. Her dusky bronzed skin is adorned in an ornate mandala of fine scars like a full body tattoo that beautifully accents her aspect markings. The art is impeccable and perfect, a masterpiece inscribed over the course of her education from her Exaltation at age eight to her dismissal. She prefers to wear outfits that expose as much of this scarring as possible, since she knows it is her best feature and is particularly favored by certain Lunar clients.

**Motivation:** Exterminate all Solar servant races.

**Aspect:** Fire

**Anima Banner:** Peach-red tongues of fire libidinally caressing her flesh.

**Attributes:** Strength 3, Dexterity 5, Stamina 5; Charisma 3, Manipulation 5, Appearance 6 (legendary Appearance bred into Gens Anjei by Lord Tyraeth); Perception 4, Intelligence 4, Wits 4

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

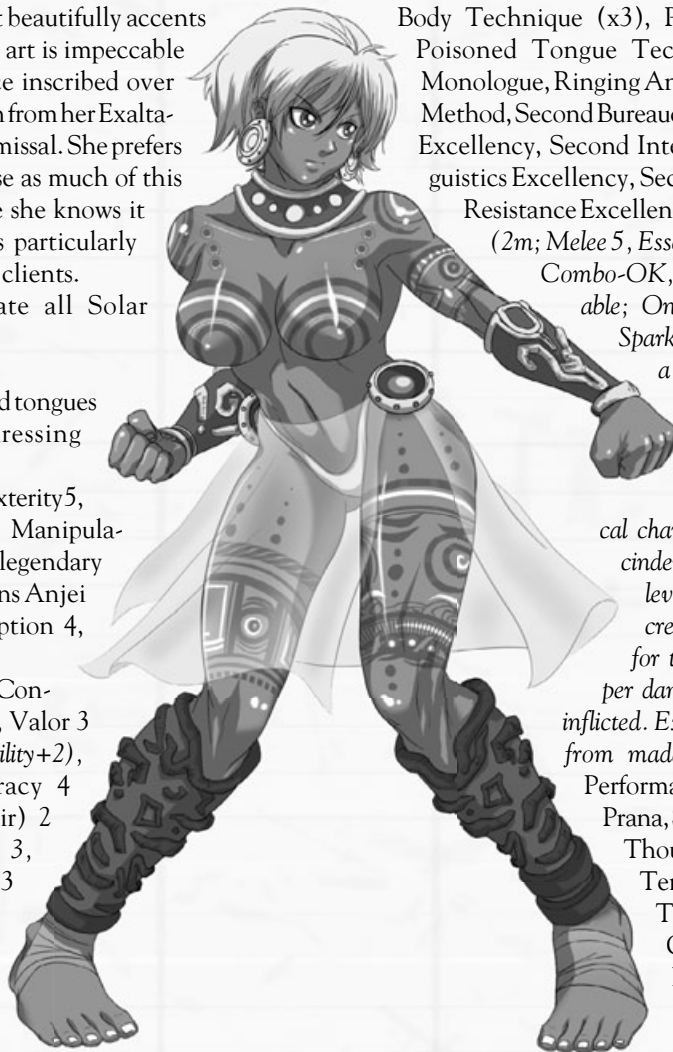
**Abilities:** Athletics 5 (Flexibility +2), Awareness 3, Bureaucracy 4 (Brothels +3), Craft (Air) 2 (Calligraphy +3), Dodge 3, Integrity 5, Investigation 3 (Interrogation +2), Larceny 4 (Prostitution +1), Linguistics (Native: Skytongue;

Others: Earthtongue, Forest-tongue, Old Realm, Riverspeak, Seatongue) 5, Lore 3, Martial Arts 1, Medicine 1 (Postcoital Injuries +3), Melee 5 (Unnecessary Cruelty +3), Occult 1, **Performance 5 (Sexual Techniques +3)**, Presence 5 (Seduction +3), Resistance 5 (While Having Sex +3), Ride 1, Socialize 5 (Courtesan Protocol +3), Stealth 4 (Moving Silently +1, Not Disturbing Celestial Exalted +2), Survival 1

