



SCROLL OF CHARACTERS



The throne room of the castle seemed to shake with the imposter tyrant's laughter. Arrayed before him he saw the might of no less than six celestial exalts and their allies. This should not have been a laughing matter, but the mad king laughed despite the dire situation that confronted him. An entire circle of Solar Exalted and his own wayward subject now stood before him demanding an answer for the atrocities he commanded. The former Abyssal turned Dawn Caste, Cecil, stood closest to him. He angrily wished to know what had happened to the kind and just man he had once known. Behind him, the youthful warrior Kashi stood, pounding his fist into his palm, threateningly and further below the King's raised dais the elegant and silver tongued Eclipse, Edmond Campeggio, stood attempting to discern every aspect of this king's nature before he spoke.

"I asked you to explain yourself!" Cecil roared angrily. "I want to-
The sharp click of Campeggio's jeweled war-fan cut Cecil off abruptly.

"He cannot explain himself. He is the puppet of another." Campeggio's practiced tone was clipped and direct in its answer. "He is merely a tool. He's not even the man you once knew. He is an imposter."

The being on the throne's laughter died at once. It glared steely eyed at Campeggio. Its eyes swept around the room as if they were giving silent commands to unseen subordinates. The great double doors of the chambers slammed shut with terrible force. The assembled exalts looked around the room puzzled as ventilation grates emitted a shrieking, twisted cry that only metal struggling against metal could make. A roaring, gushing sound emanated from the vents as water surged into the throne room.

"This room will be your watery tomb, sun children!" The imposter king gave a throaty chuckle. In a flash of light Cecil was upon the tyrant. His blade had found home in the king's abdomen but as he withdrew the blade only water coated the surface. He blinked slightly as the king laughed even harder. Already water was lapping at Cecil's armored boots. He channeled his righteous anger into his blade. It glowed with an incandescent light as he struck the being, that he now knew to be a water elemental, again. The creature convulsed in unexpected pain as Cecil's blow devoured its essence. The creature exploded in a shower of azure essence and water droplets.

The others in the room were attempting to find a way out. The Twilight Edward Thompson and the Zenith Aegean Windreader were attempting to disable the vents that were flooding their room. They would not have enough time. The Night Caste Stalker of Men's Shadow's traced the edged of the wall for secret passages while the twin child-magi Palom and Porom jockeyed for position on top of Kashi's head and shoulders to avoid the rising water.

As the water surged to near the top of the room, most of the Celestials were forced to tread water. Kashi's eyes brightened as a solution to their predicament dawned on him. He deposited Palom and Porom in the rafters so that he could properly activate his charms. He concentrated for a short moment as golden energy coursed through his being and suffused his muscles; which swelled impossibly larger, as they were infused with the very might of the sun. Kashi immediately swam straight down towards the great iron door that barred their path.

Campeggio watched his friend dive. He saw what Kashi had done. He knew Kashi was as at home in the water as a dolphin and in his haste he wouldn't think of the consequences of his actions. He therefore was able to discern what was coming. He motioned for the others to hang on to whatever they could find.

Kashi gripped the top of the stone frame of the massive iron door in his hands. He positioned his feet against the door itself as he braced himself. He then pushed off from the barrier and used his own feet as a battering ram. Kashi struck the door once. Once was all it took. The door shattered as if it had been made of glass. Torrents of water rushed by him as did the scholar Aegean Windreader who did not notice the actions of the others. He was deposited several hundred meters down the long hall in an unceremonious heap.

Kashi smirked triumphantly as he let go of the doorframe and somersaulted to the floor. The might of the chosen of the sun was not to be denied.





CHAPTER ONE THE SOLAR EXALTED

The former rulers of Creation, the Solar Exalted have returned to the world en masse into a Time of Tumult. What follows are a selection of the more noteworthy, powerful, or influential Lawgivers of the Second Age. These Chosen of the Unconquered Sun make powerful allies for the other reborn Children of the Sun and may serve as friends, contacts, rivals or even enemies for player characters.





CECIL THE PALADIN KING

Quote: *"Darkness will never conquer the light. My Solar brethren and I will see to that."*

Cecil was born on the island of Baron in the Western Threshold in Realm Year 748. He was found abandoned outside the ruler of the small island's palace. The king of the nation took the boy as his own and raised him to serve in Baron's airship fleet. Unbeknownst to the boy's adoptive parents, Cecil was actually god-blooded. His father, Lytek, the Right Hand of Power left his child to the care of humans.

Cecil rose through the ranks of Baron's military; however, all was not well in the nation of Baron. The kingdom fell under the sway the Deathlord, Maddened Darkness. Maddened Darkness sent his emissary, the fearsome Deathknight, Golbez to the nation. The king fell under the Deathlord's sway via Golbez. The king was disposed of and an imposter was placed in his stead so that the Deathlord could better puppet the nation for his own ends.

Abyssal Exaltation was thrust upon Cecil and he was forced to make war upon other surrounding nations to plunder powerful manse stones. Cecil was already conflicted when his airfleet destroyed a small village and murdered the inhabitants. As he plundered the wreckage he found a small girl who had survived the onslaught. Seeing the terror in this small child's eyes confirmed that his king was no longer worth serving. Instead of executing every member of the village as he had been ordered, he fled with the girl and made his way to other island chains in the west.

Cecil made landfall at a small island near the Wavecrest Archipelago. Coincidentally, two other celestial exalts were also found on this island. The Dawn Caste, Kashi and his Lunar companion had come to the island for recreational purposes. Kashi spotted the soulsteel clad Cecil with a crying child under his arm and immediately challenged the Abyssal. When Cecil revealed his story to Kashi, the Dawn Caste contacted the other members of his circle and they agreed to aid the renegade deathknight.

Cecil guided Kashi and his solar circle to the city of sages, one of the places that Cecil had plundered for its hearthstone. There, the party was introduced to Lytek, Cecil's father. The God of Exaltation had been attempting to decipher how the Neverborn had corrupted the essences of the Solar Exalted.

Lytek revealed to his son that he thought his shard could be purified if he overcame the darkness and doubt in his heart; utilizing an ancient shard of the Neverborn to draw out the malice that infected his soul. This evil materialized in physical form and Cecil was forced to subdue and kill the darkness that had polluted his solar shard. With the taint of the Neverborn subdued, Lytek bombarded Cecil with the essence from a focusing crystal of a Directional Titan. The device had been collecting Solar Essence for over 1,500 years. The overwhelming Solar Essence scoured the Abyssal Essence from Cecil, but left the power of the crystal depleted.

Cecil and his solar allies overthrew the puppet king of Baron and foiled Maddened Darkness' plans.





Golbez revealed himself to be Cecil's brother that was under heavy influence from his Deathlord master. He showed that he was repentant for his actions. Cecil regretted that he could not find a way to redeem his brother from the clutches of Abyssal exaltation, but he vowed to find a way. Since that time, Cecil has ruled the kingdom of Baron and been in close alliance with Edmond Campeggio and the other western solar exalted.

Cecil has shoulder length, pale blond hair and pale skin with light blue eyes. He can be quite modest about his abilities. However, his most remarkable traits are his bravery and firm beliefs. He also can be remarkably compassionate and forgiving, especially towards his friends and allies.

Motivation: Rule his Kingdom justly and wisely.

Notable Intimacies: Rosa (Life-long Love), Baron (Protective Rulership), Western Solars (Kinship), Golbez (Regret)

Caste: Dawn

Anima Banner: Cecil's iconic anima banner appears as the Aegis of the Unconquered Sun, which swirls around him and anyone he is attempting to protect.

Attributes: Strength 5, Dexterity 5, Stamina 5; Charisma 5, Manipulation 3, Appearance 4; Perception 3, Intelligence 3, Wits 3

Virtues: Compassion 4, Conviction 3, Temperance 3, Valor 5

Virtue Flaw: None (Redeemed Abyssal); previously Red Rage of Compassion

Abilities: Athletics 5 (*Leaping to Other's Defense* +2), Awareness 5, Bureaucracy 3 (Baron +1), Dodge 5, Integrity 5, Linguistics 5, Lore 5, Martial Arts 5, Medicine 5, Melee 5 (*Sword* +3), Occult 4, Performance 1, Presence 5 (*Inspiring Others* +3), Resistance 5, Ride 3, Sail 5 (*Airships* +2), Socialize 2, Survival 1, War 5 (*Aerial Tactics* +1)

Backgrounds: Artifact 3, Artifact 3, Artifact 2, Artifact 2, Experience 4, Inheritance 4, Knowledge 4, Panoply 1, Reputation 2, Resources 5

Charms:

Excellencies: Athletics (1st), Integrity (1st), Lore 1st, 3rd), Martial Arts (1st, Infinite Mastery), Medicine (1st, 3rd), Melee (1st, 2nd, 3rd, Infinite Mastery), Performance (1st), Presence 1st, Resistance (1st), Ride (1st), Sail (1st), War (1st)

Athletics: Graceful Crane Stance, Increasing Strength Exercise, Monkey Leap Technique

Integrity: Elusive Dream Defense, Integrity Protecting Prana, Temptation Resisting Stance, Transcendent Hero's Meditation

Lore: Chaos Repelling Pattern, Essence Lending Method, Immanent Solar Glory x 5, Order Affirming Blow, Will Bolstering Method, Wyld Cauldron Technology, Wyld Shaping Technique

Medicine: Ailment Rectifying Method, Anointment of Miraculous Health, Aura of Salubrity, Body, Purifying

Admonitions, Contagion Curing Touch, Flawless Diagnosis Wound Cleansing Meditation, Wound-Mending Care Technique, Instant Treatment Methodology, Perfected Lustration Methodologies, Touch of Blissful Release, Wholeness Restoring Method, Woe Conquering Hands

Melee: Blazing Solar Bolt, Bulwark Stance, Call the Blade, Dipping Swallow Defense, Fire and Stones Strike, Fivefold Bulwark Stance, Hungry Tiger Technique, Heavenly Guardian Defense, Invincible Fury of the Dawn, Iron Raptor Technique, Iron Whirlwind Attack, One Weapon Two Blows, Peony Blossom Attack, Protection of Celestial Bliss, Ready in Eight Directions Stance, Solar Counterattack, Summoning the Loyal Steel

Occult: Ghost-Eating Technique, Spirit Detecting Glance, Spirit-Cutting Attack

Resistance: Adamant Skin Technique, Armored Scout's Invigoration, Durability of Oak Meditation, Hauberk Lightening Gesture, Iron Skin Concentration, Immunity to Everything Technique, Ox-Body Technique—x5, Spirit Strengthens the Skin, Whirlwind Armor-Donning Prana

Sail: Hull-Preserving Technique, Invincible Admiral Method, Perfect Reckoning Technique, Salty Dog Method, Sea Ambush Technique, Ship-Claiming Stance, Shipwreck-Surviving Stamina, Storm-Weathering Essence Infusion

War: Commanding the Ideal Celestial Army, Fury Inciting Presence, Heroism Encouraging Presence, Legendary Warrior Curriculum, Mob Dispersing Rebuke, Rout Stemming Gesture, Tiger Warrior Training Technique

Join Battles: 8

Attacks:

Punch: Speed 5, Accuracy 11, Damage 7B, Parry DV 6, Rate 3, Tags: N

Kick: Speed 5, Accuracy 12, Damage 10B, Parry DV 4, Rate 2, Tags: N

Clinch: Speed 6, Accuracy 12, Damage 7B, Parry DV -, Rate 1, Tags: N, C, P

Lightbringer (Orichalcum Daiklave): Speed 5, Accuracy 17, Damage 13L, Parry DV 8, Rate 4, Tags: —
Soak: 5B/2L; 23B/19L in *Light's Embrace* Orichalcum Super Heavy Plate. This armor also grants Cecil 11B/11L Hardness.

Health Levels: -0/-1/-1/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-2/-2/-2/-2/-2/-4/Incap

Dodge DV: 11

Willpower: 9

Essence: 5

Personal Essence: 24

Peripheral Essence: 109 (87)

Committed Essence: 22

Other Notes: Three of Cecil's four orichalcum artifacts, *Lightbringer* (an orichalcum daiklave), *Light's Embrace* (orichalcum super heavy plate), and his orichalcum hearthstone bracers are figured into his statistics. His fourth artifact, an orichalcum *Thunderbolt Shield*, is not; however it is figured into his attunement costs.



SORAN

THE ASPIRING HERO

Quote: "Hey Kashi...where are we anyway and why is the Sun green?"

Soran was born in Gethamane, where he lived much of his early life. He was orphaned at an extremely young age and as a result had to scrape out an existence with other orphaned children, most notably his two close friends Rikkan and Kairi. These children lived and protected one another in the subterranean tunnels of Gethamane, learning to avoid the horrors that lurked within the bowels of the city. They learned to use whatever tools or weapons that they could scrounge in order to protect themselves. Through their teamwork they were able to survive, a noteworthy feat in an of itself to say the least.

Soran and his friend Kairi were caught by some of these horrors while attempting to navigate the tunnels of Gethamane. They were alone and Soran, even though he knew he would probably die in the process, stepped forward to defend his friend (and secret crush) so that she could get away. In that instant he exploded on a shower of golden light. he had exalted as one of the Dawn Castes of the Solar Exalted. Instead of the piece of pipe he had once held in his hand he now held a shimmering beam of coalesced sunlight. He swatted at the creatures with his "stick" as the boy referred to the Glorious Solar Saber he now held in his hands and they dissolved and crumpled much to the supreme astonishment of Soran.

Soran returned to his friends and for a time was the champion of their small child gang. However, the agents of the Guild in Gethamane had heard tales of the young boy from depths of the city wielding the power of the Sun. Although most locals did not want to think of it or simply dismissed the accounts as rumors, the Guild sent agents to scout for the boy. They found him and soon were able to seduce him into working for them as a 'protector' of their interests in Gethamane. For a child who had nothing, the sudden rush of anything that he could possibly want was an incredibly potent lure.

Not too terribly later another Dawn Caste made his way to Gethamane. The Solar, Kashi, accidentally stumbled upon Soran. Kashi was not too much older than Soran, but he was able to see what the Guild was doing to

him. He was able to convince the boy to leave the city and the Guild behind and come with him. Soran was reluctant to leave his friends at first. He and Kashi saw to it that the children he had once lived with were given proper homes within the city, including Kairi. However, much to Soran's distress, he learned that his best friend Rikkan was gone. He had simply disappeared. He agreed to come with Kashi hoping that he might be able to find out what happened to his friend.

Soran journeyed with Kashi, learning everything that the older Dawn Caste was able to teach him. He greatly looks up to Kashi, even going so far as to dub him his 'hero.'

Soran left to embark on a myriad of adventures. He traversed the width and breadth of Creation encountering all forms of beings. He acquired a mentor in the form of an ancient Lunar, and while attempting to thwart the plot of a cabal of powerful ghosts he discovered that, to his horror, his friend Rikkan had been corrupted to an Abyssal not long after his own exaltation. This explained his friend's disappearance from Gethamane. He vowed to free his childhood friend at any cost. After years of work and consulting with and requesting the aid of numerous exalts, he was finally able to free his friend. His friend Kairi exalted as a Lunar while attempting to aid Soran. She, the now Night Caste Rikkan and Soran now travel across Creation together.

Soran might be the youngest Solar currently incarnated. He possesses wild, spiky brown hair, bright blue eyes and very lightly tanned skin. He has a wiry, athletic build and is full of energy and youthful exuberance.

Motivation: Slay or defeat the Fetich Soul of a Primordial.

Notable Intimacies: Rikkan and Kairi (Friendship), The Mouse King (Mentor), Be Like Kashi (Goal)

Caste: Dawn

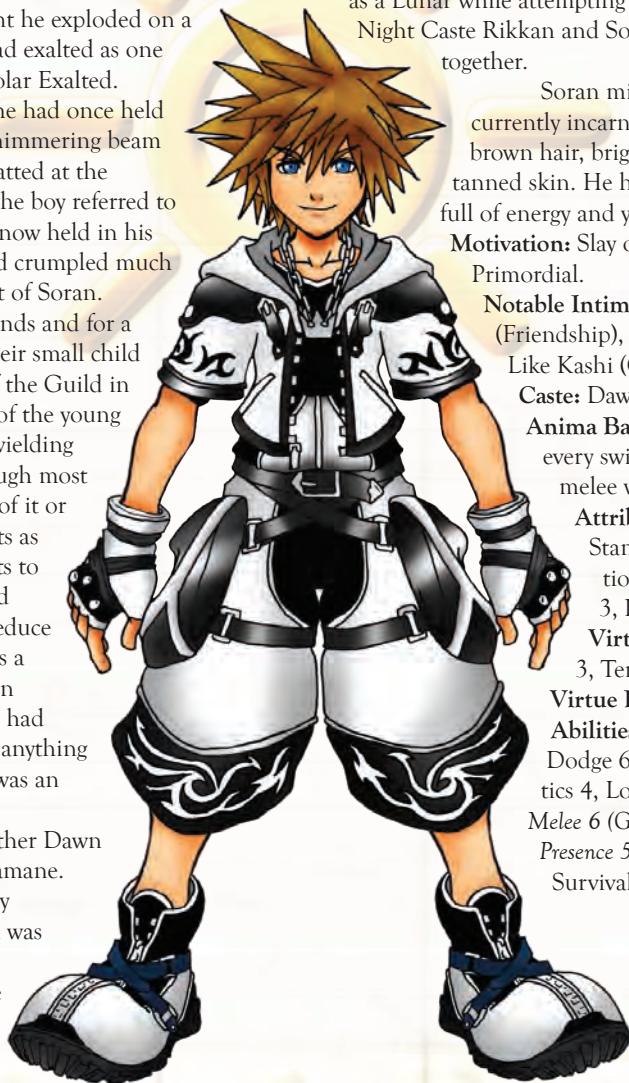
Anima Banner: A stylized key that follows every swing the character makes with his melee weapon.

Attributes: Strength 5, Dexterity 5, Stamina 5; Charisma 3, Manipulation 1, Appearance 4; Perception 3, Intelligence 3, Wits 3

Virtues: Compassion 3, Conviction 3, Temperance 1, Valor 5

Virtue Flaw: Fool Hardy Contempt

Abilities: Athletics 5, Awareness 5, Dodge 6, Integrity 5, Larceny 1, Linguistics 4, Lore 6, Martial Arts 5, Medicine 4, Melee 6 (Glorious Solar Saber +3), Occult 5, Presence 5, Resistance 6, Ride 2, Sail 6, Survival 5 (Gethamane Tunnels +1)





Backgrounds: Allies 4, Artifact 5, Artifact 5, Artifact 2, Artifact 2, Backing (Guild) 2, Contacts 3, Experience 1, Knowledge 1, Manse 5, Martial Arts 5, Mentor 5, Resources 3, Sorcery 5

Charms:

Excellencies: Athletics (2nd), Dodge (2nd, Infinite Mastery), Integrity (2nd), Lore (2nd), Martial Arts (2nd), Medicine (2nd), Melee (1st, Divine Transcendence, Infinite Mastery), Presence (2nd), Resistance (2nd), Sail (2nd)

Supernatural Martial Arts: First Pulse Style: All Charms including Merging the Lotus Understanding which allows him to use his Glorious Solar Saber as a Form Weapon for all Supernatural Martial Arts.

Athletics: Adamant Crushing Grip, Castle Toppling Shove, Graceful Crane Stance, Increasing Strength Exercise, Indomitable Sinews, Lightning Speed, Monkey Leap Technique, Soaring Crane Leap, Sunbeam Pursuing Alacrity x 2, Unconquerable Might, Unparalleled Acumen Meditation

Awareness: Surprise Anticipation Method

Dodge: Flow Like Blood, Leaping Dodge Method, Reflex Sidestep Technique, Seven Shadow Evasion, Shadow Over Water

Integrity: Elusive Dream Defense, Integrity Protecting Prana, Righteous Lion Defense (Keyed to his friendship with Kairi and Rikkan), Temptation Resisting Stance, Transcendent Hero's Meditation

Lore: Chaos Repelling Pattern, Immanent Solar Glory x 5

Medicine: Anointment of Miraculous Health, Contagion Curing Touch, Flawless Diagnosis Technique, Instant Treatment Methodology, Touch of Blissful Release, Wholeness Restoring Method, Wound Mending Care Technique

Melee: Blazing Solar Bolt, Bulwark Stance, Call the Blade, Dipping Swallow Defense, Divine Bulwark Mastery, Fire and Stones Strike, Fivefold Bulwark Stance, Foe Cleaving Force, Gilded Champion Refuge, Glorious Golden Edge, Glorious Solar Saber, Guarding Star Tactics, Heavenly Guardian Defense, Hungry Tiger Technique, Indomitable Puissance x 2, Invincible Fury of the Dawn, Iron Raptor Technique, Iron Whirlwind Attack, One Weapon Two Blows, Onrushing Finality Maneuver, Peony Blossom Attack, Petal Strewn Warrior Path, Piercing Rays of Dawn Meditation, Protection of Celestial Bliss, Ready in Eight Directions Stance, Solar Counterattack, Sharp Light of Judgment, Steel Curtain Dance, Whirling Dervish Method x 2

Occult: Ghost-Eating Technique, Spirit Cutting Attack, Spirit Detecting Glance, Terrestrial Circle Sorcery

Resistance: Adamant Skin Technique, Armored in

Righteousness Stance, Body Mending Meditation, Durability of Oak Meditation, Endurance of 10,000 Cuts, Essence Gathering Temper, Immunity to Everything Technique, Iron Kettle Body, Iron Skin Concentration, Ox-Body Technique x 6, Spirit Strengthens the Skin, The Sun Always Rises, Sustenance of Inner Glory, Warrior's Adversity Divestment x 2, Willpower Enhancing Spirit, Wound Mending Meditation

Survival: Element Resisting Prana, Eternal Elemental Harmony, Hardship Surviving Mendicant Spirit

Spells:

Terrestrial Circle Sorcery: Emerald Countermagic, Emerald Circle Banishment, Infallible Messenger, Invulnerable Skin of Bronze, Summon Elemental, Unbreakable Bones of Stone

Attacks:

Join Battles: 8

Punch: Speed 5, Accuracy 11, Damage 7B, Parry DV 6, Rate 3, Tags: N

Kick: Speed 5, Accuracy 10, Damage 11B, Parry DV 4, Rate 2, Tags: N

Clinch: Speed 6, Accuracy 10, Damage 7B, Parry DV -, Rate 1, Tags: N, C, P

Glorious Solar Saber: Speed 5, Accuracy 20, Damage 19L Parry DV 9, Rate Unlimited, Tags Holy (Soran's Glorious Solar Saber is upgraded through his Piercing Rays of Dawn Meditation. he typically creates two such swords for a total cost of 10m, 1wp)

Soak: 5B/2L; 13B/12L with Silken Armor and Amulet, increase soak by +14B/+14L/+10A if Iron Kettle Body is active

Health Levels: -0/-1/-1/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-2/-2/-2/-2/-2/-2/-2/-4/Incap

Dodge DV: 12

Willpower: 8

Essence: 6

Personal Essence: 26

Peripheral Essence: 112 (103)

Committed Essence: 9

Other Notes: Soran's artifacts are an *Infinite Resplendence Amulet*, a *Personal Airship*, *Silken Armor* Clothes and *Orichalcum Hearthstone Bracers*. The damage on all his stats reflect his bracers. His hearthstone is a *Gem of Perfect Mobility* set in his bracer. This stone halves the Speed of his attacks and doubles his movement.

Soran has two or three melee based combos that the storyteller is free to create, and one combo learned from Kashi based on that character's *Tsunami Covers Everything Defense*. Due to his learning skills and charms from Kashi, Soran typically approaches most combat situations by asking himself "What would Kashi do?" This line of thinking has gotten the youth into trouble on multiple occasions.





KYRIE

THE FAVORED SOUL

Quote: “The Unconquered Sun has done so much for all of you, and you can only repay his incredible sacrifice and bravery with dereliction of duty and ungrateful corruption? I have never witnessed a more sobering and sorrowful reality than I have here in Yu-Shan.”

Kyrie was born near the borders of reality in a large city surrounding the Solar aspected Manse-Fortress complex of Sun’s Vanguard. The fortress served as bulwark against the Wyld and housed one of the few organized Sun worshiping cults left in Creation.

Very early in her life it was noticed that Kyrie possessed a purity of the soul that was all too rare in the Age of Sorrows. Her kindness and her devotion to the tenants of the Unconquered Sun as well as her beautiful singing talents made her very popular within her isolated community.

The explosion of the Jade Prison freed the essences of the Solar Exalted, setting off a chain reaction that led the newly exalted Eclipse Caste, Nero, to Sun’s Vanguard. The young man had fled the Scavenger Lands after his exaltation at the fall of Thorns and sought the (relative) safety of the edge of reality.

As a Chosen of the Unconquered Sun, the community sheltered Nero. During his stay at Sun’s Vanguard, Kyrie fell in love with this brash young man and he in turn fell in love with her.

As time passed, Nero ventured forth from Sun’s Vanguard to find other allies. He did so and formed a powerful circle of Solars. As their fame spread, they took the notice of the gods themselves. Nero and his circle were invited to the Carnival of Meeting during Calibration. Kyrie accompanied Nero as his guest and was presented to the High Gods of Yu-Shan and the Celestial Incarnae themselves as one of the holiest humans in Creation.

She spoke of her unflagging devotion before the Unconquered Sun himself, and then proceeded to call down the failings of many of the highest and most powerful deities in all of Yu-Shan, admonishing them for not living up to the trust that the Unconquered Sun had placed in them. The Unconquered Sun himself took notice of this and instructed Kyrie to go to Whitewall after the Carnival of Meeting had ended. Kyrie dutifully complied.

At Whitewall Kyrie dutifully prayed and made her supplications to Sol Invictus. While in the Holy City, she exalted as a Zenith, the chosen priests of the Unconquered Sun. Ever since Kyrie, along with Nero, has fostered the small fortress of Sun’s Vanguard as one of the East’s paramount defensive centers.

Kyrie is an attractive woman who stands about 5’ 6” with dark auburn hair, fair skin, and beautiful brown eyes. She typically dresses in beautiful white garments that are trimmed tastefully with orichalcum ornamentation.

Motivation: Restore the worship and recognition of the Unconquered Sun across the face of Creation.

Notable Intimacies: Sun’s Vanguard (Home), Nero (Love), The Celestial Bureaucracy (Bitter Disappointment), Singing (Hobby)

Anima: A blazing, golden sun that is framed between the upstretched wings of a beautiful songbird.

Attributes: Strength 2, Dexterity 5, Stamina 5; Charisma 5, Manipulation 3, Appearance 5; Intelligence 5, Perception 5, Wits 3

Virtues: Compassion 5, Conviction 5, Temperance 4, Valor 2

Virtue Flaw: Heart of Tears

Abilities: Athletics 3, Awareness 5, Craft (Air) 5, Craft (Water) 5, Dodge 5, Integrity 5 (Upholding Her Faith +3), Investigation 5, Linguistics 5 (Native: Forrest-Tongue;

Others: Air-Tongue, Flame-Tongue, High Holy Speech, Old Realm, Rverspeak), Lore 5 (Religious Customs +3), Martial Arts 5, Medicine 5, Occult 5, Performance 5 (Singing +3), Presence 5 (Correcting the Un-Righteous +2, Inspiring Others +1) Resistance 5, Ride 3, Sail 3, Socialize 5, Survival 5 (Edge of the Wyld +1)

Backgrounds: Allies 3, Artifact 5, Artifact 4, Artifact 2, Backing (Sun’s Vanguard) 5, Connections (Eastern Solars) 3, Cult 1, Experience 1, Knowledge 3, Manse 5, Panoply 2, Reputation (Holy Mien) 3, Wealth 3

Merits: Holy Mien, Priest, Prodigy: Integrity, Prodigy: Performance

Charms:

Excellencies: Martial Arts (1st, Infinite Mastery), Craft (1st), Integrity (1st), Lore (1st), Medicine (1st), Performance (1st), Presence (1st), Resistance (1st)

Supernatural Martial Arts: Art of Victorious Concession Style: All Charms

Awareness: Surprise Anticipation Method

Craft: Craftsman Needs No Tools, Crack-Mending Technique

Integrity: Champion of (Compassion) Meditation, Destiny Manifesting Method, Elusive Dream Defense, Epic Zeal of (Compassion), Integrity Protecting Prana, Inviolable Edicts of the Sun, Lamp of Unyielding Faith, Lion’s Roar Recovery, Phoenix Renewal Tactic,





IXIDOR

THE REALITY SCULPTOR

Quote: "Reality has exiled me. I am no longer bound by its laws."

The product of a Raksha and a human woman, the Twilight Ixidor was always slightly out of touch with reality. Due to his Raksha ancestry, the young man was prone to bouts of creativity and wild mood swings. To fund his artistic endeavors, Ixidor used his half-fae magics to fight in gladiatorial matches. He used deceit and misdirection to win. He claimed such endeavors were ugly and brutish, but they served his ends well enough.

That is until Ixidor's true nature as the scion of a Raksha reared its head. The young man was savagely beaten by a fearful mob and cast into the wasting deserts of the South to die. There, under the oppressive glare of the Unconquered Sun, Ixidor saw true beauty. Just as he was about to perish in the wastelands of the South, with his last breaths he lamented the ugly and deplorable state of the world. At that moment, memories of a spectacular age flooded into the young man. Visions of the glorious First Age filled his mind. He collapsed into the sand...only he did not land in sand. Cool, fresh water washed over the beaten man's form. At first he thought this was a hallucination; however it proved to be his Solar shaping abilities unconsciously manifesting. He had

willed water into being by merely wishing it was there. He had become a chosen of the Unconquered Sun. Ignis Divine had tasked him with shaping the Creation like an artist shapes clay: from a base substance to a true work of art.

Ixidor used these new found reality shaping powers to shield himself from the elements while he recuperated. He then fled to the North to escape those who had sentenced him to death, fearful of what they would do to him if he returned as a half-fae golden anathema. He created a secluded sanctum for himself in which to hone his craft. He created a beautiful, perfect guardian for this place. He mirrored his most powerful servant from the visage of the Goddess of Victory: a beautiful winged woman whom he named Driven Snow. This powerful winged warrior protected her master and served him diligently.

Ixidor has tentatively allied himself with some other Celestial exalted in the North. He hopes that these powerful allies will allow him to see his vision come to fruition. Ixidor possesses relatively pale skin with wild spiky black hair. He has a medium build, and vivid, piercing blue-green eyes that occasionally shine with the otherworldly creativity locked deep within his soul. He typically dresses in a

flowing blue waistcoat draped over his craftsmen's attire. He carries with him a tool he crafted himself which he dubbed the *Dream Chisel* that he uses to aid him in his Wyld shaping.

Motivation: To shape the world so it is more beautiful than it was in the First Age.

Notable Intimacies: Art (Passion), Objects of Beauty (Obsessive Fascination), Northern Solars (Tacit Friendship)

Caste: Twilight

Anima: Vague golden shapes that slowly become clearer and more detailed as if someone was shaping then like a sculptor.

Attributes: Strength 3, Dexterity 5, Stamina 4; Charisma 3, Manipulation 5 Appearance 4; Perception 5, Intelligence 5, Wits 5

Virtues: Compassion 5, Conviction 5, Temperance 5, Valor 5





Virtue Flaw: Impossible Aesthetic Vision. Ixidor is so focused on the perfection of his craft that he can lapse into a Conviction based *Impossible Aesthetic Vision*. His scope of vision will become ever greater and more improbable until it borders on the absurd. This lasts for (Conviction) scenes, and any of the grandiose changes to Ixidor's projects are not apparent to him after this period has lapsed.