**Backgrounds:** Artifact 3, Artifact 2, Allies 4, Breeding 5, Reputation (Exotic Courtesan) 2, Resources 2

**Charms:** Auspicious First Meeting Attitude, Blinding Spark Distraction, Brother-Against-Brother Insinuation, Confluence of Savant Thought, Dragon-Graced Weapon, Ears of the Snowy Owl, Effortlessly Rising Flame, Falsehood Unearthing Attitude, Feeling-the-Air Technique, Finding the Water's Depth, First Performance Excellency, First Presence Excellency, First Socialize Excellency, First Stealth Excellency, Inflamed Heat of Passion (*Exactly like Sweeten-the-Tap Method, but enhances the bliss of sexual acts in the vicinity rather than alcohol.*), Inviolable Dragon Spirit, Jade Defense, Oath of the Ten Thousand Dragons (Lord Tyraeth's Household), Observer Awareness Method, Ox-Body Technique (x3), Passion Transmuting Nuance, Poisoned Tongue Technique, Puissant Precursor's Monologue, Ringing Anvil Onslaught, Scent-of-Crime Method, Second Bureaucracy Excellency, Second Dodge Excellency, Second Integrity Excellency, Second Linguistics Excellency, Second Melee Excellency, Second Resistance Excellency, Smoldering Brand Infliction (2m; Melee 5, Essence 4; Supplemental; Keywords:

Combo-OK, Crippling, Elemental, Stackable; One scene; Prerequisites: Blinding Spark Distraction. This Charm causes a Melee attack to inflict piercing damage and converts all inflicted damage levels into an agonizing aspect-defined elemental brand suffused with an electrical charge, jagged crystal or ice shards, cinders or acidic sap. This inflicts one level of aggravated damage and increases the victim's wound penalties for the duration of the Charm by -2 per damage level the injury would have inflicted. Exalted victims gain one Limit point from maddening agony.), Soul-Stirring Performance Method, Soundless Action Prana, Sweeten-the-Tap Method, Ten-Thousand Dragons Fight as One, Terrestrial Melee Reinforcement, Thicker Than Stone, Thoughtful Gift Technique, Third Presence Excellency, Third Socialize Excellency, Threshing Floor



Technique, Throes of Bliss Reassessment (*None*; *Presence* 4, *Essence* 3; *Permanent*, *Keywords*: *Emotion*, *Social*; *Prerequisites*: *Auspicious First Meeting Attitude*. This Charm enhances its prerequisite Charm, allowing the Dragon-Blood to use it on any sexual partner during a scene of passion or the following scene, as if it were first time the two met.), Trackless Walk Style, Unbreathing Earth Meditation, Uneating Earth Meditation, Unfeeling Earth Meditation, Unflagging Vengeance Meditation, Unsleeping Earth Meditation, Untiring Earth Meditation, Voice of Mastery, Voices on the Wind, Warm-Faced Seduction Style, Wind-Carried Words Technique, With One Mind, Zone of Silence Stance

**Join Battle:** 7

**Attacks:**

**Punch:** Speed 5, Accuracy 7, Damage 3B, Parry DV 4, Rate 3

**Kick:** Speed 5, Accuracy 6, Damage 6B, Parry DV 2, Rate 2

**Clinch:** Speed 6, Accuracy 6, Damage 3B, Parry DV —, Rate 1

**Essence Lash (Dripping Blushes of Ardor):** Speed 4, Accuracy 13, Damage 10L, Parry DV 7, Rate 3

**Soak:** 8L/10B (Discreet Essence armor, +5L/5B, Hardness: 2L/2B)

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

**Dodge DV:** 7 **Willpower:** 7

**Essence:** 5

**Personal Essence:** 17 **Peripheral Essence:** 44 (33)

**Committed Essence:** 11

**Other Notes:** Marama remains conditioned by a Compulsion effect from one of Tyraeth's Charms, forcing her to spend one willpower point per scene to take any action that could logically result in direct harm to a living Solar Exalt, even in self-defense. Kesu Tyr-Marama's final words with Honored Ancestor Exhalation (see p. 98) guide her Gens with an Essence 7 Motivation of "Attend Lord Tyraeth with excellence and diligence" that Marama occasionally taps into for her murders, sincerely rationalizing that it is impossible to properly serve Tyraeth while Solar servant races exist as competition. Marama's Artifact 2 infinite fetish ensemble is a dress with a jade clasp that costs two motes to attune. Besides adding +2 Appearance for the purposes of seduction and +2 Stamina while engaged in sexual activity, the dress can be changed into the ideal risqué outfit for the situation as a reflexive action, adjusting to meet the fantasies of anyone she is attempting to seduce.

## SAIBOK GAUTO

Although Saibok Gauto is by no means the most powerful Terrestrial in recorded history, he is certainly the longest lived. A low-ranking officer during the Primordial War, he spent several centuries following the war as an equally low-ranking political aide to the Deliberative. After retiring, Gauto took his pension and bought a small manse in An-Teng where he has endeavored to live in quiet domestic hermitage ever since. To his polite frustration, Celestial doc-

tors regularly visit him to take tissue samples and perform anagathic experiments that may have contributed slightly to his longevity. Far more of his extended life span has to do with his extreme asceticism and the Charms empowered by his simple lifestyle.

Unfortunately, the miracle of his longevity has not preserved Gauto's youth. The elder can only shuffle along with the help of a cane, and even Eternal Mind Meditation cannot reliably delve into many of his earlier memories. His thick, bark-like skin grows a few wispy strands of moss for hair, with thicker growth braided into a long beard that flowers during the month of Ascending Wood. In contrast, his artifact uniform from the Primordial War remains as crisp and clean as ever, adorned only with his rank, a commemorative amulet for bravery and the pentagonal jade medallion given to all Dragon-Blooded veterans of the War. Fitting his ideology, he feels no pride in either decoration and doesn't actually remember why he got the bravery medal, but wears them because it is the correct way to wear the uniform, and because he is still a commissioned soldier in the army of the gods. His attitude is eccentric and blatantly senile, especially with the endless parade of inquisitive doctors. In private moments, however, he reveals a transcendent wisdom that lives entirely in the present and is thus unconcerned with his advancing dementia or decrepitude. Despite his isolation, or perhaps because of it, he intuits that something is terribly wrong with the world, though he cannot articulate or explain these meditations.

Gauto's wisdom won him his dearest friend, the Chosen of Secrets Chejop Kejak (see p. 168). The two meet weekly for tea and discuss a wide range of subjects using a running metaphor of gardening without either party identifying the actual topic of discussion. Of late, much of their dialogue has concerned itself with the art of pruning blossoms to encourage a plant's roots to spread and flourish. Gauto does not know how long he has been friends with Chejop, but that is no impediment to the dialogue. Indeed, the Sidereal finds it most enlightening when Gauto repeats himself by independently arriving at the same wisdom on successive occasions.

Other than Chejop, the only other individual who has an ongoing personal relationship with Gauto is his Dragon King nurse Scyala, a Raptok noted equally for her prim demeanor and steadfast loyalty to her charge. She personally prepares and blesses each vegetable and pot of tea the ancient Dragon-Blood consumes and helps him keep his exercise schedule when he forgets a stance or kata. During Gauto's many restful meditations, she labors to catalogue the thousands of species of vegetative wonders he has grown in his garden, even knowing she cannot keep pace with the fruits of his ingenuity. She is never far from the Terrestrial's side and would die to protect him, though that doesn't stop her from peering sharply over her adamant spectacles and fluffing her iridescent feathers to lecture him like a child when she thinks he's being foolish.

Gauto accepts this concern for what it is and appreciates the ways Scyala keeps him humble. The fact that Gauto has outlived all of his descendents only deepens this appreciation. In many ways, he treats the Dragon King as a surrogate granddaughter.