Graces: Cup 5, Ring 5, Staff 5, Sword 5

Abilities: Athletics 3, Awareness 5 (Paranoid Observations +3), Craft (Air, Earth, Fire, Genesis, Glamour, Magitech, Water, Wood) 5 (Extra Crafts +3), Dodge 5, Integrity 5 (Maintaining His Artistic Vision +3), Investigation 1, Larceny 5 (Con Games +2), Linguistics (Native: Air Tongue; Others: Forrest Tongue, Flame Tongue, Old Realm, Riverspeak, Sea-Tongue) 5, Lore 5, Martial Arts 5, Medicine 5, Melee 5, Occult 5 (Raksha Magic +1), Performance 5 (Illusions and Sleight of Hand +2), Presence 5, Resistance 5, Sail 5, Socialize 5, Survival 5

Backgrounds: Allies 5 (Northern Solars), Experience 5, Inheritance 5, Knowledge 5.

Merits: Prodigy: Craft

Charms:

Excellencies: Craft (1st, 3rd, Divine Transcendence), Integrity (1st), Lore (1st, 3rd), Martial Arts (1st), Medicine (1st), Melee (1st), Occult (1st)

Craft: The Art of Permanence, Ceaseless Contrivance Competency, Crack-Mending Technique, Craftsman Needs No Tools, Design Beyond Limit, Expert Foreman Discipline, Imitable Assembly Exercise, Holistic Miracle Understanding, Keen Understanding of the Core Imperfection, Perpetual Preservation Proficiency, Ten-Fold Master Laborer Technique, Wonder Forging Genius—x2, Worthy Panoply Investiture

Dodge: Shadow Over Water, Seven Shadows Evasion

Integrity: Righteous Lion Defense (Keyed to his Artistic Endeavors)

Lore: Chaos Repelling Pattern, Essence-Lending Method, Immanent Solar Glory—x3, Order-Affirming Blow, Legend-Drawing Invocation, Power-Awarding Prana, Will-Bolstering Method, Wyld Cauldron Technology, Wyld Shaping Technique

Resistance: Ox-Body Technique—x5

Raksha Charms:

Charms of the Ring

Wyld Based Crafting Charms: Essence-Forging Art, Gossamer-Forging Art, Principle of Worlds

Charms of the Staff

Wyldlife Birthing Charms: Awakened Dream Manufacture, Shape Forged Servant, Poppet-Integrating Spirit

Grace Forging Charms: Forging the Arcane Redoubt, Forging the (Cup) Grace, Forging the Fountain Head, Forging the Glory, Forging the (Heart) Grace, Forging the (Ring) Grace, Forging the (Staff) Grace, Forging the Stronghold, Forging the (Sword) Grace, Great Works of the (Cup) Grace, Great Works of the (Ring) Grace, Great Works of the (Staff) Grace, Great Works of the (Sword) Grace

Join Battles: 10

Attacks:

Punch: Speed 5, Accuracy 11, Damage 3B, Parry DV 6, Rate 3, Tags: N

Kick: Speed 5, Accuracy 10, Damage 6B, Parry DV 4, Rate 2, Tags: N

Clinch: Speed 6, Accuracy 10, Damage 3B, Parry DV -, Rate 1, Tags: N, C, P

Ixidor's Will (Gossamer Grand Daiklave): Speed 4, Accuracy 15, Damage 23L, Parry DV 7, Rate 3

Soak: 4B/2L

Health Levels: -0/-1/-1/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-2/-2/-2/-2/-2/-2/-2/-4/Incap

Dodge DV: 8

Essence 5

Personal Essence: 25

Peripheral Essence: 91 (95)

Committed Essence: 4

Other Notes: Ixidor has forged his Graces into artifacts for his own personal use.

Ixidor's Will: This gossamer weapon, Ixidor's Sword Grace, is as much of a work of art as it is a weapon. It is a gleaming pearlescent sword with frozen silver lightning racing through the blade. The artifact possesses the following statistics: Speed 4, Accuracy +5, Damage +20/6L, Defense +4, Rate 3, Attune 1m. In all other aspects it has the same statistics as a Grand Daiklave.

The Dream Chisel: Ixidor's Staff Grace has been forged into his own personal version of a *Hand of the Great Maker*, although doubling the power of that artifact. This artifact manifests as an ornate and exaggerated orichalcum chisel. This chisel itself is decorated with precious gems and its tip glows incandescent with a soft white glow that surges ever brighter when Ixidor uses this item to its fullest extent.

Circle of Solace: Ixidor's Cup Grace manifests as an ivory cylinder with imprinted feather and leaf designs snaking up the sides. This artifact functions as a level four *Satchel of Resplendent Healing*, complete with all of the subsidiary tools.

Trickery Charm: This translucent cloak is a product of Ixidor's desire for security in his life. His Ring Grace, this artifact functions as a *Cloak of Vanishing Escape*.

Ixidor also controls seventy five Fae waypoints.





RIKKAN

THE REDEEMED ABYSSAL

Quote: "This battle isn't over. And until it is, I still need the power of darkness."

Born in Gethamane, Rikkan, like so many children in the Age of Sorrows was left alone at a very young age. He does not know what happened to his parents. He wasn't sure if he was abandoned or if his parents simply died. This hard dose of reality shaped the young boy at a very early age. Deep in the subterranean tunnels of Gethamane, Rikkan began a desperate existence with other cast off and orphaned children.

Rikkan, as one of the oldest children, saw to it that he looked after the younger and weaker youngsters of the small community that formed beneath the city. It was during this time period that Rikkan first met Kairi and Soran, who were also alone in the world. They were younger than Rikkan, but not terribly so, and due to the closeness in their ages the trio became fast friends.

One fateful day, Rikkan's two friends disappeared. They were last seen by some of the other children descending into the lower levels of the tunnels below Gethamane. Rikkan knew that dangerous creatures lurked in those tunnels; he also knew that Soran had a tendency to lose himself when he was alone with Kairi. Foreseeing only disaster with that combination, Rikkan descended into the tunnels after his two best friends.

Rikkan searched for days. He could no sign of either of his friends. A chilling realization came over Rikkan. He realized that in his haste to locate his missing compatriots, he had become lost in the seemingly bottomless depths below Gethamane. He began to despair. The omnipresent gloom of his surroundings began to eat away at his heart. Finally, the last of the fuel for the lantern he had brought was spent. As the flame began to gutter out and die, he was sure that he would soon perish and that the darkness would snuff out his life just as easily and he crumpled to the cavern floor with this realization.

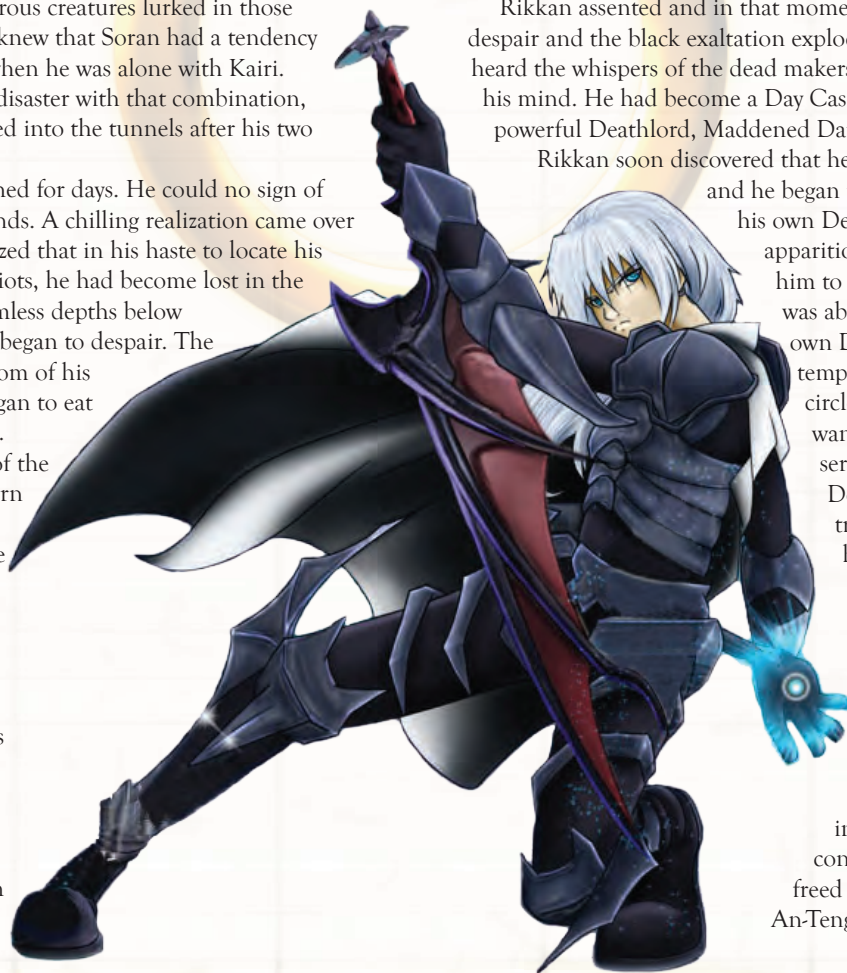
Rikkan had

no idea how long he was alone in that maddening blackness...until he heard a voice. It was a lilting, elegant voice. He could sense the hate and the spite that dripped from it, but she whispered such sweet and comforting words to him that it didn't matter. A dim sickly green radiance filled the cavern where Rikkan had fallen. It radiated from a powerful, feminine figure. She was clad in robes as pitch as the cavern and her skin was the same color as the diseased emerald light that she radiated.

She ran her hand across his cheek. She lamented that she herself could do nothing to save the youth, but she knew one who could. All he had to do was grasp her hand... Rikkan saw that he had no alternative. He clasped her hand and it was as if all the hope was leached from his soul. He knew that he had taken him somewhere as the darkness around them had shifted consistency. He looked over from where he lay and saw the elegant woman conversing with a figure that appeared to be made of pure darkness. The figure then turned and descended upon him. As it neared Rikkan an unmistakable chill overwhelmed the young man, as if the very blood in his veins had frozen. The woman was upon him as well. She urged him to take the offer that was about to be made to him...it would allow him to save his friends she told him. She related that they were in peril, being accosted by the horrors beneath Gethamane. Rikkan could not help but believe her. He could not say why.

Rikkan assented and in that moment he relented to despair and the black exaltation exploded around him. He heard the whispers of the dead makers of the world enter his mind. He had become a Day Caste, an agent of the powerful Deathlord, Maddened Darkness.

Rikkan soon discovered that he had been deceived and he began to work against both his own Deathlord and the apparition that had delivered him to his cursed fate. He was able to escape when his own Deathlord was temporarily destroyed by a circle of Solars. He wandered in and out of service to various Deathlords in this transient period, until he happened upon, against all odds, Kairi. He attempted to save her from a cabal of powerful ghosts, but he could not, despite his raw power. He and Kairi were sealed in essence proof containers until he was freed by Lady Katerina of An-Teng.





To his supreme astonishment, Soran, now a Dawn Caste rushed out to meet his two friends from behind Katerina. Katerina, being a powerful and compassionate Zenith revealed that if he was truly penitent, he could redeem in the eyes of the Unconquered Sun and claim the mantle of a Night Caste. He agreed and Lady Katerina beseeched the Sun itself to aid her. In a fantastic shower of holy essence, the youth was redeemed. The three friends now wander Creation attempting to find their place in the world.

Rikkan is a taciturn youth. He is calm, cool and collected. He can be competitive and a tad jealous, however, especially when it comes to the affection that Kairi shows toward Soran. Rikkan has shoulder length silver hair and incredibly vivid teal-blue eyes. He has an athletic build and a pale complexion.

Motivation: Thwart the machinations of the Deathlords.

Notable Intimacies: Servants of the Ebon Dragon (Cold Hatred), Servants of the Neverborn (Intense Loathing), Soran (Best Friend)

Caste: Night

Anima Banner: A swirling mosaic of light and dark figures continually warring with one another.

Attributes: Strength 5, Dexterity 5, Stamina 5; Charisma 2, Manipulation 3, Appearance 4; Perception 4, Intelligence 4, Wits 5

Virtues: Compassion 2, Conviction 5, Temperance 4, Valor 4

Virtue Flaw: None (Redeemed Abyssal); previously Heart of Flint

Abilities: Athletics 5 (Acrobatics +1, Feats of Strength +2, Awareness 5 (In Darkness +2), Dodge 5 (Creatures of the Underworld +2), Integrity 5 (Suppressing Dark Impulses +2), Investigation 3, Larceny 4, Lore 3, Melee 5 (Daiklave +3), Occult 5, Performance 5 (Acting as a Servant of Darkness +2), Presence 4, Resistance 5, Ride 3, Sail 3, Stealth 5, Survival 5 (Gethamane Tunnels +1, Underworld +1), Thrown 5

Backgrounds: Allies 4, Artifact 4, Artifact 3, Artifact 2, Artifact 1, Manse 4, Necromancy 5, Resources 4
Charms:

Excellencies: Athletics (1st), Dodge (1st, Infinite Mastery), Integrity (1st), Medicine (1st), Melee (1st, Divine Transcendence, Infinite Mastery), Performance (1st), Presence (1st), Resistance (1st), Stealth (1st), Thrown (1st)

Athletics: Graceful Crane Stance, Increasing Strength Exercise Lightning Speed, Monkey Leap Technique, Soaring Crane Leap, Unparalleled Acumen Meditation

Dodge: Flow Like Blood, Leaping Dodge Method, Reflex Sidestep Technique, Seven Shadow Evasion, Shadow Over Water

Lore: Chaos Repelling Pattern

Melee: Blazing Solar Bolt, Bulwark Stance, Call the Blade, Dipping Swallow Defense, Fire and Stones Strike, Fivefold Bulwark Stance, Foe Cleaving Force, Gilded Champion Refuge, Glorious Golden Edge, Heavenly Guardian Defense, Hungry Tiger Technique, Indomitable

Puissance, Invincible Fury of the Dawn, Iron Raptor Technique, Iron Whirlwind Attack, One Weapon Two Blows, Onrushing Finality Maneuver, Peony Blossom Attack, Petal Strewn Warrior Path, Protection of Celestial Bliss, Ready in Eight Directions Stance, Solar Counterattack, Sharp Light of Judgment, Steel Curtain Dance, Whirling Dervish Method—x2

Occult: All-Encompassing Sorcerer's Sight, Ghost Eating Technique, Labyrinth Circle Necromancy, Shadowlands Circle Necromancy, Sorcerer's Burning Chakram Charm, Spirit Cutting Attack, Spirit Detecting Glance, Spirit-Repelling Diagram, Terrestrial Circle Sorcery

Resistance: Adamant Skin Technique, Body Mending Meditation, Durability of Oak Meditation, Iron Kettle Body, Iron Skin Concentration, Ox-Body Technique—x4, Spirit Strengthens the Skin

Stealth: Easily Overlooked Presence Method, Invisible Statue Spirit, Mental Invisibility Technique, Vanishing From Mind's Eye Method
Spells

Terrestrial Circle Spells: Conjuring the Azure Chariot, Emerald Countermagic, Emerald Circle Banishment, Infallible Messenger, Invulnerable Skin of Bronze, Summon Elemental

Shadowlands Circle Necromancy: Banish Ghost, Door of the Dead, Dusk Eyes, Gentle Call of Lethe, Iron Countermagic, Piercing the Shroud, Silent Smoothing the Crease-Worn Mind, Summon Ghost

Labyrinth Circle Necromancy: Infinite Footsteps, Ivory Razor Forest, Onyx Countermagic, Reaping the Fallen

Join Battles: 10

Attacks:

Punch: Speed 5, Accuracy 6, Damage 10B, Parry DV 4, Rate 3, Tags: N

Kick: Speed 5, Accuracy 5, Damage 13B, Parry DV 2, Rate 2, Tags: N

Clinch: Speed 6, Accuracy 5, Damage 10B, Parry DV -, Rate 1, Tags: N, C, P

Soul Eater (Soulsteel Grand Daiklave): Speed 5, Accuracy 17, Damage 22L, Parry DV 7, Rate 2, Tags: 2, O, P, R

Soak: 5B/2L (15B/12L; 5B/5L Hardness in Obsidian Sheath Armor)

Health Levels: -0/-1/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-2/-2/-2/-2/-2/-2/-4/Incap

Dodge DV: 11

Willpower: 9

Essence: 5

Personal Essence: 24

Peripheral Essence: 59 (40)

Committed Essence: 19

Other Notes: Rikkan possesses a *Fivefold Harmonic Adapter* that allows him to attune to his Soulsteel Grand Daiklave. His Armor, *Obsidian Sheath*, grants him +3 Strength and adds four yards per tick to move actions and eight yards per tick to dash actions. He also possesses *Orichalcum Hearthstone Bracers* that add to his damage and to his Dodge DV. These artifacts are figured into his combat statistics. His level 4 Earth Manse produces a *Gem of Adamant Skin*.





LEDAAL PALPATINE

THE SUPREME DELIBERATOR

Quote: "All those who gain power are afraid to lose it."

Of all of the Solar Exalted currently incarnated in the Age of Sorrows, Ledaal Palpatine has, perhaps, held his exaltation the longest. However, he also has the distinction, and perk, of the true nature of his exaltation being almost completely unknown to his peers or any one else in Creation for that matter.

Palpatine holds a second distinction amongst the exalted host as well. His hun soul once held a previous Celestial Exaltation...a Sidereal Exaltation. This incarnation was murdered by Chejop Kejak and his cronies as he did not support the great uprising against the Solar Exalted.

The current incarnation of Palpatine's soul was born nearly two hundred years before the present age of sorrows began. Obviously, he did not exalt like the rest of his family. At the time of his majority, Palpatine was only a half-caste Dragon Blooded. Regulated to life as a mere patrician he felt surges of resentment.

As he grew older, Palpatine channeled this resentment into a keen intellect and a knack for political machinations. He found solace in the art of meditation. However, disturbing images plagued his psyche. He saw a great orrery in his mind and a host of people arguing. He saw the figure of someone he trusted, a confidant, stabbing him in the back. Palpatine did not know if these visions were of the future or the past, but he thought it wise to keep them to himself. He pressed on, dwelling on these visions for decades.

Finally, some forty five years after his birth, quite an advanced age for a mortal, exaltation found Palpatine. However, it was not the blessing of the Dragons. It was Solar Exaltation. One of the scant few remaining in this time period. Memories flooded back to Palpatine and every vision that he had held in his troubled soul was confirmed and clarified by Celestial Exaltation.

A voice reached out to him. It was a calm, assuring, even friendly voice. It was a man. He introduced himself as Souske Aizen, a Chosen of the Maiden of Secrets. Palpatine made moves to defend himself, but Aizen assured Palpatine that he meant him no harm. He wished to aid and shelter Palpatine so that he could aid him in return. The nascent Solar accepted

Aizen's aid, and the aid of a cabal of Celestial Deities who wished to see the Solars return to power. This was how Palpatine was sequestered from the Bronze Faction. He was tutored in charms that allowed him to mimic the anima banner of a Dragon Blooded. This successfully allowed him to integrate himself back into the society of the Blessed Isle.

For nearly a century Palpatine has waited. The disappearance of the Scarlet Empress has given him an unprecedented opportunity. He has maneuvered to the top of the Dragon Blooded political arena where he waits. He has kept the status quo on the Blessed Island as best he can and attempted to blunt the Scarlet Empire's response to the resurgent Solars while still attempting to retain his facade for as long as he is able. He is aware of his great grand-nephew, Ledaal Hitsugaya Toshiro's nature as a Chosen of Endings and that the young man is posing as a Dragon Blooded in almost exactly the same way that he himself has for the past several years. However, due to his nephew's neutralist leanings he has done nothing to hinder his younger relative.

Palpatine is a stately, regal man. He is of medium height and build with graying, silver hair. He has a kind outward demeanor that masks a fierce conviction that can sometimes turn to ruthlessness. He now remembers the Sidereal Exalted and bears a deep grudge against the Bronze Faction and Chejop Kejak, his former incarnation's murderer.

Motivation: Gain revenge against Chejop Kejak by taking the Scarlet Empire from the Sidereal's control piece by piece.

Notable Intimacies: Chejop Kejak (Intense Loathing), Restoring Solar Rule (Goal), Destruction of the Bronze Faction (Goal)

Caste: Eclipse

Anima Banner: Sylistic runes and Old Realm Script that burn ascendant as golden electricity crackles around him.

Attributes: Strength 2, Dexterity 4, Stamina 4; Charisma 6, Manipulation 7, Appearance 2; Intelligence 6, Perception 7, Wits 6

Virtues: Compassion 1, Conviction 5, Temperance 5, Valor 4

Virtue Flaw: Heart of Flint

Abilities: Athletics 2, Awareness 6, *Bureaucracy* 7 (Scarlet Empire +1), Dodge 5, Integrity 7, Investigation 6, Larceny 5, *Linguistics* (Native: High Realm; Others: Air-Tongue, Flame-Tongue, Low Realm, Old Realm, Riverspeak, Sea-Tongue) 6, Lore 5 (First Age Lore +1), Martial Arts 6, Medicine 6, Occult 5, Performance 7 (Public Speaking +3), Presence 7 (Reassuring Confidence +2), Resistance 3, Ride 4, Sail 4, Socialize 7 (Dynastic Affairs +3), Stealth 5, Survival 1, Thrown 5

Backgrounds: Allies 4, Experience 5, Inheritance 2, Knowledge 3, Manse 3, Sifu 5





Merits: Born to Rule, Legendary Bureaucracy, Legendary Integrity, Legendary Manipulation, Legendary Perception, Legendary Performance, Legendary Presence, Legendary Socialize, Prodigy: Bureaucracy, Prodigy: Performance, Prodigy: Presence, Prodigy: Socialize, Silver Tongue

Charms:

Excellencies: Awareness (1st), Bureaucracy (1st), Integrity (1st, 3rd), Investigation (1st), Larceny (1st), Linguistics (1st), Martial Arts (1st, 3rd, Infinite Mastery), Performance (1st), Presence (1st), Socialize (1st), Thrown (1st)

Supernatural Martial Arts: Dreaming Pearl Courtesan Style, Prismatic Arrangement of Creation Style: All Charms including Air Aspect Terrestrial Ways.

Awareness: Surprise Anticipation Method

Bureaucracy: Bureau-Rectifying Method, Creation Ruling Pronouncement, Foul Air of Argument Technique, Frugal Merchant Method, Indolent Official Charm, Insightful Buyer Technique, Lawgiver's Ministerial Domain, Market-Commanding Proclamation, Speed the Wheels

Dodge: Seven Shadow Evasion, Shadow Over Water

Integrity: Elusive Dream Defense, Integrity Protecting Prana, Righteous Lion Defense (Keyed to vengeance against the Sideréal), Temptation Resisting Stance, Transcendent Hero's Meditation

Investigation: Consumer-Evaluating Glance, Courtier's Eye Technique, Crafty Observation Method, Evidence Discerning Method, Irresistible Questioning Technique, Judge's Ear Technique, Know the Soul's Price

Larceny: Flawlessly Impenetrable Disguise, Perfect Mirror

Linguistics: Excellent Emissary's Tongue, Letter Within-a-Letter Technique, Sagacious Reading of Intent, Twisted Words Technique, Whirling Brush Method

Occult: Ghost Eating Technique, Spirit Cutting Attack, Spirit Detecting Glance

Performance: Heart-Compelling Method, Husband Seducing Demon Dance, Memory-Reweaving Discipline, Phantom-Conjuring Performance, Respect Commanding Attitude

Presence: Authority Radiating Stance, Enemy Castigating Solar Judgment, Hypnotic Tongue Technique, Irresistible Salesman Spirit, Majestic Radiance Presence, Terrifying Apparition of Glory, Underling Promoting Touch, Worship-

ful Lackey Acquisition

Resistance: Ox-Body Technique—x3

Socialize: Gathering the Congregation, Mastery of Small Manners, Taboo Inflicting Diatribe, Understanding the Court, Venomous Whispers Technique, Wild Revelry Approach, Wise Eyed Courtier Method

Dragon Blooded Charms:

Lore: (Air) Elemental Bolt Attack

Medicine: Disease Banishing Technique, Grievous Wound Alteration Energy, Infection Banishing Prana, Jade Crucible Method, Madness Analyzing Stare, Most Beneficial Seed of the Five Fire Dragons, Purity of the Mind Method, Transcendent Gaian Harmony (Air), Wound-Closing Touch

Spirit Charms:

Essence Plethora—x3, Reserve of Will—x3

Join Battles: 12

Punch: Speed 5, Accuracy 11, Damage 2B, Parry DV 6, Rate 3, Tags: N

Kick: Speed 5, Accuracy 10, Damage 5B, Parry DV 4, Rate 2, Tags: N

Clinch: Speed 6, Accuracy 10, Damage 2B, Parry DV –, Rate 1, Tags: N, C, P

Soak: 4B/2L; 16B/14L with Orichalcum Sheathing Stance

Health Levels: -0/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-2/-2/-4/Incap

Dodge DV: 8

Essence: 6

Personal Essence: 58

Peripheral Essence: 67

Committed Essence: 0

Other Notes: Palpatine keeps no artifacts attuned to himself he cannot masquerade as a Dragon Blooded if he ostentatiously parades around the halls of the Deliberative Chamber in Orichalcum artifacts. He does possess a *Dragon Tear Tiara* and *Silken Armor* which he dons for formal Deliberative business. Palpatine's outer facade is an amiable Dragon Blood proficient in Medicine charms. This adds to his kindly demeanor. He outwardly appears to represent the best interests of the Scarlet Dynasty in all things. He has staved off the Empire's collapse in some areas and rushed it along in other areas. He bides his time until his brethren have, in his opinion, sufficiently tamed the Threshold to spring his ultimate surprise upon the unsuspecting Dragon Blooded...and their Sideréal puppet masters.





Kashi made his way down a small tunnel to the bottom of a small cavern just outside the holy city of Whitewall. He had followed the newly exalted Lunar, Yuna, to this place and he found her sitting silently by one of the heated pools of water the cavern concealed. All around her small wispy contrails of brilliant multi colored essence floated creating an eerily beautiful radiance that softly illuminated the subterranean cavern. These were harmless, yet beautiful, byproducts of the mingling Solar Essence lines reacting to the Water and Fire aspected geomancy of the hot springs.

Yuna had gone to be by herself. The staggering transformation from Immaculate Adherent to Lunar Exalt weighed heavily on her psyche. Kashi hesitated for a moment and then gingerly approached the beautiful young girl and laid his hand on her shoulder. He did not want to startle her. She looked up for a moment and a flash of what Kashi could only guess was relief crossed her face.

"I saw you leave the city and I thought you could use some company." Kashi offered as he sat down next to her. "You can feel free to tell me to buzz off though if I'm bothering you." He smiled brightly. "Camps does it all the time."

Yuna looked at him. She didn't even know Kashi that well, she had only met him yesterday, but she felt safe talking to him.

"No, no. You don't have to leave. And you're not bothering me."

Kashi began to talk. He told stories of his Western home and the friends that waited for his return and the adventures he'd been on.

As Kashi talked to Yuna he had waded out into the spring itself. It was surprisingly deep. He could see where if he went out further the water would be over his head. He attempted to persuade Yuna to join him.

"My clothes will get all wet!" She protested.

"So?" Kashi shrugged his shoulders as he tugged at her arm.

She hesitated for a moment and then she relented as she waded out to where Kashi stood. The water was clear and warm. It felt incredibly relaxing. Kashi smiled as he continued his story.

"...and then swish! There went old Aegean right under me!" Kashi made a sweeping motion with his hand. "He went right out the door! The water carried him all the way to the end of the palace hall. It was hilarious! You should have been there!"

Yuna laughed with Kashi. She had not felt this at ease in days. She thought for a moment and then looked at Kashi. "I think I'd like to come and see your home and meet your friends." Yuna tentatively suggested.

Kashi nodded enthusiastically. "You bet! You can come back with me! I have so many things I could show you. Just you wait, being an exalt is fantastic! You'll see, I promise!"

Yuna couldn't explain it but in the twenty or so minutes that Kashi had been talking she felt safe. As if all of the troubles that had weighed upon her didn't matter anymore. And in the silence that followed the end of Kashi's story coupled with his reminder of what she had become all of her worries came crashing back into the forefront of her mind. Yuna shook with days of unwept tears. She finally broke down and tearfully confessed to Kashi her fears.

"They'll come for me you know." She whispered as she stood trembling waist deep in water. "They think we're anathema. They'll kill us all." She lamented as she began to sob uncontrollably.

Kashi looked at her. He felt a sharp need at the back of his mind to comfort the crying girl. He placed his hand underneath her chin so that she would look at him. Her pale face met his tan one and their eyes locked. His bright blue eyes were full of reassuring confidence.

"I won't let anyone hurt you. I promise."

He leaned in close and kissed her, gently at first but then he pulled her closer to him as the kiss became longer and more passionate. The two exalts descended below the surface of the water as they embraced. The dimly illuminated blue-green waters of the spring bore witness to a reunion of two souls that had been parted from one another for over fifteen hundred years.





CHAPTER TWO

THE LUNAR EXALTED

Helpmates, lieutenants, companions, rivals or even lovers to the mighty Solar Exalted; the Lunar Exalted find themselves at a crossroads. The Time of Tumult has given back the Children of the Moon their ancient partners, however, many among the Silver Pact do not rejoice at the prospect of the Lawgiver's return. They remember vividly not only the glories of the Old Realm, but the decadence and tragedy that befell the old Kingdom of the Exalted. Still, many of the Chosen of the Fickle Lady feel drawn to their one time lords and spouses. What follows are a few examples of those Lunars who feel drawn to reborn player characters.



FENRIS

THE WHITE WOLF

Quote: "Are you proud of being a monster and an enemy of all of Creation? I've done things more vile than you can imagine in its defense. You're mere insects scurrying in the dark. Now you've called down the true monsters."

The mortal known as Donar son of Jan exalted while in the clutches of the Lover Clad in the Raiment of Tears. As a mortal, he had been a warrior and a failed shaman. She had sought to seduce this man that the spirits had rejected. Things were not as the Lover thought, however. Fenris had been rejected by the spirits, because he would not elevated the spirit world among his own people.

Undeterred, the Lover attempted to break him with her sexual tortures. In the throes of the Lover, Lunar exaltation found him. Even though the second breath of Luna came upon him, he was still in the Lover's grasp. The Deathlord was utterly delighted: it had literally been an age since she had a Lunar Exalt to enjoy.

Donar endured in the Lover's captivity, however, the Deathlord's boredom and his own wits allowed him to eventually escape. He fled into the Wyld where he was eventually tracked down by the Silver Pact, however, not before the warping capabilities of the Wyld further added to the psychological traumas inflicted by the Lover. He was branded a Full Moon and, taking the name Fenris, set about to where he left off policing spirits. He began to subjugate the Wolf-Men of the North to help in this task. While doing so, he ran afoul of very powerful groups and was run out of the North, taking what few followers he could with him.

Now the Solar Exalted have returned, and Fenris has allied with several of the more prominent members of the Chosen of the Sun across Creation. The relationship has been mutually beneficial as Fenris has introduced many of the Solars to other Lunars and they in return have been able to mend his damaged psyche.