**Motivation:** Be.

**Aspect:** Wood

**Anima Banner:** A diffuse green radiation that damages its environment by spontaneously germinating rapid growth of flowering vines on every surface. The color and shape of these blossoms reflects his mood at the time of their genesis.

**Attributes:** Strength 1 (5), Dexterity 1 (6), Stamina 8, Charisma 4, Manipulation 2, Appearance 1 (2), Perception 8, Intelligence 5, Wits 6

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

**Abilities:** Archery 4, Athletics 5, Awareness 8 (Patterns In Everything +3), Bureaucracy 5 (Solar Deliberative +3), Craft (Air) 3, Craft (Earth) 3, Craft (Fire) 3, Craft (Genesis) 6 (Vegetative Technology +3), Craft (Magitech) 3, Craft (Water) 6 (Cooking +3), Craft (Wood) 8 (Gardening +3), Craft (Fate) 1, Dodge 5 (Subtle Movements +3), Integrity 8 (Hope +3), Investigation 5 (The Big Picture +3), Larceny 2 (Corruption +3), Linguistics (Native: Old Realm; Others: Earthtongue, Flame-tongue, Forest-tongue, Riverspeak, Seatongue Skytongue) 6 (Riddles +3), Lore 6, Martial Arts 6 (Walking Stick +3), Medicine 8 (Herbalism +3), Melee 2, Occult 6 (Auspicious Geomancy +3), Performance 4, Presence 6 (Inscrutable +3), Resistance 8 (Aging +3), Ride 2 (Tyrant Lizards +1), Sail 1, Socialize 5 (Prehistoric Customs +3), Stealth 1, Survival 7 (Primordial Weather +2), Thrown 6 (Elemental Energy +3), War 7 (Primordials +1),

**Backgrounds:** Allies 5 (Legendary Ally), Artifact 5 (and reasonable access to anything he expresses an interest in unless the Deliberative determined it would be too dangerous given his psychological state), Breeding 3, Connections (Celestial Medical Community) 5, Manse 3, Reputation (Oldest Living Dragon-Blood) 5, Retainers 5

**Charms:** Gauto has learned virtually every useful Dragon-Blooded Charm for which his impressive Abilities meet trait minimums, as well as full mastery of Terrestrial Hero Style and numerous custom branches from that style, including Master's Hand Envisioned Anew (None; Martial Arts 5, Essence 5; Permanent; Keywords: Stackable; Prerequisites: Mastery of a Martial Arts Style. Each purchase of this Charm

permanently allows the Exalt to add one form weapon to a style he has mastered. This weapon cannot be used for attacks it is physically incapable of making, so a striking weapon cannot be used to aid in grappling, nor may a close range weapon perform as a ranged weapon or vice versa. This Charm may not be used to add weapons that function on a ranged scale which are