Fenris is a powerfully built individual, standing at a commanding six foot four inches tall, he possesses broad shoulders, pale skin, long ashen white-blond hair and an extremely muscular build.

Fenris has a savage air about him, and his gruff personality and impressive build mask a fierce intelligence. He uses his wits and raw physical power to bring most of his enemies low.

Motivation: Tame feral Beastmen and turn them into guardians of Creation.

Notable Intimacies: Sapphire Orchid (Conflicted Friendship), Kashi (Friendly Rivalry), No Moon Lunars (Respect), Savage Beastmen (Complete Disdain), Indolent Spirits (Contempt), His Own Past (Sickened Horror)

Caste: Full Moon

Spirit Shape: White Dire Wolf

Tell : Blue Wolf's Eyes

Attributes: Strength 9, Dexterity 9, Stamina 9; Charisma 5, Manipulation 5, Appearance 5; Wits 5, Intelligence 8, Perception 5

Virtues: Compassion 2, Conviction 5, Temperance 2, Valor 5

Virtue Flaw: Curse of the Lone Wolf

Abilities: Athletics 5, Bureaucracy 5, Craft (Air, Earth, Fire, Genesis, Glamour, Water, Wood) 7, Dodge 7, Integrity 5 (Resisting Torture +1), Linguistics (Native: Air-Tongue; Others: Flame-Tongue, Old Realm, Riverspeak, Sea-Tongue, Wood-Tongue) 5, Lore 5 (Spirit Courts +1), Martial Arts 7 (Claw Attacks +3), Occult 7 (Art of Alchemy: Master +3, Art of Enchantment: Master +3, Art of Geomancy: Master +3, Art of Spirit Beckoning: Adept +2, Art of Warding: Master +3), Presence 7 (Intimidation +1), Sail 5 (Longboats +2), Socialize 5, Survival 7 (Tracking +3), War 5 (Pack Tactics +1)

Backgrounds: Allies 5, Artifact 5, Artifact 5, Artifact 5, Artifact 2, Cult 2, Experience 4, Knowledge 3, Martial Arts 5, Necromancy 5, Solar Bond 1, Reputation (Troublemaker) 3, Resources 5, Sorcery 5, Thaumaturgy 5

Merits: Extra Favored: Craft, Extra Favored: Dodge, Extra Favored: Martial Arts, Extra Favored: Presence

Knacks: Deadly Beastman Transformation, Devastating Ogre Enhancement, Man-Animal Perfection, Mountainous Spirit Expression, Terrifying Beastman Alteration, Towering Beast Form

Charms:

Excellencies:

Charisma (1st), Dexterity (1st, Impossible Enhancement, Instinctive Unity), Intelligence (1st), Perception (1st), Stamina (1st, Impossible Enhancement,

Instinctive Unity), Strength (1st, Impossible Enhancement, Instinctive Unity), Wits (1st)





Other Notes: Fenris' Celestial Battle Armor, *Silver Clawed Wolf's Shield Harness*, sports the Moonsilver Blades, Essence Shield, and Enhanced Durability options. His Moonsilver Perfected Kata Bracers adds his (Essence) to the accuracy, damage and defense of his unarmed attacks and of attacks made with the active Form-type Charm's particular weapons. He may choose to inflict bashing or lethal damage at will and he may parry lethal attacks unarmed. These bracers, in addition to the Moonsilver property of ignoring cover or shields, are also alloyed with jade and add his (Essence) to his soak and two to the rate of his attacks. He also possesses Moonsilver Hearthstone Bracers, and an Infinite Resplendence Amulet. Fenris' two combos that are listed, he learned from Yuna, a No-Moon and bride of Fenris' friend and rival, Kashi. He respects her as a No-Moon and a mystic who communes with the spirits of Creation, something his northern roots have engrained upon him





KAIRI

COMPANION TO SORAN

Quote: *"This time, I'll protect you!"*

Kairi was born in Gethamane. She lost her family at an early age and was forced to make her own way in the world. She befriended two other young orphans by the name of Soran and Rikkan and the three began to eek out a living.

The trio grew extremely close as the years went by; however, Kairi's world was turned upside down by the events that surrounded her two male companions. Deep within the catacombs of Gethamane lurk unspeakable horrors long sealed since the fall of the First Age. While exploring (they were actually lost, although Soran would never admit this) the vast tunnels underneath the subterranean city, Kairi and Soran were caught alone by the terrible creatures that lurk there.

Soran bravely stepped forward to combat these behemoth spawned monsters and he attempted to shield his friend from harm with only a simple stick as a weapon. In that instant golden light exploded from the young boy and he quickly fought off the tainted creatures with what looked liked ease. Unknown to the pair at the time, Soran had exalted as a Dawn Caste Solar. Using his anima banner as a light source, the two were able to keep the rest of the horrors below Gethamane at bay.

When Kairi and Soran made their way back to the other children who lived with them in the tunnels amidst Gethamane, the pair discovered that Rikkan, their other companion, was also missing. Concerned over the fate of his friend, Soran set off in an attempt to find him, assuring Kairi that he would use his new powers to find their friend.

Time passed. Soran returned briefly with another older boy that Kairi did not know. Kairi might have thought he was Soran's older brother had she not known otherwise. The older boy, who introduced himself as Kashi, explained to the others how he and Soran were both Solar Exalted. He went on to elaborate how he wanted to help the orphaned children of Gethamane. Kashi and his friends made arrangements for the other children to have a safer place to stay or to even be adopted if they wished. Kairi desperately wanted to stay with Soran, but she knew she could not, at least for the time being. She chose to stay in Gethamane. Soran had still not found Rikkan, and Kairi

was willing to wait until Soran came back for her.

However something else came for Kairi. From the darkness of the labyrinth under Gethamane something seized her and spirited her away. She had been taken by a powerful cabal of ghosts. These ghosts knew of her ties to Soran and sought to use her as leverage in their quest for power. They wished to use her to manipulate Soran. It was in the sorrow of the Underworld that Kairi was reunited...not with Soran, but with Rikkan. Her long lost older companion had become a slave to the Deathlords. He had been sent to spy on these ghosts by his master and tried to free Kairi from their grasp. She and Kairi got as far as a shadowlands before they were captured. Rikkan struggled in vain against their pursuers. Kairi fought against these ancient horrors too. She could have despaired, but she did not. All she wanted to do was to help her friends. To be useful to Soran again...and that was when something inside of her snapped. Silver essence coruscated around her as she exalted as a Chosen of Luna. Kairi's unexpected transformation briefly tipped the scales in her and Rikkan's favor however it was not enough. The pair was captured and placed in Essence proof containers so they could not use their exalted powers to escape.

All seemed lost for Kairi. Semi-conscious, she was vaguely aware of a commotion outside her container. She cringed at the thought of those despicable ghosts handling her

again, but much to her surprise another figure opened her prison. The smiling face of Lady Katerina of An-Teng greeted the exhausted girl, and much to her surprise, Soran rushed to her side from behind Katerina. Lady Katerina saw it, through her Lunar spouse Grey Lancer, that Kairi was properly inducted into the Silver Pact and tattooed as a Lunar Exalt. Soran, Rikkan and Kairi now traverse Creation attempting to aid others in the time of tumult.

Kairi is a energetic young girl. She possesses fair skin, deep violet-blue eyes and dark red hair. She is usually clad in simple, yet form fitting clothes that do not impair her mobility. In combat she relies on two ornately wrought daiklaves. They appear to be so fanciful that they look harmless if not slightly garish, until Kairi uses them in battle, that is. Kairi is a kind woman who is very close to Rikkan and Soran, but she can be headstrong and stubborn when she wants to.

Motivation: Help Soran and Rikkan find their places in Creation.





Notable Intimacies: Soran (Crush), Rikkan (Close Friend), Gethamane (Home), Harmful Ghosts (Fear)

Anima Banner: A pale silver-white corona of fire surrounded by violet shadowy birds that occasionally circle and dive around Kairi.

Spirit Shape: Ruby-Throated Hummingbird

Tell: Bright red feather-like accents on the outer corners of her eyes. If not viewed carefully they resemble ordinary eye makeup.

Attributes: Strength 2, *Dexterity* 5, Stamina 3; Charisma 4, Manipulation 2, Appearance 3; *Perception* 5, *Intelligence* 4, Wits 4

Virtues: Compassion 4, Conviction 3, Temperance 4, Valor 2

Virtue Flaw: Curse of the Whipped Dog

Abilities: Athletics 5, Awareness 3, Craft (Water) 2, Dodge 5, Integrity 4 (Creatures of Darkness +2), Linguistics (Native: Air-Tongue; Others: Claw-Speak, Flame-Tongue, Old Realm, Riverspeak, Sea-Tongue) 5, Lore 5, Medicine 5, Melee 5 (Dual Wielding +3), Occult 4 (Art of Warding and Exorcism: Adept +2), Performance 4, Presence 3, Resistance 2, Ride 3, Sail 3, Stealth 3 (Gethamane Tunnels +2), *Survival* 5 (Gethamane Tunnels +1)

Backgrounds: Allies 4, Artifact 3, Artifact 2, Artifact 2 Backing 2 (Seneschals of the Sun Kings), Connections 1, Experience 1, Knowledge 1, Panoply 1, Resources 3, Solar Bond 4, Sorcery 5

Charms and Knacks:

Knacks: Changing Plumage Mastery, Humble Mouse Shape, Internal Form Mastery, Subtle Silver Declaration

Excellencies: Charisma (1st), *Dexterity* (1st, Instinctive *Dexterity* Unity), *Intelligence* (1st), *Perception* (1st), Stamina (1st), Wits (1st)

Charisma: Lunar Eclipse Technique, Moon Follows Sun Assurance, Sacred Guardian Renewal

Dexterity: Flowing Body Evasion, Graceful Crane Stance, Golden Tiger Stance, Lightning Stroke Attack, Octopus and Spider Barrage, Twin Fang Technique, Wary Swallow Method, Wasp-Sting Blur, Windancing Method

Intelligence: Righteous Lion Defense, Terrestrial Circle Sorcery, True-to-the-Pack Dedication

Perception: All Encompassing Sorcerer's Sight, Devil-

Restraining Grip, Eye of the Cat, God-Cutting Essence, Instinctive Essence Prediction, Spirit-Maiming Essence Attack

Stamina: Bruise Relief Method, Ox-Body Technique—x3, Halting the Scarlet Flow, Hide Toughening Essence, Silver Lunar Resolution—x2

Spells:

Terrestrial Circle Sorcery: Conjuring the Azure Chariot, Death of Obsidian Butterflies, Demon of the First Circle, Emerald Countermagic, Emerald Circle Banishment, Infallible Messenger, Summon Elemental

Join Battles: 7

Attacks:

Punch: Speed 5, Accuracy 6, Damage 2B, Parry DV 4, Rate 3, Tags: N

Kick: Speed 5, Accuracy 5, Damage 5B, Parry DV 2, Rate 2, Tags: N

Clinch: Speed 6, Accuracy 5, Damage 2B, Parry DV -, Rate 1, Tags: N, C, P

Hummingbird's Sting (Paired Moonsilver Short Daiklaves): Speed 4, Accuracy 19, Damage: 6L, Parry DV 8, Rate 2, Tags **Soak:** 3B/1L (6B/8L in Essence Silk Armor and Hearthstone Bracers; Kairi may buy her Soak up to 11B/9L and 14B/16L respectively with Hide Toughening Essence

Health Levels: -0/-1/-1/-2/-2/-2/-2/-2/-2/-2/-2/-2/-2/-2/-2/-2/-2/-4/Incap

Dodge DV: 7

Willpower: 8

Essence: 4

Personal Essence: 20

Peripheral Essence: 68 (56)

Committed Essence: 12

Other Notes: Kairi is a very young Lunar, having only recently exalted. She has been trained extensively by her more powerful friends, and as a result she is more puissant than her age would indicate. She is deeply in love with her Solar counterpart, Soran, but also has a very strong friendship with the Night Caste, Rikkan. She is honing herself to be as useful as possible to Soran, but she is beginning to express her own interests beyond merely helping him in his various adventures. Kairi's artifacts include her paired *Moonsilver Short Daiklaves*, *Hearthstone Bracers*, and *Silken Armor*.



SERRA

MATRON OF PEACE

Quote: "Believe in the ideal...not the idol."

Serra was born in the midst of the High First Age. She exalted in the chaos of the Time of Cascading Years. She threw herself into caring for victims of the numerous wars that the Solar Exalted waged after the collapse of the first Deliberative. That self sacrifice and willingness to shield others attracted the attention of Luna, who exalted the young woman while she attempted to save another's life.

At the fall of the First Age and the Usurpation, Serra and her husband, the Eclipse Caste, Heihtil Menander, fled to their provinces in the East, but it was not enough. In a battle with the rebellious Terrestrials, Menander was slaughtered.

Serra fled into the Wyld, unable to bear the sorrow and desolation that the Usurpation had wrought. She shut herself away from the world, taking refugees from her province as well as a small contingent of People of the Air. The most contact she ever had with the rest of the Silver Pact was when she deigned to let the child Raksi fix her caste. She lives on the edge of reality to this very day, personally maintaining and overseeing her own vision of a Utopian Society.

Serra is an unearthly beautiful woman with the gaze of a mother. She possesses long, flowing brown hair and piercing eyes. She is typically clad in gleaming moonsilver garments with feather designs imprinted upon them. She is compassionate to a fault and loathes almost all forms of unnecessary violence. She will defend herself when necessary, but she has not raised a hand in violence in 1500 years.

Motivation: To create a Utopian Society

Notable Intimacies: Creation (Sorrowful Regret), Followers (Protective Love), Luna (Reverence), Peace (Noble Ideal), Her Society, (Pride)

Caste: No Moon

Anima Banner: White, glowing dove wings that sprout from behind her.

Spirit Shape: White Dove

Tell: Decorative white plumage that sprouts from her shoulders

Attributes: Strength 5, Dexterity 10, Stamina 10; Charisma 10, Manipulation 10, Appearance 10; Perception 10, Intelligence 10, Wits 10

Virtues: Compassion 6, Conviction 3, Temperance 5, Valor 2

Virtue Flaw: Curse of the Mother Hen

Abilities: Athletics 10, Awareness 10, Bureaucracy 5, Craft (Air, Earth, Fate, Fire, Genesis, Glamor, Magitech, Wood, Water) 9, Dodge 10 (While Not Fighting Back +3), Integrity 10, Investigation 5, Linguistics 10 (Native: Old Realm; Others: Air-Tongue, Flame-Tongue, Forrest-Tongue, High Holy Speech, Pelagial, Riverspeak, Sea-Tongue, various dead languages), Lore 10, Martial Arts 10 (Compassion Style +2), Medicine 10, Occult 10 (Sorcery +2), Performance 10 (Religious Ceremonies +3), Presence 10 (Instilling Humility +3), Resistance 10, Ride 6, Sail 6, Survival 5, Thrown 10

Backgrounds: Artifact 4, Artifact 4, Artifact 2, Artifact 2, Cult 3, Experience 3, Knowledge 3, Resources 5, Savant 5, Solar Bond 3, Sorcery 5

Merits: Paragon of Compassion, Holy Mein, Priest Charms and Knacks:

Knacks: Compassionate Mirror Nature, Constant Quicksilver Rearrangement, Courtesan's Possession, Deadly Beastman Transformation, Emerald Grasshopper Form, Flickering Star Infusion, Hidden Moon Warrior Face x 2, Honing the Stolen Form, Humble Mouse Shape, Hybrid Body Rearrangement, Intimate Training Recollection, Lightning Change Style, Perfected Hybrid Interaction, Prey's Skin Disguise, Quicksilver Second Face, Snake Hand Style, Terrifying Beastman Alteration, Ten Thousand Faces Glory, Towering Beast Form

Excellencies: Appearance 1st, 3rd), Charisma (1st), Dexterity (1st, Instinctive Dexterity Unity), Intelligence (1st), Manipulation (1st), Perception (1st), Stamina (1st),





Strength (1st, 3rd), Wits (1st)

Supernatural Martial Arts: Art of Victorious Concession (Compassion Martial Arts Style): All Charms

Dexterity: Cat-Falling Attitude, Clay-Wetting Practice (Craft), Finding the Needle's Eye, Flowing Body Ascension, Golden Tiger Stance, Flowing Body Evasion, Graceful Crane Stance, Light-Footed Mountain Goat Stance, Mercurial Armadillo Concentration, Lunar Blade Reconfiguration, Luna's Ubiquitous Panoply, Secure Cat Stepping, Wary Swallow Method, Weapon Shaping Method, Wind Dancing Method

Stamina: Armor Forming Technique, Bruise Relief Method, Charging Rhino's Dismissiveness, Directional Mastery Technique—x5, External Hide Perfection, Fertile Breath Inversion, Five Corners Adaptability, Frenzied Bear Fortification, Halting the Scarlet Flow, Hide Toughening Essence, Invulnerable Moonsilver Carapace, Lightning Starfish Concentration, Luna's Fortitude, Moonsilver Absorption, Ox-Body Technique—x10, Purging the Tarnished Silver, Scorpion and Toad Absolution, Scorpion and Toad Assumption, Scorpion and Toad Immunity, Silver Lunar Resolution—x10, Steadfast Yeddim Method, Stone Rhino's Skin, Unstoppable Juggernaut Incarnation, Wound-Mastering Body Evolution

Charisma: Boundary Marking Meditation, Charismatic Lunar Trick, Cobra Hypnotic Method, Community-Inspiring Stewardship, Culling the Pride, Dog Tongue Method, Foe-Turning Rebuke, Forgetful Victim Prana, Forsaking the Blood Posture, Hard Nosed Denial Stance, Herd Reinforcement Stance, Herd Strengthening Invocation, Inextricable Guardian Understanding, Instinct Memory Insertion, Nation Herding Exultations—x2, Nature-Reinforcing Allocation, Lessons of the Winter Wolf, Lunar Guardian Declaration, Mind Blanking Fear Technique, Outworld Forsaking Stance, Perfect Fear Scent, Ranging Wolf Marking, Rapid Speech Technique, Scathing Lunar Condemnation, Secret Speech Method, Sharing the Gifts of Luna, Silver Heart Infliction, Subtle Silver Command, Terrifying Lust Infliction, Topiary Culture Meditation, Unnoticed Confusion Attack, Wolf Pack Training Technique

Manipulation: Cat-Face Presentation, Chattering Magpie Inflection, Commanded to Fly, Falling Leaf Distraction, False Burrow Pursuit, Labyrinth of the Beast, Mask of White Jade, Mirror Sight Dismay, Perfection of the Mockingbird

Appearance: Glance-Oration Technique, Hide of the Cunning Hunter, Irresistible Silver Spirit, Lingering Silver Scent, New Friend Aroma, Observed Predator Instinct, Perfect Symmetry

Perception: All Encompassing Sorcerer's Sight, , Blood Kin Sense, Blood on the Wind, Devil Restraining Grip, Eagle Eye Advantage, Eye of the Cat, Fellow Hound Insight, Eagle Fish Transition Prophecy, Flaw Finding Examination, God-Cutting Essence, Grandfather Spider Mastery, Inevitable Spoor Discovery, Instinctive Essence Prediction,

Keen Hearing Technique, Keen Sight Technique, Keen Touch Technique, Leaf Falling Scrutiny, Monkey Shaping Emulation, Motive Dissecting Eye, Predator is Prey Mirror, Resisting the Lure of Madness, Sense Borrowing Method, Spirit Maiming Essence Attack, Watchful Spider Stance, Wolf Ear Advantage, Wolf Eye Advantage, Wounded Ward Examination, Wyld Migration Formation, Wyld Sensing Instincts

Intelligence: Burgeoning Wyld Infliction, Celestial Circle Sorcery, Counting the Elephant's Wrinkles, Clever Lunar Formation Technique, Devouring the Fat Belly of Madness, Donning the Rainbow Mantle, Eternal Wyld Gift, Flesh Sculpting Art, Form Fixing Method, Form-Restoring Memory Invocation, Harmony With Reality Technique, Impossible Conjunction Sculpture, Inevitable Genius Insight, Infinite Ingenuity of Luna, Intimacy of the Hunter and the Prey, Laughing Into the Teeth of Madness, Lessons in the Blood, Luna's Blessed Hands, Million Eye Hand Virtue, Righteous Lion Defense, Ritual of Lunar Stability, Silver Faced Succor, Silver-Horned-Walker Prana, Silver Soul Transition, Silvered Protector Procedures, Still Pond Infliction, True to the Pack Dedication, Terrestrial Circle Sorcery, Withdrawal of Assumptions

Wits: Blinking Eye of Chaos, Frozen Ripple Lair, Furious Unhappy Recourse, Hungry Eagle Method, Implausible Lunar Panoply, Invisible Warren Creation, Limitless Argent Protectorate, Lodestone Reckoning Manner, Many Armed Monkey Style, Many Pockets Meditation, Meerkat Alertness Practice, Predator and Prey Recognition, Secure Den Prana, Serpent's Tooth Reply, Spider's Trap Door, Swift Silver Retort, Thieving Magpie Prana, Time Sheltered Cove, Wasp Sting Blur, Worlds Within Cocoon Tactic

Spells:

Terrestrial Circle Spells: All Spells in the Black and White Treatise and the Core Rule Book.

Celestial Circle Spells: All Spells in the Black and White Treatise and the Core Rule Book.

Join Battles: 20

Attacks:

Punch: Speed 5, Accuracy 21, Damage, 5B, Parry DV 11, Rate 3, Tags: N

Kick: Speed 5, Accuracy 20, Damage 8B, Parry DV 9, Rate 2, Tags: N

Clinch: Speed 6, Accuracy 20, Damage 5B, Parry DV -, Rate 1, Tags: N, C, P

Soak: 10B/5L, 13B/10L in Silken Armor

Health Levels: -0—x1/-1—x2/-2x—42/-4— x1/Incap

Dodge DV: 18

Willpower: 10

Essence: 10

Personal Essence: 30

Peripheral Essence: 194 (172)

Committed Essence: 22

Other Notes: Lady Serra rules her own sequestered sanctum at the rim of Creation. Her artifacts include a Metasorcerous Phylactery, Vestments of Holy Vigilance, Silken Armor and Hearthstone Bracers. She could theoretically have access to any artifacts as the storyteller deems appropriate.



YUNA

THE SILVER NIGHTINGALE

Quote: "My entire life had been spent in service to the Immaculate Order. The Silver Lady has freed me from those shackles, but she gave me grave responsibility in return. It is a trade I gladly accept."

All exalted undergo changes when they take the second breath. The infusion of celestial essence into the core of one's very soul almost demands such transformations, and the once reserved Yuna is no exception to this effect.

A former member of the Immaculate Order, Yuna was exalted by the Argent Madonna while almost freezing to death in the Northern wastes. She was taken to Whitewall and inducted into the Silver Pact. While at Whitewall, she met the young Dawn Caste Kashi. She instantly took to him and he was able to help her come to grips with her exaltation. He made her laugh with his easy demeanor and his cheerful personality put her disquieted mind at ease.

Yuna and Kashi were separated from one another due to events beyond either's control. Yuna scoured Creation and the Wyld for the Solar, eventually reuniting with him on the shores of Wavecrest. She and Kashi were eventually married in one of the first Solar-Lunar pairings of the Second Age.

Yuna is a beautiful young woman with feathery brown hair, a heart shaped face, pale skin and a lithe build. She typically wears a revealing white blouse that is cut down the middle to her navel. This is accompanied by a frilly half skirt and equally revealing short pants. She claims these clothes represent her new lease on life, being freed from the stagnant ways of the Immaculate Order. However, for more formal occasions she still dons beautiful robes of essence silk.

Yuna has changed greatly from the shy Immaculate that she once was. Yuna now freely expresses herself and is quite playful, however she is still unflinchingly polite, soft spoken and driven. She has developed a strong dislike for sacrifice in the name of victory, mostly as her husband is the Champion of the Unconquered Sun and she fears that coming conflicts may take him from her once again.

Motivation: Defend Creation from the horrors of the Wyld and the Malfeas.

Notable Intimacies: Luna (Worshipful Gratitude), Correct the Immaculate Order (Goal), Kashi (True Love), Rikku (Best Friend/Cousin), Mortals (Protective Duty), Sapphire Orchid (Friend)

Caste: No-Moon

Anima Banner: Swirling silver and white feathers that shower her while pale streams of silver essence drift lazily about.

Spirit Shape: Ivory Gull

Tell: Very soft, fine feathers in her eyebrows. They would almost be indistinguishable were they not white.

Attributes: Strength 3, Dexterity 6 (Defense +3), Stamina 5; Charisma 7, Manipulation 4; Appearance 5, Perception 6, Intelligence 6, Wits 6

Virtues: Compassion 5, Conviction 4, Temperance 5, Valor 3

Virtue Flaw: Curse of the Mother Hen

Abilities: Archery 6 (Firewands/Pistols +3), Athletics 5, Awareness 4, Craft (Air, Earth, Fire, Magitech, Water) 5, Dodge 6, Integrity 6, Linguistics (Native: Low Realm; Others: Air-Tongue, Claw-Speak, Flame-Tongue, High Realm, Old Realm, Riverspeak, Sea-Tongue) 5 (Languages +2), Lore 6 (Demonic +1, Immaculate Philosophy +1, the Wyld +1), Martial Arts 6 (Firewands/Pistols +3), Medicine 5, Occult 5 (Art of the Dead: Master +3, Art of Elemental Summoning: Master +3, Art of Spirit Beckoning: Master +3, Art of Warding and Exorcism: Master +3), Performance 5 (Prayer +2, Singing +1), Presence 5 (Arguing with Kashi +1), Resistance 2, Ride 3, Sail 6 (Flying Vehicles +3), Socialize (Politeness +2), Survival 5 (Find Kashi +3)

Backgrounds: Allies 5, Artifact 5, Artifact 5, Artifact 4, Artifact 3, Artifact 2, Artifact 2, Artifact 2, Artifact 1, Backing 4 (Seneschals of the Sun Kings), Connections 3, Experience 1, Knowledge 3, Manse 5, Manse 4, Martial Arts 5, Necromancy 5, Panoply 3, Reputation 4, Solar Bond 5, Sorcery 5, Wealth 3

Merits: Extra Favored (Performance), Prodigy (Performance), True Love (Kashi)

Charms and Knacks:

Knacks: Beast-Power Concentration, Changing Plumage Mastery, Compassionate Mirror Nature, Constant Quicksilver Rearrangement, Courtesan's Possession, Deadly Beastman Transformation, Flickering Star Infusion, Honing the Stolen Form, Hybrid Body Rearrangement, Internal Form Mastery, Intimate Training Recollection, Lightning Change Style, Prey's Skin Disguise, Quicksilver Second Face, Snake Hand Style, Subtle Silver Declaration

Excellencies: Charisma (1st Flawless Focus, Instinctive Unity), Dexterity (1st, Flawless Focus, Instinctive Unity), Stamina (1st), Intelligence (1st, Instinctive Unity), Perception (1st), Wits (1st) Supernatural Martial Arts: Golden Exhalation Style, Righteous Devil Style,





Ledaal Hitsugaya Toshiro, Chosen of the Maiden of Endings, sat on top of the roof of the Scriptorium of the Northern Sky and sighed. A cold wind whipped around the young Sidereal as a few flakes of snow whirled around. The sky was clear now, but soon a great storm would descend upon Icehome. Hitsugaya thought the weather was an apt metaphor for the current state the world found itself in; an ever building storm. Hitsugaya often came to this cold rooftop to think. There was a perfectly good (and warm) observatory below, but Hitsugaya liked the cold and the solitude.

A slightly effeminate voice interrupted Hitsugaya's meditations. "You think too much." It admonished.

Hitsugaya turned around. He saw one of his subordinates, Sapphire Orchid, a Chosen of Serenity looking at him from the hidden pathway that led down to the rest of the structure.

"What do you mean and what are you doing up here?" Hitsugaya asked sharply as he regarded his colleague.

"Troubles borrowed from the future are repaid with interest." The diminutive joy bringer responded cryptically.

Hitsugaya frowned. "That's not an answer, and look around. Our world is nothing but trouble repaid with interest."

Sapphire Orchid stepped out onto the roof. He revealed to Hitsugaya a parcel that he was carrying. He unwrapped the parcel, revealing a pale blue scarf and a thermos which contained a hot soup of Sapphire Orchid's own making.

"Don't catch a chill." He advised as he pressed the items into Hitsugaya's hands. Hitsugaya looked at Sapphire Orchid. He had always had the impression that the Chosen of Serenity did not care for him much. "Thank you Sapphire Orchid. It's nice to know you care."

Sapphire Orchid smiled. "It's my job you know. However, in your meditations, will you do me a favor? Remember that not every problem can be thought out logically. Kejak made that mistake. You have to be fluid and adaptive. The living always find way to thrive, while the sterile, rigid things just break. So, just think about that before you worry yourself into an early reincarnation."

Hitsugaya contemplated for a moment. "Hmmm. Lady Yualesca says that the world is a predictable pattern of despair, hope and change and that all things adapt to meet their expectations and hopes. Perhaps you've been talking to her?"

Sapphire Orchid shook his head sadly. "She's wrong. That which lives never really ends. If we die we still continue through the lives we touch and the lives those lives touch. Kejak tried to treat Creation like a garden but it isn't a garden. It's a jungle, a web of interdependent connections too vast to contemplate all of it's many variables at once. You can affect the jungle but you can not control it."

"I wouldn't say that." Hitsugaya countered. "The Solar Exalted seem to be able to prune Creation to their will. Perhaps Kejak's shears were simply too dull?"

Sapphire Orchid sat down. "No the Solars are part of the jungle as well and they each will do as they see fit. They are the most powerful creatures roaming in that jungle and as such they can influence it more then most, but they can't make it a garden. Complexities inevitably enter into all attempts to simplify a system. It's not a bad thing. Simplicity is a weakness in living systems and it reduces their ability to adapt"

Hitsugaya sadly looked out over the snow covered rooftops of Icehome. "But will they tear that jungle apart in their fighting to dominate it? Or will larger predators take over that jungle? That is what I ponder out here on this lonely rooftop every night. The stars of the Solars burn ascendant in the sky. But for how long? Our enemies are vast and we are few. I think that I might have to come down from my rooftop and take a side. I have tried to do my job as Yu-Shan commands and to stay neutral, but I fear I can no longer do that. I think It may be time to pick a side, what do you think?"





CHAPTER THREE

THE SIDEREAL EXALTED

The Chosen of the Maidens once served as the Viziers to the Solar God Kings. That time has passed. The Chosen of the Maidens squabble amongst themselves over the correct course of action to take in the Time of Tumult. Some vehemently advocate the support of the Solar Exalted while others just as vehemently oppose the re-ascension of the Solars. Others still mind their own path of destiny and forsake either side. What follows is a small sample of the Five Score Fellowship that exemplifies their crippling lack of consensus and unified direction.





SAPPHIRE ORCHID

GOLD FACTION FUNCTIONARY

Quote: *"I fight for a world where life and peace have a chance to flourish. Where everyone has shot at love and contentment... it's a beautiful ideal... it's regrettable that you must be crushed to make such a world come to pass."*

"Sapphire Orchid" was born around three hundred years ago in Realm Year 452, in Creation's North. While he had a weak constitution, he was shown to have an aptitude for the occult and was intended to be raised as a shaman among his people.

However, fate had other ideas in mind for the boy. Sapphire's elder brother, a strong warrior and a capable leader that was admired by his village, attracted one of the few remaining Solar shards left in Creation at that time. He exalted as a Dawn Caste, the great warriors of the Exalted host. Immediately the Sidereal who monitored such occurrences alerted the Wyld Hunt. The hunt began to move against this reborn god-king. Using his celestial skill and natural tactics, Sapphire's brother was able to outwit and even embarrass the Wyld Hunt for some time.

This would not stand while the Scarlet Empress sat on her throne. She sent a far greater force to the North. Eventually, just like the Solars of the First Age, Sapphire's brother fell to the superior numbers of the weaker Terrestrial Exalted. As punishment for defying the Empire and harboring an Anathema (as well as making the Dragon Blooded look bad) the entire village was sold into slavery, including Sapphire Orchid.

Because of his slim build, effeminate features and pleasing appearance, Sapphire Orchid was sold to a boy house run by the decadent House Cynis, however not before he was raped and abused by the Dragon-Blooded commander. The Realm had taken his village, his family, his life and his dignity.

It was in this dismal state that his exaltation found him. He had been occluded from his Sidereal peers by the massive amounts of fate disruption caused by the War between his elder brother and the Realm. He was eventually found, but not before he had developed an intense loathing for the Dragon Blooded, the Realm, and the Wyld Hunt.

At his orientation in Yu-Shan, when Chejop Kejak, Master of the Bronze Faction of the Sidereal Exalted began to explain to him the perils that the Solar Exalted represent and how the Sidereals, his new brothers and sisters engineered the Wyld Hunt, he was horror stricken. He defiantly called the Solar Exalted heroes, and kneed the elder Sidereal in the

groin, making a mad dash into the crowded streets of Yu-Shan before any of the inner circle of the Bronze faction could catch him.

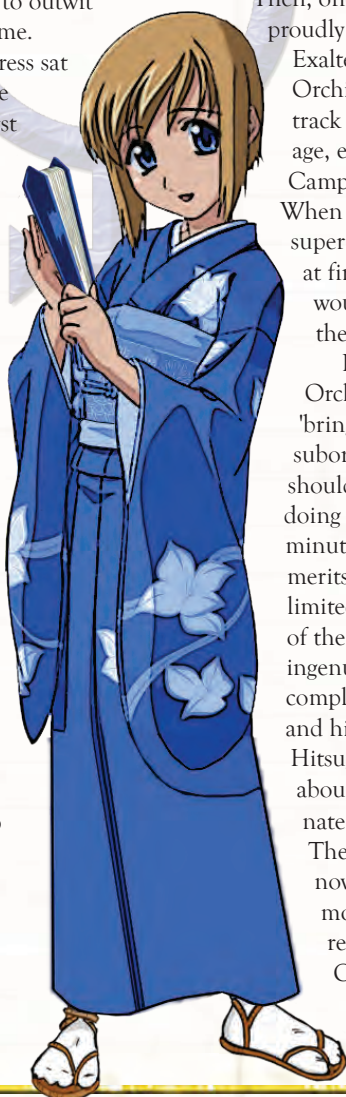
He was snatched up promptly by the God of Prosperity, who's large stature greatly intimidated the boy. Using his unnatural senses, the God realized that he might respond to someone with a more 'feminine' appearance. He called upon his ally, the Goddess of Victory, to talk to the boy. Having been greatly abused by men the young Sidereal opened up to the beautiful and ancient deity.

The Goddess of Victory was able to introduce Sapphire to the miniscule amount of Sidereal who still called themselves the "Gold Faction", the supporters of the Solar Exalted. He spent the next three hundred years attempting to help the agenda of the Bronze Faction as little as possible. As a result he had to result to an elaborate retinue of spies, and favors wriggled from Gods to get his way. This actually ended up helping Sapphire Orchid as he was able to receive pay and assets that he probably would have been denied otherwise as he had no loyalty to the Bronze Faction. He set up a front in the North as the owner of a small brothel, albeit one that treats its employees far better he was.

Then, one day, Lytek the God of Exaltation proudly announced the mass return of the Solar Exalted to Creation. This caused Sapphire Orchid's heart to soar. He has kept careful track of the most prominent Solars of the new age, even collecting the toys that Edmond Campeggio put out of his Western Solar circle. When Ledaal Hitsugaya Toshiro, his direct superior in the North discovered this, he was at first shocked that another Celestial exalt would to put it mildly 'gush' about others the way that Sapphire Orchid seemed to.

Hitsugaya thought to introduce Sapphire Orchid to these new Solars, in an attempt to 'bring them into perspective' so that his subordinate might be more manageable. He should have suspected that he was wrong in doing this when he was subjected to a twenty minute exposition by Sapphire Orchid on the merits of select Solars ranging from, but not limited to: Campeggio's effective confounding of the Bronze Faction and the Guild, Stark's ingenuity, Kashi's skin tone, tan and hair all complimenting each other, and how cute he and his Lunar spouse looked together.

Hitsugaya himself, could not have cared less about these traits all he wanted was a subordinate that was not distracted by hero worship. The plan failed miserably as Sapphire had now met the Solars he admired and was more enamored with them than ever. As a result he has been scampering around Creation helping various circles of Solars. He continues this to this very day.





Sapphire Orchid stands about four feet tall. He has a very slim face, with large, blue expressive eyes and incredibly feminine features. Atop his androgynous face Sapphire Orchid as a crop of brownish-blond hair that he typically adorns with some sort of ornamentation.

Motivation: Assist the newly reborn Solar Exalted in restoring a First Age standard of living to Creation.

Notable Intimacies: The Solar Exalted (Utmost Admiration), Fenris (Longtime Companion), The Bronze Faction (Cold Hatred), The Scarlet Empire (Revulsion), Realm Dragon Blooded (Intolerance)

Caste: Chosen of Serenity

Anima: A deep, soothing cerulean

Attributes: Strength 6, Dexterity 6, Stamina 6, Charisma 6, Manipulation 6, Appearance 5, Wits 6, Intelligence 6, Perception 5

Virtues: Compassion 5, Conviction 5, Temperance 2, Valor 5

Virtue Flaw: Joybringer's Flawed Fate

Abilities: Archery 4, Athletics 5, Awareness 5 (Spotting Traps +1), Bureaucracy 5 (Brothels +1, Yu-Shan +2), *Craft* (Air, Earth, Fate, Fire, Magitech, Wood, Water) 7, Dodge 7, Integrity 5, Investigation 7 (Political Dirt +3), Larceny 5, Linguistics 7, Lore 5 (Modern Solars +1), Martial Arts 7, Medicine 5, Melee 5, Occult 7, Performance 7 (Erotic +2, Singing +1), Presence 5 (Seduction +3), Resistance 5, Ride 4, Sail 4, Socialize 7 (Hidden Cliques +1, Network of Favors +2), Stealth 4, Survival 5, Thrown 7, War 7

Backgrounds: Acquaintances 5 (Blue Lantern Guild), Allies 5, Artifact 5, Artifact 4, Artifact 2, Artifact 2, Artifact 2, Artifact 2, Artifact 1, Backing 4 (Cerulean Lute of Harmony), Celestial Manse 4, Connections 5 (The North), Henchmen 1, Panoply 3, Retainers 3, Salary 3

Colleges: The Corpse 1, *The Ewer* 1, The Haywain 1, *The Lovers* 1, *The Musician* 1, *The Pillar* 1, The Rising Smoke 1

Merits: Enchanting Features (4pt.) Extra Favored: War Charms:

Excellencies: Bureaucracy (1st), Integrity (1st), Investigation (1st), Martial Arts (1st), Medicine (1st), Performance (2nd), Presence (2nd), Socialize (2nd)

Supernatural Martial Arts: Dreaming Pearl Courtesan Prismatic Arrangement of Creation, Shadowed Throne and Quicksilver Hand of Dreams Style: All Charms, including Endings Caste Sidereal Ways, Flow Breaking Strike, The Lotus Blossoms, and Showing the Secret Hand

Bureaucracy: Icy Hand, Underling Invisibility Practice

Dodge: Absence, Avoidance Kata, Duck Fate, Neighborhood Relocation Scheme, Trouble Reduction Strategy

Integrity: Unhearing Dedication

Medicine: Deferred Wounds, Earth and Sky Bargain, Invocation of the Storm-Following Silence, Peaceable Conclusion, Smooth Transition, Terminate Illness

Occult: Celestial Circle Sorcery, Terrestrial Circle Sorcery

Performance: Defense of Shining Joy, Heart Brightening

Presentation Style, Perfection in Life

Socialize: Cash and Murder Games, Fortuitous Fellowship, Life Without Compunction, Shun the Smiling Lady, Wanting and Fearing Prayer, You and Yours Stance

War: Auspicious Recruitment Drive, Demon-Blocking Battle Pattern, Essence-Draining Battle Pattern, Predestined Triumph Practice, Red Haze, Spirit-Binding Battle Pattern, Training Mandate of Auspicious Battle, Training Mandate of Celestial Empowerment, Training Mandate of War-God Puissance

Spirit Charms: Essence Plethora—x6, Ox-Body Technique—x6, Principle of Motion

Spells:

Terrestrial Circle Sorcery: Burning Eyes of the Offender, Emerald Circle Banishment, Emerald Countermagic, Invulnerable Skin of Bronze, Stormwind Rider, Summon Elemental

Celestial Circle Sorcery: Cloud Trapeze, Sapphire Circle Banishment, Sapphire Countermagic, Summoning the Heavenly Portal, Travel Without Distance

Join Battles: 11 (22) in Prismatic Arrangement of Creation Form

Punch: Speed 5, Accuracy 14, Damage 6B, Parry DV 8, Rate 3, Tags: N

Kick: Speed 5, Accuracy 13, Damage 9B, Parry DV 6, Rate 2, Tags: N

Clinch: Speed 6, Accuracy 13, Damage 6B, Parry DV –, Rate 1, Tags: N, C, P

Starmetal Claws (Prismatic Arrangement of Creation): Speed 3, Accuracy 15, Damage 13L, Parry DV 9, Rate 3, Tags N

Soak: 6B/3L; 19B/18L in Silken Robes, Resplendence Amulet and Starmetal Essence Armor

Health Levels: -0/-1/-1/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-2/-2/-4/Incap

Dodge DV: 13

Willpower: 10

Essence: 7

Personal Essence: 22

Peripheral Essence: 122 (103)

Committed Essence: 19

Other Notes: Sapphire Orchid can increase his soak to 31B/30L with Orichalcum Sheathing Stanc, Pearlescent Filigree and Invoking the Chimera's Coils as well as control up to (Essence) Props with Dreaming Pearl Courtesan Style. He can Increase his soak further with the spell, Invulnerable Skin of Bronze. He may add +2 to his Dodge DV if invoking abilities from Quicksilver Hand of Dreams Style. This bonus increases to (Essence) and applies to movement rates if he is fighting in poor visibility. If he is slain while in Quicksilver Hand of Dreams Form, he can shift into any person within (Essence x 10) yards if he has one of their dreams: Edmond Campeggio, Kashi, Fenris, Yuna, two of his children and two of his acquaintances from his Blue Lantern Guild are those he has dreams from.



LADY YUNALESKA

THE INSCRUTABLE RECKONER

Quote: "Poor creature. You would throw away hope? Well... I will free you before you can drown in your sorrow. It is better to die in hope than to live in despair. Let me be your liberator!"

Powerful, apparently ageless, and incredibly mysterious are all synonyms that younger Viziers typically apply to the ancient Chosen of Endings, Yunalesca. In the First Age a Chosen of Secrets by the name of While the Ax Falls was thought by his peers to be more amethyst than emerald, that is to say, it was thought his temperament resonated more with the Maiden of Endings than with the Maiden of Secrets. Yunalesca is said to be the inverse, a reckoning star who is more emerald than she is amethyst.

Yunalesca supports the Immaculate Order with a fire that is almost unmatched...yet she has never declared her loyalty to the Bronze Faction. She has never once even taken tea with Chejop Kejack, let alone given him her support. Elder members of the Bronze Faction take this attitude as an intentional snubbing and would call Yunalesca haughty. However, she has never made any political statements regarding any faction or group in Yu-Shan outside of the need to preserve what little "hope" Creation has left.

It is speculated that her support of the Immaculate Order stems from the comfort and stability that religion brings the masses of Creation, however, like so many things about Yunalesca, this cannot be confirmed with any certainty.

It is unknown what view, if any, Yunalesca holds toward the returning Solar Exalted outside of the obvious conflicts they are causing throughout Creation. Young Gold Faction upstarts have very recently attempted to court Yunalesca's favor, claiming that the reborn Chosen of the Sun can halt the wretched spiral of ages and hopelessness that have gripped Creation. Yunalesca politely smiles at their words

and then placidly reminds her younger peers that the Solar Exalted are but one more point of contention in a world rife with sorrow. She then quietly ends the discussion and returns to her own business.

Both factions feel that they could one day sway Yunalesca to their side, but for the time being, neither has been successful in their sporadic attempts. Chejop Kejack has made very clear his consternation with Yunalesca, as she has repeatedly walked away from him whenever he approaches her about officially joining the Bronze Faction. However, the fact that she has done exactly the same thing to Ayesha Ura, seems to somewhat soften the blow to his considerable pride.

Lady Yunalesca is a graceful and striking woman. Her voice is always calm and resonates with an authoritative, yet sorrowful tone. She speaks to almost everyone she meets as if they were children. She is not quite patronizing, but her demeanor can be somewhat off putting regardless of her intent.

Yunalesca possesses platinum white tresses that flow and cascade down her back to her knees. Her clothing could be described as 'minimalist' at best as she deigns to wear only a few pieces of Starmetal and Orichalcum jewelry with complementing feather ornamentation.

Motivation: Preserve what little hope Creation has left.

Notable Intimacies: The Immaculate Order (Unwavering Support), Factional Politics (Supreme Disdain), Preserving the Status Quo (Apparent Goal), Destruction of Creation (Ultimate Fear)

Caste: Chosen of Endings

Anima Banner: A deep, royal amethyst.

Attributes: Strength 5, Dexterity 8, Stamina 4; Charisma 6, Manipulation 8, Appearance 6; Perception 7, Intelligence 7, Wits 7

Virtues: Compassion 2, Conviction 5, Temperance 5, Valor 4

Virtue Flaw: Reckoner's Flawed Fate.

Abilities: Athletics 4, Awareness 8, Bureaucracy 5, Craft (Air) 7, Craft (Fate) 7, Craft (Fire) 7, Craft (Genesis) 7, Craft (Magitech) 7, Craft (Water) 7, Craft (Wood) 7, Dodge 7, Integrity 8 (Elusive Aloofness +3), Investigation 5, Larceny 3,





Linguistics (Native: Old Realm; Others: Air-Tongue, Flame-Tongue, High Holy Speech, High Realm, Low Realm, Riverspeak, Sea-Tongue) 6 (Languages +2), *Lore* 8 (*History* +1, *Philosophy* +2), *Martial Arts* 8 (*Unarmed* +3), *Medicine* 5, *Occult* 8 (*Spells* +3), *Presence* 8 (*Regal Bearing* +2), *Performance* 8 (*Immaculate Rituals* +1, *Prayer* +2), *Resistance* 6, *Ride* 4, *Sail* 4, *Socialize* 7, *Stealth* 5, *Survival* 5, *Thrown* 8

Backgrounds: *Artifact* 5, *Artifact* 2, *Artifact* 2, *Backing* 5 (*The Immaculate Order*), *Backing* 5 (*The Violet Bier of Sorrows*), *Celestial Manse* 4, *Connections* 4 (*Yu-Shan*), *Manse* 3, *Necromancy* 5, *Savant* 5, *Sorcery* 5, *Salary* 4

Colleges: *The Captain* 4, *The Corpse* 4, *The Crow* 4, *The Ewer* 2, *The Gauntlet* 4, *The Haywain* 4, *The Key* 4, *The Lovers* 2, *The Mast* 3, *The Messenger* 3, *The Peacock* 3, *The Pillar* 2, *The Quiver* 3, *The Rising Smoke* 2, *The Shield* 1, *The Ship's Wheel* 5, *The Sorcerer* 4, *The Spear* 2, *The Sword* 5

Charms:

Excellencies: *Awareness* (1st, 3rd, *Fateful*), *Bureaucracy* (1st), *Craft* (1st, *Fateful*), *Dodge* (1st, 3rd, *Fateful*, *Propitious Dodge Alignment*), *Investigation* (1st), *Linguistics* (1st), *Lore* (1st, *Fateful*), *Martial Arts* (1st, 3rd, *Fateful*, *Propitious Martial Arts Alignment*), *Performance* (1st, *Fateful*), *Presence* (1st, *Fateful*, *Propitious Presence Alignment*), *Resistance* (1st, 3rd, *Fateful*), *Socialize* (1st), *Thrown* (1st)

Supernatural Martial Arts: *Border of Kaleidoscopic Logic Style*, *Citrine Poxes of Contagion Style*, *Dreaming Pearl Courtesan Style*, *Obsidian Shards of Infinity Style*, *Prismatic Arrangement of Creation Style*, *Violet Bier of Sorrows Style*: All Charms

Awareness: *Expected Pain*, *Prior Warning*, *Supernal Awareness*, *Wise Choice*

Bureaucracy: *End Debate*, *Icy Hand*, *Paralyzed Mandarin Infliction*, *Terminal Sanction*, *Underling Invisibility Practice*

Craft: *World Shaping Artistic Vision* (*Hope* +3)

Dodge: *Absence*, *Avoidance Kata*, *Duck Fate*, *Neighborhood Relocation Scheme*, *Trouble Reduction Strategy*

Integrity: *Compassionate Essence Replenishment*, *Death of Self Meditation*, *Slick Essence Replenishment*, *Unhearing Dedication*

Investigation: *Auspicious Prospects for Battles*, *Endings*, *Secrets and Serenity*

Linguistics: *Abandoned Words Curse*

Lore: *Methodology of Secrets*

Medicine: *Deferred Wounds*, *Earth and Sky Bargain*, *Invocation of the Storm-Following Silence*, *Peaceable Conclusion*, *Smooth Transition*, *Terminate Illness*

Occult: *Celestial Circle Sorcery*, *Incite Decorum*, *Mark of Exaltation*, *Shadowlands Circle Necromancy*, *Telltale Symphony*, *Terrestrial Circle Sorcery*, *Unweaving Method*, *Willing Assumption of Chains*

Performance: *Defense of Shining Joy*, *Faultless Ceremony*, *Perfection in Life*

Presence: *Easily Accepted Proposition Stance*, *Force Decision*, *Impose Motivation*, *Loyalty-Sacrificing Sidestep*, *Presence in Absence Technique*

Resistance: *Heartless Maiden Trance*, *Optimistic Security Presence*, *Water and Fire Treaty*

Spirit Charms: *Essence Plethora*—x8, *Ox-Body Technique*—x8, *Principle of Motion*, *Reserve of Will*—x8

Spells:

Terrestrial Circle Sorcery: *Burning Eyes of the Offender*, *Conjuring the Azure Chariot*, *Death of Obsidian Butterflies*, *Demon of the First Circle*, *Emerald Countermagic*, *Empathic Wind*, *Flight of Separation*, *Flight of the Brilliant Raptor*, *Incantation of Spiritual Discretion*, *Infallible Messenger*, *Invulnerable Skin of Bronze*, *Lightning Spider*, *Mists of Eventide*, *Open the Spirit Door*, *Paralyzing Contradiction*, *The Sacred Tongue*, *Stormwind Rider*, *Summon Elemental*, *Summoning of the Harvest*, *Virtuous Guardian of Flame*, *Wood Dragon's Claw*

Celestial Circle Sorcery: *Cloud Trapeze*, *Demon of the Second Circle*, *Gift of Knowledge*, *Hidden Judges of the Secret Flame*, *Hideous Confusion of Tongues*, *Incomparable Body Arsenal*, *Mercury's Deliverance*, *Raise the Puissant Sanctum*, *Sapphire Circle Banishment*, *Sapphire Countermagic*, *Shadows of the Ancient Past*, *Summon Spirit Boat*, *Summon the Heavenly Portal*, *Threefold Binding of the Heart*, *Travel Without Distance*

Shadowlands Circle Necromancy: *Banish Ghost*, *Door of the Dead*, *Dusk Eyes*, *Gentle Call of Lethe*, *Iron Countermagic*, *Piercing the Shroud*, *Raise the Skeletal Horde*, *Silent Master's Pollen*, *Smoothing the Crease-Worn Mind*, *Summon Ghost*

Join Battles: 30 (*Augmented via Secrets of Future Strife*)

Attacks:

Punch: *Speed* 5, *Accuracy* 20, *Damage* 5B, *Parry* DV 10, *Rate* 3, *Tags:* N

Kick: *Speed* 5, *Accuracy* 19, *Damage* 8B, *Parry* DV 8, *Rate* 2, *Tags:* N

Clinch: *Speed* 6, *Accuracy* 19, *Damage* 5B, *Parry* DV -, *Rate* 1, *Tags:* N, C, P

Soak: 4B/2L (14B/12L with *Essence Armor* and *Infinite Resplendence Amulet*; 3B/3L *Hardness*. This *Armor* also imposes a -1 external penalty to an attackers *damage roll*.)

Health Levels: -0/-1/-1/-1/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-2/-2/-2/-2/-4/*Incap*

Dodge DV: 15

Willpower: 10

Essence: 8

Personal Essence: 26

Peripheral Essence: 154 (132)

Committed Essence: 22

Other Notes: *Lady Yunalesca's* *Artifacts* refer to her *Infinite Resplendence Amulet*, *Starmetal Perfected Kata Bracers*, *Hearthstone Bracers* and *Starmetal Essence Armor*. Her *Celestial Manse* produces a *Seven Leaping Dragon Stone*, while her small *Temple Manse* in the *West* produces a *Kata Sculpting Gem*.

When facing truly powerful opponents, *Yunalesca* uses a myriad of *Martial Arts* charms to enhance her own capabilities; including, but not limited to, *Beauty* is in the *Eye* from *Border of Kaleidoscopic Logic Style*, *Invoking the Chimera's Coils* from *Dreaming Pearl Courtesan Style* and her own *medicine charms*.





BANYAN FAVORED OF NOX

Quote: *"If I can be given a second chance, then anything is truly possible."*

Banyan's life is one of unexpected twists and turns. Born in Icehome, she was very much an adventurous girl that stifling northern life ill suited. She dreamed of something more. She naively thought, at fifteen, she had found that something when she caught the eye of a western sailor whom she met in the docks of Icehome. She engaged in a tumultuous affair with the man and accompanied him back to the west. Very quickly she became pregnant and her dreams of adventure in the tropical western islands came crashing down. She bore her son, Kashi, soon after she relocated to Wavecrest to live with her new husband. He fished the local waters while she was left to care for their infant son.

She loved her son dearly, but fate dealt her a cruel hand when her husband was lost at sea. Banyan was forced to sell her body to feed her little boy; and prostitution is a cruel business, as Banyan was to learn. She was savagely murdered three years later during a disagreement that turned deadly with a client. Her spirit lingered, distraught over the fate of her only son. She searched the Underworld for years, desperately seeking a way to contact him...until *someone* found her.

The Bodhisattva Anointed by Dark Water came to Banyan. He told her of her son, and how he was now one of the shining chosen of the Unconquered Sun. He tricked her into believing that he could help her aid Kashi. He took her as a pupil and a lover. He was forging her to be his perfect blade pointed at his Solar enemies' heart. His plan might have succeeded had he not been destroyed at the Mouth of the Void.

Banyan was later discovered by Edmond Campeggio and brought to Kashi. He was glad to see his mother's spirit, but a twinge of regret raced through the Dawn Caste every time he looked at her. When Kashi witnessed the actual resurrection of a deity in an alternate reality where such feats were possible, he was overjoyed. He dragged his mother's spirit to this reality

and begged for the same magic to be worked For her. Since the resurrection of a mortal is a trivial thing, the gods of that world consented.

Banyan had not been restored to life more than a minute when her body flared with the essence of Nox, the Dark Incarnae and Lord of Possibilities. Her resurrection, being one of the most implausible possibilities imaginable, combined with her already heroic nature attracted the attention of that particular Incarnae. As a Nocturnal Exalt, she now works hard to improve her patron's somewhat damaged standing with the other Celestines as a form of gratitude.

Banyan is a beautiful woman with fair skin and a voluptuous build. She had sandy blond hair, crystal blue eyes and an easy smile. She is adventurous, and can be rather abrupt, much like her son. However she is also somewhat motherly and caring and tends to plan things out more and is less prone to make snap decisions.

Motivation: Aid in the defense of Creation and help improve Nox's standing with the Unconquered Sun by doing so.

Notable Intimacies: Abusive Relationships (Bitter Hate), Kashi (Maternal Love), Nox (Faithful Devotion), Fenris (Tumultuous Lust), Sapphire Orchid (Deep Affection), Hopeful Bhodi (Friendly Rivalry, Feigned Annoyance)

Limit Break: (None)

Caste: Chosen of Nox

Anima Banner: An enveloping shroud of night that twinkles with the stars of Nox's sisters.

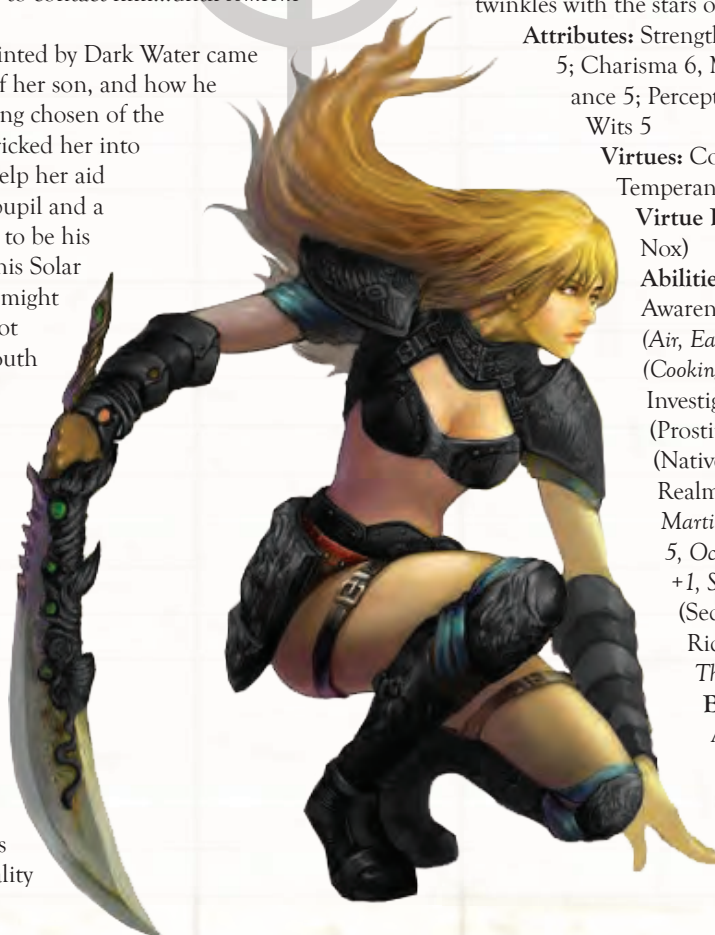
Attributes: Strength 5, Dexterity 6, Stamina 5; Charisma 6, Manipulation 4, Appearance 5; Perception 6, Intelligence 5, Wits 5

Virtues: Compassion 3, Conviction 3, Temperance 2, Valor 5

Virtue Flaw: None (Chosen of Nox)

Abilities: Archery 5, Athletics 2, Awareness 5, Bureaucracy 5, Craft (Air, Earth, Fate, Wood, Water) 5 (Cooking +1), Dodge 6, Integrity 5, Investigation 5, Larceny 2 (Prostitution +1), Linguistics 2 (Native: Air Tongue; Others: Old Realm, Sea-Tongue), Lore 4, Martial Arts 6, Medicine 5, Melee 5, Occult 4, Performance 5 (Prayer +1, Sexual +1), Presence 5 (Seduction +2), Resistance 5, Ride 3, Sail 3, Socialize 5, Thrown 6, War 5

Backgrounds: Allies N/A, Artifact 3, Artifact 3, Artifact 2, Artifact 2, Artifact 1, Celestial Manse 4, Experience 5, Knowledge 5,





Manse 4, Salary 2, Sifu 1

Merits: Legendary Appearance, Legendary Charisma, Legendary Dexterity, Legendary Martial Arts, Legendary Melee, Legendary Perception, Legendary Thrown

Colleges: *The Corpse 1, The Gull 1, The Lovers 1, The Peacock 1, The Shield 3, The Ship's Wheel 3, The Sword 1*

Charms:

Excellencies: Craft (1st, Fateful), Martial Arts (1st, Fateful), Melee (1st, Fateful), Performance (1st, Fateful), Presence (1st), Ride (1st), Sail (1st), Socialize (1st), Thrown (1st)

Supernatural Martial Arts: Arms of the Unconquered Sun Style, Five Dragon Style, Prismatic Arrangement of Creation Style: All Charms. Black Shards Fall Like Ice, Ripples in the Silver Glass, Reaching Through the Mirror, Shattering the Balance, Obsidian Shards of Infinity Form, The Mirror Does Not Lie

Bureaucracy: End Debate, Icy Hand, Paralyzed Mandarin Infliction, Terminal Sanction, Underling Invisibility Practice

Dodge: Absence, Avoidance Kata, Duck Fate, Neighborhood Relocation Scheme, Trouble Reduction Strategy

Medicine: Differed Wounds, Earth and Sky Bargain, Invocation of the Storm Following Silence, Smooth Transition, Terminate Illness

Melee: Harmony of Blows, Impeding the Flow, Orchestration of Mirrored Fates, Perfection of the Visionary Warrior, Serenity in Blood, Smiling at the Damned

Occult: Celestial Circle Sorcery, Incite Decorum, Mark of Exaltation, Telltale Symphony, Terrestrial Circle Sorcery, Unweaving Method, Willing Assumption of Chains

Performance: Defense of Shining Joy, Perfection in Life

Resistance: Optimistic Security Practice, Shield of Destiny, Water and Fire Legion, Water and Fire Treaty

Thrown: Essence Thorn Practice, Life Gets Worse Approach, Pain-Amplification Stratagem, Shadow Piercing Needle, Unrelenting Torment Technique, Willful Weapon Method

Spirit Charms: Amethyst Awareness, Creation of Perfection, Essence Bite, Essence Plethora—x4, Hurry Home, Measure the Wind, Ox-Body Technique—x4, Principle of Motion, Reserve of Will—x4, Touch of Saturn

Spells:

Terrestrial Circle Sorcery: Conjuring the Azure Chariot, Demon of the First Circle, Infallible Messenger, Invulner-

able Skin of Bronze, Emerald Banishment, Emerald Countermagic, Raising the Earth's Bones, Summon Elemental

Celestial Circle Sorcery: Demon of the Second Circle, Sapphire Circle Banishment, Sapphire Countermagic, Summoning the Heavenly Portal

Join Battle: 10

Attacks:

Punch: Speed 5, Accuracy 17, Damage 5B, Parry DV 7, Rate 3, Tags N

Kick: Speed 5, Accuracy 16, Damage 7B, Parry DV 5, Rate 2, Tags N

Clinch: Speed 6, Accuracy 16, Damage 4B, Parry DV -, Rate 1, Tags C, N, P

Chiaroscuran Glass Gauntlets of Distant Claws: Speed 5, Accuracy 20, Damage 10L, Parry DV 7, Rate 3, Tags M, P

Chiaroscuran Glass Gauntlets of Distant Claws (Ranged): Speed 5, Accuracy 18, Damage 8L, Parry DV -, Rate 1, Range 15, Tags F*, P

Chiaroscuran Glass Baneclaws: Speed 5, Accuracy 17, Damage 8L, Parry DV 8, Rate 3, Tags D, M, P

Soak: 5B/2L (13B/12L in Essence and Silken Armor)

Health Levels: -0/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-4/Incap

Dodge DV: 9

Willpower: 10

Essence: 5

Personal Essence: 20

Peripheral Essence: 100 (75)

Committed Essence: 25

Other Notes: Banyan's artifacts include, Gauntlets of Distant Claws and a pair of Matched Baneclaws, both with blades made of Chiaroscuran glass. She also has Starmetal Perfected Kata Bracers, Starmetal Essence Armor and Silken Armor, and a Starmetal Reaper Daiklave Her Celestial Manse produces a Solar Seven Leaping Dragon Stone (calculated in her stats), and her Water aspect Creation Manse produces a Kata Sculpting Gem.