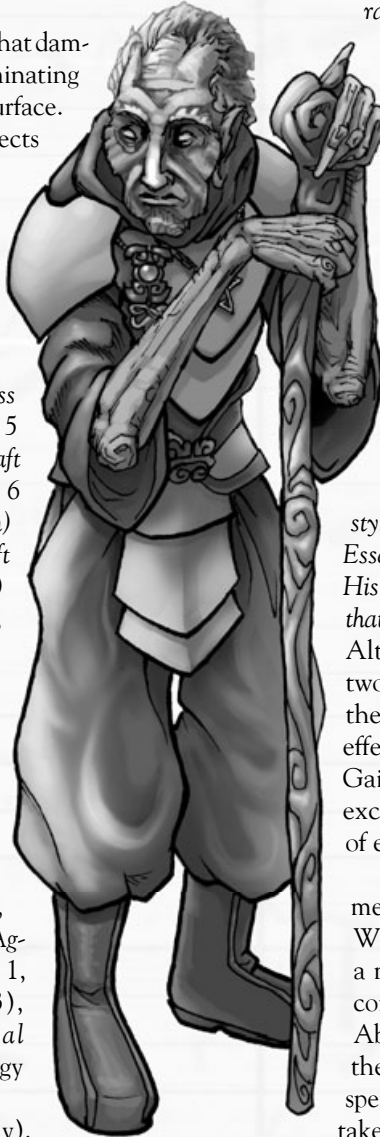
radically dissimilar to the default form weapons of the style. For example, adding a crossbow (or Essence cannon) to Wood Dragon style would be valid, but adding such a weapon to Snake style would not. Storytellers are permitted to veto, at their discretion, any weapon addition that would significantly shift the power level of the style to which it is attached, or which seems completely inappropriate to the style's aesthetics. For example, adding the short sword to Crystal Chameleon or Snake style would be fine, while adding a grand goremaul would violate the aesthetics of the former and unbalance the latter. The type of style determines the type of Charm; the Celestial and Sidereal style variants respectively require Martial Arts 6, Essence 6 and Martial Arts 7, Essence 7). His only Oath of the Ten Thousand Dragons that really matters anymore is toward "Life." Although a sorcerer, he only knows about two dozen spells, most of which concern themselves with Wood-aspected energies or effects. His three purchases of Transcendent Gaian Harmony incorporate every element except fire, giving him an even broader range of effects from which to choose.

Unfortunately, Gauto's failing memory means he can't always access his power. Whenever he wishes to use a Charm with a minimum Essence of 3+, roll one die and compare the result to the Charm's minimum Ability rating. If the rolled number is lower, the Charm does not activate and nothing is spent, but the moment of befuddled confusion takes the same action as activating the Charm.

On a result of 1, he cannot access that Charm for the rest of the scene. On a result of 10, he remembers that Charm for the rest of the scene. He always has access to his Permanent or Indefinite Charms, as well as Martyr effects.

Of note, Still Spry Approach lets Gauto momentarily restore his former strength (2m, 1wp; Medicine 5, Essence 3; Reflexive; Keywords: Combo-OK; One action; Prerequisites: Grievous Wound Alteration Energy. This Charm allows a Terrestrial to ignore all internal penalties and all Crippling effects for one action, including deterioration to Physical Attributes from extreme age. Gauto's Attributes in parentheses indicate the values he restores with this Charm).

**Join Battle:** 14



**Attacks:**

**Punch:** Speed 5, Accuracy 8 (13), Damage 1B (5B), Parry DV 4 (7), Rate 3

**Kick:** Speed 5, Accuracy 7 (12), Damage 4B (8B), Parry DV 3 (5), Rate 2

**Clinch:** Speed 6, Accuracy 7 (12), Damage 1B (5B), Parry DV —, Rate 1

**Living Jade Staff (Rooted in Five Directions):** Speed 4, Accuracy 13 (18), Damage 19B/10 (23B/10), Parry DV 7 (9), Rate 3.

**Soak:** 4L/8B (plus indefinite Perfected Scales of the Dragon, see p. 100, and any other protective Charms)

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

**Dodge DV:** 7 (10)

**Willpower:** 10

**Essence:** 8

**Personal Essence:** 23

**Peripheral Essence:** 61 (60)

**Committed Essence:** 1

**Other Notes:** Gauto suffers a -6 internal penalty on all Ability rolls involving memory. He can still think through new tasks without penalty, but he struggles to understand his past with any continuity. This penalty cannot reduce a dice pool below eight dice as normal for his Essence rating. His legendary walking stick Rooted in Five Directions is an artifact of his own design, grown in his own garden. Thanks to Scyala's meticulous notes, other bio-artificers have been able to recreate the design.