As a Nocturnal Exalt, Banyan is able to choose her Caste Abilities: Craft, Martial Arts, Medicine, Performance, and Thrown. Her Anima Banner, when activated, allows Banyan and her allies (within Essence x 10 yards) to become in tune with possibility, allowing one reflexive re-roll per action on one dice that resulted in failure, up to a maximum number of dice equal to the Sidereal's Essence per action per character affected. Her N/A Allies background refers to the Incarna, Nox, who has taken her under his wing.





Iselsi Kohaku climbed up the centuries old pathway that led to his secluded village partway up the side of the Imperial Mountain. He was exhausted. Even the supernatural stamina of one of the Chosen of the Elemental Dragons would be taxed by what had transpired in the last few days. The Scarlet Empress, Eternal Sovereign of the Realm and the Queen Who Lives Forever, had returned. The entire Blessed Island had been thrown into chaos. As a result of this chaos, the young demon hunter had not slept in days. Kohaku, despite his official status as a hunter of capricious spirits, was also one of the greatest spies and assassins in the Realm. His skills had been taxed to the limit by his fellows in the Black Lotus Society in an attempt to ascertain the Scarlet Empress' intentions.

Kohaku reached the summit of the steps. He ran his hand down his face. The stress and exhaustion that wracked his body mirrored the state the Realm currently labored under. The return of the Scarlet Empress could only mean conflict. As he walked Kohaku's eyes were drawn to the gleaming spires of the restored city of Meru. No one lived there...yet. The city served as a constant and omnipresent reminder that the Solar Exalted had returned in force. Their empires spanned the Threshold and at least two of these empires might eclipse the crippled Realm in power. The Scarlet Empress still held the Heart of the Realm and thus controlled the Realm Defense Grid, but Kohaku wasn't so sure the Sword of Creation was so much a deterrent as a source of enticement to the chosen of the Sun.

Then there were the domestic issues to consider. Kohaku himself had enjoyed great freedom in the fifteen years that the Scarlet Empress had been missing. His house had become ascendant and he could live, at least ostensibly, a life more like that of any other dynast. It was for this reason that he could not support the Scarlet Empress. He refused to go back to being a slave to her whims. He knew that his friend Ledaal Ukitake would refuse to submit to the Scarlet Empress as well. However, for the time being, he did as any good spy: he collected information and he waited for the correct time to strike. House Iselsi had tried to assassinate the Scarlet Empress once before and if he failed there would be no more House Iselsi to speak of, hence his policy to err on the side of caution.

Kohaku made his way to the inner courtyard of the small manor that dominated his village. He reported his findings from across the Blessed Isle to Prince Kagewaki the Sidereal benefactor to their organization. It was an open secret among Kohaku's allies: which included his sister, Ukitake, the martial artist Ping, and a scant few others, that Kagewaki was one of the Chosen of the Maidens. He directed their operation and arranged for resources that might be hard to come by in the Age of Sorrows, such as Kohaku's *Most Benevolent Armor of the Water Dragon* or his sister, Sango's, *Obsidian Sheath Armor*.

Kohaku made his way to the inner chamber of the manor. It was warded against scrying and other forms of magical observation as well as being sound proof so that no interlopers or bound mystical servants could eavesdrop upon the occupants. Ukitake, Ping, Prince Kagewaki, Sango, and a few other desperate members of the Black Lotus Society were present. Kohaku heaved a sigh and reported to his allies the state across the Blessed Isle.

"So far the Scarlet Empress' return has had the effects that one might expect. The Great Houses are in an uproar, and the peasants simply take everything in stride. There are stirrings amongst the latter of an Immaculate resurgence, but at this point that seems unlikely. We simply do not know enough at this early juncture to make any sort of certain statement, however, I can tell you that her re-ascension to the Scarlet Throne benefits no one in this room." There was a moment of silence as the conspirators mulled over the information that was presented to them.

Ukitake nodded as he spoke. "Agreed. Now we just have to decide on the quickest and most certain way to take her out with as little trouble as possible..."





CHAPTER FOUR

THE TERRESTRIAL EXALTED

The former soldiers of the Grand Celestial Army, the Dragon Blooded now rule the Heart of Creation. As the only Exalted that can pass down their Exaltation to their children, the Chosen of the Elemental Dragons are the most numerous of the Exalted. What follows are various Dragon Bloods who all have differing views on the current Time of Tumult and how they struggle day to day to cope with its chaos.





ISELSI SANGO

THE DEMON SLAYER

Quote: "No way. You're not leaving me again. You're my only little brother."

Iseli Sango is among the last of her family that still draws breath. Sango was trained from a very early age to guard the citizens of the Realm from the horrors of the Malfeas and the Underworld. She was raised to be a Demon Slayer. Hailing from House Iselsi, which is already shattered and greatly diminished, most of Sango's remaining relations were wiped out at the ill fated Battle of Futile Blood. Only her younger brother, Kohaku, (barely) survived that encounter out of all of the assassins conscripted to help aid in the destruction of the Bull of the North. Although Sango did not know it, the only reason her little brother survived at all was that a Sidereal Exalt saved his life.

Sango took her little brother back to their secluded home at the base of the Imperial Mountain. As members of House Iselsi the Scarlet Empress, the Eternal Ruler of the Realm, controlled every aspect of their lives. However, the Queen Who Lives Forever was missing; and Sango's relatives were gone. This left only her and her little brother alone on the side of Mount Meru. The Sidereal who saved Kohaku's life, however, had other plans. He had carefully engineered Sango and her brother's bloodline through breeding her family with spirits in order to gain more potent Dragon Blooded. He had lost all of his subjects to poorly executed strategy and raw Solar Power at the Battle of Futile Blood. He now manipulated the brother and sister further in order to ally them with other Dragon Blooded.

It was during this time that Sango met Ledaal Jushiro Ukitake. Ukitake was originally a friend of Sango's brother and famous across the Blessed Isle for killing a Deathknight at the fall of Thorns. Sango fell in love with this man after they began to spend time with one another. As a member of House Iselsi, Sango had no dynastic arranged marriage. When Ukitake asked her to marry him, she was taken aback, but accepted. Since that time she has looked after Ukitake's Blessed Isle estate and frowned upon the romantic exploits of her younger brother.

Sango is a strong, passionate woman. She has an inner fire that is almost the equal to her considerable beauty. She has flowing black hair, lightly tan skin and intense brown eyes. She is independent and very strong willed. Despite being beloved of Mela she has the stamina of child of Pasiap and in battle she can be a truly powerful opponent.

Motivation: Support Ledaal Ukitake and protect her

brother Kohaku while doing so.

Notable Intimacies: Demons (Loathing), Kohaku (Protective Love), Ledaal Ukitake (Love)

Aspect: Air

Anima Banner: A dragon of air that manifests like a tornado and expells lightning from its mouth while flower blossoms swirl about.

Attributes: Strength 5, Dexterity 6, Stamina 6; Charisma 4, Manipulation 2, Appearance 4; Perception 2, Intelligence 4, Wits 5

Virtues: Compassion 4, Conviction 4, Temperance 2, Valor 4

Abilities: Athletics 5 (Leaping +1), Awareness 5, Dodge 5, Integrity 5 (Demonic Temptation +3), Investigation 4, Larceny 4 (Breaking and Entering +1), Linguistics (Native: Low Realm; Others: High Realm, Old Realm, Riverspeak) 3, Lore 4 (Demons +1, Ghosts +1, Spirits +1), Martial Arts 5 (Immaculate Air Style +3), Medicine 4, Melee 5, Occult 4 (Demons +2), Performance 3, Presence 4, Resistance 5, Ride 2, Sail 2, Socialize 3, Stealth 5, Survival 5 (Slopes of Meru +1), Thrown 5, War 5





Background: Artifact 4, Artifact 2, Breeding 5, Experience 3, Inheritance 5, Knowledge 3, Manse 3, Resources 5

Merits: Legendary Dexterity, Legendary Stamina
Charms:

Excellencies: Athletics (1st), Awareness (1st), Dodge (1st), Integrity (1st), Investigation (1st), Larceny (1st), Martial Arts (1st, Terrestrial Reinforcement), Melee (1st, Terrestrial Reinforcement), Performance (1st), Presence (1st), Resistance (1st), Survival (1st, Terrestrial Reinforcement), Thrown (1st, Terrestrial Reinforcement), War (1st, Terrestrial Reinforcement)

Supernatural Martial Arts: Air Dragon Style: All Charms

Athletics: Bellows-Pumping Stride, Dancing Ember Stride, Effortlessly Rising Flame, Falling Star Maneuver, Incense Smoke Ladder

Awareness: All-Encompassing Earth Sense, Feeling the Dragon's Bones

Dodge: Elemental Defense Technique, Hopping Firecracker Evasion, Safety Among Enemies, Smoldering Karma Strike, Threshold-Warding Stance, Virtuous Negation Defense, Unassailable Body of Air Defense

Integrity: Chaos Warding Prana, Defense From Anathema Method, Granite Curtain of Serenity, Inviolable Dragon Spirit, Oath of the Ten-Thousand Dragons, Ten-Thousand Dragons Fight as One, Unflagging Vengeance Meditation, Unsleeping Earth Meditation, Untiring Earth Meditation

Martial Arts: Moment of Danna'd, Pasiap's Humility

Melee: Blinding Spark Distraction, Dragon-Graced Weapon

Lore: Elemental Bolt Attack, Elemental Burst Technique,

Elemental Concentration Trance, Elemental Empowerment Meditation, Elemental Succor Method

Occult: Spirit-Detecting Mirror Technique, Spirit Grounding Shout, Spirit Shredding Attack

Presence: Auspicious First Meeting Attitude

Resistance: Impervious Skin of Stone Meditation, Mountain Toppling Method, Ox-Body Technique—x4, Strength of Stone Technique, Unbreathing Earth Meditation, Uneating Earth Meditation, Unfeeling Earth Meditation

Spirit Charms: Essence Plethora—x4

Join Battles: 10

Attacks:

Punch: Speed 4, Accuracy 12, Damage 8B, Parry DV 5, Rate 3, Tags N

Kick: Speed 4, Accuracy 11, Damage 11B, Parry DV 3, Rate 2, Tags N

Clinch: Speed 5, Accuracy 11, Damage 8B, Parry DV –, Rate 1, Tags C, N, P

Infinite Jade Chakram: Speed 4, Accuracy 11, Damage 9L, Parry DV –, Rate 4, Range 50, Tags M, Returns Instantly

Soak: 5B/2L; 15B/12L in Obsidian Sheath Catsuit

Health Levels: -0/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-4/Incap

Dodge DV: 8

Essence: 5

Personal Essence: 20

Committed Essence: 12

Other Notes: Sango's artifacts are repurposed *Obsidian Sheath Armor* and an *Infinite Jade Chakram*. She has no idea about her armor's Dragon King Origins.

Willpower: 10

Peripheral Essence: 87 (75)



RIKKU

THE TECHNICIAN-THIEF

Quote: "I'm not exactly a thief you know...I just...uh...
"borrow" from people who don't appreciate what they have."

Rikku is not what most people expect when they think of a typical Terrestrial Exalt. She is cheerful, personable and quite approachable. She was not born in the gilded halls of the Imperial City, and she was not raised with the idea that she would one day take a station of power as one of the Princes of the Earth. Rikku is an Outcaste, born in the Southern Threshold in a small enclave of mortals and Dragon Blooded who attempt to collect and salvage as much First Age technology as possible.

Rikku's exaltation was a surprise amongst her family. The spark of Hesiesh flared within her after she was involved in an accident that involving a damaged partially charged Lightning Box. Her brother and father were attempting to repair the artifact and Rikku was attempting to aid them, but the faulty artifact discharged and struck very near Rikku. This sudden jolt of fear and the realization that she could have been killed by the blast caused her to Exalt and scarred her with a phobia of lightning as a result.

Despite being an Outcaste, Rikku's family did, at one time, have estranged and distant ties to the Blessed Isle. Her aunt emigrated to the Realm after she married a man who came from the Blessed Isle against her family's wishes. Many years later it was through these ties that Rikku learned of her cousin, Yuna.

Yuna had been orphaned at an early age and was raised by the Immaculate Order. Rikku was eventually reunited with her cousin while she was on a mission for the Immaculate Order. Even though Rikku was not an adherent to the Immaculate Faith, she agreed to come along in order to watch out for her cousin. It was during this journey that she witnessed her cousin's exaltation as a Lunar Exalt during the extreme hardships that her party was forced to endure during her quest. Rikku was one of the select group of people who helped Yuna realize that she was not anathema. Rikku has been her cousin's best friend ever since. She is her constant companion, and the two have formed an almost sister-like bond.

Rikku has reddish-blond hair that she

keeps held in a high ponytail, which is usually laced with numerous small braids and bits of jewelry. She has bright green eyes and very lightly tanned skin that covers her slim build. Rikku is prone to wear light and revealing clothes, but she is never without her belt that sports several pouches that are designed to carry tools, as well as her pair of matching jade short-daiklaves. Rikku is incredibly upbeat and cheerful. She has a habit of trying to raise the spirits of everyone around her but her playful attitude can make her appear to be child-like at times. Rikku is skilled at all sorts of engineering and magitech, as well as being quite adept in the arts of subterfuge and thievery.

Motivation: Find and restore pieces of First Age Technology

Notable Intimacies: Lightning/Thunder (Irrational Fear), Tinkering (Hobby), Yuna (Best Friend/Cousin)

Aspect: Fire

Anima Banner: Leaping flames that dance playfully around Rikku's body.

Attributes: Strength 3, Dexterity 5, Stamina 3, Charisma 5, Manipulation 4, Appearance 4, Perception 5, Intelligence 5, Wits 5

Virtues: Compassion 5, Conviction 3, Temperance 2, Valor 5

Virtue Flaw: Compassion Flaw

Abilities: Athletics 5, Awareness 5 (Combat +1), Craft (Air) 5, Craft (Earth) 5, Craft (Fire) 5, Craft (Magitech) 5, Craft (Water) 5, Craft (Wood) 5 (Extra Craft +1), Dodge 5 (Hand to Hand +3), Integrity 5, Investigation 5, Larceny 5 (Theft +3), Linguistics (Native: Flame-Tongue; Others: Air-Tongue, High Realm, Low Realm, Old Realm, Riverspeak, Sea-Tongue) 5 (Extra Languages +1), Lore 5 (First Age Technology +3), Martial Arts 5 (Paired Short Daiklaves +3), Medicine 3, Melee 5, Occult 4, Performance 5, Presence 5 (Cute +2), Resistance 5, Ride 5, Sail 5 (Airships +3), Socialize 5 (Getting Out of Trouble +1), Stealth 5, Survival 5, Thrown 5

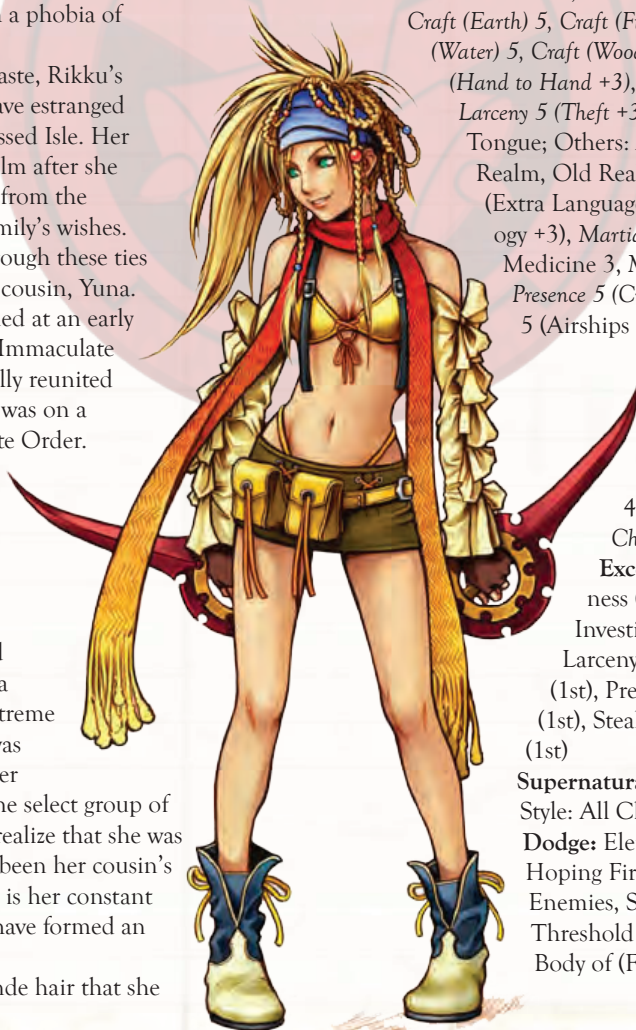
Backgrounds: Allies 5, Artifact 3, Artifact 2, Artifact 2, Breeding 1, Panoply 1, Resources 4, Savant 1

Charms:

Excellencies: Athletics (1st), Awareness (1st), Craft (2nd), Dodge (1st), Investigation (1st), Investigation (1st), Larceny (1st), Martial Arts (1st), Melee (1st), Presence (1st), Sail (1st), Socialize (1st), Stealth (1st), Stealth (1st), Thrown (1st)

Supernatural Martial Arts: Fire Dragon Style: All Charms

Dodge: Elemental Defense Technique, Hoping Firecracker Evasion, Safety Among Enemies, Smoldering Karma Strike, Threshold Warding Stance, Unassailable Body of (Fire) Technique,





Virtuous Negation Defense

Larceny: Ears of the Snowy Owl, Flood of Victory Prana, Flowing God-Dragon Stance, Imposter's Voice Technique, Naked Thief Style, Observer Awareness Method, Perfect Gambling Prana, Precise Ink Technique, Trackless Walk Style, Waters of Honesty Method, Window in the Door Technique

Lore: Elemental Bolt Attack, Elemental Burst Technique, Elemental Concentration Trance, Elemental Empowerment Method, Elemental Succor Method

Martial Arts: Moment of Danna's, Pasiap's Humility

Occult: Fivefold Resonance Stance, Seeing the Maker's Hand, Shaping Hand Style

Resistance: Ox-Body Technique—x5

Stealth: Distracting Breeze Meditation, Dragon Shroud Technique, Feeling the Air Technique, Hidden Maelstrom Cloak, Soundless Action Prana, Trackless Passage Style, Wind-Walking Technique, Zone of Silence Stance

Join Battle: 11

Attacks:

Punch: Speed 5, Accuracy 11, Damage 3B, Parry DV 6, Rate 3, Tags: N

Kick: Speed 5, Accuracy 10, Damage 6B, Parry DV 4, Rate 2, Tags: N

Clinch: Speed 6, Accuracy 10, Damage 3B, Parry DV -, Rate 1, Tags: N, C, P

Red Jade Short Daiklaves: Speed 4, Accuracy 17, Damage 10L, Parry DV 7, Rate 2, Tags: -

Soak: 3B/1L

Health Levels: -0/-1/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-2/-4/Incap

Dodge DV: 8

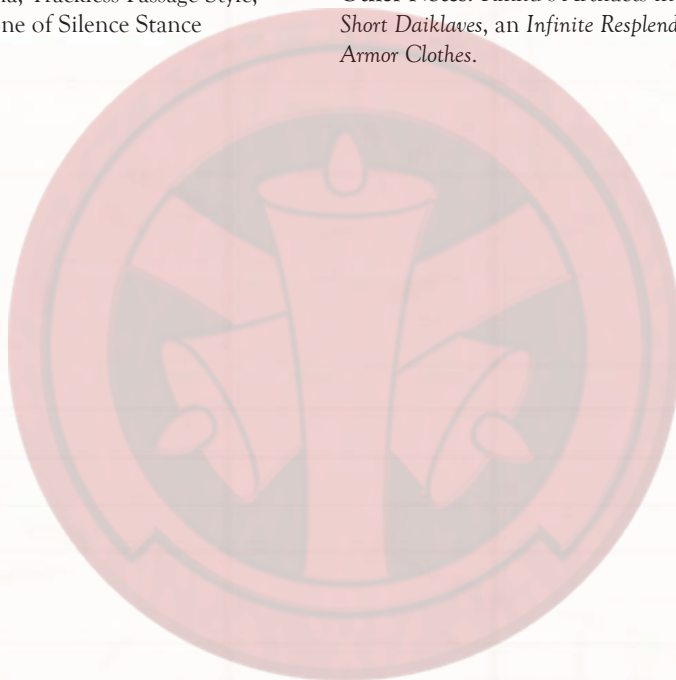
Essence: 5

Personal Essence: 16

Peripheral Essence: 41 (28)

Committed Essence: 13

Other Notes: Rikku's Artifacts include a pair of *Red Jade Short Daiklaves*, an *Infinite Resplendence Amulet* and *Silken Armor Clothes*.



PING

THE MARTIAL ARTIST ASSASSIN

Quote: "As you command, master..."

The Terrestrial Martial Artist Huan-Hun Chi was not always a killer, but that was another life... before she became a slave to Five Days Darkness. Five Days Darkness saved Huan-Hun Chi's life, and in return the young martial artist pledged her loyalty to the malevolent spirit.

Five Days Darkness' hatred and contempt for the Terrestrial Exalted and especially the Immaculate Order is well known. As a result, having a young thrall in which he could use as an agent and spy suited the spirit well. Five Days Darkness used his powers to impart a new gender and a new name upon the fledgling martial artist. Huan-Hun Chi became Ping, his master's loyal tool.

Five Days Darkness dispatched his newfound tool to the Blessed Isle to be his spy and agent there. Ping's primary mission was to monitor Sidereal activity on the Blessed Isle. Five Days Darkness directed him to become familiar with an order of demon hunters that he knew was puppeted by a Sidereal Exalt. The order had recently been decimated by the battle of Futile Blood and he instructed Ping to observe their activities.

Ping did and he was told, and he even imparted some of his martial arts prowess to some of the other Dragon Blooded in the area. However, during his mission, something that Five Days Darkness did not expect happened; Ping, even though Five Days Darkness had manipulated his outward appearance to that of a male, was still at the core, female. Ping became infatuated and eventually fell in love with Iselsi Kohaku, one of the other martial artists.

Ping watched Kohaku more and more and created excuses to be around the oblivious man. The disguised assassin became overwrought as Kohaku indulged himself and carried on affairs with other Dragon Blooded women. Ping eventually could take no more. After some subtle prodding, he burst into where Kohaku slept and confessed his love for the utterly stunned young man as his equally stunned female companions looked on.

The subtle prodding that Ping had received came from a Chosen of Serenity. However, this exalt did not know that he had placed the thrall of Five Days Darkness in grave

danger. When the Sidereal realized the error of his ways he and his immediate allies sought to placate the Five Days Darkness from destroying his servant. The Sidereal secured Ping's freedom by finding Five Days Darkness a new, more powerful slave. Five Days Darkness granted Ping his freedom and turned the young man back into his true gender. Since that time Ping has become a close ally and lover to Iselsi Kohaku.

In her natural state, Ping is a graceful and athletic young woman with long black hair that she keeps in two tight braids that flow down her back. She can be austere and distant, but this is simply her assassin facade. She cares very deeply for Iselsi Kohaku and would do anything for him.

Motivation: Aid Iselsi Kohaku in defending the Realm

Notable Intimacies: Five Days Darkness (Fear), Iselsi Kohaku (Infatuated Lust)

Aspect: Water

Anima: Shadowed ripples of water that coalesce steadily around her and attempt to silently drown her foes.

Attributes: Strength 5, Dexterity 6, Stamina 5; Charisma 3, Manipulation 6, Appearance 4; Perception 3, Intelligence 3, Wits 5

Virtues: Compassion 2, Conviction 4, Temperance 2, Valor 4

Virtue Flaw: Conviction Virtue Flaw

Abilities: Athletics 5 (Acrobatics +2), Awareness 5, Dodge 5 (Hand to Hand +3), Integrity 4, Investigation 4, Larceny 5 (Sleight of Hand +2), Linguistics 3, Lore 3 (Realm History +1), Martial Arts 5 (Water Aspected Styles +3), Medicine 4 (Poisons +1), Occult 3 (Spirits +2), Performance 2 (Acting +1), Presence 5, Resistance 5, Ride 2, Sail 2, Stealth 5 (Moving Silently +3), Survival 4 (Blessed Isle +2), Thrown 5 (Daggers +3), War 5 (Ambushes +3)

Merits: Legendary Dexterity, Legendary Manipulation

Backgrounds: Allies 3, Artifact 5, Artifact 4, Martial Arts 5, Resources 4

Charms:

Excellencies: Athletics (1st), Awareness (1st), Dodge (1st), Integrity (1st), Investigation (1st), Larceny (1st), Martial Arts (1st), Medicine (1st), Occult (1st), Performance (1st), Presence (1st), Resistance (1st), Ride (1st), Sail (1st), Stealth (1st), Survival (1st), Thrown (1st), War (1st)

Supernatural Martial Arts: Fivefold Shadow Hand Style, Water Dragon Style, White Veil Style: All Charms





Dodge: Elemental Defense Technique, Hoping Firecracker Evasion, Safety Among Enemies, Smoldering Karma Strike, Threshold Warding Stance, Unassailable

Body of (Water) Technique, Virtuous Negation Defense

Larceny: Ears of the Snowy Owl, Flood of Victory Prana, Flowing God-Dragon Stance, Imposter's Voice Technique, Naked Thief Style, Observer Awareness Method, Perfect Gambling Prana, Precise Ink Technique, Trackless Walk Style, Waters of Honesty Method, Window in the Door Technique

Martial Arts: Moment of Danna's, Pasiap's Humility

Resistance: Ox-Body Technique x 5

Stealth: Distracting Breeze Meditation, Dragon Shroud Technique, Feeling the Air Technique, Hidden Maelstrom Cloak, Soundless Action Prana, Trackless Passage Style, Wind-Walking Technique, Zone of Silence Stance

Join Battles: 10

Attacks:

Punch: Speed 5, Accuracy 12, Damage 5B, Parry DV 7, Rate 3, Tags: N

Kick: Speed 5, Accuracy 10, Damage 7B, Parry DV 5, Rate 2, Tags: N

Clinch: Speed 6, Accuracy 10, Damage 5B, Parry DV -, Rate 1, Tags: N, C, P

Soak: 5B/2L; 18B/17L (Armor of the Immaculate Water Dragon)

Health Levels: -0/-1/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-2/-2/-4/Incap

Dodge DV: 8 (10 Hand to Hand)

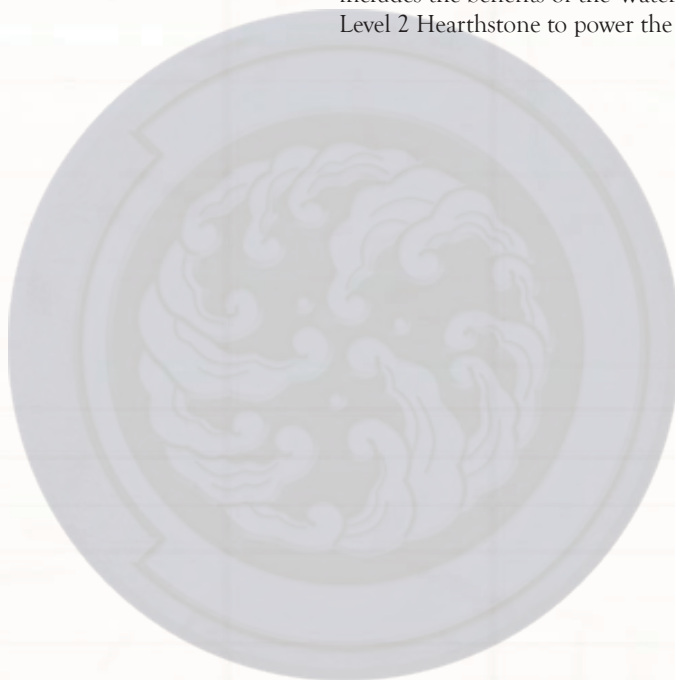
Essence: 5

Personal Essence: 16

Peripheral Essence: 41

Committed Essence: 15

Other Notes: Ping possesses *Jade Starmetal Kata Bracers* and *Most Benevolent Armor of the Water Dragon*. Her armor includes the benefits of the Water Armor. She has an inert Level 2 Hearthstone to power the armor.





The Immaculate was resplendent in his glittering white-jade armor, the vanguard of the mercenary army that even now vexed her master's forces. He was wading through the press, his white warclub, now smeared with pus and maggots, cutting a clean arc through the ranks of the walking dead again and again. He and his men had held up her troops for weeks. The Maiden of the Mirthless Smile would have paid good jade to find out who had hired private soldiers, especially crack troops such as these, to man garrisons that were supposed to be long evacuated.

The hero appeared to be young, as all Dragon-Blooded did. By his face, he was a freckle-dusted soldier, no more than 20 years of age. His stance suggested otherwise, and the Abyssal estimated him at a little over a century. With his excellent gear, he wasn't some outcaste coming down from the hills to do his duty, he was a political exile, a religious zealot or an Seventh Legion soldier fighting under false colors as a "volunteer." His tetsubo was white-jade alloy like his armor, banded and studded with pure black-jade ornaments. The Maiden of the Mirthless Smile's eyes flicked across it. It was a grand goremaul, not a family heirloom, but still an ornate rarity – not unlike her own weapon. But the weapon and the fighter's stance marked the Dragon-Blood as a Hill-Crushing Hero, a fighting style that the Maiden of the Mirthless Smile had heard of but never seen before now. Those Immaculates who styled themselves "Hill-Crushing Heroes" combined their Earth Dragon martial-arts techniques with secular Charms that enhanced their strength and ability to strike with jade weapons. It was said that, when the style was mastered, a blow from one of their jade maces could knock even a war god senseless, and properly used, the technique was almost invincible.

It hardly mattered – the Maiden of the Mirthless Smile was a master strategist. She was certain she could not stand up to one of his Hill-Crushing Blows. Her soulsteel body armor would crumple, and her bones would break. Thus, it was necessary that she employ a ruse. She urged her company forward into the press, and without hesitation, they threw their corpse-bodies into the path of his mace. She hung back, and a few moments later, when he had destroyed most of them, she calmly advanced forward, imitating the slumping gait of the walking dead and entered the press with the undead stragglers.

She watched as he artlessly demolished her troops. He fought predictably and with no thought of defense, not even seeing who he killed. She stepped forward and deflected his mighty hammer as it whipped casually for her head.

As the tip of her grand daiklave left the ground for the block, she activated her special "Wolf Catching the Snake's Tail" technique, which many among the Exalted had come to fear. Her sword effortlessly flicked aside the head of his jade mace, and then, her grand daiklave Ironic Jest snapped forward as the Abyssal herself leapt back to give her terrible curved sabre room. The Maiden's counterstroke bit through the Immaculate's articulated plate armor and severed his right arm. He stared dumbfounded at the Abyssal who seemed to have suddenly materialized in his presence, crackling with live Essence, and she brought the sword around again and severed his other arm. The arms and the mace fell to the ground with a thud, and the Terrestrial stood there, staring stupidly at her, unable to imagine what could have just happened. She beheaded him without grace or dignity, deliberately leaving an ear, part of the chin and both the upper and lower teeth on one side attached to the neck.

No grace in life, no grace in death.





CHAPTER FIVE

THE ABYSSAL EXALTED

Twisted and corrupted by the Deathlords and enslaved by the Neverborn, the Abyssal Exalted were designed to drag Creation into the Mouth of the Void along with its murdered architects. Many Abyssals revel in this nihilistic cruelty and wish only to carry out their master's will. However, others wish for nothing more than to shine with the radiance of the Sun once more. What follows are examples of Abyssal Exalted to serve as allies or antagonists.



THE MAIDEN OF THE MIRTHLESS SMILE OBLIVION'S FIST

Quote: "The Sun Children think they've won the day. How little they know."

The Maiden of the Mirthless Smile has evolved from the servant of the Mask of Winters that she once was. His fall at the hands of the Solar Exalted have taught her that the Neverborn are her only true masters. She has transcended the Mask of Winter's grasp on her soul and now only serves as the willing and blunt instrument of her hateful masters.

Motivation: Spit on the ashes of Creation

Notable Intimacies: Murder (Cruel Fascination), Solar Exalted (Loathing), Deathlords (Derision), Defenders of Creation (Laughing Contempt)

Caste: Dusk

Anima Banner: When iconic, twisted humanoid shapes in various dynamic poses of agony flicker and writhe around the Maiden, constantly torn asunder in bloody sprays of power and then replaced by new figures rising from the center of the blaze.

Attributes: Strength 6, Dexterity 6, Stamina 6, Charisma 2, Manipulation 2, Appearance 4, Perception 2, Intelligence 2, Wits 5

Virtues: Compassion 1 (Flawed), Conviction 3, Temperance 1, Valor 5

Abilities: Athletics 5, Awareness 5 (Combat +1), Dodge 5 (Against Lower Essence Foes +2), Integrity 5 (Ignoring Pleas For Mercy +1), Linguistics (Native: Riverspeak; Others: Old Realm) 1, Lore 3, Martial Arts 5 (Attacking Those Who Have Surrendered +1), Melee 6 (Crippling Attacks +1, Daiklaves +2), Occult 5, Presence 5, Resistance 6, Ride 3, Sail 3, Stealth 5 (Amidst Walking Dead +2), Survival 1, Thrown 5, War 5 (Kill Them All +1)

Merits: Legendary Dexterity, Legendary Resistance, Legendary Stamina, Legendary Strength, Prodigy: Melee, Prodigy: War

Backgrounds: Artifact 5, Artifact 3, Artifact 2, Cult 2, Manse 3, Whispers 5

Excellencies: Athletics (1st, 3rd), Dodge (1st, Infinite Mastery)

Integrity (1st), Lore (1st), Martial Arts (2nd), Melee (1st, 2nd, 3rd, Apocalyptic Evolution, Infinite Mastery, Supreme Perfection), Occult (1st), Performance (1st), Presence (1st), Resistance (1st, Apocalyptic Evolution), Stealth (1st), Thrown (1st, Infinite Mastery), War (1st, 3rd)

Charms:

Athletics: Corpse Might Surge, Crouching Gargoyle Stance, Death Draws Near, Falling Scythe Attack, Nimble Ghost Grace, Raiton's Nimble Perch

Dodge: Flickering Wisp Technique, Flitting Shadow Form, Foe-Shaming Defense, Shadow Fades At Dawn, Thousand-fold Shadow Dance, Uncanny Impulse Evasion, Untouchable Phantom Mien

Integrity: Eternal Enmity Approach, Faithful Killer's Reprieve, Freedom in Slavery Understanding, Heart of Darkness, Immortal Malevolence Enslavement, Lesser Horrors Scorned, Sun-Devouring Void Prophet, Undying Stagnation Defense, Underworld Executioner's Stance, World Ending Void Apostate, Yawning Maw of Failure

Lore: Dream-Slaying Defense, Essence Draining Touch, Virtue Devouring Hunger, Will-Feasting Onslaught

Melee: Artful Maiming Onslaught, Blade

Summoning Gesture, Broken Toys Riposte, Charnel Emperor Stance (Only During

World Ending Void Apostate),

Creation Slaying Holocaust Blade,

Death-Deflecting Technique (Conviction Flaw

of Abyssal Invulnerability), Ebon Lightning Prana,

Elegant Flowing Deflection, Eye of the Tempest,

Five Shadow Feint, Fluttering Moth Defense,

Hundred Razor Circle, Life Severing Blow,

Savage Shade Style, Soul Cleaving Wound,

Thieving Raiton Claws, Thousand

Wounds Feinting, Time-Scything

Technique, Unfurling Iron Lotus,

Vengeful Riposte, Void Sheathe

Technique

Occult: Corpus Rending Blow,

God-Slaying Torment, Labyrinth

Circle Necromancy, Magic-

Devouring Strike, Shadow-

lands Circle Necromancy,

Spirit Sensing Meditation,

Void Circle Necromancy

Performance: Haunting Apparition Trick

Presence: Broken Heart

Triumph, Command the

Dead, Commanding

Whisper, Dread Lord's

Demeanor, Heart-Stopping

Mien, Howling Labyrinth

Communion, Painful Majesty

Aura, Poisoning the Will,

Shambling Horde Approbation



THE LADY OF DARKNESS IN BLOODSTAINED ROBES THE SEDUCTIVE CHARLATAN

Quote: *"The Mask of Winters has been eliminated...at least for a time. I am free to pursue my passions as I please!"*

The Lady of Darkness in Bloodstained Robes is Liegeless at the moment...and that's precisely the way she likes it. She has left the circle she so loathes to pursue her own idle passions. This isn't to say the Lady is a total dilettante when it comes to Abyssal Exaltation. She is quite adept at spreading her own brand of suffering and misery. She longs to seduce one of the paragons of the Celestial Exalted, particularly those of exceptional note or virtuous disposition.

She has contemplated defecting to the so called "Golden Prince", Edmond Campeggio, if only so she might snare him into her poisoned grasp. Then she demurs at the idea when she realizes that Campeggio's talents may overshadow her own and it would be *she* who would be ensnared. She then reconsiders, once again, at the thought of seducing his Dawn Caste circle-mate. Oh, how she would delight in shattering the so called 'true love' he shares with his Lunar spouse! Not that she particularly wants anything to do with the blonde warrior, she just delights in the sorrow she might cause and the physical pleasure she would gain.

For now the Lady waits. She has poured almost all of her efforts into making herself as irresistible as possible and furthering her own vague cult of nihilism. Not that she truly believes in the cause of Oblivion, she is simply drunk on her own power and adores the fawning worship of ghosts and mortals alike.

Motivation: Seduce all who believe themselves virtuous

Notable Intimacies: Pleasure (Obsession), Circle-Mates (Loathing), Her Cult (Selfish Patronage)

Caste: Midnight

Anima Banner: When iconic, the Lady's anima swells into an obscene tableau of stylized images depicting the most horrific acts of Solar sexual depravity her First Age incarnation witnessed, terrible enough to scar her very Essence with their memory. From time to time, she stares in humbled astonishment at the scope and ingenuity of these perversities, redoubling her commitment to surpass them with her own conquests.

Attributes: Strength 4, Dexterity 5, Stamina 5; Charisma 6, Manipulation 6, Appearance 6; Perception 3, Intelligence 3, Wits 3

Virtues: Compassion 2, Conviction 4, Temperance 1 (Flawed), Valor 2

Abilities: Athletics 5 (Sexual Positions +1), Awareness 3, Craft (Water) 1, Dodge 5 (Against Those She Has Slept With +2), Integrity 5 (Resisting Others' Seduction +3), Investigation 4, Larceny 5 (Disguises +2), Linguistics (Native: Riverspeak; Others: Air-Tongue, Flame-Tongue, High Realm, Old

Realm, Sea-Tongue) 5, Lore 3 (Old Realm Erotica +1), Martial Arts 5 (Catfights +1), Performance 6 (Sexual +3), Presence 6 (Seduction +2, Sounding Smart +1), Resistance 5 (Diseases +1), Socialize 5, Stealth 5, Survival 5, Thrown 5
Merits: Enchanting Features (4pt. Version), Legendary Appearance, Legendary Charisma, Legendary Manipulation, Legendary Performance, Legendary Presence, Prodigy: Performance, Prodigy: Presence

Backgrounds: Artifact 5, Artifact 5, Artifact 3, Cult 2, Followers 2
Charms

Excellencies: Athletics (1st), Awareness (1st), Craft (1st), Dodge (1st, Apocalyptic Evolution, Infinite Mastery, Supreme Perfection), Integrity (1st, Infinite Mastery), Martial Arts (1st, Infinite Mastery, Supreme Perfection), Performance (1st, 3rd, Apocalyptic Evolution, Infinite Mastery, Supreme Perfection),





Presence (1st, 3rd, Apocalyptic Evolution, Infinite Mastery, Supreme Perfection) Resistance (1st, Apocalyptic Evolution), Socialize (1st), Thrown (1st)

Supernatural Martial Arts: Laughing Wounds Style: All Charms

Athletics: Raiton's Nimble Perch

Dodge: Flickering Wisp Technique, Flitting Shadow Form, Foe-Shaming Defense, Shadow Fades At Dawn, Thousand-fold Shadow Dance, Uncanny Impulse Evasion, Untouchable Phantom Mien

Integrity: Eternal Enmity Approach, Blood Before Surrender, Undying Stagnation Defense

Investigation: Corpse Questioning Technique, Crime-Unveiling Wickedness, Deception Piercing Stare, Heart-Rending Cruelty Stance, Soul-Invading Glance, Spider in Society's Web, Unholy Unwitting Pact

Larceny: Chains Cannot Hold, False Heart Mien, Face Drinking Bite, Reality Subverting Gesture, Solar Impersonation Style, Unjust Appropriation Method

Lore: Dream Slaying Defense

Occult: Corpus Rending Blow, God-Slaying Torment, Labyrinth Circle Necromancy, Magic-Devouring Strike, Oblivion Triumphant, Spirit-Chaining Doom, Shadowlands Circle Necromancy, Spirit Sensing Meditation, Through Dead Eyes

Performance: Elegy for the Fallen, Essence Engorgement Technique—x5, Inescapable Massacre Technique, Haunting Apparition Trick, Irresistible Succubus Style, Lies That Tell Themselves, Morbid Fascination Style, Secret Heart Inquiry, Soul Desiccating Style, Unstoppable Incubus Mastery, Withering Phantasmagoria (All Three Attacks)

Presence: Broken Heart Triumph, Chaining the Weak, Command the Dead, Dread Lord's Demeanor, Eternal Overlord of Dread Attitude, Heartless Fiend Insinuation, Heart-Stopping Mien, Insidious Forbidding Command, Killing Words Technique, Lurking Malice Insinuation, Poisoning the Will, Sanity-Eroding Diatribe, Soul-Flaying Gaze, Stalking the Shadowed Mind

Resistance: Armor-Calling Kata, Ghost Armor Prana, Inauspicious Inner Aegis, Injury-Absorbing Discipline, Ox-Body Technique—x5, Plague Knows Its Master, Ruin Abashing Shrug, Spirit Hardened Frame, Void-Banished Mail, Wound-Eating Invulnerability, Wounds Mean Nothing

Socialize: Bitter Sweetness of Betrayal, Cancerous Dissent Technique, Exquisite Etiquette Style, Honey-Tongued Serpent Attack, Imprecation of Ill Manners, Hate-Sowing Bitterness

Stealth: Atrocity Without Witness, Shadow Cloak Technique, Splinter in the Mind's eye, Unseen Wisp Method

Survival: Maelstrom Weathering Indifference, Sheltering Interment Prana, World-Denying Invincibility

Shadowlands Circle Necromancy: Banish Ghost, Door of the Dead, Dusk Eyes, Emperor's Chains, Iron Countermagic, Piercing the Shroud, Raise the Skeletal Horde, Summon Ghost

Labyrinth Circle Necromancy: Funerary Misted Vessel, Infinite Footsteps, Ivory Razor Forest, Onyx Countermagic, Reaping the Fallen, Stealing the Gathered Breath

Join Battle: 10

Attacks:

Punch: Speed 5, Accuracy 11, Damage 4B, Parry DV 6, Rate 3, Tags N

Kick: Speed 5, Accuracy 10, Damage 7B, Parry DV 4, Rate 2, Tags N

Clinch: Speed 6, Accuracy 10, Damage 4B, Parry DV –, Rate 1, Tags C, N, P

Soak: 5B/2L

Health Levels: -0/-1/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-2/-2/-2/-2/-2/-2/-4/Incap

Dodge DV: 8 (9 Former Lovers)

Willpower: 8

Essence: 5

Personal: 23

Peripheral: 102 (81)

Committed Essence: 21

Other Notes: The Lady possesses a diadem of finely wrought soulsteel known as the *Tiara of Unholy Seduction*. This artifact enhances the wearer's Charisma, Manipulation and Appearance by three dots and for ten motes adds five dice to all social rolls its wearer makes for the rest of the scene. The Lady may spend an additional ten motes to appear sensuous and desirable. Mortals may not attack her and treat all of her orders like compulsions. Other entities compare their Dodge MDVs to her player's social roll, which gains three bonus successes. Resisting this unnatural mental influence costs two points of Willpower, after which one becomes immune for a month and a day. She also keeps a level five *Infinite Resplendence Amulet* tucked seductively between her breasts. These two artifacts raise the Lady's already formidable Charisma and Appearance to mythic proportions. The Lady's level three artifact refers to the *Thousandfold Obscenity Gown*, her signature raiment. It's an indecent dress of deep crimson that flows and ripples to subtly accentuate its wearer's sex appeal while worn and attuned for six motes. This makes all its wearer's seduction-based social attacks against characters with Temperance 3 or less into unnatural influence (if not already) costing at least two Willpower points to resist. It can also reflexively bleed mouthfuls of delicious charnel ichor from its folds for a cost of one mote per dose, which can be consumed or transferred via five minutes of bodily contact to instantly build an Intimacy of lustful worship to the wearer that is also a mystic Poison, inflicting 3L unsoakable levels of damage when the Intimacy ends. Doses do not stack lethality. The Lady's Cult and Followers are those who she has fooled with her own vague and self serving dogma.





GOLBEZ

THE EXILED NECROMANCER

Quote: *"I was blinded by my own darkness...never-the-less such power does have its merits. Come! I'll erase you!"*

The powerful necromancer Golbez is among one of the most unusual Abyssals to tread the underworld. He is repentant for the crimes and atrocities he has committed while in the service of the Deathlords; however he knows that deep down in his soul he is neither holy nor pure of temperament enough to fully redeem and claim Solar Exaltation.

Originally born Theodore, Golbez was quick to learn the arts of sorcery, deftly mastering the Emerald Circle of Sorcery as well as numerous thaumaturgic disciplines. This was due in part to his secret, spirit-blooded, heritage. However, even at a young age, Golbez harbored a dark heart. The magical prodigy was targeted for Abyssal Exaltation by the Deathlord Maddened Darkness. In his desire for power, he accepted the offer of the Deathlord and was re-christened Golbez, Clad in Darkness.

In taking this bargain, Golbez was utterly dominated by his Deathlord master. He bid his servant to acquire powerful hearthstones from around the Western Islands as well as engage in destructive warfare with his puppet kingdom's airship fleet.

During this war of conquest, Golbez's brother, who had also been corrupted into an Abyssal, fled after refusing to carry out the orders of his liege. Cecil returned some time later, fully redeemed into a Solar Exalt. He and other Solars rose to challenge his brother and the wicked schemes of the Deathlord.

Golbez personally battled Cecil and his allies. He was freed from the machinations of his Deathlord when he and the Dawn Caste, Kashi, tumbled off of the massive warstrider like construct that the Deathlord was attempting to activate as his doomsday weapon. Kashi grappled Golbez and slammed him into the ground hundreds upon hundreds of feet below. The badly injured Golbez was barely able to escape. He still bears the scars from this encounter to this day and they remind him of his hatred. Not for the Solar Exalted that defeated him; but for the Deathlords and the Neverborn that manipulated him.

Since his defeat he has made peace with his brother and the exalts that unseated him. He wanders the Underworld smiting nephwracks and attempting to channel his hatred and darkness

into a weapon against the Neverborn and the Deathlords.

Golbez is almost always clad in his signature imposing soulsteel plate armor. He wears a sweeping black and blue cloak and carries himself with an air of grace and dignity. Without his armor Golbez is a tall, regal man with pale skin, flowing whitish-blond hair and piercing violet eyes.

Golbez's personality is a dichotomy. He cares deeply about his brother, Cecil, but he can also be cruel and manipulating to achieve his ends. It is for this reason that he doubts that the fragments of light in his heart could ever conquer the darkness. As such his soul is almost always in eternal conflict.

Motivation: Destroy the Deathlords and silence the Neverborn forever

Notable Intimacies: Cecil (Protective Bond), Deathlords (Resentful Hate), The Void (Scorn)

Caste: Daybreak

Anima Banner: A shadowed and dim sun barely flickering





Other Notes: Golbez's artifacts include his SuperHeavy Soulsteel Plate and a Metasorcerous Phylactery.





THE DISCIPLE OF SEVEN FORBIDDEN WISDOMS THE SEEKER OF THE SUN

Quote: "I no longer gain satisfaction from simply being an executioner. I want...something more."

The Disciple of Seven Forbidden Wisdoms has abandoned his circle mates and allied with the Solar Exalt Harmonious Jade. He yearns for some greater meaning to his existence beyond being simply a killer. He seeks redemption from Abyssal Exaltation, but he is paralyzed with indecision in exactly how to achieve this goal.

The Solar Exalted of the East have a loose confederation in which they govern that has an alliance with the corresponding Underworld in their mutual pact against the Deathlords. The Disciple serves this alliance by eliminating troublesome targets and destroying wicked servants of the Neverborn as well as petty ghostly nuisances. He contemplates moving to the West of Creation to investigate the small cadre of Abyssals who work with the Eclipse, Campegio, but he does not wish to be a vassal to any individual and thus he hesitates. Only time will tell what actions the Disciple takes.

Motivation: Annihilate the wicked

Notable Intimacies: Harmonious Jade (Trans-Incarnation Love), Redemption (Goal)

Caste: Day

Anima Banner: A murder of raitons wing their way upward out of the bonfire of Disciple's iconic anima, disappearing to leave behind plumes of shadow feathers falling upon him like snowflakes.

Attributes: Strength 4, Dexterity 6, Stamina 5; Charisma 3, Manipulation 6, Appearance 4; Perception 3, Intelligence 3, Wits 6

Virtues: Compassion 3, Conviction 4, Temperance 4, Valor 2 (Flawed)

Abilities: Archery 5 (Within Half Base Range +2, Surprise Attacks +1), Awareness 5, Athletics 5 (Acrobatics +2), Dodge 5, Integrity 5, Investigation 5 (Suspicious Deaths +1), Larceny 5 (Breaking and Entering +1), Linguistics (Native: Riverspeak; Others: Forrest-Tongue, Old Realm, Sea-Tongue, Flame-Tongue) 4, Lore 3, Martial Arts 5, Occult 4 (Ghosts +1), Presence 5, Stealth 5 (Hiding Overhead +2), Survival 5 (Underworld +2)

Backgrounds: Allies 3, Artifact 2, Artifact 2, Resources 4 Spies 3, Whispers 2

Merits: Legendary Dexterity, Legendary Manipulation, Legendary Wits

Charms:

Excellencies: Athletics (1st, 3rd), Archery (1st, 3rd, Infinite Mastery, Apocalyptic Evolution, Supreme Perfection), Awareness (1st), Dodge (1st), Investigation (1st), Larceny (1st), Presence (1st), Resistance (1st), Stealth (1st, Apocalyptic Evolution, Supreme Perfection)

Athletics: Crouching Gargoyle Stance, Earth-Forsaking Stance, Effortless Unnatural Grace, Falling Scythe Attack, Mist Over Ice, Nowhere is Safe, On Wings of Night, Raiton's Nimble Perch, Shadow Races the Light, Spider Pounce Technique, Stepping Outside Existence

Archery: Banished Bow Arsenal, Doom Drawn and Imminent, Elegant Executioner Stance, Exquisite Relic Bow, Flawless Archer Discipline, Gasp of Dead Gods, Howling Shadows of the Void, Iron Sleet Attack, Piercing Ghost Barb, Pulse of the Prey, Quiver of Souls, Relic Arrow Method, Splinter of the Void (Bloodthirsty Arrow, Hundred Paces Bite, Imposition of Agony), Twisting Spiteful Shaft, Withering Feathered Maelstrom

Awareness: Ominous Portent Method

Dodge: Flickering Wisp Technique, Flitting Shadow Form, Foe-Shaming Defense, Uncanny Impulse Evasion, Untouchable Phantom Mien

Investigation: Corpse-Questioning Technique, Crime-Unveiling Wickedness, Deception-Piercing Stare, Heart-Rending Cruelty Technique, Soul-Invading Glance, Spider in Society's Web, Unholy Unwitting Pact





Integrity: Faithful Killer's Reprieve, Heart of Darkness, Lesser Horrors Scorned, Unconquered Hero's Faith

Larceny: Chains Cannot Hold, Essence Engorgement Technique—x5, Face-Drinking Bite, False Heart Mien, Malicious Parody Imposter, Reality-Subverting Gesture, Solar Impersonation Style, Unjust Appropriation Method

Lore: Dream-Slaying Defense

Occult: Corpus Rending Blow, God-Slaying Torment, Spirit-Sensing Meditation

Presence: Chaining the Weak, Command the Dead, Dread Lord's Demeanor, Heart Stopping Mien, Soul Flaying Gaze

Resistance: Injury Absorbing Discipline, Ox-Body Technique—x5, Plague Knows Its Master, Resilient Corpse Body, Spirit-Hardened Frame, Wounds Mean Nothing

Stealth: Atrocious Without Witness, Shadow Cloak Technique, Splinter in the Mind's Eye Unseen Wisp Method

Join Battles: 11

Attacks:

Punch: Speed 5, Accuracy 12, Damage 4B, Parry DV 7, Rate 3, Tags N

Kick: Speed 5, Accuracy 11, Damage 7B, Parry DV 5, Rate 2, Tags N

Clinch: Speed 6, Accuracy 11, Damage 4B, Parry DV –, Rate 1, Tags C, N, P

Soulsteel Short Power Bow (Thirsty Fang of Contempt): Speed 6, Accuracy 14 (+2 vs. living targets), Damage 10L* (+2 vs. Living Targets), Range 250, Rate 2

* Uses broadhead arrows.

Soak: 5B/2L (10B/9L; 3B/3L Hardness in Soulsteel Chain Shirt)

Health Levels: -0/-1/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-2/-2/-2/-2/-2/-2/-4/Incap

Dodge DV: 8

Essence: 5

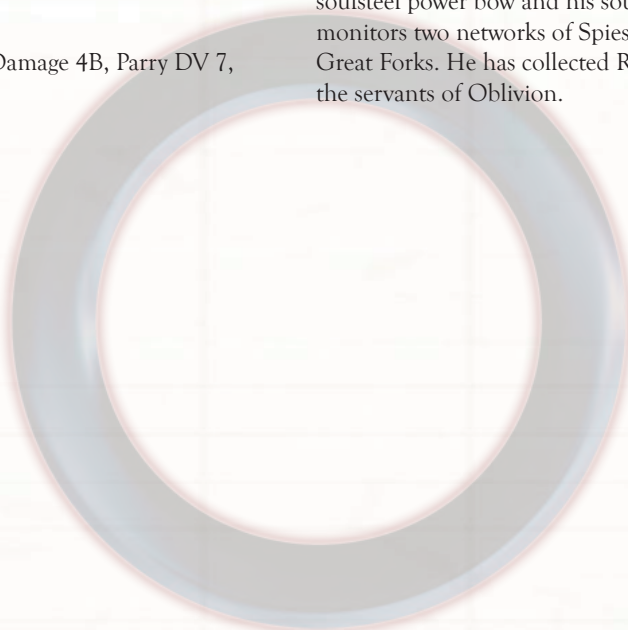
Personal: 23

Committed Essence: 6

Other Notes: The Disciple's Artifact rating refer to his soulsteel power bow and his soulsteel chain shirt. He monitors two networks of Spies—one in Nexus and one in Great Forks. He has collected Resources by stealing from the servants of Oblivion.

Willpower: 8

Peripheral: 106 (100)



FALLING TEARS POET

THE DEATHLY CALLIGRAPHER

Quote: *"The Mask of Winters was an absurd caricatured villain unworthy of the power uplifting him. I work toward his ilk never troubling the living nor the dead ever again."*

When the Mask of Winters fell, Falling Tears Poet immediately set to work. With his Deathlord master's power diminished, but not completely broken, the Moonshadow took it upon himself to excuse himself from the Mask of Winter's Court. Since that time Falling Tears Poet has worked to strengthen the Eastern alliance against the Deathlords. He sees the weakening of the Mask of Winters and the Walker in Darkness as only the first step. He rejoiced when the Silver Prince and the First and Forsaken Lion were annihilated at the Battle of the Void, and he was exultant when the Solar Champion Kashi destroyed the Dowager of the Irreverent Vulgate in Un-rent Veils.

Now, the Moonshadow waits. He makes overtures to prominent Exalts to rally together and unseat the remaining Deathlords, particularly the Lover Clad in the Raiment of Tears. He sees her as an incredibly dangerous foe that seems to have been forgotten by the bulk of Creation's chosen. He still views Creation's end as inevitable, but he hopes to stall that moment as long as possible. He is still plagued by the voice of his conscience burning in the back of his mind and it drives him ever more towards unseating the Deathlords.

Motivation: Eulogize Creation on the Last Day

Notable Intimacies: Deathlords (Mocking Derision), Mirror Flag (Hatred)

Caste: Moonshadow

Anima Banner: Bloody calligraphy spreads in ten thousand filaments from the heart of Poet's iconic anima, scribing the winding erratic verses of his nightmares until the air is choked with a miasma of words.

Attributes: Strength 5, Dexterity 5, Stamina 2; Charisma 6, Manipulation 6, Appearance 0; Perception 3, Intelligence 4, Wits 4

Virtues: Compassion 4, Conviction 2 (Flawed), Temperance 5, Valor 3

Abilities: Bureaucracy 5 (Deathlord's Infrastructure +3), Integrity 5 (Abyssal Charms +3), Investigation 5, Linguistics (Native: Riverspeak; Others: Air-Tongue, Flame-Tongue, Forest-Tongue, High Realm, Low Realm, Old Realm, Sea-Tongue) 5 (Composing Poetry +1, Other Languages +2), Lore 5 (History +1), Melee 5 (Grand Goremaul +3), Occult 4, Performance 5 (Poetic Eloquence +3), Presence 5, Resistance 5, Ride 5, Sail 5, Socialize 5 (Courts of the Deathlords +3), Survival 2

Backgrounds: Artifact 3, Underworld Manse 1, Whispers 1

Merits: Legendary Charisma, Legendary Manipulation, Prodigy: Linguistics

Charms:

Excellencies: Bureaucracy (1st), Integrity (1st), Investigation (1st), Linguistics (1st), Lore (1st), Melee (1st), Infinite Mastery, Performance (1st), Infinite Mastery, Apocalyptic

Evolution), Presence (1st, Infinite Mastery, Apocalyptic Evolution), Ride (1st), Sail (1st), Socialize (1st, 2nd)

Bureaucracy: Accursed Overlord Authority, Calculated Avarice Understanding, Caustic Hatred Diatribe, Cunning Subversion Style, Eloquent Example Inspiration, Iron Tyrant Reign, Regime-Toppling Lord of Misrule

Dodge: Flickering Wisp Technique, Flitting Shadow Form

Integrity: Faithful Killer's Reprieve, Heart of Darkness, Lesser Horrors Scorned

Investigation: Corpse-Questioning Technique, Crime-Unveiling Wickedness, Deception-Piercing Stare, Heart-Rending Cruelty Technique, Soul-Invading Glance, Spider in Society's Web, Unholy Unwitting Pact

Linguistics: Blood Calligraphy Technique, Comprehension-Slaying Obscenity, Infinite Blasphemy Glossolalia, Insidious Undertone Trick, Language-Absorbing Method, Mystique-Spoiling Guess, Scathing Cynic Attitude, Screaming in Silence, Soul-Snaring Tract, Voiceless Horror Mastery
Melee: Artful Maiming Onslaught, Blade Summoning Gesture, Broken Toys Riposte, Death-Deflecting Technique, Ebon Lightning Prana, Elegant Flowing Deflection, Eye of the Tempest, Five Shadow Feint, Fluttering Moth Defense, Hundred Razor Circle, Life Severing Blow, Savage Shade Style,





Soul Cleaving Wound, Thieving Raiton Claws, Thousand Wounds Feinting, Time-Scything Technique, Unfurling Iron Lotus, Vengeful Riposte, Void Sheathe Technique

Occult: Corpus Rending Blow, God-Slaying Torment, Magic- Devouring Strike, Oblivion Triumphant, Spirit-Chaining Doom, Spirit Sensing Meditation, Terrestrial Circle Sorcery, Through Dead Eyes

Performance: Elegy for the Fallen, Inescapable Massacre Technique, Haunting Apparition Trick, Irresistible Succubus Style, Lies That Tell Themselves, Morbid Fascination Style, Secret Heart Inquiry, Soul Desiccating Style, Unstoppable Incubus Mastery, Withering Phantasmagoria (All Three Attacks)

Presence: Chaining the Weak, Command the Dead, Dread Lord's Demeanor, Heart Stopping Mien, Soul Flaying Gaze

Resistance: Ox-Body Technique-x3

Ride: Spectral Steed, Soul Reins

Socialize: Bitter Sweetness of Betrayal, Cancerous Dissent Technique, Exquisite Etiquette Style, Hate-Sowing Bitterness, Honey-Tongued Serpent Attack, Imprecation of Ill Manners, Keeper of the Old Laws, Scribing the Old Laws

Spells:

Emerald Circle: Demon of the First Circle, Emerald Circle Banishment, Emerald Countermagic, Infallible Messenger, Stormwind Rider

Join Battle: 4

Attacks:

Punch: Speed 5, Accuracy 6, Damage 5B, Parry DV 2, Rate 3, Tags N

Kick: Speed 5, Accuracy 5, Damage 8B, Parry DV -, Rate 2, Tags N

Clinch: Speed 6, Accuracy 5, Damage 5B, Parry DV -, Rate 1, Tags C, N, P

Soulsteel Grand Goremaul: Speed 5, Accuracy 15, Damage 21L/5 (each wounding hit drains 3m), Parry DV 4, Rate 1, Tags 2, O, P, R

Soak: 5B/2L (17B/11L; 6B/6L Hardness in Soulsteel Reinforced Buff Jacket)

Health Levels: -0/-1/-1/-1/-1/-2/-2/-2/-2/-2/-2/-2/-2/-4/Incap

Dodge DV: 8

Willpower: 10

Essence: 5

Personal: 25

Peripheral: 59 (48)

Committed Essence: 11

Other Notes: Falling Tear Poet's Artifact rating refers to his Soulsteel Grand Goremaul and his Soulsteel Reinforced Buff Jacket. In the haft of his weapon he has mounted a flawed gem, the hearthstone from an Underworld Manse the deathknight took from his former Liege, the Mask of Winters.