**Living Jade Staff (Artifact 5):** Speed 4, Accuracy +3, Damage +18B/10, Defense +3, Rate 3, Minimums: Str 1, Attune 10, Tags: M, O, P, R. As these vegetative artifacts can only be grown out of monochromatic living jade, that magical material bonus is already factored into their traits. The staff inflicts aggravated damage to creatures of darkness and causes living victims to suffer a -1 internal penalty from poisoned blood unless they make a difficulty 4 (Stamina + Resistance) roll. An attuned bearer can resize the staff at will from a short cane to a tall staff as a reflexive action. He can also manipulate concentrations of the appropriate element for the staff's color with a simple action and spent motes as if he knew the Charm Elemental Expression (see **Exalted**, p. 302). This power permanently resizes the phenomenon, but cannot increase or reduce a phenomenon past the limits of what he could change with a single action and cannot use this power to attack as elementals can. Instead, the staff acts as an elemental lens for energies of its own aspect only, but with two added powers. First, it similarly doubles the health levels of aid provided by Dragon-Blooded Charms that directly heal or convert damage levels to a lesser type. Second, the bearer can direct lens-enhanced effects at any target the bearer can perceive as if he were standing adjacent to that target. Because they are living organisms, these artifacts hibernate if they go more than a month without being attuned, after which their revival is a Repair 6 effort based on Craft (Genesis).

**CHUZEI VAGYN ZŪ**

A devoted officer in the Solar Navy, Chuzei Vagyn Zū serves in the fleets of Admiral Leviathan, commanding a *Glorious Dragonfly*-class patrol boat assigned to monitor a sector of the Western border of Creation. His crew includes a perfect sworn brotherhood of young Dragon-Blooded comandos and six hot-bunked gunzocha to provide continuous staffing and support to the Exalted in staggered shifts. Chuzei Zū's vessel, *Dagger at the Throat of the Sea*, is a cutting edge model equipped with two medium Essence cannons for its secondary armament (see **The Books of Sorcery, Vol. I—Wonders of the Lost Age**, p. 41), but it relies on its commander's Charms for its submersible capabilities.

Chuzei Zū is a fair officer and cleverly unorthodox tactician who struggles to balance the authority of his rank with camaraderie to the soldiers under his command. More often, he errs on the side of authority, unable to bridge the generation gap he senses between himself and his crew. He is troubled by their vocal contempt of Celestial abuses of power and the bawdy stories they tell of aristocratic debauchery on the Blessed Isle. In Zū's own youth, such stories would have been too shameful to repeat and might have led to charges of high treason against the Exalted mandate if the tale went too far. The world has changed, however, and Zū is no longer certain of his place in it. Although his belief in Exalted righteousness has not faltered, it was sorely tested by Admiral-Artificer Seralin's recent imprisonment of the dragon Isli. Zū has chosen to wait and see how Heaven responds to the kidnapping of its Western Arbiter of Storms before he makes up his own mind on the incident.

Given the relative safety of the borders, the crew of the *Dagger at the Throat of the Sea* spends a lot of time being bored between skirmishes with the Fair Folk and the occasional aquatic behemoth or demon that tries to sneak through one of the benthic rifts to Kimberry. Gossip, gambling and lurid dreamstones only fill so much time, so the crew is all too happy for any bit of shore leave. The men are significantly better behaved at the port of Luthe, since no one can ever be sure whether any of the mortal staff might be Admiral Leviathan in disguise. Earning his wrath is about the last thing his fleet members want, especially since the infamous incident when he ate a junior officer who mouthed off to him in front of his crewmates. All in all, life in the Navy is fairly privileged, and the crew knows that, but service just doesn't have the same luster and moral high ground that it used to. Still, with all the monsters Zū has seen and fought, he knows the world needs the Exalted. Therefore, he remains tight-lipped about his worries, puts on a brave smile and tries his best to make Creation a little safer every day. It's all he knows how to do.