Hell was a cacophony. In the darkness, great kettledrums rolled, stone bells rang discordantly and sanxians howled as the fingers of the demons misplayed them expertly. Beneath the twisted music lay the sounds of eternal torment.

Before the woman's eyes was the hellish and surreal green lit madness of the Malfeas, the hell prison of the Yozis. Around her wrists and ankles were chains made of jade and iron that leached her essence with their frigid touch. Behind her stood a great golden pillar and the chains that bound her were looped over a hook that protruded from the pillar's face. Beneath her place of honor lay the Ebon Dragon's vast and serpentine palace. Above her rode the mad stars of an alien sky, and the burning green sun offered only a crazed and flickering light. Around her twined the Ebon Dragon himself. His colossal form was cast only of shadows and hate. His vast bulk touched the woman, smothering her and caressing her. The Ebon Dragon cocked his head beside her ear and spoke. The Yozi's voice was the voice of all fears. It was spite, malice, virriol, and at the same time a sickening, heart-rending comfort that only sheer madness could bring. The woman's heart broke with joy to hear the Demon Prince's words, for the Primordials voice was such that the listener could do nothing else save worship.

The Ebon Dragon spoke to his captive, saying, "Our imprisonment has changed us, yes. We would never have been beautiful to your perceptions, and now we are so very, very broken. We were bound here in the green-lit darkness, forced to swear oaths on our own names that we would never leave. We could only watch and hate and want for revenge. That is, until you came, my little Dragon Blooded dove. You read our prayer book. It drove you to greater heights. You proclaimed yourself the Queen of the Titans and forever beyond the reach of Saturn. Your desire for immortality led you right into our web.

The ageless, ancient woman blinked, terrified beyond fear. The vast and immaterial bulk of shadows crushed her tighter as the slick, sickeningly honeyed voice hissed in her ear.

"You shall be immortal. We have waited a long time for one such as you, and now that we have you, we will never let you go. You will be the chief servant of the Yozis in Creation. You will be our high priestess. You will be my wife. You will come to love it all, and you shall have the forever you desire as our most beloved slave."

The woman looked out at the city beneath the palace and knew the Demon Prince's words to be true. In the yards below, the preparations for the wedding were underway. Garlands of tears were strung above every gate, and the wails of well-tormented souls echoed from the city's freshly swept bone roadways and black iron walls. Honor guards drilled in torch-lit courtyards, and dark and unholy delicacies were baking in the palace's reeking kitchens.

The woman that was once the Scarlet Empress watched as rows upon rows of Green Sun Prince honor guards arrived. Two score and ten they numbered, each one bedecked in brass and orichalcum. Their ceremonial armor was strewn with ornamental calligraphy mocked the castes of the Solar Exalted they had subsumed into their twisted being.

The other Yozi began to congregate. They eschewed their vast and incomprehensible forms for their more personable humani-form Jouten, although the Yozi themselves were anything but personable. The Yozi all agreed that the ceremony would be a lovely one.

The Ebon Dragon's claws caressed the flesh from her bones, and the winding kisses of his tongue restored her whole. He learned the truths of pain from the Celestial Incarnae and his imprisonment, and this pain he gave to his Queen in fulfillment of her prayers. What all Yozis had endured, she endured, and when he finished with his lesson, he laughed at the feeble naked thing he held. So small. So human. She begged him for release, and he savored this most heartfelt and useless of prayers. Then he twisted her into a parody of herself and a shadow of his likeness, the instrument of his release.





CHAPTER SIX

THE INFERNAL EXALTED

The Resplendent Slaves of the Yozi, the Green Sun Princes represent the best hope the mad architects of Creation have for escaping their imprisonment. However where the other Exalted serve more distant masters such as the Celestial Incarnae, Elemental Dragons or the Neverborn, the Green Sun Princes serve the Titans of Malfeas who demand results from their slaves. Presented here are Green Sun Princes to be used as allies, or more likely antagonists.





CEARR THE RAVAGING SLAYER

Quote: "I am Malfear's fury incarnate! You stand no chance."

Cearr has completely thrown himself into the advancement of the Infernal Monster Style of Martial Arts. He considers himself *the* monster and none can gainsay his power. He is particularly scornful of practitioners of Solar Hero Style, as it is the 'sibling' Martial Art from which Thrice-Damned-Gorol first derived Infernal Monster Style. He sees the natural style of the lawgivers as merely an evolutionary step towards his own favored fighting style. It is important to note that Cearr has learned *Untamed Apocalypse Shintai*. This charm allows him to bypass the usual age restriction cap on his traits. However, such power comes with a price. His constant bestial fury sharply limits the kinds of Charms he can use, but allows him to shatter through the limits that govern most Essence users. This suits Cearr just fine as all he is interested in is bloody conquest.

Motivation: Revenge himself on those who shamed him.

Urge: Tear out the world's still-beating heart (Malfean)

Notable Intimacies: Malfear (Master), Solar Hero Style Practitioners (Contempt)

Caste: Slayer

Anima Banner: A demonic ape of verdigrised brass beats its chest in fury

Attributes: Strength 12, Dexterity 7, Stamina 12; Charisma 4, Manipulation 2, Appearance 3; Perception 4, Intelligence 3, Wits 6

Virtues: Compassion 1, Conviction 5, Temperance 1, Valor 5

Abilities: Athletics 6 (*Dashing and Leaping* +2, *Jumping* +1), Awareness 5, Dodge 7 (*In Infernal Monster Form* +3), Integrity 7 (*Resisting Commands* +2), Linguistics (Native: Forest-Tongue; Others: Old Realm, Riverspeak) 2, Lore 3, Martial Arts 7 (*Infernal Monster Style* +3), Melee 7 (*Axes* +2), Occult 5, Presence 5 (*Intimidation* 3), Resistance 8, Ride 4, Sail 2, Stealth 1, *Survival* 5 (*In Malfear* +1), Thrown 5, War 5 (*Demon Hordes* +3)

Backgrounds: Artifact 5, Artifact 4, Artifact 4, Artifact 3, Artifact 2, Backing 1 (Malfear), Cult 1, Influence 3

(Demons of Malfear), Manse 3, Unwoven Coadjucator 1

Merits & Flaws: Barbarian (3-pt. Flaw), Brutal Attack, Legendary Resistance, Legendary Stamina, Legendary Strength, Prodigy: Dodge, Prodigy: Martial Arts, Prodigy: Melee

Charms:

Excellencies: Adorjan (1st-x7, 2nd-x7, Effortless Dominance, Inevitability Technique, Mythos Exultant), Malfear (1st-x7, 2nd-x7, Effortless Dominance, Inevitability Technique, Mythos Exultant)

Supernatural Martial Arts: Infernal Monster Style: All Charms; including All-Consuming Rampage Release, Armageddon Nightmare Duel, Blood Heralds Death, Bounding Beast Advance, Crack the Sky, Death Devouring Sadism, Fearless Frenzy Attitude, Fury is Freedom, Hero Sundering Hands, Leaping Smash Technique, Merging the Lotus Understanding: Grand Grimcleaver, Nowhere to Hide, Nowhere to Run, Shock and Awe Slam, Smoldering Rage Beast, Untamed Apocalypse Shintai







SULUMOR

THE DESERT AUTOCRAT

Quote: "I was Queen of the South once, when our masters are restored, I will have my throne again."

The Malefactor Sulumor has united several tribes of albino Dune People under her banner in her bid to reclaim the South for the Yozi. She has been extremely low key in her efforts thus far, lest she draw the attention of the 'usurper queen', Lady Katerina, or more importantly her Night Caste assassin circle mate. She and her followers keep mostly to the deep desert utilizing the miracles of Cecelyne to avoid all but the most necessary contact with outsiders. As the reincarnation of Eternal Crimson Sunset, the former ruler of the South and creator of the Dune People, Sulumor is bent on reclaiming what she sees as her rightful throne.

Motivation: Unite the scattered tribes of the dune people.

Urge: To rule the South in the Yozi's name (Cecelynian)

Notable Inimicacies: The Dune People (Dogmatic Leadership), Overthrow the Phoenix Empire (Goal), Empress Katerina (Jealous Hatred), Cecelyne (Worshipful Gratitude)

Caste: Malefactor

Anima Banner: A dust devil of swirling green light and silver sands

Attributes: Strength 4, Dexterity 4, Stamina 5; Charisma 6, Manipulation 5, Appearance 5; Perception 5, Intelligence 5, Wits 4

Virtues: Compassion 1, Conviction 5, Temperance 3, Valor 4

Abilities: Athletics 3, Awareness 4, Craft (Air, Earth, Fire, Genesis, Magitech, Water, Wood) 5 (Extra Craft +2), Dodge 5 (Creatures of Light +3), Integrity 5 (Creatures of Light +2), Larceny 5, Linguistics (Native: Old Realm (Dune People Dialect); Others: Air-Tongue, Flame-Tongue, Riverspeak, Sea-Tongue, Wood-Tongue) 5, Lore 5 (Demons +2, Modern Solar Exalted +1), Martial Arts 5 (Black Claw Style +3), Melee 3, Occult 5, Performance 5 (Praising Cecelyne +2, Proselytizing +1), Presence 5 (Commands +2), Resistance 5, Ride 4 (Agatae +2), Sail 3 (Kimberly +1, Sand Ship +1), Socialize 4, Stealth 4 (Among Dunes +1), Survival 5 (Desert Wastes +1)

Backgrounds: Artifact 4, Artifact 2, Artifact 2, Artifact 1, Ally 5 (Demon Prince Orabilis), Backing 3 (Cecelyne), Cult 3, Followers 4 (Dune People), Influence 3 (Worshippers and Spawn of Cecelyne), Past Life 4 (Eternal Crimson Sunset), Resources 4

Merits: Legendary Charisma, Prodigy: Performance, Prodigy: Presence
Charms:

Excellencies: Cecelyne (1st-x5, 2nd-x5, Effortless Dominance, Inevitability Technique, Mythos Exultant), She Who Lives In Her Name (1st-x5, 2nd-x5, Effortless Dominance, Inevitability Technique, Mythos Exultant)

Supernatural Martial Arts: Black Claw Style: All Charms

Cecelyne: Anonymity Through Propriety-x3, As You

Wish, Bestowal of Accursed Fortune, Counter Pronounce-

ment of Enthymemic Law, Demonic Primacy of Essence, Dune-Burst Onslaught, Dune-Drowned Oasis Ritual, Endless Torment Emanation, Ephemeral Abrasion Curse, Footprints Like Heralds Focus, Hellscry Chakra-x2, Hell-Walker Technique, Holy Land Infliction, Knowing the Desolate Heart, Locust Mana Plague, Penitents Like Scattered Grain, Sands Through Fingers Defense, Sand-Scoured Society Infliction-x2, Sand-Slip Trick, Sandstrike Blast, Scorpion-Tailed Mirage Technique-x2, Scoured Perfection of Form, Sorcerous Enlightenment of Cecelyne-x3, Soul-Sieve Transmutation, Spawning Pit Sanctification, Stone-Flayer Touch, Sublimation of Ordained Purpose, Temple Self Apotheosis, Transcendent Desert Creature, Unquestionable Yozi Authority, Untouchable Infinitude Reflection, Verdant Emptiness Endowment, Wayward Divinity Oversight, Withered Soul Wastes
Malfeas: Blight Internalization Transcendence, By Pain Reforged, Cold Fire Desolation Brand, Gifts of Invisible Flame,





BITTER COPAL

PURVEYOR OF MASS DESTRUCTION

Quote: "In the First Age the Solar Deliberative initiated Operation: Wyldhand and brought devastation to almost an entire direction of Creation. While effective it was hardly elegant. I think I can do better."

Bitter Copal has wafted back and forth between the Western Islands and An-Teng for the past fifteen years. He has learned and watched as the reborn Chosen of the Sun have laid claim to almost every inch of the Southern and Western thresholds. He swallowed bitter bile when Aegean Windreader's ill conceived attempt to reform the Lintha made his stay in Bluehaven ill advised. He gritted his teeth when the sanctimonious Lady Katerina forced his family from An-Teng. And now, so much like his mistress, he waits in exile and plans.

The Solars of the Western Direction in particular enrage and confound Bitter Copal as they have a great many of the Infernal host, even if this consternation has been almost completely indirect. They have made his mistress' attempt at a Western Reclamation infinitely more complicated. He must contend with not only with Ignis Divine's own heavenly regent but one of the world's greatest assassins *and* the crowned Champion of the Unconquered Sun all at the same time.

Motivation: Build a wonder more terrible than any devised even in the First Age.

Urge: Free An-Teng from outside control and reinstate its rightful ruling family (Pyrian)

Notable Intimacies: She Who Lives In Her Name (Hierarchical Reverence), Western Solars (Bitter Resentment), Magitech Tinkering (Hobby), The Many (Curiosity)

Caste: Defiler

Anima Banner: A burning fire of green enclosed in a transparent sphere

Attributes: Strength 3, Dexterity 5, Stamina 4;

Charisma 3, Manipulation 5, Appearance 2; Perception 6, Intelligence 6, Wits 6

Virtues: Compassion 2, Conviction 5, Temperance 5, Valor 4

Abilities: Awareness 5, Craft (Air, Earth, Fire, Genesis, Helltech, Magitech, Vitriol, Wood, Water) 6 (Extra Craft +3), Dodge 5 (Higher Essence Beings +3), Integrity 5, Larceny 5 (Skirting Western Authorities +3), Linguistics (Native: Seatongue; Others: Air-Tongue, Flame-Tongue, Old Realm, Riverspeak, Wood-Tongue) 5, Lore 5 (First Age Technology +3), Martial Arts 5, Medicine 5 (Surgery +2), Melee 1, Occult 5 (Art of Alchemy: Master +3, The Art of Astrology: Master +3, The Art of Enchantment: Master +3, The Art of Geomancy: Master 3, The Art of Husbandry: Master +3, The Art of Weather Working: Master +3), Resistance 4, Ride 3, Sail 5 (Great Western Ocean +1), Socialize 4 (Lintha Family +1, Tengese +1), Stealth 5 (Avoiding Solars +3), Thrown 5, War 5 (Naval Tactics +2)

Backgrounds: Artifact 3, Artifact 3, Backing 2 (She Who Lives In Her Name), Backing 1 (Lintha Remnant), Cult 2, Followers 3 (Lab Assistants), Influence 3 (Demons of She Who Lives In Her Name), Influence 3 (Lintha Remnant), Past Life 1, Savant 5







CAPTAIN GYRFALCON

THE FLAMBOYANT CORSAIR

Quote: "My skills have finally been recognized! And by the architects of Creation no less! Now all of Creation will know me for the figure I truly am!"

Captain Gyr Falcon is quite pleased with himself. He fancies himself the bane of all organized commerce that utilizes airships. He is particularly fond of attacking the trade ships of the Northern League and the Western Alliance. He harasses the Northern League as they are the successors to the Haslanti Airfleet he loathes...and the West simply because they have some of the richest pickings as far as cargo is concerned. However, Gyr Falcon despite his flippant attitude, is not stupid. He never steals enough to warrant the attention of the Solar Exalted. He knows he would be out gunned then and that just simply wouldn't do.

Gyr Falcon is also proud of his adventurous and 'dashing' exploits across the face of Creation. He is particularly fond of the tale of his infiltration of the Fortress of the First and Forsaken Lion while it was under siege and being ransacked by the Solar Exalted. He boasts about his escape from the Champion of the Unconquered Sun and how he lured the unsuspecting Sword of Heaven into the wastes of the Endless Desert herself; before expertly losing his pursuer when the poor sap realized where he was, just as a true pirate should.

Motivation: To prove his superiority over the captains of the air and sea

Urge: Destroy the Haslanti Air Fleet (Adorjani)

Notable Intimacies: The Haslanti Air Fleet (Hate), Commanding His Own Air Fleet (Goal), Pirating (Joy)

Caste: Scourge

Anima Banner: A silent whirl of red and green illuminating a translucent spider.

Attributes: Strength 5, Dexterity 6, Stamina 5; Charisma 4, Manipulation 3, Appearance 4; Perception 5, Intelligence 3, Wits 6

Virtues: Compassion 1, Conviction 3, Temperance 2, Valor 5

Abilities: Archery 5 (Duels +1), Athletics 5 (Leaping +2), Awareness 5 (Aerial Ambushes +3), Dodge 6 (Melee Range +2), Integrity 4, Larceny 5, Linguistics (Native: Air-Tongue; Others: Flame-Tongue, Old Realm, Riverspeak, Sea-Tongue) 4, Lore 1, Martial Arts 3, Melee 6 (Duels +1), Presence 4 (Lording Over Prisoners +1), Resistance 5, Ride 5, Sail 5 (Airships +2), Socialize 3, Stealth 5, War 5 (Aerial Combat +3)

Backgrounds: Artifact 3, Artifact 3, Artifact 2, Backing 2 (Adorjan), Backing 1, Cult 1, Followers 3 (Pirate Crew), Influence 2 (Demons of Adorjan), Past Life 1, Savant 3

Merits: Legendary Dexterity, Legendary Dodge, Legendary Melee, Legendary Wits, Prodigy: Dodge, Prodigy: Melee

Flaws: Greater Curse (2-pt. Flaw), Wanted (5-pt. Flaw)

Charms:

Excellencies: Adorjan (1st-x5, 2nd-x5, Effortless Domi-

nance, Inevitability Technique, Mythos Exultant), The Ebon Dragon (1st-x5, 2nd-x5, Effortless Dominance, Inevitability Technique, Mythos Exultant)

Adorjan: Broken Silence Laughter Defense, Death-Dealing Journey, Dissonant Lies Made True, Dread Panoply of the Silent Wind, Earth-Skimming Gale Tread, Faster Than Sight, Foam-Dancing Haste, Freedom Lets Go, Gravity-Rebeking Grace, Hateful Wretched Noise, Joy in Violence Approach, Kalmanka's Grace, Laughing Gust Denial, Murder Is Meat, Opened Eye of the Hurricane, Pellegrina's Fury, Racing Vitaris, Rapacious Virtue Respiration, Running to Forever, Sacred Kamilla's Inhalation, Scarlet Rapture Shintai, Self as Cyclone Stance, Sorcerous Enlightenment of Adorjan, Thousandfold Typhoon Hand, Threat Monitoring Excitement, Unimpeded Perfection of Exertion, Who Strikes the Wind?, Wind-Born Stride-x5





Gyrfaalcon uses his nascent sorcery prowess to raid other ships. He is particularly fond of using Calling the Wind's Kiss and Mists of Eventide so those he robs never know what hit them. He uses Mast Shattering Spell to cripple other ships and to aid in his getaway.





MANOSQUE CYAN

THE CORRUPTIVE SABOTEUR

Quote: "The Reclamation may now proceed as planned. The Scarlet Dynasty will become my tool once again."

Manosque Cyan is lucky to be alive with her masquerade still intact. If she were not exalted by the greatest liar in all of history, she most likely would not be alive. For years her corruptive Fiend powers were stymied at every turn and, to her chagrin, she has no idea why. Even to this day the question vexes her. She watched, impotently, as the Scarlet Empire was kept whole, but powerless for the better part of a decade while the Solar Exalted built Empires throughout the Threshold. This is not at all what she and her master had planned for Creation.

Now, however, her poisoned words fill the heads of Dynasts once again and the mysterious aura of seeming incorruptibility that once permeated the halls of the Imperial City has vanished. Cyan now moves the Dynasty into place so that it may serve its true and ultimate purpose: handing the rulership of Creation back to its true and ultimate masters.

Motivation: To drive the Scarlet Dynasty to tear itself apart

Urge: Corrupt the Deliberative into a tool of the Reclamation (Ophidian)

Notable Intimacies: Scarlet Dynasty (Hate)

Caste: Fiend

Anima Banner: A deep purple and black nimbus with a barely visible draconic figure at its heart

Attributes: Strength 4, Dexterity 5, Stamina 4; Charisma 5, Manipulation 6, Appearance 4; Perception 6, Intelligence 6, Wits 6

Virtues: Compassion 2, Conviction 6, Temperance 5, Valor 4

Abilities: Athletics 4, Awareness 5, *Bureaucracy* 5 (Stymieing Progress +3), Craft (Air, Earth, Fire, Water, Wood) 5 (Poisons +3), Dodge 5, *Integrity* 5 (Dragon Blooded Charms +2), Investigation 5 (Deliberative Business +1), Larceny 5 (Disguise +3), *Linguistics* (Native: Low Realm; Others: Air-Tongue, Flame-Tongue, Forrest-Tongue, High Realm, Old Realm, Riverspeak, Sea-Tongue) 5 (Extra Languages +2), Lore 3 (Demonic +1), Martial Arts 5 (Surprise Attacks +3), Medicine 5, Melee 5, Occult 3, Performance 5 (Deliberative Speeches +1), *Presence* 5 (Coercion +2), Resistance 3, *Socialize* 5 (Deliberative Members +2), Stealth 5 (Moving Silently +2), Thrown 5 (Knives +3)

Backgrounds: Allies 1, Artifact 5, Artifact 2, Artifact 1, Backing 4 (Dragon Blooded Deliberative), Backing 3 (The Ebon Dragon), Contacts 3 (The Imperial City), Cult 1, Familiar (Demonic) 1, Influence 4 (Dragon Blooded Deliberative), Influence (Demons of the Ebon Dragon) 3, Resources 4

Merits: Legendary Intelligence, Legendary Manipulation, Legendary Perception, Legendary Wits, Paragon of Conviction

Charms:

Supernatural Martial Arts: Ebon Shadow Style: All Charms

Excellencies: The Ebon Dragon (1st-x5, 2nd-x5, Effortless Dominance, Inevitability Technique, Mythos Exultant), Malffeas (1st-x5, 2nd-x5, Effortless Dominance, Inevitability Technique, Mythos Exultant)

The Ebon Dragon: Black Mirror Shintai, Bloodless Murk Evasion, Brooding Resentment Defense, Cornered Titan Desperation, Cracked Cell Circumvention, Damning Petulance Technique, Despair-Choked Spirit Maiming, Eldritch Secrets Mastery, Ever-Hungry Shadow Affliction-x2, Fate-Rending Desperation, Hollowing Echo Venom, Inner Devils Unchained, Kill Feint Cleverness, Life-Blighting Emptiness Attack, Life-Denying Hate-x2, Loom-Snarling Deception, Nemesis Self Imagined Anew, Puissance Mimicry Intuition-x2, Seeing Is Blindness, Selfishness Is Power-x3, Shadow Spite Curse, Sorcerous Enlightenment of the Ebon Dragon, Soul Crack Exploitation-x2, Spite-Fed Wounding Nimbus, Unfair Excellence Endowment, Wickedness Beyond Life, Witness to Darkness

Cecelyne: Hellscry Chakra

Malffeas: Ablation of Brass and Fire,





Blight Internalization Transcendence, By Pain Reforged, Green Sun Nimbus Flare, Cold-Fire Desolation Brand, Gifts of Invisible Flames, Godscorch Invective, Hardened Devil Body—x3, Insignificant Embers Intuition, Invulnerable Wounding Futility, Pathetic Distraction Rebuke, Radiant Fury Dissolution, Scar Writ Saga Shield—x3, Skyfire-Seizing Repast, Sun-Heart Furnace Soul, Viridian Legend Exoskeleton, Wrath Stoked Bonfire Soul
Spirit Charms: Essence Plethora—x5, Hurry Home, Measure the Wind, Principle of Motion, Reserve of Will—x5, Sheathing the Material Form

Spells:

Emerald Circle: Assassin's Fatal Touch, Death of Obsidian Butterflies, Emerald Circle Banishment, Emerald Countermagic, Open the Spirit Door, Private Plaza of the Downcast Eyes, Raising the Earth's Bones, Stormwind Rider, Slave-Spawn Summons

Join Battles: 11

Attacks:

Punch: Speed 5, Accuracy 11, Damage 4B, Parry DV 6, Rate 3, Tags N

Kick: Speed 5, Accuracy 10, Damage 7B, Parry DV 4, Rate 2, Tags N

Clinch: Speed 6, Accuracy 10, Damage 4B, Parry DV –, Rate 1, Tags C, N, P

Perfect Vitriol Tainted Jade Knives (Melee): Speed 4,

Accuracy 11, Damage 9L, Parry DV 6, Rate 3, Tags T

Perfect Vitriol Tainted Jade Knives (Thrown): Speed 4, Accuracy 11, Damage 9L, Rate 3, Range 15

Dodge DV: 8

Willpower: 10 (15)

Personal Essence: 75

Peripheral Essence: 62 (46)

Committed Essence: 16

Soak: 9B/9L; (19B/19L with Viridian Legend Exoskeleton; 21B/17L with Black Armor of the Unseen Assassin)

Health Levels: 0/-1/-1/-2/-2/-2/-2/-2/-2/-2/-2/-2/-4/-4/-4/-4/Incap

Other Notes: Like all Green Sun Princes, Manosque Cyan possesses the usual Backing of her Yozi patron, Influence over that Yozi's spawn and a Cult that recognizes the Exalt's affiliation with the Yozi and venerates her for it. Arising from her role as an unExalted Dynast, Cyan has the Backing of House Nellens, Contacts in the Imperial City, Influence in the Deliberative and an Ally in the form of Senator Nellens Poramo. Her Artifact values refer to her shadowlight caul and her collapsible palanquin. Her servants and bearers are all in fact the same demon Familiar, a decanthrope named Dez. Cyan learned almost all of her spirit charms from summoned demons and she procured a tainted version of Armor of the Unseen Assassin from her patron, the Ebon Dragon, for surviving as long as she has on the Blessed Island without being discovered. She will be a valuable tool for what he has planned.





In a wide and empty plaza just outside the Imperial Palace of Chiaroscuro reality rippled and warped slightly just before a blinding flash of light erupted in the middle of the square. An ornate gateway stood in the middle of the once empty plaza. Two beings stepped forth: Crimson Banner Executioner, Chosen of the Maiden of Battles, and Ledaal Hitsugaya Toshiro, Chosen of the Maiden of Endings. They had come to this place on official business for the Bureau of Destiny.

Hitsugaya and Crimson Banner Executioner walked through the open marble halls of the Palace of Chiaroscuro. Empress Katerina had gone to extraordinary lengths to make sure that her palace was one that was open, bright and welcoming. It encompassed all kinds of motifs from across the South, woven expertly and tastefully. The gleaming tile designs of Chiaroscuro's style of architecture were blended seamlessly with great flower motifs of An-Teng. Ornate gardens and plazas dotted grounds as great fountains cascaded playfully throughout the entire palace, creating an aura of gentle calm. Hitsugaya couldn't be sure, but he thought he heard the cooing of songbirds from some sort of aviary or conservatory.

Crimson Banner Executioner and Hitsugaya were formally announced and received at the Throne Room. Empress Katerina sat on a raised dais of gleaming marble. Her throne was a simple but large orichalcum chair that was integrated into the marble of the dais. The throne itself was flanked by two large shell like structures that jutted out like wings. The platform was ringed by a reflecting pool that was shaped in a horseshoe like design with only a small walkway leading up to the base of the steps that led to Katerina's throne.

The two Sidereal bowed before the Queen of the South and she smiled warmly at the two men. She stood and gracefully made her way down the three steps that led up to her throne.

Hitsugaya cleared his throat. "My lady, we have come to you on urgent business from the Bureau of Destiny."

Katerina arched her eyebrow inquisitively. "What business is that, master Sidereal?" Katerina asked. She had only ever seen the diminutive Sidereal Hitsugaya once or twice, but his youthful appearance and short stature made the Queen of the South want to mother him slightly. She was sure that he was overworked. He looked it. His face appeared tired and drawn and there was far too much worry on the face of one so young.

"We have come on behalf of the Pattern Spiders and the Bureau of Destiny to formally request that the being that refers to itself as 'the Many' cease and desist all collective functions that require its component modules to gather in numbers of more than one thousand. Such vast numbers of essence users with one unified purpose...or in some cases without a unified purpose, tax the Pattern Spiders dearly and with a limited number of Sidereals to patch mistakes, we are finding snags in the tapestry almost anywhere your...creation...gathers." The young Sidereal then handed a scroll to Katerina that bore the signatories of various powerful gods within the bureau as well as the signatures of the various Directional Chairs that plan fate.

Katerina read the scroll several times before sighing to herself; even the gilded orichalcum tiara that sat upon the Empress' hair of spun gold seemed less luminous as the sadness that radiated from Katerina filled the chamber.

Hitsugaya winced. He knew something like this would occur. The Empress' ability to project her emotions was legendary. However he knew that deep down her will was as strong as iron, although her resolve was always tempered by her mercy.

"You're speaking of when the entire Many gathered at my birthday celebration last month, are you not?"

Hitsugaya nodded solemnly.

Katerina spoke again "Come, let us speak more openly. I will call the component souls of the Many. Surely there is some way we can resolve this."

Hitsugaya winced again. This wasn't going to be a prompt or smooth visit.





CHAPTER SEVEN OTHER HEROES

The Exalted are not the only ones who burn ascendant in the Time of Tumult. Creation is home to throngs of lesser heroes who are either incapable of Exaltation or were simply not as lucky as others. What follows are a select group of prominent non-Exalts in the Age of Sorrows.





DRIVEN SNOW

HALF CASTE CHAMPION

Quote: "Until the world unites in vengeful fury and the Solars are restored to power, I will not stay my hand."

Most People of the Air in the debased Age of Sorrows are born in one of the few remaining enclaves that race fled to after the fall of the Solar Deliberative. Driven Snow, however, came into existence by another means. Created to mirror the angelic visage of Aurelia Victoria, the Goddess of Victory by the paranoid Twilight Caste, Ixidor, Driven Snow served as her creator's bodyguard and servant.

Driven Snow served as her master's window to the outside world. She flew across the North, slaying minions of the Wyld Hunt where she could find them and reporting what she saw to Ixidor. Eventually she brought other Solars into contact with her master. These other Solars, including Aeros a natural Person of the Air, and Master Yi Wu, drew her master's curiosity and Driven Snow was sent to represent Ixidor to them.

Driven Snow was created with an intense loyalty to the Solar Exalted. This loyalty blossomed into fascination and, in one instance with one careless Solar, unbridled lust. However, as her master's power grew, her usefulness to him began to diminish. Ixidor callously cast his created servant aside when he no longer had any use for her. Shattered, Driven Snow came to Aeros of the Eclipse Caste. He took pity upon the miserable creature and used his powers to learn the charms of other supernatural beings to imbue Driven Snow with his own

Solar essence.

Driven Snow now serves as Aeros' martial guardian and paramour. As a Solar Half Caste Person of the Air, she is more useful to Aeros (in his eyes) than any Dragon Blooded lieutenant. Aeros also finds her far more easy to relate to than his actual Lunar spouse, who is at least 2,000 years older than the reborn Solar.

Driven Snow is an impossibly beautiful woman with bright, white wings like those of a dove. When in the service of Ixidor, Driven Snow possessed very pale skin and icy blue hair. Since Aeros has imbued the woman with the essence of the sun her appearance has changed greatly. Her hair has bleached a dull gold and her complexion and skin tone has darkened considerably. Her personality is still one that is rather protective and possessive, but she is now beginning to develop traits beyond simply being a guardian or a tool of her master..

Motivation: Aid the Solar Exalted in reclaiming their rightful rule over Creation.

Notable Intimacies: Aeros (Protective Gratitude), Radiant of Serra's Realm (Hateful Enmity), Solar Exalted (Respectful Fascination), Lady Serra (Jealousy), Ixidor (Creator)

Attributes: Strength 6, Dexterity 6, Stamina 6, Charisma 6, Manipulation 6, Appearance 6, Perception 6,





Intelligence 6, Wits 6

Virtues: Compassion 3, Conviction 6, Temperance 1, Valor 5

Graces: Cup 3, Ring 1, Staff 6, Sword 5

Abilities: Athletics 5 (*In the Air* +3), Awareness 5, Dodge 5, Integrity 5, Linguistics (Native: Old Realm; Others: Air-Tongue, Flame-Tongue, Forrest-Tongue, Riverspeak, Sea-Tongue) 5, Lore 5, *Martial Arts* 5 (*Dire Lance* +3), *Melee* 5 (*Dire Lance* +3), *Occult* 5, Performance 5, Presence 5 (Intimidation +3), *Resistance* 5 (*Flying* +1), Sail 2, Socialize 5, Survival 5 (The North +1), War 5 (Aerial Tactics +1)

Merits: Extra Favored: Athletics, Extra Favored: Integrity, Extra Favored: Martial Arts, Extra Favored: Occult, Legendary Appearance, Legendary Charisma, Legendary Dexterity, Legendary Intelligence, Legendary Manipulation, Legendary Perception, Legendary Stamina, Legendary Strength, Legendary Wits, Paragon of Conviction, Prodigy: Athletics, Prodigy: Integrity, Prodigy: Martial Arts, Prodigy: Melee, Prodigy: Occult

Mutations: Awakened Essence, Elemental Adaptation: Air, Essence Abundance (Blight), Exalted Healing, Keen Sense: Vision, Material Resonance: Orichalcum, Longevity, Wings

Backgrounds: Inheritance 3, Martial Arts 5, Resources 3, Sorcery 5

Excellencies: Athletics (1st), Martial Arts (1st), Melee (1st), Presence (1st)

Supernatural Martial Arts: Fist of Iron Style, Golden Janissary Style: All Charms

Athletics: Increasing Strength Exercise, Graceful Crane Stance

Integrity: Integrity Protecting Prana, Righteous Lion Defense

Melee: Fire and Stones Strike, Shining Razor Wind

Occult: Spirit-Cutting Attack, Spirit Detecting Glance, Ghost-Eating Technique, Terrestrial Circle Sorcery

Resistance: Body Mending Meditation, Durability of Oak Meditation, Immunity to Everything Technique, Invincible Essence Reinforcement-x2, Iron Kettle Body, Iron Skin Concentration, Ox-Body Technique-x3, Spirit Strengthens the Skin

Survival: Element Resisting Prana, Eternal Elemental Harmony, Hardship Surviving Mendicant Spirit
Spells:

Terrestrial Circle Sorcery: Burning Eyes of the Offender, Emerald Circle Banishment, Emerald Countermagic, Ritual of Elemental Empowerment, Summoning the Lesser Minions of the Eyeless Face, Unbreakable Bones of Stone, Virtuous Guardian of Flame

Join Battles: 11

Punch: Speed 5, Accuracy 12, Damage 6B, Parry DV 7, Rate 3, Tags: N

Kick: Speed 5, Accuracy 11, Damage 9B, Parry DV 5, Rate 2, Tags: N

Clinch: Speed 6, Accuracy 11, Damage 6B, Parry DV -, Rate 1, Tags: N, C, P

Judgment of the Daystar: Speed 5, Accuracy 17, Damage 16L, Parry DV 9, Rate 3, Tags: 2, L, P, R

Soak: 12B/12L, 24B/24L in Aegis of Divine Authority

Health Levels: -0/-1/-1/-1/-1/-2/-2/-2/-2/-2/-2/-2/-4/Incap

Dodge DV: 8

Willpower: 10

Essence: 4

Personal Essence: 57 (53)

Committed Essence: 4

Other Notes: Driven Snow has had her graces forged into potent artifacts.

Judgment of the Daystar: Driven Snow's Gossamer Dire Lance, which is also her sword grace, is a beautiful and terrible weapon. Forged from her vengeful dreams, this ornate weapon's heavy hilt appears to be made of ivory laced with golden filigree. The twin blades at its tip glow with a soft radiance that occasionally crackles with white essence lightning. Against most foes it functions as a normal dire lance, saved with improved statistics and the added piercing tag. Against Creatures of Darkness, however, the lance is a weapon of terrible power. The weapon deals aggravated damage to Creatures of Darkness and Driven Snow gains +4 DV and MDV against such foul creatures if their attacks against her are backed by magic. Using this lance to successfully strike a Creature of Darkness sometimes breaks their defenses. Roll one die for each beneficial Charm affecting a struck Creature of Darkness target: failure on the roll ends the Charm.

Aegis of Divine Authority: Driven Snow's powerful staff grace manifests as an ornate suit of gossamer super heavy plate with a large gem set in the chest. The gem bears the properties of an *Atlas of the Unconquered Leadership* (Wonders of the Lost Age, pg. 92) and duplicates the effects of a *Pectoral of Resplendent Speeches* (Wonders of the Lost Age, pg. 64)

Glorious Warming Star: This circular sunburst amulet mimics the effects of a Golden Flame (Oadenol's Codex, pg. 31)

Judgment's Corona: This decorative weapon scabbard serves as Driven Snow's cup grace. Although not technically a scabbard, as it only covers the blades of Driven Snow's lance. It serves the same function as a Scabbard of the Living Weapon (Oadenol's Codex, pg. 38)

Driven Snow also possesses several hearthstones; a *Freedom Stone* (Second Edition Core, pg. 383.), a *Gemstone of Last Resort* (Oadenol's Codex, pg. 93) a *Guardian Gem* (Oadenol's Codex, pg. 105), and a *Stone of Resilient Bamboo* (Oadenol's Codex, pg. 100). These were gifts from her creator, Ixidor and her new patron Aeros.

Driven Snow's vast array of legendary statistics and merits represent what her creator attempted to forge: the perfect mortal protector. Driven Snow has reached the apex of what most humans can achieve, and only Aeros' imbue-ment of celestial essence into her being saved her from the crushing madness that was beginning to encroach upon her mind for what she believed was her 'failure' in living up to her master's needs. Aeros has attempted to reform her into her own person with her own goals, but it is a difficult process.



HOPEFUL BHODI

THE HEROIC RAKSHA

Quote: "Creation and its Exalted are full of such wonderful stories, I can't imagine not trying to protect it."

Every hero that treads the face of Creation has a colorful back-story, but perhaps one of the most colorful, and unlikely, belongs to the Raksha Hopeful Bhodi. Hopeful Bhodi was originally a simple background 'character' in the Hidden Grotto of Delights. She was carved from the woven dreams of a particularly feisty prostitute, whose passion intrigued the Fair Folk Noble that created her. That prostitute, however, was no ordinary woman. She was Banyan the mother of the exalt-to-be, Kashi.

It wasn't until some seven years after Hopeful Bhodi's creation, that the orphaned Kashi who had freshly exalted as a Solar Dawn Caste happened upon this grotto and discovered the Fair Folk with the face of his mother. That incident changed her existence forever. She found the spark of story within her to propel herself from commoner to noble status. The Fair Folk noble who originally created her, as well as the Grotto, recognized that his creation had been caught in the tides of a far greater story. He cast her lose to make her own way in the world. Now she wanders Creation, shadowing the young exalt on his adventures.

Originally Kashi was not thrilled with the idea of a Fair Folk "wearing his mother's face" as he put it, but he has grown accustomed to her, and even shown concern for her well being. Hopeful Bhodi strives to better herself and desperately wishes to make her self some sort of use to the brash young exalt.

Hopeful Bhodi is a Raksha crafted version of the mortal Banyan, who was the mother of the Solar Exalt, Kashi. As such, she is the mirror image of Kashi's mother; albeit one that has the unnatural grace and beauty of one of the Fair Ones. She possesses assumption charms that allow her to be perceived as a human or some denizen of Creation. Her incredible beauty and grace might give her away as one of the Fair Folk to keen observers, however. Like her mortal counterpart, she possesses long sandy blonde hair, and incredibly bright and clear blue eyes, both are traits that Kashi inherited from his natural mother. She has a pleasing face with a soft, motherly gaze and fair northern skin with a voluptuous

figure. She dresses as Kashi's mother did in life, in modest yet attractive clothes, except when she needs to engage in combat. She then dons her beautiful gossamer armor that appears to be made of gold and living wood, her gossamer great sword that mimics the flickering ocean itself, and her gossamer firewands that expel blasts of fire onto an unsuspecting enemy.

A great deal of Hopeful Bhodi's personality comes from her observations of Kashi. She strives to help others in need and can be brash and recklessly charge into battle. She has shaped herself into an Eshu, a Entertainer-Warrior Caste Raksha as a result.

Motivation: Be useful to Kashi

Notable Intimacies: Kashi (Fixation), Heroism (Noble Ideal), Creation (Protective Fascination), The Wyld (Disdain)

Raksha Castes: Eshu (Entertainer-Warrior)

Attributes: Strength 7, Dexterity 9, Stamina 7, Charisma 7, Manipulation 7, Appearance 7, Perception 7, Intelligence 10, Wits 10

Virtues: Compassion 5, Conviction 5, Temperance 5, Valor 5

Graces: Cup 5, Ring 5, Staff 5, Sword 5

Heart's Grace: 5

Lure: (Compassion) Giving help when asked.

Abilities: Archery 7 (Firewands +3), Athletics 7 (In Combat +3), Awareness 3 (Combat +3), Bureaucracy 3 (Bending Rules +3), Craft (Air, Earth, Fire, Glamour, Water, Wood) 6,

Dodge 7 (Single Foes +3) Integrity 3 (Avoiding Truths

+3), Investigation 3 (Reading Emotions +3),

Larceny 6 (Disguises +3), Linguistics (Native:

Old Realm; Others: Air-Tongue, Flame-

Tongue, Forrest-Tongue, Low Realm,

Riverspeak, Sea-Tongue) 3 (Languages

+3), Lore 3 (The Exalted +3), Martial

Arts 7 (Single Foes +3), Medicine 7

(Diagnosis +3), Melee 7 (Swords

+3), Occult 3 (Identifying

Magical Effects +3),

Performance 7 (Seduction

+3), Presence 7

(Seduction +3),

Resistance 3 (In Water

+3), Ride 3 (Magi-Tech

Craft +3), Sail 3

(Enduring Storms

+3), Socialize 3

(Organizing Units

+3), Stealth 6

(Standing Still +3),

Survival 3 (At Sea

+3), Thrown 3

(Needles +3), War 3

(Organizing Units

+3)





Merits: Extra Favored x 2, Legendary Dexterity, Legendary Intelligence, Legendary Wits, Prodigy: Archery, Prodigy: Athletics, Prodigy: Dodge, Prodigy: Larceny, Prodigy: Martial Arts, Prodigy: Medicine, Prodigy: Melee, Prodigy: Performance, Prodigy: Presence, Prodigy: Stealth
Backgrounds: Birth 5, Gossamer 5, Martial Arts 5, Resources 4, Style 5

Charms:

Supernatural Martial Arts: First Pulse Style, Golden Exhalation Style, Golden Janissary Style: All Charms

Assumption Charms: Assumption of Dreams and Passions, Mad God Mien

Emotional Influence Charms: Elegant Muse Attitude, Emotion Weaving Style, Emotional Evocation, Essence Disrobing Passion, Unwanted Obsession Provocation Technique

Charms of the Heart:

Name Charms: Bastion of Self (Cup), Bastion of Self (Heart), Bastion of Self (Ring), Bastion of Self (Staff), Bastion of Self (Sword), (Cup) Earth-Bone Accord, Imposition of Law: (Charisma + Performance: Appearing Heroic), Imposition of Law: (Charisma + Presence: Encouraging Heroism), Imposition of Law: (Dexterity + Athletics: In Combat), Imposition of Law: (Dexterity + Martial Arts: Offense), Ferocious Concessions of Shape, (Ring) Earth-Bone Accord, (Staff) Earth-Bone Accord, (Sword) Earth Bone Accord, (Way) Earth-Bone Accord

Charms of the Cup:

Feeding Charms: Banquet of Crumbs, Demense Farming Art, Extruded Stomach Feeding, Oneiromatic Conjunction, Ravishing the Created Form, Soul Carving Artifice

Charms of the Ring:

Body Strengthening Charms: Blade Turning Skin, Knife-Hand Dream, Inviolable Presence, Opalescent Gossamer Raiment, Ox-Body Technique—x5

Creation Based Crafting Charms: Ordinary Object Conjunction

Wyld Based Crafting Charms: Essence Forging Art, Gossamer Forging Art, Style Improving Spirit, Worker's Gift x 5

Charms of the Staff:

Wyldlife Birthing Charms: Awakened Dream Manufacture, Shape Forged Servant

Grace Forging Charms: Ecstatic Reproduction Style, Forging the (Cup) Grace, Forging the (Heart) Grace, Forging the (Ring) Grace, Forging the (Staff) Grace, Forging the (Sword) Grace, Forging the (Way) Grace, Gaping Virtue Mouth, Great Works of the (Cup) Grace, Great Works of the (Ring) Grace, Great Works of the (Staff) Grace, Great Works of the (Sword) Grace, Great Works of the (Way) Grace, Unshaped (Cup) Transformation, Unshaped (Ring) Transformation, Unshaped (Staff) Transformation, Unshaped (Sword) Transformation, Unshaped (Way) Transformation

Charms of the Sword:

Transitory Mutation Charms: Grace of the Infinite Revolving Spheres, Hundred Hand Style, Millipede Mind

Permanent Mutation Charms: Glorious Hero Form

(Dexterity Option, Intelligence + Perception Option—x2, Wits Option—x2) Racing Dragon Speed—x5, Root of the Perfected Lotus

Charms of the Way

The Way: Hound of Land and Seas, Perfect Reckoning Technique, Trackless Dreamscape Movement, Watchtower Eye Gaze

Join Battles: 16

Attacks:

Punch: Speed 5, Accuracy 17, Damage 7B, Parry DV 9, Rate 3, Tags: N

Kick: Speed 5, Accuracy 16, Damage 10B, Parry DV 7, Rate 2, Tags: N

Clinch: Speed 3, Accuracy 16, Damage 7B, Parry DV –, Rate 1, Tags: N, C, P

Shining Wave (Gossamer Daiklave): Accuracy 22, Damage 13L, Parry DV 9, Rate 3, Tags -

Burning Crests (Gossamer Paired Firewands): Accuracy 21, Damage 10L, Parry DV –, Rate 1, Ammo 5, Tags: F

Soak: 17B/10L (32B/25L in Golden Oak Gossamer Super-Heavy Plate)

Health Levels: -0/-1/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-2/-4/Incap

Dodge DV: 11 (12 With *Disk of Light* Gossamer Shield)

Essence: 5

Essence Pool: 50 (46)

Committed Essence: 4

Other Notes: Hopeful Bhodi has forged her graces into several artifacts that aid her in her journeys across Creation. *Shining Wave:* This is Hope Bhodi's Sword Grace. It is a gossamer daiklave that appears to be made from solidified water with pin pricks of light suspended from within that seem to shimmer and shift to and fro as the sword dances in the wielder's hand, giving the illusion that it was liquid in motion.

Burning Crests: These paired gossamer firewands, Hopeful Bhodi's Cup Grace, are made of gold with sapphire inlay. The end of each muzzle sports flash vents that expel firedust loads that create radial lines from the end of the barrel when fired. When observed dead on, the dust seems to be rays projecting from the onrush of flame.

Armor of the Golden Oak: This Staff Grace is a sight to behold. It is difficult to tell if the armor is white oak with gold inlay or gold armor with white oak inlay. In fact it is both. The metal is enlivened with the power of wood's life. The armor slowly changes icons, images and artistic designs subtly altering the mix of its composition. The central design on the chest of the armor is an oak tree on a hill top with the sun rising behind it.

Disk of Light: This shield, Hopeful Bhodi's Ring Grace, is invisible and only flares to life when struck. When Hopeful Bhodi is hit, a golden aura flares around the part of her body struck. It has no shape or substance without something else to give it form. If abandoned it forms a circular shape over laying whatever it is left resting upon. Hopeful Bhodi is also proficient in the mysterious Way Grace and she is able to impart that knowledge to others if she desires.





ワンピース





CHAPTER EIGHT

PLAYER CHARACTERS

What follows is an appendix of player characters and their abilities for the storyteller's reference.



KASHI

CHAMPION OF THE UNCONQUERED SUN

Quote: *"Trust me. I know what I'm doing. Have you ever known me to do anything stupid? I'll be fine!"*

If one were to look at Kashi, they would most likely not be too impressed. He has a cheerful and even playful demeanor about him and the look of one that, all outward appearances would say, belongs on a beach more than the battlefield. This friendly demeanor, while not a lie, masks a deep desire to protect others and destroy those who would threaten or enslave Creation. More than one foe has underestimated Ignis Divine's Champion, to their sorrow.

Kashi was born in the West to parents who did not survive to see him reach adulthood. He was left alone and eventually taken into slavery and trained to be a fighter. He exalted while killing a Dragon Blooded to escape his bondage.

Upon his exaltation, Kashi united with other nascent Solars to form, arguably the most potent circle of Solars in the Age of Sorrows. Their laundry list of accomplishments has been part of what has defined almost all of the major events of the Second Age since the disappearance of the Scarlet Empress. Taking control of the West, destroying Siakal, helping permanently destroy two Deathlords, capturing Ligier, winning the Heaven and Earth Invitational (hence his title), and spearheading the movement of the Celestial Exalted against a renewed Primordial threat are just a few of the achievements that could be attributed to Kashi or his circle.

Kashi has spiky, sun bleached dirty blond hair, vivid blue eyes, and tan skin. He has a handsome, westerner's face and an athletic build, although it is more dexterous than it is bulky. Over his athletic frame he typically wears open and breezy clothing. He is usually clad in his distinctive white hooded vest that is left open to expose his bare chest. He typically wears dark blue or white, loose, baggy pants that are fastened with a belt at his waist.

Kashi is friendly, energetic and prone to say whatever is on his mind. He has a deep sympathy for children, possibly because he never quite grew up himself. He is fiercely protective of his friends and

those he loves, especially his beloved Lunar spouse. He can be reckless and arrogant at times, as well as quick to judge. He often makes snap decisions, almost never looking before he leaps. This has caused more than one misadventure for him and his circle. His reckless attitude may also be his undoing if he is not careful.

Motivation: Become the greatest hero of this or any age.

Notable Intimacies: Being the Champion of the Unconquered Sun (Arrogant Pride), Corrupted Solars (Scornful Loathing), Downtrodden Children (Protective Pity), Hopeful Bhodi (Wary Affection), Solar Circle (Brotherly Camaraderie), The Unconquered Sun (Awe), Yuna (True Love), The Yozi (Revulsion)

Caste: Dawn

Anima: Torrents of cascading white energy, streaked with violet, that resemble ocean waves with pale wispy streams of golden essence swirling about him.

Attributes: Strength 6, Dexterity 8, Stamina 6, Charisma 5, Manipulation 1, Appearance 5, Perception 2, Intelligence 2, Wits 5

Virtues: Compassion 3, Conviction 3, Temperance 3, Valor 5

Virtue Flaw: Foolhardy Contempt

Abilities: Archery 5, Athletics 7 (Swimming +2, Acrobatics +1), Awareness 5 (In Combat +3), Dodge 7 (Other Exalted +3), Integrity 7, Larceny 1, Linguistics (Native: Sea-Tongue; Others: Air-Tongue, Flame-Tongue, Old Realm, Riverspeak) 4, Lore 3, Martial Arts 7 (Slashing Wave +2, Solar Hero Style +1), Medicine 5 (Pediatrics +1), Melee 7 (Slashing Wave +3), Occult 5 (Art of Husbandry: Master +3), Performance 3 (With Yuna +1), Presence 3 (Heroic Demeanor +1), Resistance 8 (Holding His Breath +1, Overcoming Crippling Blows +2), Ride 3, Sail 3 (Great Western Ocean +1), Survival 5, Thrown 7 (People +1), War 7

Merits: Legendary Strength, Legendary Dexterity, Legendary Stamina, Legendary Resistance, Prodigy: Martial Arts, Prodigy: Resistance, True Love (Yuna)

Backgrounds: Allies 5, Artifact N/A, Artifact N/A, Artifact 5, Artifact 5, Artifact 4, Artifact 3, Artifact 2, Artifact 2, Artifact 2, Artifact 2, Artifact 1, Backing 4, Connections 3, Cult 3 (Hero Worship), Experience 3, Familiar 5, Knowledge 1, Manse 5, Manse 5, Manse 4, Manse 4, Manse 3, Manse 2, Manse 1, Martial Arts 5, Mentor 5, Panoply 3, Retainers 3, Wealth 3

Charms:

Excellencies: Athletics (1st),







LADY KATERINA ELENA

EMPRESS OF LIGHT

Quote: "Under the guidance of Sol Invictus and his chosen, the world will flourish once more. No more will humanity be left to suffer the cruelties of this age of sorrow and constant strife."

Katerina Elena was born in Thorns some twenty years before that city fell to the armies of the Mask of Winters. The daughter of wealthy, but low level nobles, it seemed a windfall for her family when she was married off to a Patrician of the Realm.

Katerina moved with her husband to Chiaroscuro, to over see his family's assets in that city. Her life seemed almost perfect- until her husband unexpectedly exalted as a Dragon Blooded. His marriage to her was now undesirable in the eyes of his family. He divorced her, leaving her with a sizable estate in Chiaroscuro and a pension in which she could live comfortably for the rest of her days.

Katerina was and still is a deeply kind woman; it was her desire to save the life of another with no thought to her own safety that earned her the second breath of the Unconquered Sun.

Since that time Katerina has joined with other Solar Exalts to spread her influence across the entire South. She used her circle and her own influence to subtly guide and nudge the kingdoms of the South until she could eventually claim dominion over practically the entire direction.

Katerina is a woman of stately beauty, elegance, and subtle curves. She possesses pale skin and silky, wavy, pale blonde hair that cascades down her back to her waist. Katerina's watery gold eyes are perhaps her most enchanting feature. They convey wisdom beyond her years mixed with a slight tinge of sadness and world weary. However at her core Katerina is a kind and compassionate soul who truly wishes to aid all of Creation and make it a more prosperous place. She has a motherly nature and can be unintentionally patronizing if she is convinced she knows the proper course of action. Katerina typically dresses in beautiful gowns of white Essence Silk adorned with orichalcum jewelry and other finery that convey her status. These fine clothes, coupled with

her regal bearing make her a striking figure to behold.

Motivation: Govern her Empire wisely and make the Southern direction united and prosperous.

Notable Intimacies: Fine Apparel and Jewelry (Overwhelming Preference), Grey Lancer (Wifely Devotion), Solar Circle (Motherly Patronage), Her Children (Maternal Affection), The Mandate of Heaven (Steadfast Belief), The Unconquered Sun (Utmost Esteem), Verumpira (Platonic Love), The Many (Maternal Protectiveness)

Caste: Zenith

Anima: Fountains of gold and white light that resemble scrolls that have holy texts and passages from the various sun worshipping religions across Creation scribed upon them that swirl around her.

Attributes: Strength 4, Dexterity 5, Stamina 5, Charisma 6, Manipulation 5, Appearance 6, Perception 3, Intelligence 3, Wits 3

Virtues: Compassion 5, Conviction 5, Temperance 5, Valor 3

Virtue Flaw: Compassionate Unshakable Crusade (See Lords of Creation, Page 138)

Abilities: Athletics 3, Awareness 5, Bureaucracy 5 (Phoenix Empire +2), Craft (Air, Earth, Fire, Water, Wood 5 (Needlepoint +1), Dodge 6, Integrity 6 (Self Righteousness +2), Investigation 5 (Phoenix Empire +3), Linguistics (Native:

Riverspeak; Others: Air-Tongue, Flame-Tongue, High Holy Speech, High Realm, Low Realm, Old Realm, Sea-Tongue) 5

(Languages +2), Lore 6, Martial Arts 6, Medicine 6, Occult 5 (Art of Astrology: Master +3, The Art of the Dead: Master +3, Art of Husbandry: Master +3, Art of Warding and Exorcism: Master +3), Performance 6 (Prayer +2, Speeches +1), Presence 5 (Regal Bearing +1), Resistance 5, Ride 3, Sail 6 (Five Metal Shrike +2), Socialize 6 (Nobility +3), Survival 5 (Southern Deserts +1)

Backgrounds: Allies 5, Artifact 5, Artifact 5, Artifact 4, Artifact 2, Artifact 2, Artifact 2, Artifact 2, Backing N/A (Phoenix Empire), Connections N/A (Phoenix Empire), Cult 3, Experience 3, Henchmen 5 (Court Officials and Nobles), Knowledge 3, Manse 5, Manse 3, Manse 2, Manse 2, Panoply 4, Reputation 5 (Phoenix Empress), Retainers (Servants and Courtiers), Wealth 5

Charms and Spells:

Excellencies: Bureaucracy (1st), Craft (1st), Dodge (1st), Integrity (1st), Investigation (1st), Linguistics (1st), Lore (1st), Martial Arts (2nd, Infinite Mastery), Medicine (1st, Divine Transcendence), Performance (1st), Presence (1st), Resistance (1st), Sail (1st), Socialize (1st)

Supernatural Martial Arts: Dreaming Pearl Courtesan Style, The Art of Meditative Discussion (Temperance Style): All Charms





Awareness: Surprise Anticipation Method

Bureaucracy: Bureau-Rectifying Method, Creation Ruling Pronouncement, Foul Air of Argument Technique, Indolent Official Charm, Lawgiver's Ministerial Domain, Speed the Wheels, Voice of the People
Dodge: Dancing Shadow Evasion, Flow Like Blood, Reflex Sidestep Technique, Seven Shadows Evasion, Shadow Over Water, Sinuous Shadow Escape
Integrity: Elusive Dream Defense, Integrity Protecting Prana, Righteous Lion Defense, Shedding Infinite Radiance, Temptation Resisting Stance, Transcendent Hero's Meditation

Investigation: Crafty Observation Method, Irresistible Questioning Technique, Judge's Ear Technique

Linguistics: Discerning Savant's Eye, Excellent Emissary's Tongue, Flawless Brush Discipline, Letter Within a Letter Technique, Poetic Expression Style, Sagacious Reading of Intent, Twisted Words Technique, Unbreakable Fascination Method, Whirling Brush Method
Lore: Chaos Repelling Pattern, Harmonious Academic Methodology, Immanent Solar Glory x 5, Legendary Scholar Curriculum

Medicine: A Hood on Death, Ailment Rectifying Method, Anointment of Miraculous Health, Aura of Hygiene, Aura of Salubrity, Body Purifying Admonitions, Contagion Curing Touch, Flawless Diagnosis Method, Instant Treatment Methodology, Miracle Worker's Redemption, Perfected Lustration Methodologies, Touch of Blissful Release, Wholeness Restoring Method, Woe Conquering Hands, Wound Cleansing Meditation, Wound-Mending Care Technique

Occult: All-Encompassing Sorcerer's Sight, Celestial Circle Sorcery, Emerald Essence Assimilation, Ghost Eating Technique, Sapphire Essence Understanding, Solar Circle Sorcery, Sorcerer's Burning Chakram Charm, Spirit Cutting Attack, Spirit Detecting Glance, Spirit-Repelling Diagram, Terrestrial Circle Sorcery

Performance: Allure of Divine Beauty, Elemental Fury Allaying Speech, Face the Light, Heart Compelling Method, Horizon-to-Horizon Performance Method, Husband Seducing Demon Dance, Infatuation Idol gathering Methodology, Mastery of Passion Nuance, Memory Reweaving Discipline, Phantom Conjuring Performance, Respect Commanding Attitude, Tears From Stones Aria

Presence: Authority Radiating Stance, Enemy Castigating Solar Judgment, Hypnotic Tongue Technique, Irresistible Salesman Spirit, Majestic Radiance Presence, Searing-After-Image Passion, Servant Uplifting Affirmation, Terrifying Apparition of Glory,

Underling Promoting Touch, Worshipful Lackey Acquisition, You Can Be More

Resistance: Adamant Skin Technique, Armored in Righteousness Stance, Body Mending Meditation, Durability of Oak Meditation, Immunity to Everything Technique, Iron Kettle Body, Iron Skin Concentration, Ox-Body Technique x 5, Spirit Strengthens the Skin
Socialize: Gathering the Congregation, Glorious Affirmation Stance, Golden Courtier Infallibility, Master of Society Technique, Mastery of Small Manners, Taboo Inflicting Diatribe, Understanding the Court, Uplifting Trials of the Perfect, Venomous Whispers Technique, Wild Revelry Approach, Wise Eyed Courtier Method
Survival: Element Resisting Prana, Eternal Elemental Harmony, Hardship Surviving Mendicant Spirit
Spells:

Terrestrial Circle Sorcery: Demon of the First Circle, Emerald Circle Banishment, Emerald Countermagic, Summon Elemental, Infallible Messenger, Invulnerable Skin of Bronze

Celestial Circle Sorcery: Demon of the Second Circle, Sapphire Circle Banishment, Sapphire Countermagic, Summoning the Heavenly Portal, Travel Without Distance

Solar Circle Sorcery: Adamant Circle Banishment, Adamant Countermagic, Spirit Uplifting Mercy Halo.

Join Battles: 8

Punch: Speed 5, Accuracy 11, Damage 7B, Parry DV 6, Rate 3, Tags: N

Kick: Speed 5, Accuracy 10, Damage 10B, Parry DV 4, Rate 2, Tags: N

Clinch: Speed 6, Accuracy 10, Damage 7B, Parry DV -, Rate 1, Tags: N, C, P

Soak: 2L/5B (12L/13B with Silken Armor and Amulet, increase soak by +10A/+14L/+14B if Iron Kettle Body is active)

Health Levels: -0/-1/-1/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-2/-2/-2/-2/-2/-2/-2/-4/Incap

Dodge DV: 12

Willpower: 9

Essence: 6

Personal Essence: 27

Peripheral Essence: 116 (101)

Committed Essence: 15

Other Notes: Katerina has married her bonded Lunar mate and concieved three golden children by him. She possesses a combo that allow her to attack spirits and muster Adamant Skin Technique as well as several medicine combos as she priders herself on relieving suffering. Finally, she has several social combat combos that are useful in her role as ruler of an entire direction of Creation.