Although Zū is married and has 17 children, he only lives with his family in Luthe for one season a year between deployments. The rest of the year, he visits as often as occasions allow, generally about once a month. This is good,

since he and his sorcerer-technician wife, Inrea, drive each other crazy after more than a week together. She has her concubine, and he has his dalliances among the gratefully defended natives, so no one's needs go unmet, and the couple is very happy with the arrangement. So far, all of their children have Exalted except his youngest, Mia. She's 17, and her parents are beginning to worry. He's hoping for promotion to a larger vessel soon, which won't happen if he sired a mortal. He hasn't decided whether she needs to die in an accident to leave the matter unresolved prior to her 18th birthday, or whether to give her blood the remaining seasons for the hope of a late blossoming. He's just not sure he's up to arranging the accident, for which Inrea occasionally scolds him. He knows she means well to encourage his ruthlessness, but he also thinks she's probably worked too long in Seralin's employ to be fully trusted in matters of the heart.

Zû is tall and imposing, with well-defined aspect features tracing blue whorls over his joints and chakras. He wears dragon armor when he expects serious combat, but he prefers the comfort and style of his Realm uniform the rest of the time, wavecleaver dangling at his belt opposite his holstered Essence cannon. Other than his rakish smile, Zû's most distinctive feature is the coil of splotchy purple circles encircling his left leg and arm, trophies left by a behemoth's envenomed sucker barbs during the Lintha Suppression

of 3405. The slight twinges the scars give him ahead of bad weather are nothing compared to the memory of friends lost to the monster's whirlpool gullet, so he is grateful to have walked away with such minor injuries. Part of him hopes he might get the chance to return the favor if the beast ever finishes licking its wounds and crawls out of its hidden grotto, though he's fought enough behemoths to realize it probably won't return in his lifetime. Still, the faint hope of revenge makes him order the *Dagger at the Throat of the Sea* to explore every cave and crevasse it comes across. He knows he'll probably have to call in Admiral Leviathan for backup if he ever stumbles across the beast, but even discovering the lair would lead to an automatic promotion.

**Motivation:** Defend the Realm.

**Aspect:** Water

**Anima Banner:** A surging undertow of currents with tides matched to his heartbeat.

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

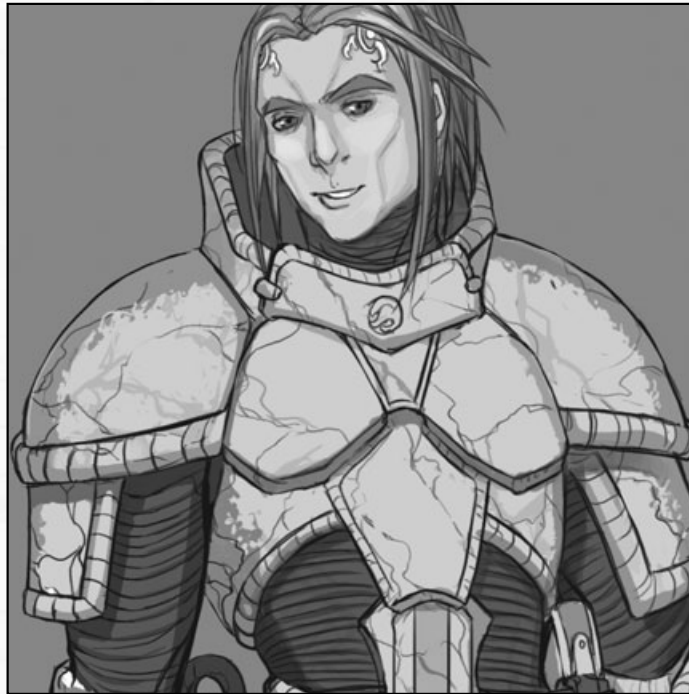
**Virtues:** Compassion 3, Conviction 3, Temperance 2, Valor 4

**Abilities:** Archery 5 (*Essence Artillery* +3), Athletics 3 (Swimming +3), Awareness 3, *Bureaucracy* 3 (*Solar Navy* +3), Craft (Air) 2, Craft (Fire) 2, Craft (Magitech) 3, Dodge 4 (Superior Opponents +3), Integrity 4 (While Exercising Office +3), *Investigation* 3 (*Innocuous Questions* +1), *Larceny* 4, Linguistics 4 (Military Codes +1), Lore 4 (Lintha +1, Naval History +1), *Martial Arts* 2, Melee 3 (Wavecleaver +2), Occult 5 (Behemoths +1), Performance 4 (Calculated Bravado +2, Hostile Audience +1), *Presence* 5 (*Dashing* +3), Resistance 3 (Underwater +2), *Sail* 5 (Glorious Dragonfly-class Vessel +3), Socialize 3 (Shore Leave +2, Terrestrial High Society +1), Stealth 5 (Hiding a Vessel +2), Survival 3 (Marooned +1, Predicting Weather With Scars +1), War 5 (*Naval Tactics* +2, *No One Is That Stupid* +1)

**Backgrounds:** Arsenal 4, Artifact 5, Backing (Solar Navy) 2, Breeding 5, Command 1, Connections (Solar Navy) 3, Manse 3, Panoply 2, Reputation 2, Resources 3

**Charms:** Aura of Invulnerability, Cipher Missive, Confluence of

Savant Thought, Dragonfly Finds Mate, Dragon-Graced Arrow, Deck-Striding Technique, Ears of the Snowy Owl, Elemental Concentration Trance, Elemental Empowerment Meditation, Enfolded in the Dragon's Wings, Feeling-the-Air Technique, Finding the Water's Depth, Fine Passage Negotiating Style, First Archery Excellency, First Melee Excellency, First Performance Excellency, Glowing Coal Radiance, Harvest of the Hunter, Hoping Firecracker Evasion, Hurricane-Predicting Glance, Language-Learning Ritual, Moth to the Candle, Oath of the Ten Thousand Dragons (Gens Vagyn, Solar Navy), Observer Awareness Method, Ox-Body Technique, Quarry Revelation Technique, Safety Among Enemies, Scent-of-Crime Method, Second Dodge Excellency, Second Presence Excellency, Second War Excellency, Seven Seas



Wind-Luring Chanty, Seven-Year Swarm Volley, Soul-Stirring Performance Method, Sparrow Dives at Hawk, Spirit-Chaining Strike, Spirit-Detecting Mirror Technique, Spirit-Grounding Shout, Spirit-Shredding Attack, Storm-Outrunning Technique, Sturdy Bulkhead Concentration, Swallows Defend the Nest, Sweeten-the-Tap Method, Terrestrial War Reinforcement, Third Integrity Excellency, Threshold Warding Stance, Unbearable Taunt Technique, Unobstructed Hunter's Aim, Warlord's Convocation, Wary Yellow Dog Attitude, Waves Like Clouds Voyage, Wind-Carried Words Technique

**Join Battle:** 9

**Attacks:**

*Gauntlet:* Speed 5, Accuracy 7, Damage 11B, Parry DV 4, Rate 3

*Boot:* Speed 5, Accuracy 6, Damage 12B, Parry DV 2, Rate 2

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

*Wavecleaver Daiklave (Alternative Resolution):* Speed 4, Accuracy 12, Damage 13L/3, Parry DV 5, Rate 2

*Very Small Concussive Essence Cannon (Finer Points of Diplomacy):* Speed 4, Accuracy 13, Damage 10B (piercing) or 20B w/ elemental lens (piercing), Range 50, Rate 1

**Soak:** 18L/18B (Water Dragon armor, +15L/13B, Hardness: 7L/6B, -1 mobility penalty)

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

**Dodge DV:** 6 (8 against superior opponents)

**Willpower:** 8

**Essence:** 6

**Personal Essence:** 19      **Peripheral Essence:** 48 (29)

**Committed Essence:** 19

**Other Notes:** Zû wears an infinite resplendence amulet (see pp. 118-119) to create his uniform. Zû's water jet firing Essence cannon is hearthstone-powered for unlimited ammunition (but requires a one-mote attunement). A Gem of Youth is set into the device's grip. Two hearthstones, a Labyrinthine Eye and a Jewel of Whispers, are set into his dragon armor, the more powerful stone being devoted to powering the armor. Besides his ship, dragon armor and weapons, his other artifacts are all utilitarian items.

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